

Zombie Map Pack 2

Tournament

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Overview

Welcome to Zombies! Your favorite undead mode on all new maps! This is going to be a 4 week Tournament! In this special event, the undead bring a whole new twist to the classic game of Risk. Strategy, patience, and survival instincts will be put to the test as players battle not only each other but also an ever-growing zombie horde.

Tournament Website: <https://friendsofrisk.com/eventmanager/142/>

Sign Ups

Sign up simply by typing “Sign up” in the dominion-of-the-dead-signup thread, opening September 24, 2025.

Sign ups will soft close on October 5th. Any sign ups after the soft close will be placed on the waitlist. Sign ups will hard close on October 11th.

Tournament Host & Help

Zango is the host of this tournament.

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

In the event a situation arises that is not specifically outlined in the rules or there is a dispute, DotD 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 format used for the tournament will be **Points**. 4 weeks, 4 maps, 4 chances to get as many points as possible. The most points wins! There will be no “final game”. Because of this, points and scores will be **Hidden** for the length of the tournament

Scoring

1. Points are awarded for placements (1st to 5th) and bounties (eliminations).
2. Zombies WILL NOT count for placement however you MUST kill them to get 1st place points. (if it's a fixed cards game, you only need to survive 3 turns). Please do not abandon the game right after killing the last player alive or you will only get 2nd place.
3. Placement points (only 5 since zombies do not count for placement):
 - 1st place: 12 points
 - 2nd place: 10 points
 - 3rd place: 8 points
 - 4th place: 6 points
 - 5th place: 4 points
4. Players earn additional points for eliminating opponents.
 - Bounties will be scored as follows: 3,3,2,1

<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

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- **Killing the Zombies DOES NOT count as a bounty**

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

1. Wins
2. Bounties
3. Highest Average placement
4. If further tie breakers are needed, Staff will do a wheel spin

Round Scheduling

Groups will be generated Every Sunday at around 22UTC

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

Make sure your availability is updated by Sunday 0UTC. 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, Bots must be added to fill in the game.

A minimum of 3 human players is needed to launch a game. If only 2 players check in and no fill in is available, please ping staff. We will try and reschedule or you may play with a staff fill in.

Waitlist

Everyone will play all 4 rounds. If you no show one week, you will be placed on the waitlist the following week. 2 no shows means you are out

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.

Game Setup

Players will be automatically pinged 24 hours and 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 **NOT** allowed.

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.

3. Depending on the game mode, the alternative win conditions will be as follows:

- **World Domination: 70% Domination**
- **70% Domination: 60% Domination (it then decreases 5% every 5 turns. Turn 26>55%, Turn 31>50%, etc.)**
- **Zombies: First to Kill (Zombies or bots don't count)**
- **Secret Assassins: First to Kill (any player)**
- **Secret Missions: Complete ANY of the potential missions**

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.

Prizes

Event Labs Hall of Fame For the top 6

1st - Zombie Map Pack 2 + One Zombie Bundle

2nd - Zombie Map Pack 2 + One Zombie cosmetic

3rd - Zombie Map Pack 2