SPACE CATS PEACE TURTLES
PATREON TOURNAMENT RULES

If you're reading this, you're either playing in or interested in the Space Cats Peace Turtles Twilight Imperium Patreon Tournament. How exciting! This tournament is a huge event we host to build the community around Twilight Imperium and our show. It's a tournament about having a great time, showing off good play, but mostly enjoying each other's company.

Twilight Imperium is a huge game with an absurd amount of flexibility in how players can treat each other and what impact they can have on each other's game. Because of this, it honestly doesn't make much sense as a hyper-competitive game. Which is why our tournament isn't primarily about that. We started it to learn about how different people approach the game, not to find the best player in the world.

This document is intended to help you get started in the tournament and establishes some guidelines that we try to follow when handling disputes in game. It also addresses trying to make the tournament happen in a relatively responsible amount of time. Through the use of time limits and mutual respect, the goal is for everyone to meet new players and have a great time!

The guiding principle of all tournament games is that, ultimately, the rules are decided by the 6 players in the game. If all 6 players agree on something, then they are welcome to override a lot of the minutiae of this document. Where applicable, we offer guidance in how we believe players should behave, and in some places we have strict rules to make sure everyone's time and comfort is respected.

The main takeaway for everyone should be this: find 5 other people to play a game with, show them respect, and have fun. If there are minor disputes, we have a team of Moderators available to help step in and offer a third-party perspective. If there are major disputes, we, the Tournament Organizers, are happy to step in and assure everyone is playing kindly and fairly.

This is a party we host for everyone who wants to be a contributing member of our show. This is a chance to show off goofy plays or brilliant strategy. Most of all, this is about enjoying a common interest with a new friend. We look forward to seeing everyone in game!

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1. TOURNAMENT FUNDAMENTALS

1.1 TOURNAMENT ROLES

The following roles are defined for tournament purposes:
- Tournament Organizer
  - Matt and Hunter of Space Cats Peace Turtles
- Tournament Moderators
  - Pingable role on the SCPT Discord
  - Settles rules disputes/disagreements
- Tournament Streamer
  - Pingable role on the SCPT Discord
  - Not responsible for rules disputes but can step in if all players and streamers approve
  - Organizes some games in the Qualifiers
- Player
  - Each round granted a new pingable role on the SCPT Discord
  - Responsible for finding/organizing their own games in the Qualifiers
  - Any Galactic Council member of the SCPT Patreon is eligible during Qualifiers
- Spectator
  - Not allowed in the game lobby or Discord voice channel

1.2 REGISTRATION

Active Galactic Council memberships to the SCPT Patreon are automatically considered registered to the Qualifying Round. Players are responsible for connecting your Discord Account to their Patreon settings to grant access to the Qualifying Round Channel on the SCPT Discord.

1.3 PARTICIPATION

All games are organized on the SCPT Discord. Players may play in one game per week (Monday-Sunday) but may play as many weeks as they are able.

Once a player has won a Qualifying Match, they can no longer participate in the Qualifying Round and will be given the Prelims Player role to await Preliminary Round scheduling.

2. TOURNAMENT MECHANICS

2.1 RULESET

The SCPT Twilight Imperium Patreon Tournament is played on this most up to date version of the rules at the time of the Tournament's start date. This includes:
- Twilight Imperium Base Game Rules
- Prophecy of Kings Rules
- Codex 1
- Codex 2
- Codex 3
- The Unofficially Official Dane FAQ and Errata Document (current v. 3.1.1)

No other Tournament Specific modifications are made to in game rulings.

2.2 PLATFORM

All Players are responsible for acquiring their own copies of the platforms available for tournament matches.
- The Qualifying Round can be played on either of the video games Tabletop Playground (TTPG) or Tabletop Simulator (TTS). This choice of platform should be made clear by the match organizer for every game.
- The Preliminary Round may also be played on either TTPG or TTS.
- The Semifinals and Final Rounds are expected to be played on TTPG.

