THIS IS A **MODDED**
FREE-FOR-ALL (FFA) TOURNAMENT.
READ BELOW FOR MORE INFORMATION.

CIRCLE DERPING #5 (Beast of the Hill - FREE-FOR-ALL TOURNAMENT)
HyperONE StarCraft Discord server link: https://discord.gg/esZXh5PKSZ
Challonge link and registration: https://www.challonge.com/bigbingus9
Wiki page: https://liquipedia.net/starcraft2/Circle_Derping/5
Main stream: https://www.twitch.tv/randomhyperone

Tournament date:

- Korea Standard Time: **Sunday, October 16th, 5 AM**
- Universal Coordinated Time: **Saturday, October 15th, 8 PM**
- Eastern Daylight Time (New York): **Saturday, October 15th, 4 PM**
    - **Check-in begins 1 hour before the time listed above.**
        - **if you do not check-in by the start time, you will IMMEDIATELY forfeit your spot in the tournament.**
    - **Walkover time is 5 minutes.**
    - **When the tournament turns, log in to the NA server and type "/join bingus" to join the official chat channel.**

- **THE EXPECTED DURATION OF THE TOURNAMENT IS 120-150 MINUTES.**
- This tournament is open to players of all skill levels.
    - I reserve the right to refuse entry to any individual for past demonstrations of cheating, unsportsmanlike conduct, etc.
- You must be present in the Discord server for the duration of the tournament.
- **There is only one round, consisting of 4 maps. The format is single-player FFA.**
    - **Up to 8 players may participate. Participants are taken from the sign-ups list and are first-come-first-serve.** If one or more of the first 8 registrants are unavailable, they will be replaced with registrants on the waitlist.

<<<CLICK HERE FOR MAP POOL AND IMAGES>>>

The map pool contains 12 maps.
Each of the 8 participants will ban 1 map, and the remaining 4 maps will be played in random order.

- This tournament uses the **Beast of the Hill** mod, designed for FFA games.
    - A red dot is located in the middle of the map, indicating the capture point. The capture point is 4x4 unbuildable terrain. Standing on the capture point has two effects:
        - The player will receive passive mineral income.
        - Every 3 to 5 minutes, the player currently controlling the capture point will win a round. (See below.)
    - The following settings will be used:
        - Each player must win **3 rounds** to win the map.
        - The first round will end after **5 minutes** (5:00), and the second round will end after **4 minutes** (9:00). Subsequent rounds will end after **3 minutes** (12:00, 15:00, 18:00, etc.)
        - Controlling the capture point grants **10 minerals per second**.
            - Every time a round ends, this amount increases by **2 minerals per second.**
        - The capture point is **always visible** to all players.
    - In order to capture the point and win a round, **you must control the capture point.**
        - The capture point belongs to you if you are the only player with a unit on it. If the capture point is contested at the end of a round, the round will continue until the point is no longer contested.
        - If the point is contested by several players, unit priority is: **visible ground > cloaked ground > any air > temporary units > eggs**
    - You can still win by destroying the buildings of all other players before someone wins three rounds (although this is an unlikely outcome). In this case, you will win the map despite not having won three rounds.
- **Matches and scoring:**
    - Standings are decided in order of:
        - total maps won
        - total rounds won
        - most rounds won on any single map
            - if tied, check second highest rounds won on any map, etc.
        - coin flip/roll of dice
- **Prize pool (distributed by PayPal F&F, fees *may* not be included): $48**
    - **1st place: $16**
    - **2nd place: $12**
    - **3rd place: $8**
    - **4th place: $4**

    - **BONUS PRIZE: $4 will be awarded to the first player to select Terran (NOT play Terran after selecting Random) and win on any map.**
    - **BONUS PRIZE: $4 will be awarded to the first player to select Zerg (NOT play Zerg after selecting Random) and win on any map.**
- **Map vetoes and selection work like this:**
    - Players may agree to pick maps directly or concede map picks to each other, if they wish to do so.
    - Otherwise: each player takes turns vetoing one map, starting with the player of lowest seeding (latest registration) and proceeding through to the player of highest seeding (earliest registration).
    - After 8 maps are banned, 4 will remain. All remaining maps will be played; the map order will be determined randomly.
- **Server selection works like this:**
    - The match can be conducted on any server, provided there is a consensus from all 8 players.
    - Otherwise: all matches will be played on any of Western/Central/Eastern United States servers, at the organizer's discretion.
- **You are not required to declare your race, and may play any race on any map.**
- **You must play to win. Sandbagging, match-fixing, throwing the game, etc. are not acceptable.**
- **Rules regarding teaming:**
    - Teaming is a natural part of any FFA event. However, you should do so with the goal of winning (or preventing someone else from winning), and not that of simply teaming with your friends, teaming against someone you personally dislike, or any other such reason besides winning.
    - **DO NOT TEAM BEFORE THE FIRST ROUND HAS ELAPSED.**
    - When declaring a team, whether with someone or against someone, you must use the in-game All chat to do so. **NEVER USE ANY OTHER MODES OF COMMUNICATION.**
    - Teams will not be enforced by the organizer. If your teammates betray you before you thought they would, that's too bad for you.
    - Repeatedly teaming with others at the start of the game or teaming with the same players every game is not acceptable.
- Any violations of the above rules and regulations, cheating, unsportsmanlike conduct, etc. is subject to disqualification from the event and removal from future events.

Results Table (updated live during the tournament)

Player Name	Map 1 (rounds)	Map 2 (rounds)	Map 3 (rounds)	Map 4 (rounds)	**Total (maps)**	**Total (rounds)**
Frogos						
VelvetShionne						
YourBroChris	3		3	2	**2**	**8**
Gref						
Illias	2	3		3	**2**	**8**
niklbd			1			**1**
Santaclaws						
CharactR	2					**2**

Final Placings:

- 1st:
- 2nd:
- 3rd:
- 4th:

Replays:

- VOD:
- Map 1: h3ct1c's Hyacinthine Haven
- Map 2: Lonesome Lunar Landing
- Map 3: Ulnar Ultracold Usurpation
- Map 4: Ignoble Inhabitation Imitation

Map Bans:

- CharactR: Ginormous Geosatellite
- Santaclaws: Shadow Realm
- niklbd: Azura's Ample Alleyways
- Illias: Ancient Altar
- Gref: Rouge Retribution Rushdown
- Chris: Helios
- Velvet: Shiny's Solarite Starship

- Frogos: GoatPuncher’s Gaudy Gardens