+Extra Life United 2019 Gaming Tournament
Official Tournament Rules

Last updated 1.22.19

1. **Introduction**

    These are the Tournament Rules for the Gaming Tournament at Extra Life United 2019. The Tournament features the following video games and tabletop games: Azul, Kingdomino, Puyo Puyo Tetris, Slap City, Starwhal, and Villainous. Please review these rules before the competition begins.

2. **Competition Format**

    2.1. **Game Selection**

    All players may participate in up to three (3) of the six (6) games. Players may choose to sign up for their preferred games.

    2.2. **Format**

    Video games will be played on PCs. Participants must use PC-compatible USB wired controllers. Controllers will be provided by Tournament Organizers. Participants may use their own unmodified PC-compatible USB wired controllers, but must set them up in a timely manner. Puyo Puyo Tetris, Slap City, and Starwhal will feature 1v1 double elimination brackets.

    Azul, Kingdomino, and Villainous, will feature single elimination rounds. Each round consists of tables with between 3 and 6 players (depending on the game). After each round, the top 1 or 2 players from each table move on to the next round, according to the chart below. The final round will have one table with 4 players and rank those players 1st through 4th depending on the outcome.

Players Advancing	Azul	Kingdomino	Villainous
Round 1	1	1	1
Round 2	2	2	2

* Subject to change depending on number of entrants

2.3. Prizing

Players who place 1st through 8th in a bracket are awarded money that will be credited to the Children's Miracle Network Hospital of their choice (chosen during online registration). The prize breakdown is as follows:

Placing	Money Awarded
1st	$7,500
2nd	$3,500
3rd	$2,500
4th	$1,500
5th-6th	$700
7th-8th	$300

If any games result in ties that cannot be resolved by these rules, the money awarded for those placings will be averaged and shared among the tied players.

3. Gameplay Rules

3.1. Time Per Turn

Players are not allowed to take excessively long turns in **tabletop games**. Players who consistently take more than **2 minutes** per turn may be asked to move faster by Tournament Organizers.

3.2. Pauses

If a player pauses in a PC game, except in the case of a controller or game malfunction, that player may be penalized at the discretion of the Tournament Organizer.

3.3. Azul

3.3.1.   Official Rules

3.3.2.   Tiebreakers

In case of a tie, the player with the most bonus points possibly, including horizontal, vertical, and five of a kind bonuses.

3.4. Kingdomino

3.4.1.   Official Rules

3.4.2.   Tiebreakers

In case of a tie, the player with the biggest territory (with the highest number of squares) wins the game. If it is still a tie, the player who has the most crowns wins the game. If it is still a tie, the player with the next largest territory besides their largest breaks the tie.

3.5. Puyo Puyo Tetris

3.5.1. Match Length
Each game is a first to 3 points. A match is best of 1 game except for winners finals, losers finals, and grand finals which are best 2 out of 3 games.

3.5.2. Game Settings
- Mode: Swap
- Win Count: 3
- Hold: On
- All other settings: Default

3.6. Slap City

3.6.1. Match Length
Each match is best 2 out of 3 games. Winners finals, losers finals, and grand finals are best 3 out of 5 games.

3.6.2. Controllers
For Slap City only, players may use Nintendo Gamecube controllers. Players wishing to use Nintendo Gamecube controllers must supply their own controller and controller adapter. If a player is unable to setup the controller in a timely manner, that player will be required to use the USB controllers provided by Tournament Organizers.

3.6.3. Game Settings
- Mode: Battle
- Time: 8 Minutes
- Lives: 4

3.6.4. Stage List
Stages are designated as either "Starters" or "Counterpicks." Starter stages are available during Stage Striking (as defined in Section 8.1.5) and Counterpicks are only available during subsequent stage picks.

Starter Stages
- Fancy Ruins
- Pepperpain
- Temple of Null
- Space Planet Earth
- Fluffy Fields

Counterpick Stages
- Meadow Valley
- Mecha Santa's Fortress

3.6.5.   Match Procedure

The following steps outline the process of playing a match. Detailed descriptions of each step follow in the next paragraphs.

1) Players select their characters. Either player may invoke Double Blind Character Selection (described below).
2) Use Stage Striking (described below) to determine the first stage.
3) The players play the first game of the match.
4) Winning player of the preceding game bans up to two stages, which cannot be selected for the next game.
5) The losing player of the preceding game picks a stage for the next game.
6) The winning player of the preceding game may choose to change characters.
7) The losing player of the preceding game may choose to change characters.
8) The next game is played.
9) Repeat Steps 4 through 8 for all subsequent games until the match is complete.

3.6.6.   Double Blind Character Selection
Either Player may request that a double-blind selection occur. In this situation, a Tournament Organizer will be told, in secret, each of the players' choices for the first round. Both players are to then select their first round character, with the Tournament Organizer validating the character selections.

3.6.7.   Stage Striking
Players determine who enact a best-of-1 game of Rock Paper Scissors. "Stage Striking" is defined as removing stages from the Starter list to decide the stage for the first game. Players enact a Best-of-1 game of Rock Paper Scissors to determine who gets the first strike. The Player with first strike strikes first, followed by the other Player striking two stages, followed by the Player with first strike striking one more stage. The remaining stage from the Starter list is used for the first game.

3.6.8.   Stage Clause
A Player may not pick any stage they previously won a game on during the Match.

3.6.9.   Mutual Agreement
Players may select any stage from either the Starter or Counterpick lists if they both agree to it. Players may also ignore Stage Clause if both agree.

3.7. Starwhal

3.7.1. Match Length
Each match is best 2 out of 3 game. Winners finals, losers finals, and grand finals are best 3 out of 5 games.

3.7.2. Game Settings
- Mode: Classic
- Lives: 5
- Time: 1 Minute
- Versus Type: Free for All
- Rounds: None

3.7.3. Level Selection
The first level is Random. Players may also agree to play on any level for the first game. After the first game, the winner of the previous game may pick any level that has not been played on yet during the match.

3.8. Villainous

3.8.1. [Official Rules](#)

3.8.2. Random Character Selection
Any Player may request that a random selection occur. In this case, order of selection drawing should be determined randomly.

3.8.3. Random Player Start
Any Player may request that a random start may occur. In this case, order of start should be determined randomly.

3.8.4. Determining Standings
After a player wins the game, all remaining players will continue to take extra turns until they have fulfilled their respective Villain's Objective, and be ranked in such order. Players who have fulfilled their Villain's Objective will **not** take additional turns.

4. Change Log

Date	Version #	Changes Made
1.22.19	1.0	Document Published
2.12.19	1.1	Updated tiebreaker rules for "Azul" and "Kingdomino"