

Tournaments are a new system intended to reduce the amount of raw time investment needed to get high ranks in PBR while also separating competitive and casual play to better serve each audience. Side effects of this include being able to have a tax system instead of season resets, removal of some other fiddly mechanics (like sidegame regeneration), the ability to allow for chat to have more control over casual matches and better measurement of skill in rewards.

Goals

Winning tournaments is designed to replace season balance as the main competitive goal of PBR. This is in order to solve one of the biggest issues with the current PBR metagame, that you have to invest large amounts of time to see any kind of meaningful results, and the biggest factor in high ranks is playtime. Tournaments aim to fix this by allowing people to get smaller rewards by doing well within a smaller period of 15 matches.

Tournaments also act to remove the sidegame regeneration mechanic and it's nags by giving players an easy chance to get back out of the club using tournament money, which while self contained within the tournament is added to balances afterwards.

As a result of the bulk of the rewards being in the form of tournament prizes, season ends can no longer drop major prizes of their own, but also no longer need to be resets. One of the major issues with seasons when it dropped is that it wiped balance progression. This was required to put people on a level footing for the next seasons competition, however with tournaments being self contained and taking over the role of the key competitive mode, there no longer need to be a leveller. Instead it will have a tax system that will cause the highest balance players to slowly lose money, with the tax increasing the more money they have, effectively making maintaining a high balance a show of skill while filling the primary role of stopping balances from getting unreadably high.

In addition to regular "minor" tournaments which can be controlled by users, there will exist a competitive ruleset for daily, weekly and seasonal tournaments. Tournaments with this ruleset will be the largest source of rewards of all meaning that instead of having to be active all the time you need only be ready for these events, however ones balance in high level tournaments will depend on people's performance in lower level ones so regular participation is still required, just less raw playtime than before.

Modes:

Ladder:

"Ladder" is the same type of gameplay as seasons previous, with a few minor tweaks tied to the intention that it is now the more casual mode for long term accomplishment and practising for tournaments.

Compared to seasons previous it will not have resets or give season rewards, instead having scaling taxes on rich players to avoid overinflation. Removing season resets would give continuity to peoples balances, meaning less time in the club, better reward for longtime play and allow more rewards to be focused on the tournaments which reduces the focus on playtime as the primary game type.

Ladder will have profit bonuses of around 8-10% for defiance, and scaling up from there, and use bet bots that reset to 2.5k, but otherwise retain their balance and always all in.

A major difference compared to old seasons however is a move towards greater control of matches by chat. In effect every match is a token match, however soft cooldowns would exist and apply to the concept of a custom picked team, meaning that excessive spam of any mode or custom teams would soon become prohibitively expensive, and the tournaments themselves would be a break from it too. This acts as a large token sink and a casualisation of the metagame compared to the more serious tournaments.

Tournaments

Tournaments are self contained groups of matches 7, 15 or maybe 31 matches with their own self contained balance and rules with much less fear of inflation due to the small scope. After the tournament ends the tournament balance, minus the starting money, is added to the players main balance. Before tournaments is also when tax will apply.

The typical tournament is NOT a knockout tournament like salty, this is for matchmaking reasons.

Tournaments come in several grades.

Minors

Minors are the most casual, are always 7 matches, and have their gimmicks voted on with tokens similar to token matches. Different gimmicks/metagames have soft cooldowns where instead of simply not being available for so many rounds, the minimum bet multiplies each successful bid, lowering over time. Some of these gimmicks may be tournament only and refer to the structure of the tournament. The balance starts at 1000, which is also the bailout.

Competitive rules:

All of the remaining tournaments follow this structure: They are at least 15 matches long, they have either a bet bonus or profit bonus scaling from 8% defiance, if they have profit bonus they have bet bots that get larger with each match (I am undecided between those 2 options), they have hidden bets on by default and a *2 max input multiplier, and the matches use fixed gimmicks that cannot be chosen with tokens. All other rules are the same as minor tournaments.

Certain gimmicks are marked as “competitive gimmicks” and they will each play once per competitive tournament, with the remaining matches being normal.

Dailies

Dailies, as the name suggests, run once per day (actually every 21 hours, more info in the schedule section) and use the competitive ruleset. Each of the dailies in the week is made up of 2 different metagames chosen from the competitive pool, and they are populated such that they are distributed as equally as possible each week. The 2 highest balances a player gets in dailies each week will become their starting balance (but not bailout) in that weekly, any missing or sub-1000 numbers within that will be replaced by 1000, making the starting balance for a new player in a weekly 2000.

Weeklies and up

Every week at the same prespecified time a weekly takes place, and at the end of each full season, right before the run, there is a seasonal. These use a mix of all the competitive metagames but otherwise follow the same rules of dailies.

