



TEAM PARTY PLAY TOURNAMENT

Powered by [snek board](#)

Introduction

DDR X (North America) had a little-known feature that allowed up to four PS2s to be hooked up locally to play a variety of game modes. Using the newly-developed snek board, we will be running a tournament that utilizes these unique modes on arcade hardware for the first, and probably last time.

Setup and Entry

Instead of entering as individuals, we will be entering as teams of two people to take advantage of this unique opportunity. DDR X allows for two people on the same PS2 to contribute one score as a team.

This is not a serious tournament, and we will be playing with that in mind. The Rule of Fun™ trumps all other rules.

Each team plays best of three songs. Team Left/Team Right is determined by the order in which the bracket orders competitors, with top of matchup being left, and bottom of matchup being right. Each round works with the following flow:

Song 1:

- Team Left: Song Pick
- Team Right: Mode Pick

Song 2:

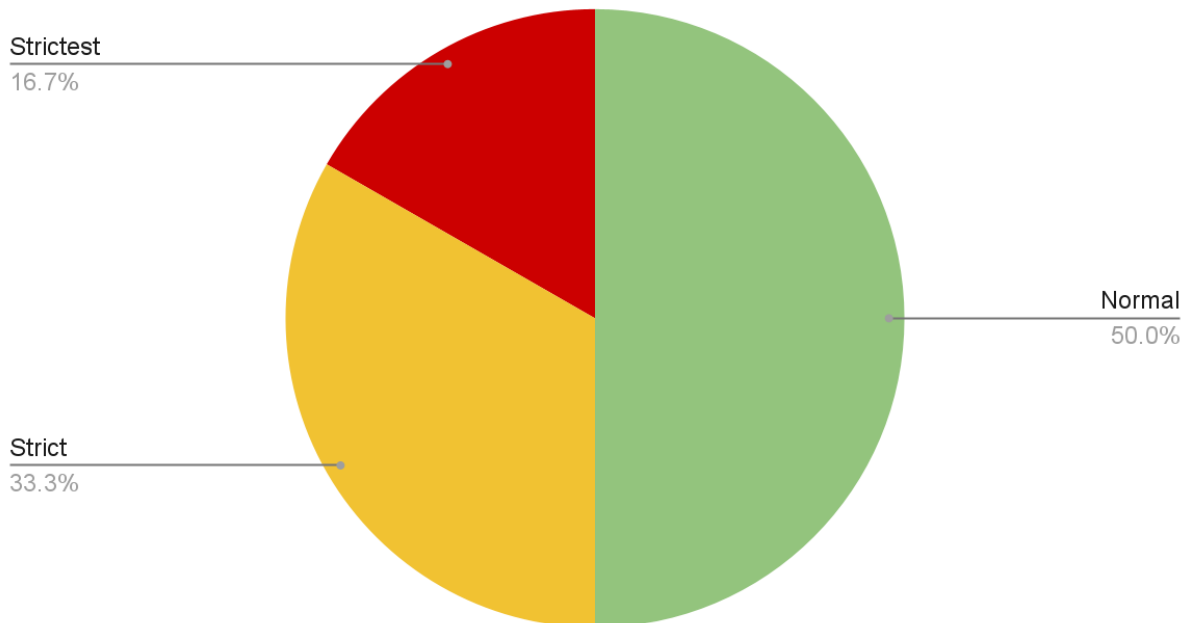
- Team Right: Song Pick
- Team Left: Mode Pick

Song 3:

- Price is Right-esque audience participation, whatever we generally agree is the funniest. If no consensus is reached within ten seconds on any pick, I will randomly choose from a spreadsheet for both things.

After everything is picked, we spin a wheel to figure out how strict it's going to be. The wheel looks something like this:

Strictness Random Draw



Song draw

Every song in DDR X is allowed. [This is the list we will be drawing from](#). This is not a pick-pick-ban, one team gets to decide the next song. Song is always picked first.

Modes

In DDR X party mode, both sides always play songs in a more or less standard way. However, there are multiple game/scoring modes:

- **Battle:** Standard scoring, but you can build up power for attacks that add modifiers to the other side. What steps build up power for attacks and how much depends on handicap
- **Combo:** Best combo wins. What steps count towards/break combo depends on the handicap
- **Score:** Standard scoring. What counts towards the score depends on handicap
- **Life:** Standard scoring, but with a LIFE8 bar. You can still keep playing after it runs out, but your score stops counting after it runs out. What counts towards depleting the lifebar depends on handicap

Handicaps

DDR X had two types of handicaps: scoring multipliers, and timing strictness. We won't be using scoring multipliers, but we will use timing strictness:

- **Normal:** Anything less than Great hurts you
- **Strict:** Anything less than Perfect hurts you
- **Strictest:** Anything less than Marvelous hurts you

Tournament Progression

There will be no seeding beyond general vibes. We generally know who all of you are.

This is a double elimination tournament, single elimination if we have more than 8 teams.

First place team wins a **MYSTERY PRIZE**. Not-first place team wins a similar, but smaller **mystery prize**.