IS#5 Bingo Lockout Qualifier Rules

The IS#5 Bingo Lockout tournament will be running from July 14th to August 2nd (UTC-7) and the first portion of the tournament will be asynchronous.

Players are heavily encouraged to join the Lungmen Dragon's Discord Server as the main tournament will be hosted here.

Tournament Qualifier Submissions

- Players must record their **full run** and post it on YouTube as an unlisted or public video.
- Only submissions from **EN based Arknights accounts** are valid.
- The run must be recorded from the moment the player **clicks explore until the final summary that lists the player's time.**
    - Should players be unable to record their run and still like to attempt to qualify, it is possible to contact Lungmen Dragon's tournament staff to arrange live qualifications for yourself.
    - These spots will be based on the **availability of Lungmen Dragon's Tournament Staff** therefore the slots for this are limited.
    - If you would like to request a live qualifier attempt please join the **Lungmen Dragon's Discord** and ping the @IS5 Verifier role for assistance.
- **The run cannot be completed using the Set Seed function.**
- After the run is completed and uploaded, players will be able to officially submit their run for scoring to the form linked below:
    - **IS5 Bingo Lockout Qualifier Submission Form**
- It is **highly recommended** to timestamp completed tiles in your clear in the description of the submitted YouTube video.
    - This allows players to show the judges everything they want the judges to see, and minimizes risks of overlooking a cleared tile.
    - Players will not be disqualified for refusing to timestamp their videos; however a time stamped video will be verified faster and with a lower margin for staff error.
- Players may update their submission if needed; however, only the **most recent submission** will be considered for qualification, so please ensure that the clear you are happiest with is submitted last.

- **Qualifiers will run from June 20th until July 6th at 23:59 (UTC-7).**

Format & Rules

Players must record a run of Integrated Strategies #5: Sarkaz's Furnaceside Fables on **Facing Souls 9** using one of two available qualification methods, each method will have its own specialized board the player will need to follow.

- Players may submit a run to **both** routes, but may only qualify for one of them, the run that is the stronger of the two submitted will be the run considered for qualification
- 64 players total will qualify for the main event, 32 from each method.
- Players will be able to complete various tasks on a 4x4 board, in the same format as previous Bingo Lockout iterations.
- For each completed tile the player will be awarded **1 point** unless the completed tile otherwise says.
- Once the run is completed, players are asked to submit an image of the board they played on with their completed tiles marked off.
    - This does not need to look good but it does need to be legible for staff to review. If there is any confusion as to which tiles have been marked off, staff will reach out to you through discord or other listed contact.
- Each board has a total potential score worth **20 points.**
- In the event that a player submits an invalid run for whatever reason, the player will be reached out to by staff via their listed contact.

There are 2 ways in which a player can qualify for the main event, 32 players will qualify from each method. In the event that 32 players do not meet qualifications for one method, players will be drawn from remaining submissions from the other method.

In both paths please make sure to capture the final summary screen in your recording. **If you do not, your submission will not be valid and will not be considered.**

Storyteller's Tale #1: Fastest to Achieve 13 Points

- Players will qualify by achieving 13 points in the **least amount of time** during a **single run** of IS5.
- Players are permitted to exceed the 13 point qualification threshold, however, doing so offers no competitive advantage.
- The deciding factor is **ONLY** time taken, the 32 players who satisfy the conditions in the least time will move on.

    - E.G. Players A and B are competing for the last spot, Player A took 20:34 to achieve 13 points while Player B took 20:47 to achieve 14 points. **Player A would qualify.**
- Time will be calculated from the player's rollback after they complete their run.
- Once the player has checked off the last tile they need they are free to immediately end their run **regardless of whether or not they have completed an ending,** much like standard Bingo Lockout procedure.



Storyteller’s Tale #2: Highest Point Value

- The top 32 players with the most points who submit to this path will qualify
- If there is a tie between who has the most points, the deciding factor will be who took the **least time** to obtain those points.
    - E.G. Player A and Player B both achieved 18 points and are competing to be the final player to qualify, Player A took 40 minutes to achieve 18 points while Player B took 38 minutes to achieve 18 points. **Player B would qualify.**
    - Time will be calculated from the player's rollback after they complete their run.
- Once the player has checked off the last tile they need they are free to immediately end their run **regardless of whether or not they have completed an ending,** much like standard Bingo Lockout procedure.