2.3 ROUND STRUCTURE

The Tournament is played in at least 4 rounds:

QUALIFIERS: This is an open event to all active members of the SCPT Patreon at the Galactic Councillor level. Games are scheduled and played until we reach 216 games. Games can be played on TTS or TTPG.The Qualifier role will remain after the Qualifiers finish to allow Qualifier matches to be played in case Prelims Players have to drop out of contention

PRELIMS: 36 Games featuring 216 Qualifier Winners streamed and uploaded to SCPT's channels. Tournament Organizers will help schedule all of the players into their respective games. Games can be played on TTS or TTPG.

SEMIFINALS: 6 Games featuring 36 Preliminary Winners streamed and uploaded to SCPT's channels. Tournament Organizers work with the players to schedule all games. Games are played on TTPG.

FINALS: 1 Game featuring 6 Semifinalist Winners. Players are interviewed for a special episode of the SCPT Podcast. Streamed and uploaded to SCPT's channels. Game played on TTPG.

In the event that Tournament Organizers believe 216 Qualifying Games may be unreachable, a new total of Qualifiers will be announced. This will modify the total Preliminary players and may affect the structure of the subsequent rounds to the Tournament Organizers discretion.

2.4 PREGAME PROCEDURES

To begin playing, go to the Qualifying Round channel on the SCPT Discord. You are responsible for finding available games and communicating with the player or streamer organizing the match to be added to the player list.

Players are responsible for ensuring their copy of TTS/TTPG and the relevant TI4 mod are up to date before their game. It is expected that players have tested TTS/TTPG on their system and can ensure that it runs in a stable state.

To organize a game, start a Post in the Qualifying Round channel on the SCPT Discord and provide the following details:
- Game Start Time (in UTC time format)
- Platform
- List out the players that have signed up, including yourself. You will edit this section as players join
- Streamer. If a streamer volunteers, provide their username and twitch channel

Once you have signed up for a game, you are expected to arrive at least 10 minutes before the game's start time. If you must cancel your participation in a game you are expected to give 48 hours notice from the game's start time. If you fail to give 48 hours notice, the Tournament Organizers will be notified and will review your situation. If they deem it necessary, you will be removed from the tournament due to Game Abandonment.

TTPG games that are being streamed are expected to be hosted by the streamer, all other games on either platform should be hosted by one of the players (preferably the organizing player, but any player can host). The host will provide the other players with the password in their game's unique Post.

2.5 QUITTING GAMES

Players are expected to play the entire duration of their game. If a player leaves a game early, announced or unannounced, the Tournament Organizers will be notified. After reviewing the situation, the Tournament Organizers reserve the right to remove the player from the Tournament and/or ban them from all future Tournaments.

Please refer to 2.10 for unintentional Game Abandonment.

2.6 END-OF-MATCH PROCEDURE

QUALIFYING ROUND

The winner of a match is responsible for reporting their win. The host of the game should leave the game lobby up until the winner has finished their report. Pinned in the Qualifying Round discord channel is the form to report a win. Winners are also expected to post in the channel a report of their game including the name of the winner and the name of the 5 other players in the game, tagging all relevant usernames.

PRELIMS, SEMIS, AND FINALS

No reporting is required in the other rounds of the tournament. The Tournament Organizers and/or Streamers will make relevant winner announcements.

2.7 RULES MISTAKES/OVERSIGHTS

The players of the game are responsible for all game rules being followed. If a rules error is discovered by the players, they can resolve it in whatever way they see fit, as long as there is consensus among all 6 players. If a consensus cannot be reached, then a Tournament Moderator must be called in to make a ruling.

The Tournament Organizers recommend never walking back an interaction once new, randomized information has been revealed. This includes: drawing cards from decks and rolling dice. There are no rules with regards to "Lay It, Play It," where once a player places a token in a system or plays a card, they can no longer take it back. Players are encouraged to allow for flexibility of negotiation while also doing what they can to prevent the pace of the game from egregiously slowing down.

