



Love Arcade 2 | StepManiaX

Cupid's Clash Team Battle: Friday, February 7, 2025

6 PM - 9 PM

Open: Saturday, February 8, 2025

11 AM - 9 PM

Information Subject to Change as of 1/2025

REGISTER HERE: start.gg/lovearcade

Step to your heart's content with not one – but TWO StepManiaX events at Love Arcade 2! On Friday night, an exciting team battle format will combine teamwork and strategy with **all** game modes and skill levels. All day Saturday, we will be running a singles tournament with double-elimination pools.

The cap for the team battle is capped at 16 participants, while open is capped at 26 participants.

Please regularly check back for an updated bracket schedule once the event has started. Times will fluctuate ahead/behind schedule throughout the weekend.

Please note pool sizes, times, and slight ruleset modifications may be made as the overall entrant count is determined.

PLACEMENT SET & SEEDING

Play 2

Love Arcade

OPTIONAL: StepManiaX Placement Set

This set will place you in a pool with players around your skill level! We will be using a combination of manual seeding based on prior tournament performance, StepManiaX leaderboard ranking and score data from the past year. In the event we do not have sufficient player data, we will use this placement set to determine seed order.

			
Color My Love Hard+ 17	Big Boss Hard+ 18	Million Feelings Wild 19	In My Dreams Wild 20
			
Love Toxic Wild 21	Show U Love Wild 22	Senorita Wild 23	Your Own Destiny Wild 24

Note: Higher difficulties are weighted more and are calculated based on the official leaderboard scoring:
Your top 2 adjacent difficulties will be counted!

Pick 2:

- Color My Love Hard+ 17
- Big Boss Hard+ 18
- Million Feelings Wild 19
- In My Dreams Wild 20
- Love Toxic Wild 21
- Show U Love Wild 22
- Senorita Wild 23
- Your Own Destiny Wild 24

[\[SUBMIT HERE\]](#)

In our updated seeding system, players will be asked to play two adjacent songs from the pool of charts above. This will determine a pool placement. Players will then be **seeded manually** in their pools based on **prior tournament performance, StepManiaX leaderboard ranking** and **score data** from the past year.

You are not required to play the set! However, this process will help us place you with players at similar levels.

In the event we do not have sufficient player data, we will use the placement set to determine seed order.

You may submit your score via the StepManiaX app in advance starting **January 8, 2025** or in person before the start of the tournament. All scores must be in no later than **Wednesday, February 5** unless onsite qualifying is needed.

A preliminary seeding list will be published the weekend before the event. If you do not agree with your seed number or would like to discuss placement, you may do so until **Thursday, February 6.**

Final placements will be posted Friday, February 7, with the exception of on-site submissions (if needed).

How to submit your scores:

- Submit a screenshot from the StepManiaX App that shows the timestamp like the below example:



- You may submit as many times as you want until the qualifier window closes on **Wednesday, February 5.**
- Please submit scores via Discord to emcat or via this form.

**Please contact the Tournament Organizer prior to the end of the submission date if you must play your qualifying set on-site.*



CUPID'S CLASH: TEAM CHALLENGE

TOURNAMENT OVERVIEW

Free to enter with registration!

Description:

Are you ready to partner up and work together in an exciting StepManiaX tag team battle?

In this event, you will be placed on a team of **4-6 players** with a **dedicated team captain**. Each team will face off against each other in several categories that span every mode and difficulty in the game.

Once teams are determined, players will be given a deliberation period to determine what players will represent each category. You will not know what song will be drawn until the category is called.

Once a mode is called, players will come to the card draw station, where they will receive their randomly drawn song (s) for that mode. Play order will be determined based on prior category performance (see below).

Category performance is determined by **highest overall score**, and players will be assigned ranking points based on their performance against each other.

Each team member will be limited to playing **two categories** (*with the exception of team mode and number of entrants*), so choose wisely!

ALL skill levels are welcome! We will adjust the categories and teams based on the entrant pool.

Format/Rules Overview:

- **4 Teams:** 4-6 players per team.
- **Possible Categories:**
 - Beginner
 - Easy
 - Hard
 - Wild (19-21)
 - Wild (22+)
 - Dual

- Full (8-16)
- Full (20+)
- Mods (Anything goes!)
- Edits
- Team Mode (2 players from your team will play together)
- **Song Pick Format: Random [Card Draw](#)**
 - 1-2 songs will be randomly drawn within the difficulty ranges for the category.
- **Current cap: 16-20 entrants, with 4 teams of 4-6.**
- **Songlist:** All content and charts, excluding paid DLC if not available.
Recent content updates TBD.