The starting balance (but not bailout) in weeklies are the players top 2 daily balances that week with any missing or sub 1000 numbers replaced with 1000. Seasonal starting balance does something similar, taking the top 2 results of either dailies or weeklies that season, with a floor of 2000 per slot (meaning new players start with 4k)

Championships are seasonals with better prizes, following the same rules.

Schedule and the new scheduler:

Each week there are 8 cycles of 7 match minor tournaments, each lasting around an hour, 7 90 minute blocks of ladder and a 15 match daily or weekly tournament (expected to last around 2 hours). These blocks last 21 hours each in total. In reality ladder time will be less than this due to the need to take breaks before and after it.

A break happens only when changing modes, with the break leading into ladder time being voting for the first match, and the break leading into a minor tournament being token votes on what type of tournament it should be. Pre-competitive breaks do not allow either option and would serve other purposes.

In order to ensure everything runs on time a new schedule will be implemented, which will also allow the season schedule to be seen on the website. Full details of this are technical so are on the end.

Prizes:

Each 6 week season has 288 minors, 42 dailies, 6 weeklies and 1 seasonal, though these may be reduced by events:

Rewards:

Minor:

First: uncommon badge crate

Second and third: common badge crate

Daily:

First: high-gen uncommon crate, 1 poketopia badges

Second-fifth: High gen common crate:

Sixth-tenth: Common badge crate:

Weekly:

First: high gen ultra rare, 3 poketopia badges.

Second and third: High gen rare, 2/1 poketopia badges

Fourth and fifth: high-gen uncommon crate:

Sixth through tenth: High gen common crate:

Seasonal:

First: 1 high gen ultra rare, 1 high gen rare, 5 poketopia badges, Gold pin for this season

Second and third: high gen ultra rare, 4/3 poketopia badges, silver/ bronze pin for this season

Fourth and fifth: high-gen rare crate, 2/1 poketopia badges

Sixth through tenth: High gen uncommon crate

eleventh through twentieth: High gen common crate

Twenty-first through fiftieth: common badge crate

Championship:

First: 1 badge of choice, 10 poketopia badges, crown for this year, gold pin

Second high gen ultra rare, high gen rare, 8 poketopia badges, silver pin

Third: high gen ultra rare, high gen uncommon, 7 poketopia badges, bronze pin

Fourth: high gen ultra rare, high-gen common crate, 6 poketopia badges

Fifth: high gen ultra rare, 5 poketopia badges

Sixth through tenth: High gen rare crate, 4-0 poketopia badges

eleventh through twentieth: High gen uncommon crate

Twenty-first through thirtieth: uncommon badge crate

Thirty-first through fiftieth: common badge crate

Poketopia badge

As a new reward for participating in tournaments poketopia tickets are a way of accumulating tournament achievements into a larger, tournament specific, reward. Tickets are implemented as badges and are spent on the “poketopia” items as part of the avatar project or can be worn. The appearance of the poketopia badges depends on the number of poketopia badges owned, and if transmuted they are considered to have the same rarity as the most common badge available (which is a secondary use for excess badges).

Item costs:

Poketopia Baret: 100

Poketopia Pants M, Poketopia shorts, Poketopia pants F: 5

Poketopia Headband: 5

Poketopia Dress, Poketopia tank top F, Poketopia minidress, Poketopia tanktop M, Poketopia T-shirt, Poketopia Jacket : 10

Gimmicks

Minor tournaments will have biddable gimmicks just like token matches. Normal match gimmicks and metas can be bid, in which case the tournament consists of that gimmick or meta, but tournament specific gimmicks might also exist (like all gimmick stuff, I can't guarantee the dev time will be there immediately).

Tournament specific gimmick ideas.

Knockout: Plays a knockout tournament instead of 7 random matches (needs overlay work).

Wild: Plays a random gimmick every round, with ineffectual and “dull” gimmicks removed from the pool.

Mild: lower gimmick chance and remove all game changing gimmicks from the pool

Normal: specifies that no additional gimmicks will be added, or none at all if specified alone

Rotation: 1 each of standard, advanced, ubers, little cup, middle cup, doubles, dubers in a random order, repeating as needed

+X: specifies that X additional gimmicks will be added, errors if no other gimmick specified

Xlimit: limits the number of extra gimmicks to X, errors if no other gimmick specified

X+: ensures at least X extra gimmicks each round, errors if no other gimmick specified

Banned gimmicks:

These gimmicks are unsuitable for being played 7 games in a row, so cannot be bid on for tournaments.

Metronome

OHKO

Input war

Starters

Rough skin

Seismic toss

Kapow

Nightmare

Astonish

Shadow force

Present

Snowball

Luckmons

Competitive gimmicks:

These are the gimmicks that are used in the competitive ruleset.