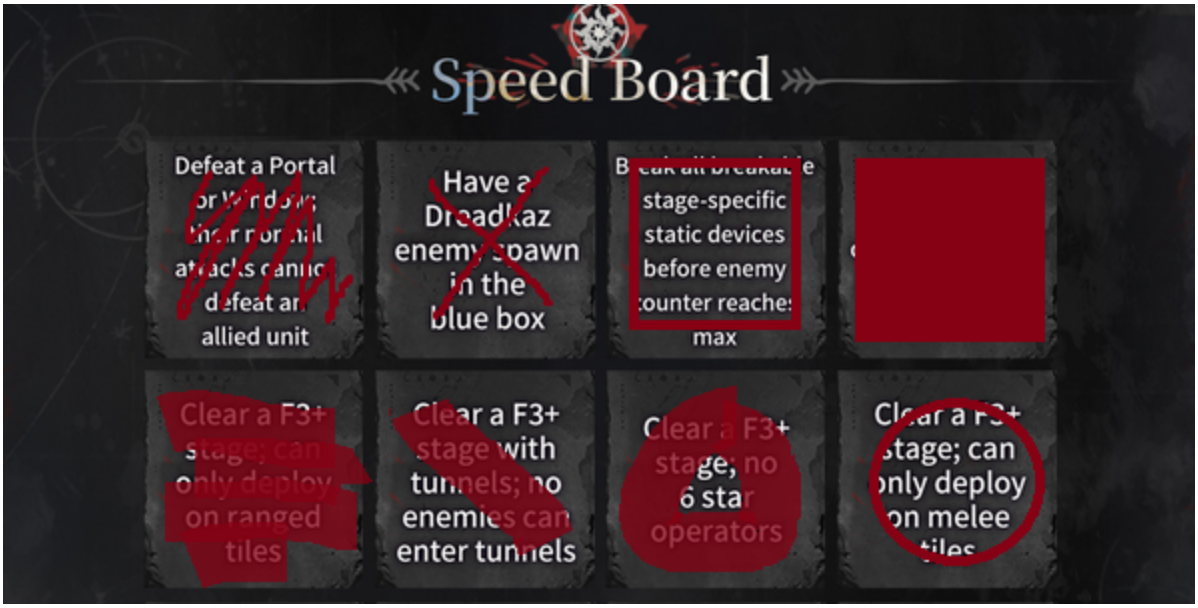


How to use the Provided Boards:

Players will be required to submit a screenshot of a board that is filled out specific to their run.

We recommend for players to take a screenshot of the board they have selected from this rules document or the google form and paste it into a photo editing app.

- Players can then use the tools within this drawing app to mark off tiles.
- Some examples of this are crossing out the tiles using a brush tool, highlighting tiles using the highlighter, or using a shape tool to block out the tile entirely.



Examples of permitted ways to mark off your board made using MS Paint.

- Once the board has been marked, players will have to save the image to their device and then upload it in the designated slot in the submission form.

FAQ Regarding Tiles on the Qualifiers Boards

Should Players have questions not answered by the following details, there will be an available channel to contact Lungmen Dragons tournament staff regarding the question.

General

- **Face-Off** are not considered as normal or emergency combat stages for the purposes of the tasks (and the tournament at large).
- Unless specified otherwise, all combat-based tiles must be completed within a single stage (pull 3 enemies, leak 3 enemies), and all restrictions depends on the squad brought into the stage (male operators only, one class only, etc)
- Operators means only operators; summons do not count.
- Allied units include operators and summons. Summons include traps, reinforcements, and support devices. A comprehensive list can be found below: https://arknights.wiki.gg/wiki/Summon

Both

Spell [Epochs] by deploying operators in a line

- The line can be horizontal, vertical or diagonal, and can be spelled forwards or backwards. The letters are dependent on the first letter of the operator's name, i.e. Kirin R Yato would stand for K.

