***Trauts’ Tournament:***

***Making a team:***

* Teams should be made up of 4 players. 1 player should be elected as the team captain. There doesn’t have to be an assigned team killer.
* The team should have a unique team name (no offensive language). Teams also have the option to have a unique team logo, though this is not mandatory and must be issued to the overseer of the tournament in advance.
* Teams may have up to 2 players on their bench to be able to play if a team member is unable to do so. This is not required but any team without the correct number of contestants will be disqualified. (Note that benched players can ONLY play if a normal team member is unable to do so. Additionally, if a benched player plays in a bracket before the first match starts, they will be subject to any rewards from the tournament and not the teammate they replaced (should there be any); if a benched player is instead added mid-bracket after a few matches have already been played, the reward is instead split between the two players (again, should there be any).
* When both pre-game and in-game, all team players can communicate to one-another within their team.
* When in pre-game rounds, the captain will have final say in what the team votes for (picks/bans) (this is to forgo stalemates on the tournament where-in if the team cannot decide, the captain will make a decision. In addition to making it clearer on what the team wants as a whole).
* All team members **MUST** be within the EU (or the EU servers at least). This is to prevent lag or ping issues during matches.

***Tournament gameplay / general rules:***

* Players using exploits, glitches or hacks to gain an advantage will be disqualified if it is clear they were doing so intentionally – (this does not include dedicated servers or latency).
* In post-game lobby, no offensive language.
* Camping, tunnelling, genrushing, bodyblocking, slugging etc. are all legitimate strategies that can be used within the tournament
* Contestants can be on any platform
* All offerings are disabled for the duration of the tournament.
* The tournament overseer will have final say in ALL rule’s disputes.

***Tournament point / progression System:***

During the tournament, teams will be able to gain points for a variety of successful actions. These can be every time a successful action is performed, or instead a one-time bonus.

|  |  |
| --- | --- |
| **Point(s):** | **Objective:** |
| 2 (per generator) | Finish repairing a generator |
| 3 (per survivor) | Escape through the exit gate |
| 1 (per survivor) | Escape through the hatch |

**Survivors** are rewarded for fixing generators and escaping the trial alive, the point values for this are seen below:

For teams that are able to play extremely well, **additional** points are available! Giving space for good teamwork and risk-it-all come back potential!

|  |  |
| --- | --- |
| **Point(s):** | **Objective:** |
| 16 (one-time bonus) | All survivors escape through the hatch |
| 3 (per survivor) | Escape through the exit gate without being hooked once |
| 1 (per save) | Firecracker, Flashlight or pallet save **another** survivor |

**Killers** are rewarded for hooking and sacrificing survivors, the point values for this are seen below:

|  |  |
| --- | --- |
| **Point(s):** | **Objective:** |
| 2 (per hook) | Hook a survivor |
| 2 (per sacrifice) | Sacrifice a survivor |
| 1 (per survivor) | Survivor is killed, mori’d, dies to EGC or bleeds out |

For killers that are able to play extremely well, **additional** points are available! Giving space for good come back potential!

|  |  |
| --- | --- |
| **Point(s):** | **Objective:** |
| 12 (one-time bonus) | Complete the match with only 1, or less, generators repaired by survivors |
| 2 (per generator) | Generators unrepaired by survivors at the end of the trial |
| 2 (one-time bonus) | Hook every survivor at least once |
| 1 (per survivor) | Hook an individual survivor 3 times |
| 3 (per kill) | Get a Special Kill (*killer specific, see below:*)  |

What is a Special Kill?

