Elden Squares

Season 3 Golden Order / Crucible Rulebook

Version 1.0

1. Overview

1.1. League Overview

Elden Squares is hosted by HooZher, and he has executive authority on all matters pertaining to the league and this document.

The Golden Order will be a league format consisting of 10 teams. The regular season will last eight weeks and every team will play each other once. The top four teams will make the playoffs. Seeding will be decided by record > head to head > strength of victory > bingos. The one seed will play the four seed and the two seed will play the three seed in the first round of playoffs. There will then be the championships and third place match. All playoff matches will be best of three sets

The Crucible will have 12 teams across four divisions (A, B, C, and D). The regular season will be eight weeks. Each team will play every team in their division as well as every team in two other divisions. The winner of each division as well as the two non-division winners with the best record will make the playoffs. Division winners will be the 1-4 seeds and the non-division winners will be the 5-6 seeds. Standings will be decided by record > head to head > strength of schedule > strength of victory > bingos. The 1 and 2 seeds in the playoffs will receive byes. Playoff sets will be best of three.

At the completion of a match you must upload a screenshot of the board to the bingo results section of the Ignite Discord. Make sure your post has the correct tag.

1.2. Prize Money

There will be prize money for the top three finishers in the Golden Order. There will be $600 USD in prize money from HooZher. It will be paid out $300 to first, $200 to second, and $100 to third. There may be additional prize money added to the pool based on donations. Please know that donations are not guaranteed, but there will be no less than $600 in prize money total.

1.3. Referees

For the Golden Order and any commentated matches referees will be assigned by HooZher. For the Crucible referees are encouraged but not required. If you would like a ref it is the responsibility of the players to find a referee from the community. Once you have contacted the community, if you still cannot find a referee please contact HooZher directly and he will find a ref for you. Please ensure that you have reached out to the community first before contacting HooZher

1.4.   Scheduling

Golden Order matches will be scheduled with HooZher. For the Crucible, you are able to play your games at any time during the assigned week. The time must be mutually agreed upon by your team and your opponent. You will schedule your game in text channels created for each matchup. Please @ HooZher and Jay once your match is scheduled. If you fail to show up within 15 minutes of the agreed upon match time you will forfeit the match. If a match fails to get scheduled due to negligence, the negligent team will be awarded the loss. In the case that both teams are negligent when scheduling a match both teams will be awarded a loss. If there is a dispute when scheduling a match please contact HooZher or Jay immediately. If you are unable to schedule or show up on time for two Ignite league matches over a six month period HooZher reserves the right to remove you from the current and future Elden Squares events.

2.   Streaming / Setup
2.1.   Required Mods / Tools

The matches will be hosted on the EldenBingo application. Players will need to use the Athena Randomizer to randomize weapons. The game must be played on the current Elden Ring Patch. In the case that the game is patched mid season, there will be an announcement made about how to proceed. ERTool is allowed for stutter fix, avoiding achievement bugs / freezing, and skipping the intro. The SkipTheIntro mod is also allowed. Additional online tools / calculators such as Elden Ring Map Genie, Fextralife, and Rune Level calculators are legal. Players are not allowed to seek outside help from individuals including Twitch chat (see 2.3).

2.2.   Streaming Requirements

Matches with commentary are required to be streamed live on Twitch. Please inform HooZher of your Twitch channel before the match. If this is a problem for you please speak to HooZher and we will find an alternative solution. You will need to use the overlay provided by HooZher. You are allowed to put anything you want in the margins of the overlay. An example of how to structure your overlay will be provided to you. You are not allowed to play out of game audio (other than your microphone) during league matches. If you are using a facecam please line it up in the indicated spot so your face can be shown on the main broadcast.

2.3.   Chat Moderation

Players are not allowed to get any spoilers, hints, and or information from Twitch chat during league matches. If you are live on Twitch please ensure that your moderators are diligent about deleting messages with prohibited information. If your chat spoils information about the match it is the fault of the player / streamer. Getting prohibited information from chat can lead to penalties including a potential match forfeiture.

3.   Match Structure
3.1.   Match Timing

Matches will begin at the agreed upon time. If a player is unable to begin at the start time due to personal or technical issues, that must be communicated to your opponent. If a player does not show up to a match without communication they will be given a 15 minute grace period. At the end of the 15 minute grace period the player will forfeit the match if they have not shown up.

The match will begin with a three minute warm up period where the players will be allowed to see the board, but are not allowed to take control of their character. Before the warmup period begins, players / referees will confirm that the weapon randomizer is working properly, but you are not allowed to look at any starting class other than Vagabond. During this time players are allowed to select their starting class, keepsake, check Roundable, purchase items, etc. Players are not allowed to leave Roundtable or begin Fia's quest until the prep period has passed. If a player false starts, a time penalty will be applied equal to roughly double the advantage received. The official length of the time penalty will be at the referee's discretion if you choose to have one. Players are allowed to leave Roundtable or begin Fia's quest once the timer hits 0./

Once the warmup period ends the official match timer will begin. Matches will last a maximum of two hours. If none of the victory conditions are met within the 2 hour time limit, the match will either go to timer or into overtime (see 3.2).