Score Specific

Have maxed out LP and exactly 15 shield at the same time

- Maxed out LP means similar to Sarkaz King's collectibles, i.e. current LP is equal to max LP.

Clear a F3+ stage; can only deploy on Marks of Epoch

- This counts for any sort of deployments, whether manual, random or otherwise. For example, Scene's summons, Wiš'adel's on-deploy summons and Ulpian S3 "moves" count as a deployment.
- The allied unit does not have to remain on Marks of Epoch after deployment.
- This means that players can deploy allied units on Marks of Epoch created by Spines of Epoch, Dreadkaz's or Sarkaz Maze Spellweavers, and can stay deployed when Marks of Epoch disappear (ie after defeating Spines of Epoch)

Clear a F3+ emergency; must have exactly one operator of each class

- This means that in your squad before entering the stage, you must have only one operator of the following classes: vanguard, guard, medic, sniper, caster, specialists, supporter and defender; no classes can be missing.

Max of seven collectibles/ten operators/five E2s/two 6★ E2s

- These will be checked in the results screen at the end of the run.
- Note: An exchanged collectible in Lost and Found will still count to the total collectibles of a run.

Time Specific

Defeat a Portal or Window, it cannot defeat any allied unit (excluding Portal's special ability)

- Portal's on-death effect does not count to the defeat condition.

Have a Dreadkaz enemy spawn in blue box

- The Dreadkaz enemy is counted to spawn in the blue box, if the 3x3 grid of Marks of Epoch is centred around the blue box.

Break all breakable stage-specific static devices before the enemy counter reaches max.

- Stage specific is used to describe static devices which are exclusive to the stage.
    - This excludes chests and spines of epoch, which can appear in nearly every stage.
- If the stage only contains chests, spines or unbreakable static devices, the tile cannot be completed.
    - If a stage has breakable static devices and Spines of Epoch, you do not need to break Spines of Epoch to achieve the tile.
- Breakable static devices can include: Command Terminals, Twigs that Crave, Roadblocks, Inactive Power Armour, etc.
- Ally shieldguard, burdenbeast (frozen or traveler), Sarcophagus and Shadows of the Lord do not count as static devices.
- A comprehensive list can be found: https://arknights.wiki.gg/wiki/Device_(unit_type)

Defeat a Spine of Epoch; can only be damaged by operators on Marks of Epoch

- Only operators, which are on Marks of Epochs (any), can damage the Spine of Epoch.

Clear a F3+ stage; can only deploy on ranged/melee tiles.

- This counts for any sort of deployments, whether manual, random or otherwise. For example, Scene's summons, Wiš'adel's on-deploy summons and Ulpian S3 "moves" count as a deployment.
- For example, if doing ranged tiles only, you may bring Wisadel, but Wisadel's Revenan's Echoes may not spawn on any melee tiles.

Clear a F3+ stage; must have exactly one operator of each rarity

- This means that in your squad before entering the stage, you must have only one operator of the following rarities: 1*, 2*, 3*, 4*, 5*, and 6*; no rarity can be missing.

Clear a F2+ emergency, allied units cannot receive damage.

- This damage includes all sorts of damage, whether from enemy, necrosis, stage devices, suffering epoch or self.
- Shields and dodges are allowed to mitigate the damage, as long as the operator does not lose HP
- Forced retreats (such as Snowsant's crane, Sarkaz Wither Devourers or Raging Man Eaters) do not count as damage.

Exchange Doodles of Hope/Talons of Hatred

- This can only be done in Lost and Found; and the corresponding opposite collectible must be obtained.

Change Log

21/06

- Added further clarification on “allied units cannot receive damage”, regarding forced retreats
- Added further clarification on “breakable static devices”, regarding not needing to break spines of epoch to claim tile
- Allowed public videos for submissions

29/06

- Clarified melee and ranged tiles meaning
- Clarified exactly one operator of each class/rarity

02/07

- Players are now permitted to submit to both routes freely