

# 2014 Elite Four Challenge @ Campus Game Fest

## Information for Competitors

Team Robo Video Games

Last Updated: May 31, 2014

*"It's been two years since the now-dusty paths of Victory Road were traversed. Two years since Singapore's current champion was crowned in a torrent of Muddy Water while the rest of the Elite Four took up their new mantles. They've had time to hone their skills, even test them on the world stage, and now they're ready for you.*

*"Here at the Campus Game Fest, the doors to the Pokémon League have been thrown open once more, and the road that leads to the crowning of Singapore's new Elite Four beckons. Challengers are emerging from all across the nation and converging on ITE College Central, set to become the video game battlefield from the 27th to the 29th of June. Some seek redemption after falling short two years ago; others are fresh faces eager to make a mark on the community. Make no mistake though, the reigning Elite Four from 2012 are back, ready and willing to defend their titles.*

*"Only the best will emerge from the first two days of Swiss qualifiers, setting the stage for a winner-takes-all throwdown to determine the Elite Four of 2014 and crown an overall champion. The stage is set for the strongest of trainers to rise to the occasion, will one of them be you?*

*"The 2014 Elite Four Challenge. Stake your claim, destiny awaits."*

## **1 What is it about?**

The *2014 Elite Four Challenge* is a Pokémon video game tournament organized by Team Robo Video Games (TRVG), supported by the Singapore Cybersports & Online Gaming Association (SCOGA).

This document contains general information for competitors.

## 2 Event Summary

The following is a brief summary of the *2014 Elite Four Challenge*.

### 2.1 Event Details

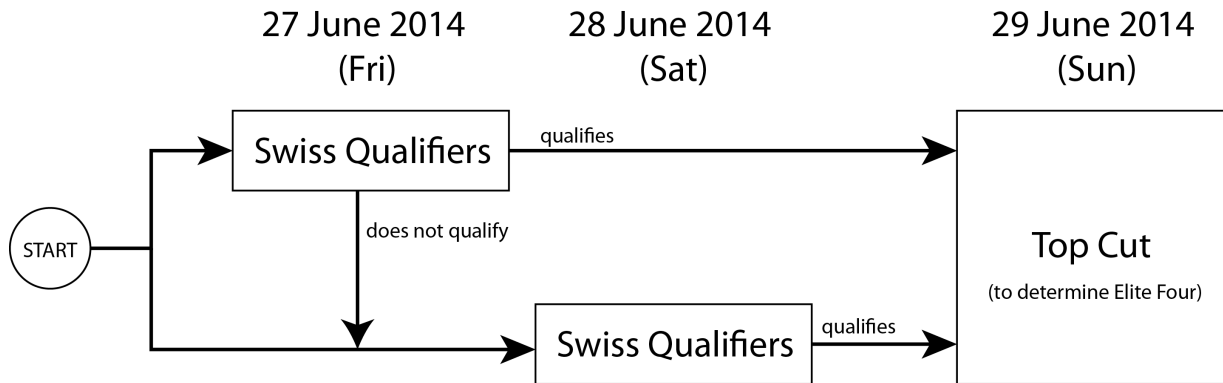
- **Location:** ITE College Central, 2 Ang Mo Kio Drive, Singapore 567720
- **Swiss Qualifiers, capped at 64 players per day**
  - Dates: 27 & 28 June 2014 (Fri & Sat)
  - Registration opens: 11.00am
- **Top Cut (Single Elimination rounds)**
  - Dates: 29 June 2014 (Sun)
  - Registration opens: 11.00am

### 2.2 Important Notes

- **Entry Fees:** Participation in the tournament is free of charge. However, participants are to provide their own Game Console with a legitimate copy of *Pokémon X* or *Pokémon Y*.
- **Rulings:** The tournament rules are adapted and slightly modified from the current format of the 2014 Pokémon Video Game Championships. Participants are advised to read through the rules at least once before registration.
- **Changing of teams:** Players may choose to participate with a different team for each day of the tournament, which includes both the Qualifiers and Top Cut. Standard team construction rules apply. A player may not modify his or her team midway through a part of an ongoing tournament.
- Participants may qualify for the Top Cut through the Swiss Qualifiers of either 27 June or 28 June, subject to the total number of players attending the qualifiers for the day.
- Players who qualify for the Top Cut on 27 June may not participate in the Swiss Qualifiers on 28 June.
- This tournament is a non-sanctioned, community event and is **NOT** part of any official program organized by Play! Pokémon, The Pokémon Company, or Nintendo.

### 3 Tournament Proceedings

The following diagram summarizes the proceedings for all three days of the tournament. There will be two days of qualifiers (27, 28 June 2014) which will culminate in a Top Cut, single elimination round to determine the Elite Four and the winner of the tournament.



#### 3.1 Swiss Qualifiers (27, 28 June 2014)

The qualifiers will be a **Swiss-system tournament**, which is a non-elimination tournament format. Players are given a score based on the total number of matches won, and are paired up against opponents with similar current scores. Players are **NOT** eliminated from the tournament after a loss.