Example Round:

Team Big Boss:

1. Big Boss
2. Bossa Nova
3. Speed King
4. Mountain King

Team **Big Boss** consists of **4 players**, with Big Boss as the top seed.

They must decide who on their team should play what modes:

- Hard
- Wild (19-21)
- Wild (22+)
- Dual
- Full (8-16)
- Full (20+)
- Mods (Anything goes!)
- Edit Charts (Unknown difficulties)
- Team Mode (18 and below)
- Team Mode (19 and above)

Each player must choose who will represent the categories. Remember, players can only choose ***2 modes to compete in with the exception of Teams.***

After a few minutes of debilitation, the team decides the following:

Big Boss:

- Wild 22+
- Full 20+

Bossa Nova:

- Mods (Anything Goes!)
- Dual

Speed King:

- Wild 19-21
- Edit Charts

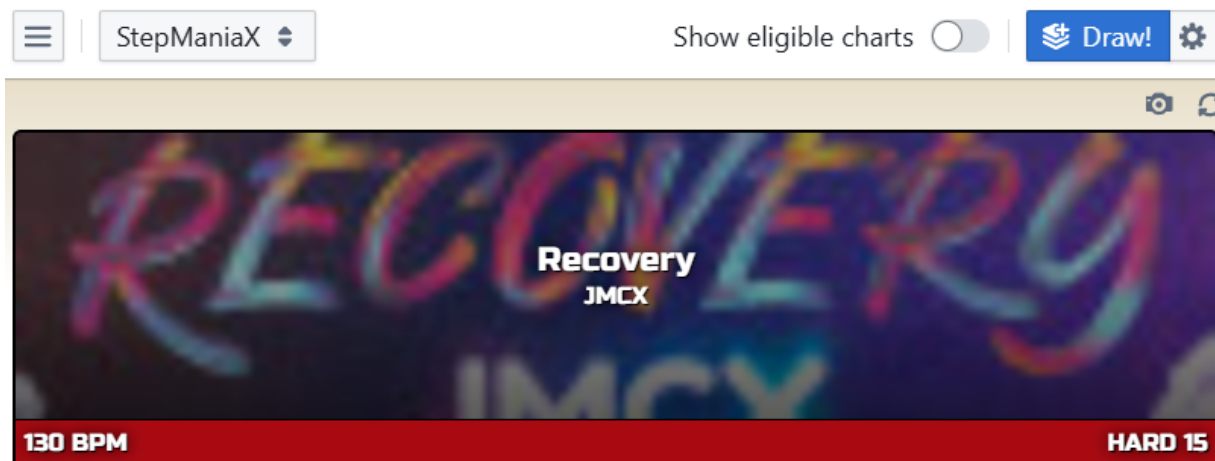
Mountain King:

- Hard
- Full 8-16

This leaves two team categories open, so players must choose what levels they will play:

- Big Boss and Mountain King team up for Team Mode (18 and below)
- Bossa Nova and Speed King team up for Team Mode (19 and above)

First up is hard mode, and the song **Recovery Hard 15** is drawn!



Players will each get a warmup song. The order in which participants play will be determined at random for Round 1. The team who wins the previous round will be able to choose whether to play first or second next round.

Example:

Team	Recovery H15 Score	Rank	Team Points Gained (For Total Score)
Big Boss	98256	2	3
The StepManiacs	100000	1	4
Pink Dinosaurs	96573	3	2
Eurobeat Enjoyers	94210	4	1

In this case, The StepManiacs' representative got first place on this song. This means they will determine which two teams will play the Wild (19-21) songs first. They decide to let Big Boss and Eurobeat Enjoyers play first, while they play with Pink Dinosaurs 2nd.

Once all categories are completed, the total number of points across all categories will be added up. The team with the highest number of points will be declared Cupid's Champion!



OPEN TOURNAMENT OVERVIEW

\$10 to enter!