* Final Judgement kills from The Executioner
* Reverse Bear Trap kill from The Pig

*Note:* *The Special Kill point score event does not give these killers an advantage, but rather allows them to use their kit in specific ways. For example, if a survivor is on third hook and is ‘Final Judgement-ed’, the killer would have previously missed out on 3 points. This change makes the killer instead miss out on only 1 point; So, it would still be worth hooking and sacrificing a survivor, but this change now allows the use of the killer’s ability in scenarios such as avoiding decisive strike while the exit gates are open or if, by change, a survivor dies to the pig’s reverse bear traps – most importantly not giving them distinct point advantages over other killers. (The specific killers affected by this change are listed in the* ***killer changes*** *section).*

*(Note: when you hook a survivor on death hook, you will receive 2 points for hooking them and 2 points for sacrificing them; totalling at 4 points).*

*(Note: One-time bonuses are only able to be obtained once per match, but can be obtained multiple times over the course of a bracket if all the right conditions are met).*

*(Note: If the killer closes the hatch when there are still generators able to be repaired, these generators are added to the killers points as they were not technically repaired by survivors).*

*As the teams are aware of the scoring for both survivor and killers, occasions might arise in which a team purposefully reduces their point game to reduce their opponents point game even further. This tournament will see if teams can use their situations to their advantage, even when all seems lost! Letting an ally go to struggle-phase for example might rob the killer of enough points for your team to win the round!*

*Although the* ***one-time bonus points*** *seem appealing, these might not be ideal to strive for. For example, trying to make all 4 survivors escape through the hatch rewards a large sum of points, however, if 1 survivor dies before escaping the team will only have 3 points instead of 20 (4 for each hatch escape plus the bonus points). As killer, it might be worth camping a survivor to death to help create pressure in an attempt to win the match overall and reduce your opponents points, however, this sacrifices your hook points and bonus points in the process!*

***Matchmaking / tournament overview:***

The teams will be divided into 2 initial groupings, as the tournament follows the ‘single elimination’ format, teams that win these initial groupings will be paired against each other to compete for the overall win of the tournament. The losing teams will be paired against each other for their spot on the podium in the ‘Resurrection round’. A diagram of this can be seen below:

* After the different tournament brackets start, teams will need to complete a series of pre-game tasks before gameplay begins. These are (in chronological order): Choosing Maps, Banning Perks, Banning/Picking Killers. These will each be explained in detail below:

*The following criteria is re-set every new bracket, when a new team is vs. each other:*

***Choosing a map:***

* There are 15 realms in the game and 35 maps within these realms. Teams are able to ban **2** realm each, totalling at **4** realms. First Team 1 will ban 2 realms, then Team 2 will ban 2 realms.
* After this, teams are able to choose **1** map each from the remaining realms in the game. The third and final map will be random (disregarding maps from any of the banned realms or maps previously picked).
* Teams will have a **1-minute** timer when banning their realms and again a **1-minute** timer when choosing their map. If no realms or map are chosen by the time this timer expires (the overseer of the tournament will ask the teams captains after this timer expires), they will be selected at random. (Teams can, and are advised to, give their choices before the timer expires).
* Maps will be used twice in a bracket, once per rotation where-in one team is killer and then again when they are survivor. After which the next map will be selected. Team 1’s map will be played in the first 2 matches, then Team 2’s map, then finally the random map.

*Note: Some realms only have 1 map, where-as others can have up-to 5. Also be thinking of what killers are useful on specific maps during this phase when picking/banning.*

***Banning Perks:***

* Teams will be allowed to ban a total of **3 survivor perks each** – totalling at 6. As well as **2 killer perks each** – totalling at 4.
* Perks will be banned for the entirety of that bracket and cannot be used by either team.
* Team 1 will ban the first perk, then Team 2 will ban a perk. This will repeat until the necessary number of banned perks is met.
* Teams will have a **40-second** timer for each banned perk. If no perk is chosen by the time this timer expires (the overseer of the tournament will ask the teams captains after this timer expires), a perk will be selected at random for banning. (Though, team should have a vague idea of what perks they want to ben prior to the tournaments start. Additionally, Teams can, and are advised to, give their choices before the timer expires).

