

The Official Tourney

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Overview

Many People Have Asked when the world's greatest tourney will come out. We still don't know when but you can play in this tourney until it does. It Will Be a Mixture of Competitive Settings mixed with settings i find fun and ridiculous. VC Is also optional As Long as the majority of the group agrees (I.E. 4/6 3/5 etc.)

Tournament Website: [Friends of Risk](#)

Sign Ups

Sign up simply by typing "Sign up" in the theofficialtourney-tourney-signup thread, opening 3/17.

Sign ups will soft close on 3/30. Any sign ups after the soft close will be placed on the waitlist. Sign ups will hard close on 4/6.

Tournament Host & Help

Tanner is the host of this tournament.

Type !staff with your message to ping @TheOfficialTourney Event Staff

In the event a situation arises that is not specifically outlined in the rules or there is a dispute, TheOfficialTourney Event Staff should be contacted to rule on the situation.

Disrespect, arguing, and other adverse behaviors towards event staff will not be tolerated and may lead to disqualification.

Tournament Structure

The Tournament Will Be 4 Rounds of point accumulation and then the top 24 will play in winner adv games until we find a finalist.

Scoring

1. Points System:

- **Points are awarded for placements (1st to 6th) and bounties (eliminations).**
- **Points determine advancement in Rounds 1-4.**

- In Rounds (Winner-Advancement Rounds), points are no longer used—players must win a game to advance.

2. Placement Points:

- 1st place: 12 points
- 2nd place: 10 points
- 3rd place: 8 points
- 4th place: 6 points
- 5th place: 4 points
- 6th place: 2 points

3. Bounties:

- Players earn additional points for eliminating opponents.
- Bounty values are listed in the tournament materials.

4. Alternative Win Conditions (Capital Conquest & 70% Domination):

- For game types with alternative win conditions, such as Capital Conquest and 70% Domination, if placement is determined by a tie, all remaining players will share the remaining placement points.

5. Examples:

- 6 Alive (Including the Winner in a “6 Alive” Tie) When 70% or Cap Run Occurs:
 - Placement points: 10, 8, 6, 4, 2 = 30 points total
 - Divided among 5 players = 6 points each.
- 5 Alive (Including the Winner in a “5 Alive” Tie) When 70% or Cap Run Occurs:
 - Placement points: 10, 8, 6, 4 = 28 points total
 - Divided among 4 players = 7 points each.
- 4 Alive (Including the Winner in a “4 Alive” Tie) When 70% or Cap Run Occurs:
 - Placement points: 10, 8, 6 = 24 points total
 - Divided among 3 players = 8 points each.
- 3 Alive (Including the Winner in a “3 Alive” Tie) When 70% or Cap Run Occurs:
 - Placement points: 10, 8 = 18 points total
 - Divided among 2 players = 9 points each.

6. Zombies Mode:

- In Zombie Apocalypse mode, bounties claimed on zombies do not count. Zombies Do not count for placement

12 Points	1st
10 Points	2nd
8 Points	3rd
6 Points	4th
4 Points	5th
2 Points	6th

<i># of kills in game by player</i>	<i>Bounty points for additional kill</i>	<i>Total bounty points per game</i>
1	+3	3
2	+3	6
3	+2	8
4	+1	9
5	+1	10

Score Reporting

Clearly report the results of each game to event staff immediately after the games are completed. Make sure all necessary information is included (placement, bounties, etc.).

Tie Breakers

First Tie Breaker is Most Wins

Second Is Most Bounties

Third Is Most Second Places

Fourth Is Most Third Places

Fifth Is Wheel Spin

Round Scheduling

Groups Will be Made Monday 0 UTC

To update availability, simply type “update availability” in the tourney help thread.

Any updates after this time may not be used when groups are created.

Groups

Groups will be displayed on the tournament website and you will be pinged in your group thread at the start of each round.

All groups should play with the correct amount of human players. In the event that somebody no shows or your group has less than the correct amount of human players, the applicable waitlist and/or no show roles will be pinged automatically. You must wait at least 5 minutes for someone to show up.

If no fill in can be found, options are listed below, depending on the game.

6 player settings, but only 4 or 5 players:

- Add Bot 5 minutes after game time

5 player settings, but only 3 or 4 players:

- same

4 player settings, but only 2 or 3 players:

- same

Roles: **List no show/waitlist roles**

Waitlist

Waitlist will be First Come First Server

Swaps and Moves

Swaps and moves are allowed but should not be abused. Generally, swapping should only be done when your game time does not work. Leaving a group to avoid a certain player or to get an “easier” group is not allowed. Staff have the right to refuse swaps and moves if abuse is suspected.

No Shows

No shows that do not fill back into the previous round will be waitlisted for the next round (if applicable), otherwise they will be eliminated. No showing twice throughout the entire tournament will result in immediate elimination and disqualification after the second offense. Your placement in the tournament will be as if you were eliminated in the final round that you

played in (if you no show for the second time in round 6, you will get placement as if you were eliminated in round 5).

Game Setup

Players will be automatically pinged 24 hours and also 45 minutes before game time.

You must check in for your game in your group thread before the official start time. Check in opens 45 minutes before the start of the game. If you fail to check in on time, you will be removed from the group and may be replaced.

One player from each group will be responsible for hosting the game in **casual, private** mode.

If a player does not ready up, please immediately return to the group thread for a new game code, as the game must be restarted.

If only one player is experiencing an issue that impacts their ability to play (bugs, disconnections, etc), the game should continue unless all players in the group unanimously agree to restart. In the event that somebody loses connection and cannot rejoin, they will place where their bot places or must wait for the additional games to start in a series of games.

If connection issues or bugs impact the entire group, the game should be restarted with all players.

VCing during the games is allowed if everyone agrees to VC.

Stalemates

Stalemates will be handled with alternate win conditions. See the modifiers section for specific details about each alternate win condition. There will be no restarts due to stalemating.

The stalemate alternate win condition goes live on turn 21

Prog WD/Zombies - The Winner is The person with the most bounties by turn 21

In the case of no bounties being taken or bounties being even among anyplayer then it will be First to Kill (in points remaining alive players will all tie for lowest placement points available) 70% will turn to 65% at turn 20 60% at turn 25 55% at turn 30 etc.

Fair Play

All players must follow the Risk/SMG fair play rules, found [here](#).

Targeting and collaboration (outside regular in-game means) are not allowed.

Exploiting loopholes is not allowed.

Feel free to stream any and all games in this tournament. If somebody in your group is streaming, you should not be present in the stream (Discord VC, Twitch, etc.).

Settings

Settings for each round will be listed on the tournament website. Settings must be played exactly as they are listed. If any part of the settings are discovered to be incorrect at any point during the game, the game must be restarted with all players.

Modifiers/Alternate Win Conditions

Some settings may have included modifiers. These are additional rules that must be followed when playing that round.

Caps 70 May be used in which case the Alt Win Con is getting 70 percent of the board

No Bonus May be a Modifier used in which case you may not hold a bonus at the start of your turn if you receive bonus troops you MUST bot out on that turn before attacking

Prizes

None loser