

CIRCLE DERPING EVOLUTION #3

Beast of the Hill + SC: Evo Complete FFA Tournament

HyperONE StarCraft Discord server link: <https://discord.gg/4JM5XwMnwX>

Challonge link and registration: <https://challonge.com/cdevo3>

Wiki page: https://liquipedia.net/starcraft2/Circle_Derping/Evolution/3

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

Tournament date: Saturday, May 31st, 10 PM EDT / Sunday, June 1st, 11 AM KST

- **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 5 minutes.**
- When the tournament turns, log in to the NA server and type “/join hyperone” to join the official chat channel.

Format: 8-player Free-For-All

- **Expected duration:** 150-180 minutes
- **Anyone can play!** All skill levels are welcome.
 - You must join the Discord server to participate.
- **Maps:** 4 maps will be played, chosen by the organizer.
 - **Up to 8 players may participate. 24-48 hours before the event, the participants list will be shuffled. Players are taken from the sign-ups list in seeding order.** If one or more of the first 8 registrants are unavailable, they will be replaced with registrants on the waitlist.
 - For some events, special circumstances may dictate certain participants will be granted a more advantageous seed.
- **Server selection:** Player consensus, or organizer discretion (US West/Central/East)
- **This tournament uses the Beast of the Hill mod**, designed for FFA games.
 - If you are new to the gamemode, [please watch this guide video](#).
 - The mod will be configured with the following settings:
 - Each player must win **3 rounds** to win the map.
 - The first/second/remaining rounds end after 5/4/3 minutes.
 - 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.

- 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
 - the first map win contributes **one (1)** bonus round for scoring
 - 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): \$50**
 - **1st place: \$20**
 - **2nd place: \$12.50**
 - **3rd place: \$10**
 - **4th place: \$7.50**
- **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.
- The organizer reserves the right to interpret and enforce these rules.
- 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)
Ateshi						
Cosmic			2	3 (+1)	1	6
dingusfrog	1					1
HonMonO	2	2	3 (+1)		1	8
Meven		1	1	2		4
November						
Patches	3 (+1)	3	1	1	2	9
promé						

Final Placings:

- 1st: Patches
- 2nd: HonMonO
- 3rd: Cosmic
- 4th: Meven

Map Order:

- Winter, the Last Lairbender BWSC2E
 - Server: Western United States
- Templar's Tectonic Tribulation BWSC2E
 - Server: Western United States
- Close Quarters Combat BWSC2E
 - Server: Western United States
- Castle Infestation Breach BWSC2E
 - Server: Western United States