***Choosing Survivors:***

*As survivors have essentially no unique qualities, each team will be able to choose any survivor they wish. This means no pre-game phase is needed to pick survivors but there are still some criteria that is needed to be met:*

* Each survivor in a team must be unique from one another – no duplicate survivors in a match (e.g. cannot have 3 claudettes).
* Survivors **MUST** wear their default cosmetics.
* Survivors will be able to use 4 perks at level 3, provided they are none of the perks chosen for banning in that bracket.
* Survivors are only able to choose a **MAXIMUM OF 3** of the same perks in a match – if a team chooses to have 3 borrowed times, the 4th survivor for that team **MUST** choose a different perk.

***Survivor Items and Addons:***

* Teams will be allowed to use up to **4** rare items when entering a match (up-to and including rare; so uncommon, common and event items are also allowed).
* There can be no duplicate items brought into a match (cannot bring 4 toolboxes, 2 med-kits etc.), however, the exception to this is firecrackers. Teams may bring as many firecrackers as they want.
* For one of the matches in the bracket, teams may replace one rare item with a skeleton key (with no addons). (This can be used in any of the three matches, but only one).
* Any items that are saved at the end of a trial are not able to be used in any subsequent matches.
* Items and addons found **WITHIN CHESTS** are able to be used for that match, but like other items cannot be used in other matches if saved.

*Note: Teams could potentially bring a rare key, to attempt to trick the opposing killer they have brought their skeleton key.*

*Note: Items and addons are up-to and including the rarities noted.*

*Note: Event items and addons are permitted to be used.*

***Choosing killers:***

*As there are no set criteria on how good or bad a killer is - players often having their own interpretations and skill level on different killers – a fair method should be introduced to choose a killer that best suits the player.*

* The teams will be split up into team 1 and team 2, this will be determined randomly by the flip of a coin.
* The teams will then ban and pick killers in unison. This seems fairest as one team bans a killer first whilst the other picks a killer first etc. (diagram below):
* The teams would therefore have banned 6 killers in total whilst picking 3 killers each.
* Once a killer is banned, it cannot be chosen by **EITHER** team. Additionally, when a team picks a killer, the opposing team is **NOT ALLOWED** to then pick that killer.
* When a killer is picked, it goes to that team’s killer pool for that bracket.
* Teams are able to random a killer (from the remaining killers available), by randoming a killer the team starts with **5 extra points**, this isn’t necessary but is just another option teams can make pre-game. (these stack, so if a team randoms 3 killers they will be given a **15 point** head-start, but this would be very risky).
* Killers can be used in any order, not necessarily the order they were picked.
* Killer **MUST** wear their default cosmetics.
* Both teams will be able to see their opponents killer pool during this phase, as well as which killers will be given access to addons (though they won’t know what addons specifically until the post-game lobby after the game).
* Killers will be able to use 4 perks at level 3, provided they are none of the perks chosen for banning in that bracket.
* Teams will have a **1-minute** timer for each killer ban and a **1-minute and 45 second** timer for each killer pick. If no killer is banned/picked by the time this timer expires (the overseer of the tournament will ask team captains after this timer expires), a killer will be banned/picked at random. (As this is objectively the most important pre-game phase, a small amount of extra time may be allowed but not necessarily. Additionally, teams may give their chosen killers before the timer expires).

*Note: Teams should consider multiple things during this phase, and it is perhaps the most crucial in the pre-game phases. Teams should consider: What killers are good with only their base-kit, what killers they personally don’t like to face, killers they suspect their opponent to be good with, maps chosen, and perks banned in order to get an overview of each killer’s effectiveness in a given bracket (as by this point, all of this will already be known by both teams). Teams should also consider which killers have good ultra-rare addons for the final ban/pick.*

***Killer Addons:***

* The **FIRST** killer a team picks will be issued **1 Rare** and **1 Common addon**.
* The **SECONDS** killer a team picks will be issued **1 Very RARE** and **1 Uncommon addon.**
* The **THIRD** killer a team picks will be issued **1 ULTRA-RARE** and **1 RARE** addon.
* The rarity of the addons permitted are **UP-TO** that rarity. For example, a killer picked second will be allowed either 1 common, uncommon or rare addon.
* If killers are played in a different order from the order they were picked, they still have the addons **FROM THE ORDER THEY WERE PICKED**. For example, if a team picked clown 2nd he would have a rare addon attached to him; If the team then decided to play him 3rd, he would have 1 rare addon to use.
* Killer addons will **NOT BE** shown to the opposing team.