Duel

Sync 50/50

Commitment

Sticky inputs

Speed

Chameleon

Hit and run

Timed

Outstanding questions:

Do we want the championship to be longer than the seasonals?

Better pre break match handling?

Prizes for seasonal peak?

Exact tax formula?

Other todos:

Make failed bets delete messages instead of purge.

Team entry matches and tournaments:

A new way to interact with the stream and compete, instead of merely betting on the teams the users can submit them either for matchmaking or tournaments. Players would first use the tokenmatch teambuilder to make a team made out of the existing PBR mons (of the normal metagames), then they can do 1 of 2 things with it:

- Pay a tokens to enter it into a tournament. Once 8 teams have been submitted a special tournament will be queued to replace the next minor tournament. This tournament will be a knockout tournament between the 8 teams (or if more than 8 teams, the highest token payments of the 8). These teams will face off in a single elimination tournament that is simultaneously a minor tournament for the bettors. The winner will receive a poketopia badge and 4 times their tokens back.

- Pay a flat fee of t10 to enable it for matchmaking. Then, whenever the new gimmick “user battle” appears, they have a chance of being selected. Unlike normal matchmaking this mode will select a different user with an enabled team and a similar Elo as an opponent. Users can choose to bid user battle as a gimmick as normal for token matches, and can specify ONE team to appear in it, the intention being people can use tokens to force their own teams to get games. The fee exists to punish using this as an Elo reset and to sink tokens. Users can disable and later re enable teams for free at any time once the amount is paid.

Regardless of mode, the gimmicks are always timed and defiance for balance and anti-cancer, as well as to avoid sabotage, the avatars are always the team submitters where they exist, and each team has an Elo attached to it that will update after every match (tournament or matchmaking) which will be used for matchmaking’s matching system, and will form a leaderboard for users to compete over.

The scheduler in detail:

The scheduler serves 2 purposes, to build a new schedule page on the website to show the season’s schedule, and to place tournament timings such that nothing important gets skipped.

It should function by accepting a season number (a new season number makes a new schedule), an end time and any stoppages (intermissions/events) in the config and then makes a schedule based on the following rules.

A fixed time in the week, also configurable, should be the weekly tournament, this acts as the grounding for the schedule. Each week should then follow the standard structure of 8 21 hour blocks per week, in the following pattern:

Daily/weekly

Stream reset to avoid 48 hour issues.

A break

ladder until 147 minutes after tournament start time

A break

Minor tournament

A break

Ladder until 87 minutes after start time

A break

Minor tournament
A break
Ladder until 87 minutes after start time
A break
Minor tournament
A break
Ladder until 87 minutes after start time
A break
Minor tournament
A break
Ladder until 87 minutes after start time
A break
Minor tournament
A break
Ladder until 87 minutes after start time
A break
Minor tournament
A break
Ladder until 87 minutes after start time
A break

2 hours and 3 minutes before the end time, a break then the seasonal tournament is scheduled. If this is timed in such a way that at least 2 dailies have happened since the last weekly, a weekly is then inserted 3 hours before the seasonally starts (with the intervening time being ladder). Whenever an insertion occurs, any tournaments within an hour before the insertion are cancelled, if they are dailies or weeklies however they are reinserted 3 hours before the insertion, a process that reoccurs as needed.

Any stoppages are considered to be large insertions, except only 2 tournaments, 1 daily and 1 weekly, may be displaced by a stoppage, leading to a likely scenario where the time before a stoppage goes daily - daily - weekly - stoppage if the stoppage covers a weekly.

If the scheduler discovers that dailies and weeklies have been skipped without planning it will try to play them as soon as possible, to the limit of 1 daily and 1 weekly, and with 3 hours in space of start time.

Dailies are always played before weeklies are always played before seasonals if there is ever a need to order them. Minors are never redistributed.

The scheduler should record every daily, weekly and seasonal that plays in the DB, it should also record the match count of a tourney in progress in case of outage.

If “championship” is enabled in the config, the scheduler should replace the seasonal with a championship.

Once the schedule is built it should be stored in a readable format for giving to the bid or reading with commands.

At the end of a schedule, after a seasonally/championship, there would be a leaderboard for that seasonally and any ladder based rewards, then the core would stop itself ready for the run.

If there is 10 minutes or less before a break, a timed match will be forced (5 mins of battle + 3 mins of betting + 30 seconds of results + 1 minute of sidegame is about 10 minutes), if there is 8 minutes or less, speed is forced too. If there is 5 minutes or less speed + blind bet is forced. If there are less than 3 minutes then sidegame loops until break. If the block overruns, sidegame is skipped.