There are several rounds of competition during the Qualifiers. The total number of rounds and the number of participants advancing to the Top Cut are decided as follows:

- **5 rounds, Top 4 advance:** 8 to 16 participants;
- **6 rounds, Top 8 advance:** 17 to 32 participants;
- **7 rounds, Top 12 advance (27 June), Top 16 advance (28 June):** 33 to 64 participants.

Players will play a single game to determine the score for that round. There is a **cap of 64 players** for each day of the Qualifiers.

#### 3.2 Top Cut (29 June 2014)

The Top Cut is a **single-elimination** tournament format with players seeded according to their performance in the Qualifiers. Players will play a best-of-three matches to decide their score for that round. The winner of that round is the player with the higher score and will advance to the next round. This continues until 4 players remain in the tournament, which will determine Singapore's *Elite Four* for the 2014-15 season.

The *Elite Four* will continue in the tournament until a winner is determined.

## 4 Schedule

The following is the tentative schedule for each day. Scheduled timings may be subject to change on the event day itself.

### Days 1 & 2: Swiss Qualifiers (27 – 28 June 2014)

Time (h)	Event(s)	Remarks
1100 – 1230	Check-in and registration	Line will be cut at 12.30pm
1230 – 1320	Registration closes, Lunch break	
1320 – 1340	Competition brief	Participants to report by 1.20pm
1340 – 1420	Swiss Round 1	
1420 – 1500	Swiss Round 2	
1500 – 1540	Swiss Round 3	
1540 – 1600	20 minute break	
1600 – 1640	Swiss Round 4	
1640 – 1720	Swiss Round 5	last round for 8 - 16 participants
1720 – 1800	Swiss Round 6	last round for 17 - 32 participants
1800 – 1840	Swiss Round 7	last round for 32 - 64 participants
1840	End	

### Day 3: Top Cut for 32 players (29 June 2014)

(Bo3 – Best-of-three)

Time (h)	Event(s)	Remarks
1100 – 1130	Check-in and registration	Line will be cut at 11.30am
1130 – 1215	Registration closes, Lunch break	
1215 – 1230	Competition brief	Participants to report by 12.15pm
1230 – 1345	Bo3 Top 32	
1345 – 1500	Bo3 Top 16	streaming of Table 1 match
1500 – 1515	15 minutes break	
1515 – 1630	Bo3 Quarter-finals (Top 8)	
1630 – 1745	Bo3 Semi-finals (Top 4)	
1745 – 1900	Bo3 Finals (Top 2)	
1900	Prize Presentation	

## 5 Registration

All participants are required to register their teams on-site on the day of the tournament they wish to participate in, regardless of whether they have or have not completed the online pre-registration. Participants are expected to have read the rules at least once before registering.

### 5.1 Online pre-registration (Qualifiers)

Participants may choose to pre-register for the Qualifiers by filling up the registration form online at the following URL:

<http://bit.ly/1mNt9ts>

It is important to note that pre-registration does not guarantee the participant a spot in the tournament until the on-site registration is complete. However, pre-registration facilitates the on-site registration process and participants are expected to be entered into the tournament quicker than a walk-in registration.

### 5.2 On-site registration

All participants are required to have filled up a copy of the registration form before on-site registration. The registration forms may be completed through the online pre-registration or will be made available through hard copies at the tournament administration booth during registration.

Registration is on a first-come-first-serve basis, and only **64 slots** are available for each day of the Qualifiers.

#### 5.2.1 During registration

Participants will have to confirm their personal and team details during registration. Proof of identification may be required.

**Team Check** During registration, participants will have to temporarily hand their Game Console over to the tournament staff who will ensure the validity of the registration form and eligibility of the participants' registered team.

#### 5.2.2 Upon successful registration

**Masking Tape Seal** Players should note that a small piece of masking tape will stuck onto the their Game Consoles after successful registration. The tape should not be tampered with and should remain in its original condition and position throughout the tournament.

**Trainer Cards** Each player will be given a Trainer Card with their given name, trainer name, trainer ID and team of 6 Pokémon. The Trainer Card is proof of successful registration and must be kept by the player at all times during the tournament.

## 6 Battle Procedure (Swiss Qualifiers)

### 6.1 Round pairings

At the start of each round, each player will be assigned an opponent, and each pair of players will be assigned a table number. Players are required to be seated at their assigned table before the start of each match. A player assigned a 'BYE' has no opponent (due to odd number of players) and automatically wins that round. Players may start battling when they have found their opponents and are ready to battle.

#### 6.1.1 10 minutes to find your opponent

All players are required to start their battles within 10 minutes of the announcement of round pairings. If a player does not turn up within the 10 minutes, that player automatically forfeits (i.e. auto loss).