2.8 APPEAL TO A MODERATOR

Players can call for a ruling from a moderator and ping the Tournament Moderators role on the SCPT Discord. The players are then expected to wait until an available Moderator gives a ruling

If it is necessary for the Moderator to join the game lobby or watch video replay, the players will provide the game password and allow time for the Moderator to arrive.

The time limit clock may be paused while waiting for a moderator to arrive.

2.9 OUTSIDE APP ASSISTANCE

Players are welcome to use disconnected applications like combat calculators or Secret Objective checklists. Players cannot use any interface that connects directly with TTPG/TTS and utilizes in-game data to provide information.

2.10 TECHNOLOGICAL ERRORS AND DELAYS

Should a technological error occur, such as an internet disconnection or a power outage, Tournament Moderators should be immediately alerted. Players should give at least 30 minutes for a disconnected player to communicate whether or not they expect their technological issue to be resolved. If the game can be paused and continued the same day, players are encouraged to organize a time to return to the game. The game lobby should remain open if possible, but a Save State should be made of the current board state.

If a disconnected player has no way to return to the game, the players all have four options to collectively agree upon.

1. They can delay the game to continue at a later date, if all 6 players can agree to a time to reconvene.

2. If the disconnected player can find a Replacement Player to take over the game for them, they may do so but they relinquish their position in the game and the new player is treated as the official player for that game.

3. If the disconnected player can remain in voice chat and an Assistant Player can be available, the disconnected player may communicate their plays to the Assistant Player, the Assistant Player acting as solely the controller of the platform itself. The two players can communicate via Discord DM to allow the disconnected player to send their commands to the table via the Assistant Player.

2.11 VIDEO COVERAGE

Some games of the Qualifying Round and all games of all subsequent rounds will be streamed live.

All streamed games may be placed on YouTube to view on demand after the date of the game.

3. TOURNAMENT RULES

3.1 TIME LIMIT

The Qualifying Round and Preliminary Round are played with a Time Limit.

When the draft begins, the game timer starts. It is an 8 hour timer. At the 8 hour mark, the players will finish the full round they are currently in. (including Agenda Phase)

At the end of that final Agenda Phase, if no one has reached 10 points, the player with the most points wins the game. If more than one player is tied for the most points, the tied players will resolve the Space Cats Peace Turtles Twilight Imperium Tournament Tie-Breaker.

Players may only pause the timer under the following conditions:
- Waiting on a ruling from a Tournament Moderator
- Gameplay must be paused due to an unexpected player disconnection
- All Players agree to a short break, such as a bio-break or meal break.

3.2 TIE-BREAKER RULES

If the time limit has expired and the final Agenda Phase concluded (including refreshing all planets), all players tied for the most points take part in the Tie-Breaker. The steps of the Tie-Breaker are as follows:

1. The table reveals one unused Stage 1 Public Objective.

2. Players either qualify to score the objective or don't, scoring the objective as if it were a standard Status Phase, spending all relevant components. Players follow all rules with regards to home system planet control and scoring.

3. Any players who do not qualify to score the objective are removed from contention. If no players can score the objective, move on to step 4 with no players removed from contention.

4. If multiple players still remain after scoring, the table returns to Step 1, repeating Steps 1-3 until only one player can score the revealed Stage 1 Public Objective.

5. If all remaining Stage 1 Public Objectives are revealed and no winner has been declared, the table continues repeating steps 1-3 revealing Secret Objectives from the deck. (unscored Secret Objectives in players' hands are not included)

6. If All remaining Secret Objectives are revealed and no winner has been declared, the Tournament Organizers will be alerted and they'll freak out because that's the craziest thing they've ever seen and then they'll determine a winner randomly.

3.3 TOURNAMENT DRAFT

To begin a tournament game, the players will not follow the set up procedure as detailed in the Twilight Imperium rulebook and will instead decide faction, map, and seating selection by a Tournament Draft process.

The current tournament round's Tournament Draft information can be found on spacecatspeaceturtles.com. This Drafting procedure can change from year to year and even from round to round (although usually it remains consistent throughout the rounds).

