

Snowmelt Cup II

Invitational Tournament Rules

1 Arrangements

A total of 9 players will be randomly divided into teams of 3. In each round of the music play, any 2 players from the same team will participate. Each player is permitted to perform a maximum of 5 times.

2 Song Pool

The song pool will include all songs (up until the latest Arcaea update) with difficulty ranging 10.4–12.0.

3 Song Selection & Ban/Pick

Every team will choose to ban 1 song AND pick 2 songs. The referee will then randomly select an additional song, resulting in a total of 7. Banned songs will be revealed 1 hour prior to the match.

4 Schedule

The event is scheduled to take place from 28/8 to 30/8, with the specific timing to be determined by the players.

Following the announcement of each song, every team will be designated periods for discussion (3 minutes), music play (6 minutes) and moment of respite (3 minutes).

5 Special Rule: Pick Reveal

Each team will decide to disclose one of their picks and indicate whether it's the one with a higher or lower difficulty (or either in case of having the same difficulty). The outcomes will be unveiled 30 minutes before the match.

6 Other Details

- Handcams are required for the entire event. Players who decide to livestream the gameplay should prepare a clear recording.

- Prior to the starting of each round, provide your team's selection of candidates to the referee during the discussion phase. This choice may not be changed once the play starts.
- Following each play, promptly capture a **timestamped** screenshot of the play results, displaying the breakdown of your PURE counts, then submit to the referee without delay. Additionally, you will need to submit your handcam at the end of the match.

7 Scoring

Formula:

$$\text{Points} := \frac{M + 0.9P + 0.2F}{N}$$

where M = No. of MAX PURE,

P = No. of PURE,

F = No. of FAR,

N = Total count of notes