Format/Rules Overview:

- **Bracket Format:** Double Elimination & Pool Play (Lowers & Uppers Pools)
- **Song Pick Format:** [Card Draw](#)
 - **Best of 3:** For majority of matches.
 - **Best of 5:** For Winners Finals & Losers Finals in each division **AND** players with adjacent seeds:
 - ~~**Adjacent Seeds:** Players who are next to each other in seed order will have the opportunity to do a best of 5 card draw instead of 3.~~
 - ~~**Example:** Seeds 3 and 4 in a division pool can play best of 5 even if they are facing each other in Winners or Losers finals matches.~~
- **Division Pools:** Players will be placed in one of 4 division pools based on qualifying set performance.
- **Current cap: 30 entrants.**
- **Prizes (subject to change):**
 - Top 4 placements for Uppers will receive a cash prize from the prize pool. **Projected Payout:** 50% / 25% / 15% / 10% (Subject to change)

- Top X placements for each division (Lowers, Mids, & Uppers) will receive a [**prize TBD**].
- **Songlist:** All content, excluding paid DLC if not available. ***Recent content updates TBD.***
- **Machine:** StepManiaX DX Cab
- **Bar usage** is allowed.
- **BG 25%** and **disabling announcers** are to be used at all times unless both players agree.
- Participants will be required to follow Round1 house rules at all times while on the premises.
- If you indicate that you **concede** (i.e. stepping off the pad completely, or verbally announcing you concede), then your opponent wins the song.
- All other situations including pad or machine issues will be arbitrated at TO discretion.

Players will be given an automatic match loss under the following conditions:

- Player absence hinders tournament progress.
- Player fails to communicate with staff on their whereabouts.

If at any point you do something deemed unsportsmanlike, such as verbally/physically interfering with someone while playing a match, damaging venue property, assaulting another person, violating Round1 GLC house rules or policy, or any other malicious behavior, you will be immediately disqualified from the tournament, and may be subject to additional penalty or removal from the premises at the discretion of Round1 staff.

DIFFICULTY RANGES (SUBJECT TO CHANGE)

Pool 1: Hard/Hard+ 17 - Wild 19

Pool 2: Wild 19 - Wild 21

Pool 3: Wild 20 - Wild 23

Pool 4: Wild 21 - 24

Uppers Top 8: Wild 22 -26

Songs will be drawn with the following weights ***(subject to change)***:

Pools 1 & 2: 25%, 50%, 25%

Pool 3 & Pool 4 First Round: 17%, 33%, 33%, 17%

Uppers Top 8: 25%, 30%, 30%, Top Levels Grouped Into Buckets 15%

Card Draw Actions

Prior to each match's card draw, the following preferences will be determined for both players in the match based on seed order:

- Protect order (1st or 2nd protect)
- Veto order (1st or 2nd veto)
- Pad side (Player 1 (Left) or Player 2 (Right))

The higher seeded player will get first choice of their preference between these actions, the lower seeded player will get second choice of their preference, and finally, the higher seeded player will choose their preference of the remaining action.

Players will also get the chance to use special actions (see below).

Song/Chart Selection - DDR.Tools Card Draw

After card draw actions have been selected, charts for the match will be randomly drawn using the [ddr.tools SMX card draw app](#). Players will then perform their card draw actions in the determined order to select the songs they will play during the match.

1. Each player will choose one chart to protect **unless a special action is used (see below).***
2. Each player will choose one chart to veto
3. Players will play the remaining charts...
 - a. ...first in order of protect
 - b. ...then the remaining songs in draw order (from left to right)

Notes:

- Best of 3 matches will draw 5 cards
- Best of 5 matches will draw 7 cards.
- *“Force Expected Distribution” option will be enabled for all draws.*
- *“Group Cards into Buckets” option will be enabled for all draws, with the two highest levels of each range being sharing one bucket (e.g. For Upper Top 8, the level buckets would be 22, 23, 24, and 25-26).*

*Special Actions (HP)

Using the power of Cupid’s hearts, you are allowed to use three types of special actions once per tournament. Choose wisely, as there is **only enough power to use each ONCE per pool**.

Pocket Picks (1 Use per Pool)

Every player has the opportunity to select and use a “pocket pick” once during the card draw phase of any match of the tournament. A pocket pick is a chart that can take the place of any drawn card in place of a player’s protected action during the card draw phase.

