

Players can gentleman to playing on the custom stages. From there, they're presented with three groups to choose from:

<u>Group 1</u>	<u>Group 2</u>	<u>Group 3</u>
Highskate Downtown	Sea of Tranquility	Stars of Aether
Buried Mine	Pneuma Temple	Gloom Gorge
Dormant Ridge	Duality	Sparkling Ravine
Postmen's Guild	Shrouded Ruins	Overpass Alley
Kindler's Crucible	Aethereal Spiral	Neo Frozen Bastion

<u>Counterpicks</u>
Threads of Fate
Aurum Sanctuary
The Plankration

(Groups are picked via player bans after RPS. Once a group is picked, you're locked into that group for the set.)

<https://www.rpsgame.org>

After game 1, **Threads of Fate**, **Aurum Sanctuary**, **The Plankration** will open up as counterpicks for *all* groups. This event will use modified DSR, so the player can't counterpick to the last stage they've won on in the set.

For custom stages:

- Player 1 bans 2
- Player 2 bans 1
- Player 1 bans 1 and picks the remaining stage left

For regular stages:

- <https://rivalsofaether.com/RCS-Rules.pdf> (See sections E / F)