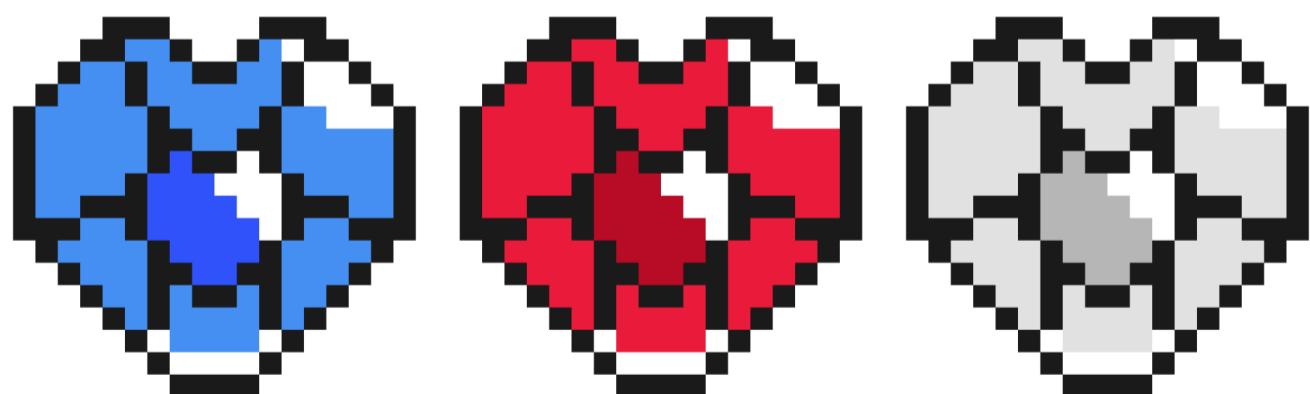


BTA

Tournament



**Rules & Regulations
For Winter '22**

BTA Rules & Regulations

AverageImposter & Cheeseypi

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Special Thanks to

crab • John Chen • Plixona • Ron George
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Basic Setup

Mod Installation

Install and set up Everest, following the instructions here:

<https://everestapi.github.io/>

Have the following 2 mods downloaded, installed, and set up PRIOR to the beginning of the tourney:

- CelesteNet - <https://gamebanana.com/mods/53695>
- Head 2 Head - (Version 1.1.0+) <https://gamebanana.com/mods/398723>

While playing BTA, you MUST have all other mods disabled (from Everest's "Enable or Disable Mods" menu) or uninstalled outright (including skin mods)

Players will only have an additional 5 minutes past their scheduled division start time to set up their mods and save files, so please be prepared beforehand. Any players not prepared after this window will be disqualified from the tournament.

If you have the ability, creating a new instance of Celeste on your machine, separate from your normal installation, may be nice to have.

This would allow you to keep your normal mods separate without disabling them in your primary copy.

Unfortunately this is only possible with non-drm copies of the game, such as those purchased from itch.io. If you do have a non-drm copy, you can download it like normal to a new folder and add it as an instance in Olympus.

Mod Setup

CelesteNet

Follow the instructions to link your Discord account to CelesteNet here:

<https://celestenet.0x0a.de/>

Once linked, you can toggle "Connected" to "On" in your mod options in Celeste for CelesteNet. When you get a welcome message at the bottom of your screen, you should be ready to roll!

While you're in the mod options, it's recommended to set the "Show New Messages" setting to "Special" (so you only see posts relevant to your current channel) and "Player Opacity" to whatever is best for you (to minimize distractions from other players while playing, generally 0 is recommended).

After joining CelesteNet, you need to join the !BTA channel. Do this by hitting T on your keyboard and typing /join !BTA

You should also send the command /cc in order to automatically send new chat messages on the !BTA private channel.

Head 2 Head

This mod is also referred to as 'H2H' throughout this rulebook.

The Head 2 Head lobby/mod in general will not function as expected unless you are connected to CelesteNet.

Please take a moment to familiarize yourself with the Head 2 Head mod mechanics before the event begins. The basic flow of a match in H2H is as follows:

1. Enter the Head 2 Head Lobby
2. The match host will stage a match from the lobby podium
3. When the match appears on your screen, the lower/left "Join" button will become active. Please press this button in order to play in the match.
4. The match host will press the upper/right "Start" button. You will get a countdown, and then be sent into the match. You will automatically be sent back to the lobby upon completion of the match requirements.