- Pocket picks must be within the valid level range for the current match. E.g. a level 24 chart cannot be pocket-picked in a pool with levels 19-22, but would be a valid pick in an Upper Grand Finals match.
- Pocket picks may be used **once** per player per tournament. TOs will keep track of pocket pick status for all players. **The only exception is if a Lowers player advances to Uppers, then their pocket pick resets in the Uppers pool only. However, they can not choose a song they have already pocket picked and it must be within the current difficulty ranges.**
- If a player’s pocket pick is present in the drawn cards, it is protected rather than substituted. In other words, players cannot replace a different song if their chosen pocket pick is present in the drawn cards; they must protect it instead.

If both players use their pocket picks in the same match, the same song may not be played twice. The player who reports intent to use their pocket pick first

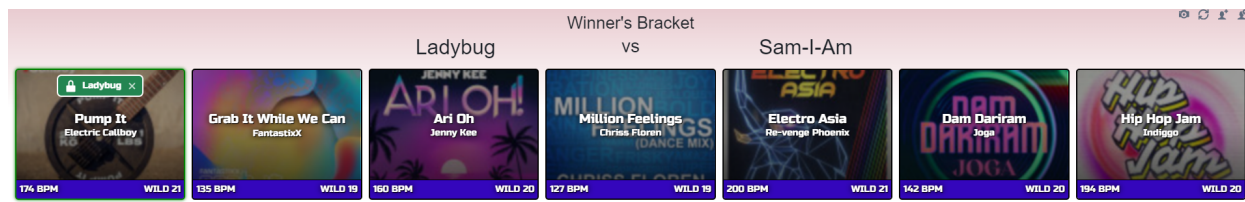
will have priority to use the song in place of their protect, and the other player will need to choose a different song for their pocket pick.

Set Redraw & Protect (1 Use per Pool)

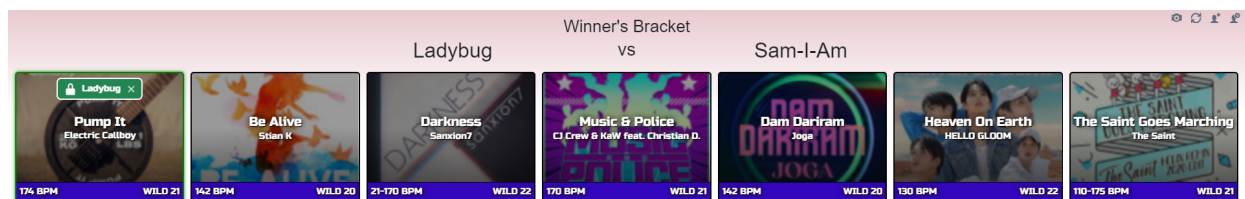
Redraw: Once per division, a player can opt to redraw the entire set in place of their protect action. The player then will choose their protect from the new pool of songs. All previously protected songs will stay in the draw. If a duplicate song from the previous set appears then it will be redrawn.

Redraw Example:

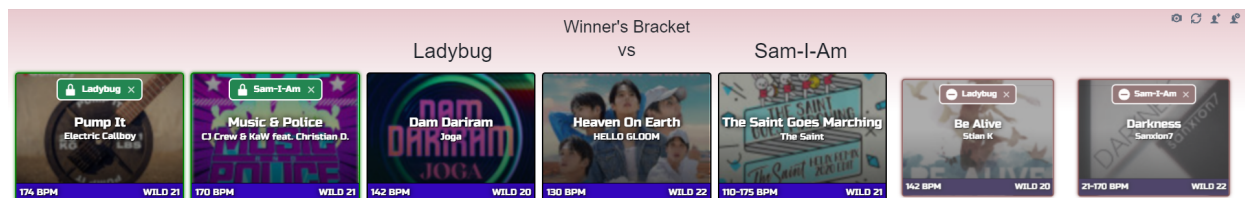
Ladybug & Sam-I-Am are facing off in a best of 5 match.



Ladybug, as the higher seed, chose to protect first, but Sam-I-Am decides to use his set redraw!



Every song aside from Ladybug's protect is redrawn, and Sam-I-Am must pick a song to protect from this new pool. He chooses Music & Police.



The players complete their second set of actions and as a result, this is their set.

Since Sam-I-Am used his redraw, he can not use it for the duration of the event. However, if he has not used his pocket pick, he still has the opportunity to use it in a future match if he advances.

More special actions may be added at a later date, check back soon!

Song Redraw (1 Use per Division)

Players also get the opportunity to redraw one song in their set during their protect phase. The chosen song will be replaced with a random song within that same difficulty. This will redraw any song from the set. However, protected songs can not be redrawn.