FAQ

[Each of these questions should be a drop-down box]

Q: Who are you guys?

A: Please check out our About us. [hyperlink the “About us”]

Q: What are the rules for this tourney?

A: Please check out our rules document. [hyperlink the “our rules document”]

Q: What’s the purpose of this tourney?

A: We’re trying to create a high production value tournament aimed at the eastern playerbase (as evident by our runtime). The “Eastern Tetris tourney” premise is old news at this point, but we figured that we should give it some more love. It’s not something other organizations can support too well, given that most of them are based in the west.

Q: What was it that drove VTT to the making of this Comet Open?

A: We had the right talents and the right connections to try and make something big, something that puts us on the Tetris Tournament world map, so we did, because there was simply no reason not to— plus, Renge told us to. [insert kamlaugh]

Q: How long did it take you guys to prepare for this?

A: A very long two months.

Q: How much did it cost you guys to prepare for this?

A: Not a dime, at the cost of our sanity. Oh yeah, speaking of not costing a dime, at the time of writing this we actually don’t have a single dime in our prize pool either. Donate? Please? 100% of the donations go to the winners and our funds manager is the very reputable Renge.

Q: Why “Comet Open”?

A: The theme started out as “starry night” but somewhere along the lines it changed to Comet due to various reasons (one of which may or may not involve simping for a certain blue-headed psychopathic idol).