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INSTRUMENT FOR TAKING SPECTRAL OBSERVATIONS  
No. 11,476



SpaceCon

# RESPAWN NSUHP

# RULEBOOK



## #1 CLASH ROYALE

### ELIGIBILITY

- Open to all participants.
- Registration through Unstop is mandatory.
- One player = One Clash Royale account.
- Multiple accounts are strictly not allowed.

### TOURNAMENT FORMAT

- Game Mode: 1v1 Mega Draft
- Format: Multi-Round Elimination
- Maximum Losses Allowed: 3
- Max Capacity: 200 players
- Tournament Duration: 2 hours
- Matches run continuously throughout the tournament.

### MATCH RULES

- All matches are played in Mega Draft mode only.
- Drafting must be completed in-game.
- Pre-made decks are not allowed.
- Level capping will be applied for fair gameplay (Level 11).
- Players must respect the draft timer.



## **WINNER DECISION**

- Rankings are based on:
  - Number of wins
  - Fewer losses
  - Tournament system tie-breakers
  - The player with the best overall record at the end of the tournament will be declared the winner.

## **MATCH CONDUCT**

- Players must be present when their match starts.
- Any form of cheating, abuse, or unsportsmanlike behavior may result in disqualification.
- Draft stalling or intentional delay can result in disqualification for that round.

## **DEVICES & INTERNET**

- Players must use their own mobile device or iPad.
- Stable internet connection is the player's responsibility.
- Emulators are strictly prohibited.

## **REPORTING RESULTS**

- The winner must submit a screenshot of the victory screen.
- Failure to report within 5 minutes may result in a forfeit decision.

## **FINAL AUTHORITY**

- The organizers' decision will be final and binding in all matters.



## #2 CHESS

### TOURNAMENT FORMAT

- This tournament consists of two rounds:
- Round 1: Arena format on Chess.com
- Round 2: Knockout format
- Round 1 will be used to determine the top 16 teams/players who will qualify for Round 2.
- Players may play multiple games continuously until the arena timer expires.

### ELIGIBILITY & REGISTRATION

- All registered participants must have a Chess.com account.
- Players may join the arena before or after the tournament start time.
- Chess.com fair play rules apply to all participants.

### TIME CONTROL

- Round 1 (Arena): 3+2 Blitz
- Round 2 (Knockout): 10+0 Rapid
- The same time control applies to all games within each respective round.

### PAIRINGS

- Pairings are automatic and handled by Chess.com.
- Players are paired continuously with available opponents, usually of similar rating or tournament score.



## **SCORING SYSTEM [ARENA ROUND ONLY]**

- Win: 2 points
- Draw: 1 point
- Loss: 0 points
- Win Streak Bonus
  - 2 consecutive wins: 3 points for the second win
  - 3 or more consecutive wins: 4 points per win from the third win onward
- A draw or loss breaks the win streak.

## **TOURNAMENT DURATION**

- Round 1 Arena Duration: 1 Hour
- Games still in progress when the timer ends will not be counted toward the final score.

## **RANKING & QUALIFICATION**

- Final standings in Round 1 are determined by:
  1. Total points
  2. Longest win streak
  3. Total number of wins
  4. Fewest losses
- Top 16 teams/players qualify for Round 2 (Knockout).



## **ROUND 2 – KNOCKOUT FORMAT**

- Only the top 16 teams/players from Round 1 will participate.
- Matches will be played in knockout format.
- Time control: 10+0 Rapid.
- The losing team/player is eliminated from the tournament.

## **FAIR PLAY & CONDUCT**

- Use of engines, external assistance, or unfair practices is strictly prohibited.
- Unsportsmanlike behavior, stalling, or intentional disconnects may result in disqualification.
- All decisions by Chess.com's fair play system are final.

## **DISCONNECTIONS & ABANDONED GAMES**

- Disconnections are handled automatically by Chess.com.
- Results awarded by the platform will be considered final.

## **FINAL AUTHORITY**

- The organizer reserves the right to make final decisions on any matter not covered in this rulebook.

## **TIMINGS**

- Round 1 = 1 hour followed by a 20 minute break.
- Round 2 = 2 hours, including 5 minute breaks after each round.
- By joining the tournament, players agree to abide by these rules and Chess.com's Terms of Service.



## #3 CUBE SOLVING

### FORMAT

- This event is open for all (on spot registration required).
- Participants have to solve a 3x3 cube in the least time possible.
- Participant with the “least time taken” at the end of the day will be posted on our official instagram page.

### ELIGIBILITY, REGISTRATION AND RULES

- On spot registration for the event. It is open for all.
- Participants are requested to handle the cubes provided with care.
- No twisting of corner pieces is allowed.

### FINAL AUTHORITY

- The organizer reserves the right to make final decisions on any matter not covered in this rulebook.



## #4 CASUAL GAMING

### FORMAT

- This event is open for all (no registration required).
- Games available:- Star Wars Battlefront II, Insomniac Spiderman : Remastered, Mortal Kombat 11, Tekken 7, and many more.
- A LAN Minecraft open world pvp server will be available to join, players are requested not to use hacks or any kinds of cheats or bugs on the server.
- Players are requested to not to play for too long and allow others to play as well.

**We extend our best wishes to all the participants of SpaceCon 2026.**