Head 2 Head supports Return to Map, Save and Quit, and even crashes. Just make sure that you are connected to CelesteNet and that the correct match is staged from the H2H Helpdesk before rejoining a match and finishing out the completion requirements.

Save File Setup

You may use any save file for BTA, though for your own convenience it may be easiest to simply use the Debug file from Celeste debug mode.

General Rules

Code of Conduct

The following actions will not be permitted, unless otherwise allowed by the special rules in a particular BTA tournament. These actions prolong the length of the tourney, delay verification of player times, and demonstrate unsportsmanlike conduct.

- Playing Pico-8 (Found in 3A)
- Grabbing Goldens
- Grabbing Strawberries or other collectibles that are not generally on your route
- Any other behavior that is deemed to intentionally delay the tourney, or be otherwise unsportsmanlike, at the discretion of the organizers.

Partaking in such actions when not instructed to will be considered an automatic round loss, potentially resulting in placement on the block or elimination from the tourney.

Continued violations of conduct will be assessed on a case-by-case basis, and final verdicts & punishments are at the discretion of the tourney organizers.

Any conduct in or outside of the game that engages in or promotes intolerance or bigotry will not be tolerated, and will result in immediate expulsion from the tourney, removal from the discord server, and disqualification from all future BTA tournaments.

Eligibility Requirements

Players in the Winter '22 tournament must have been invited by the BTA Organizers.

Players must be at least 13 years of age to participate in any BTA tournaments (This is also a requirement for a Discord account).

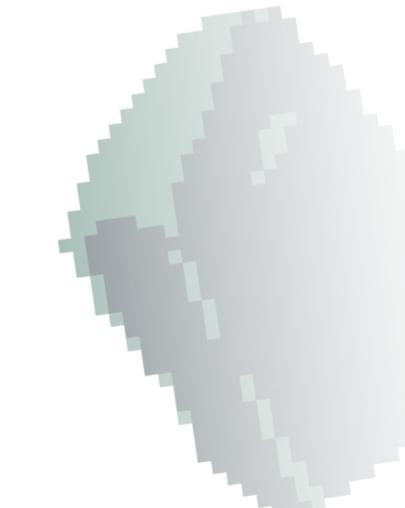
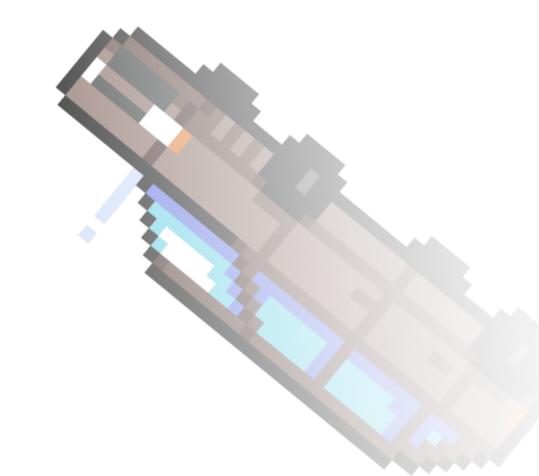
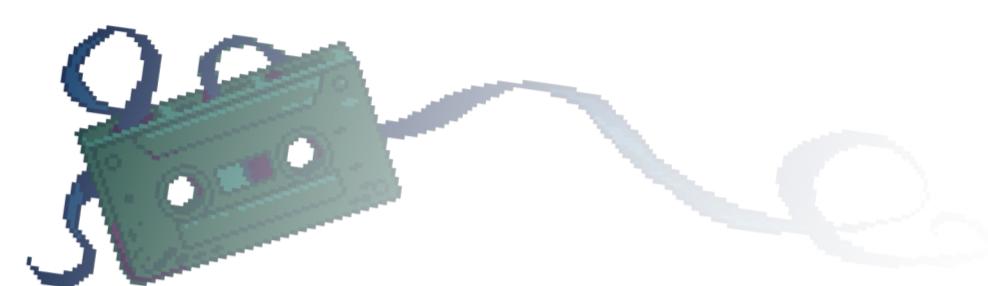
Players must have a stable enough internet connection to maintain CelesteNet contact throughout the tourney – Frequent drops from CelesteNet may result in disqualification from the tournament.