*Note: Addons are up-to and including the rarities noted.*

*Note: Event addons are categorised as Uncommon addons.*

***In-game gameplay:***

After all of the pre-game phases are finished, teams will actually be able to go in-game to compete against one another.

* A coin will be flipped for which team plays killer first.
* After it is decided which team is playing killer the team captains must make the following decisions:
* The Killer team captain must decide which killer will be played for that match, as well as which teammate is playing them. The teammate playing the killer will then be able to select any addons they wish to use. Both the killer and their addons (or lack thereof) are hidden from the other team until they see each other in game.
* The Survivor team captain will decide whether or not to bring the teams skeleton key to that match or not.
* After the match teams will switch positions, or switch maps if necessary. Killers used in previous matches are not able to be used again (and survivors are only able to bring a skeleton key into one match).

**Final Scoring:**

After all 6 matches have been played, the bracket will finish. The team’s points will be added together and the team with the highest number of points will win and proceed into the next bracket.

In the (*extremely unlikely*) result of a tie, another round of matches will be set-up and completed (or organised if not enough time remains). Both teams will play the same killer on the same map, if this too results in a tie, this will persist until a victor is revealed.

***IN CASE OF DISCONNECTION/NOT FOLLOWING THE RULES:***

This is quite serious during a DBD tournament, as players will be able to see the perks of the opposing side during the end-game screen, OR may disconnect to give their teammate the hatch or mess with the opposing teams point gain (essentially cheating).

* If a team disconnects or acts against the rules (and it is noticed) within the first **30 seconds** of the match. The game will restart, the team who did this will be faced with a **-10 POINT** penalty at the end of the match (this is not able to go below 0).
* If a team disconnects **after** this 30 second mark, or if a team is caught not properly adhering to the tournament’s rules after this point, the game will end. If the opposing team wish for a rematch, the above bullet point will take place. If not, then the culprit team will be issued 0 points for that match. Additionally, the opposing team will be given 40 points (if they already have over this amount of points when the match ends, they instead receive +10 points).

As always, the overseer of the tournament will have final say over this situation if it arises.

***FAQ:***

***Q: Does each team need to have a designated killer?***

***A:*** No, at the start of each match, the team captain (after talking to the team) will select who is the killer and who playing them for that match.

***Q: Are survivors allowed to use items found in chests?***

***A:*** Survivors are allowed to use items in chests; however, they cannot use them in other matches if they are to survive with them.

***Q: Can killers use the same perks in different matches in the same bracket?***

***A:*** Yes, as long as they are not banned.

***Q: Can teams use the same killer/survivor perks used by their opponents in previous matches?***

***A:*** Yes.

***Q: Can survivors use the same perks in the same match?***

***A:*** Yes, up to 3 survivors can use the same perk. (the 4th survivor will have to use something else).

***Q: Can I use perks such as Power struggle to get points for saving survivors?***

***A:*** No, you have to save **other** survivors so power struggle or taking hits/body blocking the killer until the survivor wiggles out don’t count towards these points.

***Q: If a killer hooks a survivor on their last hook, how many points do they get?***

***A:*** They get 4 points. 2 for hooking the survivor, and 2 for the sacrifice.

***Q: Does Pyramid Heads final judgement count as a ‘kill’ for scoring purposes?***

***A:*** No. This counts as a ‘Special Kill’ point score event (and so rewards **3** points instead of **1**). So do reverse bear-trap kills from The Pig.

***Q: Do Pyramid Heads cages of atonement count as hooks for point progression?***

***A:*** Yes

***Q: If a killer closes the hatch and the exit gates are powered (making it impossible to continue work on generators), will the unrepaired generators be added to the killers score?***

***A:*** Yes, as they were technically still unrepaired by the survivors.