4. COMMUNICATION

4.1 PLAYER TO PLAYER COMMUNICATION

Players must communicate via a voice channel on the SCPT Discord. They can also communicate via the chat window within the chosen platform (TTS/TTPG).

Players may not message each other via Direct Message outside of the chosen platform during the game.

4.2 PREGAME COMMUNICATION

Players will have a channel/post on the SCPT Discord utilized for organizing their game. Players are welcome to discuss their game inside that channel, even detailing drafting and playing strategy. Players may not Direct Message each other outside of this channel about their game. All relevant pre-game discussion should be restricted to these channels.

4.3 WHISPERS AND SECRET CONVERSATIONS

In game, players may directly message each other utilizing the in-platform messaging system known as "Whispers." Whispers are intended as secret communication that the other players are aware is happening. Any secret communication between 2 or more players is intended to be publicly announced.

In TTPG, the whisper system automatically alerts all players that a whisper has occurred. It opens a separate window in the player's chat log for the secret conversation to occur in, but all posts are publicly displayed in TTPG's user interface

In TTS, players are expected to utilize "bang whispers," as opposed to the standard whisper mechanic in game. Instead of whispering by typing "/[color]" players should whisper by typing "![color]". This posts a message publicly to all players that a whisper has occurred

Whispering is intended to expedite conversations and replicate the in person act of taking someone into another room for a private conversation. However, players are encouraged to also utilize "Secret Conversation" voice channels for prolonged discussions. If two players would like to discuss something in private, they may announce they are moving to a Secret Conversation voice channel. These conversations should take no more than 5 minutes before the players are expected to return to the public voice lobby. If a Secret Conversation is going on too long, the other players may privately message a Tournament Moderator who will step in and instruct the players to return to the public lobby and commence their actions.

4.4 IN-GAME COMMUNICATION

Players are not required but encouraged to announce all actions and interactions with components in game. It is expected that all interactions are done publicly. In TTPG, using many of the UI elements post a public log of most interactions in the game and these are expected to be utilized by all players. No player should intentionally obfuscate an interaction to deceive the other players as to whether or not the interaction occurred.

5. TOURNAMENT VIOLATIONS

5.1 CHEATING

Any player caught cheating may be immediately removed from the game and banned from the remainder of the current and/or all future tournaments.

Cheating includes intentional misuse of any component or rule as defined in 2.1. Cheating also includes intentionally breaking any of the rules outlined in this Bill of Rights.

5.2 UNSPORTING CONDUCT

Derogatory language, symbols of hatred, racism, anti-semitism, religious intolerance, bigotry, homophobia, gender discrimination, ageism, and ableism will not be tolerated.

Targeted harassment of another player is grounds for immediate removal from the tournament

Respect how somebody wants to be referred to (e.g. usernames and/or pronouns). If you don't know how somebody wants to be referred to, ask and then follow their request. Refusal to do so can result in disciplinary action.

If one player has a personal issue with another player, they will alert the Tournament Organizers, inform them of the issue, and allow them to handle the situation.

5.3 SLOW PLAY

Players must respect the time constraints of all other players. It is understood that Twilight Imperium is a long game, but egregious overuse of time on behalf of one player is not acceptable.

If players feel one person is misusing and/or abusing time, they may privately message a Tournament Moderator who can step in and inform the offending person that they must speed up their play. This is primarily regarding time spent thinking about actions and time spent negotiating with other players.

5.4 OUTSIDE ASSISTANCE

Players are not allowed to communicate about strategy or advice with spectators or non-players during their game.

5.5 STREAM SNIPING

Players are not allowed to watch the live stream or the chat log of the spectators. Players are allowed to access SCPT Discord channels, and SCPT Discord Mods will ensure relevant tournament discussion is limited to non-strategic discussion until after the game has concluded.

If a spectator reaches out to a player while the game is active, that player should make the Streamer aware and ask the spectator to refrain from game related communication.