Players are required to compete in CelesteNet for the duration of the tournament.

Players must be present in the BTA Discord server at the time of and for the duration of the tourney. All communication before, during, and after the tourney will be conducted through Discord.

Structure

The Winter '22 Invitational will be split into 3 divisions: Sapphire, Ruby, and Diamond. Each of these divisions will operate as a complete tournament, with the victor of each division given the option of moving up to the next division.



Gameplay

Time Restraints

Every competitive round will be limited to 25 minutes. When the time limit is reached, players will finish the match they are currently playing, and then stop, even if they have not reached best of 3.

In the event that a round is cut off by time control, the player with the current winning record (1-0) will be declared the victor. In the event of a tie (1-1), a prologue race will be played, per our tiebreaker rules.

The Seeding Rounds

Seeding rounds will operate in a manner quite similar to a standard BTA tournament.

All players start from the Head 2 Head Lobby, per the setup instructions. Get ready to enter 1A (Forsaken City A-Side).

The Head 2 Head match flow will then occur. Once all players have reached the end, the slowest player on that level will choose the next level.

After 3 levels have been played, the total time it took each player to complete all 3 levels will be summed and that total shall be used to seed players within their division.

The Competitive Rounds

The Competitive rounds in Winter '22 operate as a single-elimination bracket. Players will be paired off, high seed with low seed, and play a best 2-out-of-3 round according to the following rules.

Setup

If there is an odd number of players, the highest seeded player will have a bye on the first round.

You will be placed in a Discord VC corresponding to your Bracket #; It is not required to talk in this VC, you can use the CelesteNet chat for communication with the competitor you are facing.

Clear your role in the Head 2 Head settings.

Join your own BTA channel in CelesteNet:
`/join !BTA#` where # is your bracket number.

Enter the Head 2 Head Lobby. Using either your Discord VC or in-game celestenet chat, begin level selection.

Level Selection

Levels must be chosen from Chapters 1-8, A, B, or C sides. Farewell is off limits.

The player with the higher seed in a bracket will choose 3 levels that cannot be played for the rest of the round, and the lower seed will choose any level from the remaining options to play.

Play

The player who chose the level will select it from the Head 2 Head menu. Both players will join the match, and then either may start it. After the match, the winner chooses 3 more levels that may not be played for the rest of the round, and the loser selects the next level to play. Play continues until one player has won 2 matches or until the time limit is reached.

If the time limit is reached, players finish the current level.

The winner of the round is the player with more match wins. If there is a tie, the players engage in a prologue race, with the winner declared the round winner.

Round winners move on in the bracket and the next competitive round begins.

The final round in each division will be best-of-5 instead of best-of-3, with a time limit of 45 minutes.

From time to time, an edge case not handled by these rules may pop up. It is generally up to the discretion of the BTA organizers to handle these cases as best as they see fit, but there are some specific cases listed here to provide a guideline.



Edge Cases

Ties

All ties will be resolved by a prologue race.

The affected players will run prologue using Head 2 Head just as any other round would operate, and their result will be used as the tiebreaker.

Multiple Disqualifications or Automatic Losses will be treated as a tie, and settled as above.

Crashes

Because of the Head 2 Head mod, we can handle come crash events. In case your game does crash, do not panic. Take the following steps:

1. Relaunch Celeste
2. Connect to CelesteNet
3. Reopen the same save file. DO NOT cross any room boundaries or enter any chapters.
4. Use the helpdesk (from the pause menu if you aren't loaded into the h2h lobby) to scan for rejoinable matches.

If everything checks out it'll throw you back in at the last checkpoint you reached and set your timer appropriately.

If that doesn't work, you can try manually re-staging the match from the helpdesk and reentering the chapter from the overworld, but your timer won't get fixed that way and odds are something else is already wrong.

5. Finish the match normally
6. Send the organizers your log file for verification as soon as you complete the match. This can be exported from the helpdesk known matches list, and outputs to your Documents folder.

In the event of frequent crashes, the organizers may, at their discretion, disqualify you from the tournament.