### 6.2 Starting battles

Players will initiate battles using the Player Search System (PSS). Instructions are as follows:

1. Select the blue icon at the top-centre of the PSS screen.
2. Select 'Battle', then select 'Battle with Someone Nearby - Infrared Connection'.
3. Players decide amongst themselves who gets to select the rules. The rules to be selected are:
  - Number of Players: Two-Player Match
  - Battle Format: Double Battle
  - Battle Rules: Flat Rules
  - Handicap off
4. Afterwards, line up the infra-red transceivers and begin the battle!

### 6.3 Team Preview

Before the start of each battle, players will be able to preview their opponent's team when selecting the 4 Pokémon they will send out to battle (a.k.a. Team Preview). **When the Team Preview screen is shown, players are required to promptly display their Trainer Cards (Team Preview side up) to their opponents.** Players are kindly advised to double-check their opponent's team in the Team Preview against the team as stated on their Trainer Card, and to notify the judges immediately if there is a discrepancy.

## 6.4 20 minutes to battle

Each player will be given **20 minutes** to resolve any technical issues on their end and to complete a game for that round, (i.e. within 30 minutes after the round pairings are announced). **Judges will manually apply the appropriate tiebreakers as outlined in the Rulings if a match is not resolved within 20 minutes.**

In addition, players are to immediately notify the judges if there is a disruption to the match due to technical issues (e.g. disconnection, power loss, etc.).

## 6.5 Reporting the match outcome

At the end of a battle, players will report the outcome of each match to the judge.

## 6.6 Things to note

- There will be a designated battling area with tables for all battles to take place. Spectators are strictly not allowed inside the designated battling area.
- Players may be required to leave the designated battling area once they have completed their battles.

# 7 Battle Procedure (Top Cut)

The battle procedure for the Top Cut is exactly the same for the Qualifiers, except for the following:

- **Best-of-three:** All rounds are played best-of-three. A player wins the round after winning two matches.
- **Single elimination:** A player will be eliminated following a round loss.
- **60 minutes to battle:** Players are given 60 minutes to complete three matches. At the end of each match, players are to report the score to the judge.



## 8 Prizes

The following are the prizes for the tournament:

- 1st place
  - 1st place '2014 Elite Four Challenge' Elite Four Trophy
  - A coupon for a copy of 'Super Smash Bros. for Nintendo 3DS'
  - A coupon for a copy of either 'Pokémon Omega Ruby' or 'Pokémon Alpha Sapphire'
  - 2014 Elite Four Challenge commemorative art print
  - Two complete sets of '2014 Elite Four Challenge' bookmarks with all designs
- 2nd place
  - 2nd place '2014 Elite Four Challenge' Elite Four Trophy
  - A coupon for a copy of either 'Pokémon Omega Ruby' or 'Pokémon Alpha Sapphire'
  - \$20 GameScore voucher
  - 2014 Elite Four Challenge commemorative art print
  - Two complete sets of '2014 Elite Four Challenge' bookmarks with all designs
- Top 4
  - Top 4 '2014 Elite Four Challenge' Elite Four Trophy
  - A coupon for a copy of either 'Pokémon Omega Ruby' or 'Pokémon Alpha Sapphire'
  - \$10 GameScore voucher
  - 2014 Elite Four Challenge commemorative art print
  - Two complete sets of '2014 Elite Four Challenge' bookmarks with all designs
- Top 8
  - \$5 GameScore voucher
  - 2014 Elite Four Challenge commemorative art print
  - A complete set of '2014 Elite Four Challenge' bookmarks with all designs
- All other Top Cut participants
  - A complete set of '2014 Elite Four Challenge' bookmarks with all designs
- Participation gift
  - A '2014 Elite Four Challenge' bookmark of a random design



## 9 Streaming of matches

By participating in the *2014 Elite Four Challenge*, players acknowledge that their matches may be streamed at any point in time, be it on-site via a television screen or online via Twitch. To facilitate this, a player may be asked to transfer their game card to a tournament organiser's 3DS XL console and proceed with the match using that device.

## 10 Honesty and Integrity

Team Robo Video Games is committed to ensuring its tournaments provide a fair playing field for all players, and thus strictly enforces the rules governing the legitimacy of Pokémon used in our tournaments.

Checks can and will be done at random by the tournament staff to ensure integrity is upheld by the participating players, and that no tournament rules are flouted. In the event that a player is found to have cheated, the tournament staff have the right to disqualify him/her from the tournament.

Decisions made by the tournament staff with regards to such matters are final.

## 11 Power Saving Tips

Players are not allowed to switch off their Game Console's wireless functionality after registration and before the tournament is over. Thus, here are some tips for players to preserve the battery life of their Game Consoles:

- Fully charge your Game Console before the start of the tournament as power points and charging stations on campus are limited.
- You may choose to turn off the 3D settings during battle (as the double battles are in 2D).
- The Game Console may be turned off or put to 'Sleep mode' when you are not battling during the tournament.
- Lastly, you may choose to activate the 'power saving' mode and reduce the screen brightness settings.