

THIS IS A MODDED FREE-FOR-ALL (FFA) TOURNAMENT. READ BELOW FOR MORE INFORMATION.

CIRCLE DERPING #23 (Beast of the Hill - FREE-FOR-ALL TOURNAMENT)

HyperONE StarCraft Discord server link: <https://discord.gg/esZXh5PKSZ>

Challonge link and registration: <https://www.challonge.com/circlederping23>

Wiki page: https://liquipedia.net/starcraft2/Circle_Derping/23

Main stream: <https://www.twitch.tv/candleteacats>

Tournament date:

- Pacific Standard Time: **Saturday, December 16th, 9 PM**
- Korea Standard Time: **Sunday, December 17th, 2 PM**
- Universal Coordinated Time: **Sunday, December 17th, 5 AM**
 - **Check-in begins 1 hour before the time listed above.**
 - **if you do not check-in by the start time, you will IMMEDIATELY forfeit your spot in the tournament.**
 - **Walkover time is 10 minutes.**
 - When the tournament turns, log in to the NA server and type “/join hyperone” to join the official chat channel.
- **THE EXPECTED DURATION OF THE TOURNAMENT IS APPROX. 150-180 MINUTES.**
- This tournament is open to players of all skill levels.
 - I reserve the right to refuse entry to any individual for past demonstrations of cheating, unsportsmanlike conduct, etc.
- **You must be present in the Discord server for the duration of the tournament.**
- **There is only one round, consisting of 4 maps. The format is single-player FFA.**
 - **Up to 8 players may participate. Participants are taken from the sign-ups list and are first-come-first-serve.** If one or more of the first 8 registrants are unavailable, they will be replaced with registrants on the waitlist.

This event will have 4 fixed maps.

They are chosen by the organizer.

They will be played in order.

- This tournament uses the **Beast of the Hill** mod, designed for FFA games.
 - A red dot is located in the middle of the map, indicating the capture point. The capture point is 4x4 unbuildable terrain. Standing on the capture point has two effects:
 - The player will receive passive mineral income.
 - Every 3 to 5 minutes, the player currently controlling the capture point will win a round. (See below.)
 - The following settings will be used:
 - Each player must win **3 rounds** to win the map.
 - The first round will end after **5 minutes** (5:00), and the second round will end after **4 minutes** (9:00). Subsequent rounds will end after **3 minutes** (12:00, 15:00, 18:00, etc.)
 - Controlling the capture point grants **10 minerals per second**.
 - Every time a round ends, this amount increases by **2 minerals per second**.
 - The capture point is **always visible** to all players.
 - In order to capture the point and win a round, **you must control the capture point**.
 - The capture point belongs to you if you are the only player with a unit on it. If the capture point is contested at the end of a round, the round will continue until the point is no longer contested.
 - If the point is contested by several players, unit priority is: **visible ground > cloaked ground > any air > temporary units > eggs**
 - You can still win by destroying the buildings of all other players before someone wins three rounds (although this is an unlikely outcome). In this case, you will win the map despite not having won three rounds.
- **Matches and scoring:**
 - Standings are decided in order of:
 - total rounds won
 - for scoring purposes, the first map win counts as 4 rounds instead of 3
 - most rounds won on any single map
 - if tied, check second highest rounds won on any map, etc.
 - most rounds won most recently
 - i.e. the most recent map win breaks the tie, then the most recent 2-round map, etc.
 - the single round won most recently

- **Prize pool (distributed by PayPal F&F, fees *may* not be included): \$40**
 - **1st place: \$16**
 - **2nd place: \$12**
 - **3rd place: \$8**
 - **4th place: \$4**
- **Map vetoes and selection (IGNORE FOR FIXED MAP EVENTS):**
 - Players may agree to pick maps directly or concede map picks to each other, if they wish to do so.
 - Otherwise: each player takes turns vetoing one map, starting with the player of lowest seeding (latest registration) and proceeding through to the player of highest seeding (earliest registration).
 - After 8 maps are banned, 4 will remain. All remaining maps will be played; the map order will be determined randomly.
- **Server selection:**
 - The match can be conducted on any server, provided there is a consensus from all 8 players.
 - Otherwise, take the ONE player west-most and the player ONE east-most of the United States and apply the following server rules:
 - **Americas vs. EU: US East**
 - **Korea/Taiwan/Japan vs. EU: US West/Central/West/Central**
 - **Oceania/Rest of Asia vs. EU: US West**
 - **Asia/Oceania vs. Americas: US West**
- **You are not required to declare your race, and may play any race on any map.**
- **You must play to win. Sandbagging, match-fixing, deliberately throwing the game, etc. are not acceptable.**
- **Rules regarding teaming:**
 - Teaming is a natural part of any FFA event. However, you should do so with the goal of winning (or stopping someone else who is currently winning), and not that of simply teaming with your friends, teaming against someone you personally dislike, or any other such reason besides winning.
 - **DO NOT TEAM BEFORE THE FIRST ROUND HAS ELAPSED.**
 - When declaring a team, whether with someone or against someone, you must use the in-game All chat to do so. **ENGLISH ONLY IN ALL CHAT. NEVER USE ANY OTHER MODES OF COMMUNICATION.**
 - Teams will not be enforced by the organizer. Just as teaming is a natural part of any FFA event, so is the inevitable betrayal.
 - Repeatedly teaming with others at the start of the game or teaming with the same players every game is not acceptable.

- Any violation of the above rules and regulations, cheating, unsportsmanlike conduct, etc. is subject to disqualification from the event, removal from future events, or any other punishment at the discretion of the organizer(s).

Results Table (updated live during the tournament)

Player Name	Map 1 (rounds)	Map 2 (rounds)	Map 3 (rounds)	Map 4 (rounds)	Total (maps)	Total (rounds)
Xayad	3 (+1)	1	2	1	1	8
Ziomek		1	2	1		4
Illias		1	2	2		5
Meven		1		1		2
Koht			2	3 (+1)		6
YourBroChris			3 (+1)	1	1	5
XingMing						
HonMonO		3 (+1)	2	2	1	8

Final Placings:

- 1st: HonMonO
- 2nd: Xayad
- 3rd: Koht
- 4th: YourBroChris

Map Order:

- [Char] Mineral Walk
- [HypONE] [FFA] Templar's Tectonic Tribulation
- BotH FFA MCS1: Dogside
- BotH FFA MCS1: Shoulder of Your God