3.2.   Victory Conditions

Every bingo match must have a victor. The first team to 13 points will win the match. Each square is worth one point and bingo lines are worth two. If two teams are tied at the two hour mark the match will go into overtime for a maximum of 15 minutes. The first team to mark a square in the overtime period wins. If the overtime period expires and neither team has marked a square the team that got to the tying number first wins the game.

4. Skips / Cheeses
4.1. Overview / Structure

The goal of this league is to play without major skips / cheeses. All skips / cheeses will be compared to the following structure. If a skip / cheese violates any one of the following conditions it is banned. Additionally, "front to back skip" in Shadowkeep is banned. The structure is as follows:

If any of the following actions are performed in an intentional manner in a way that is clearly unintended to a learned individual that action is banned, including: 1) gravity kills, 2) stake skips, 3) directly skipping an otherwise required boss, 4) breaking the enemy AI such that it has no meaningful opportunity to damage the player, 5) fall damage canceling, 6) running bosses into kill planes, 7) clipping out of bounds, 8) glitching the game to achieve a positive outcome, 9) abuse of quitouts to skip required dialogue / action(s), infinitely build damage, and or infinitely acquire runes.

4.2. Specific Banned Skips (Including but not Limited to)

- Noble Skip
- Radhan Stake Skip
- Using critical hits to cancel fall damage
- Using the explosive physick to cancel fall damage
- Zips
- Wrong Warping
- Front to Back Skip

4.3. Specific Banned Cheeses (Including but not Limited to)

- Knocking Draconic Tree Sentinel off a cliff
- Making the Dragonbarrow Night's Cavalry jump off a cliff
- Freezing Blue Loretta's AI
- Flying Dragon Greyll T-Pose death
- Making Radhan comet off the map
- Quitting out to respawn Greyoll's baby dragons
- Riposting the Omen Killer / Dragonbarrow Bell Bearing Hunter off a cliff
- Running NPC's off cliffs
- Standing on the tree branch above Commander O'Neil and banging a metal weapon against the tree
- Ghiza's wheel machine gun glitch against Rykard
- Serpent Hunter moveset swaps
- Killing Devonia with the Furnace Golem

5. Squares
5.1. When to Mark a Square

You are only allowed to mark a square once all the listed requirements for said square are completed. A boss / invader is considered killed once the "Enemy Felled" (or similar text) appears on the screen and the accompanying sound is played. An enemy without victory text is considered defeated upon rune acquisition. Items are collected once the notification appears in the bottom right hand corner of the HUD or the accompanying sound plays. Sacred flasks are upgraded once the upgrades are confirmed in the menu. Stats requirements are met once confirmed in the level up screen. Caves, tunnels, catacombs, etc. are completed once the main boss is killed. Required items are acquired upon purchase. Weapons / Spirit Ashes have been upgraded upon purchase. You have restored a Great Rune when the text "Great Rune Restored" appears on your screen. You have imbibed at St. Trina once the screen fades to black. You have used a transformation once that status indicators appear on your screen. Latenna is returned to the apostate once you receive the Somber Ancient Dragon Smithing Stone.

5.2. Squares Marked Early

Players are not allowed to mark a square early; however, accidents do happen. There is a 10 second grace period for players to unmark squares that are accidentally marked early. A square is officially marked early if the square is incorrectly marked and stays marked for more than the allotted grace period of 10 seconds. If a square is officially marked early the offending player will be unable to acquire the square in question, and the offending player's opponent will be notified of the infraction. Regardless of whether or not it is within the grace period, if you mark a square too early, that would have otherwise been won by your opponent, you will be told to forfeit that square to your opponent.

5.3. Squares Marked Late

Players are not allowed to mark a square late; however, accidents do happen. Players are required to mark squares within 30 seconds of the square's completion. A square is officially marked late if the offending player marks a square after the 30 second grace period has expired. If a square is officially marked late the offending player will be unable to acquire the square in question, and the offending player's opponent will be notified of the infraction.

5.4.   Unmarked Squares

All squares must be marked when completed; however, accidents do happen. Players are required to mark squares within 30 seconds of the square's completion. If a player does not mark a square within 30 seconds of completion, and does not mark the square before referee intervention, the square will officially go unmarked. If a square is officially unmarked the offending player will be unable to acquire the square in question; however, the offending player's opposition will not be notified of the infraction.

5.5.   Abuse of the Grace Period

Players are given a grace period, because we understand that we are all human, and accidents do happen. This grace period is not to be abused to gain an unfair advantage. It is illegal to mark squares early / late to gain an unfair advantage regardless of whether or not the marking happens within the grace period. If a player is found to be abusing the grace period they will first be given a stern warning from the referees or league organizers. If a player has been given a warning and continues to abuse the grace period, the offending player will receive punishment up to the league's discrecion. The decisions of the referees and league organizers regarding abuse of the grace period are non-disputable.

5.6.   Clarifications on Specific Squares / Game Mechanics

- Grafted Scion boss at the Chapel of Anticipation is a Liurnia boss
- You are still using Ash of War Lightning Ram to kill sheep even if you run out of FP.
- You can use a remembrance sorcery or incantation with any catalyst for the "Kill a Remembrance boss w/ remembrance weapon only".
- You are not allowed to rebirth your character.
- For the kill "X" with a +0 weapon only squares, you are only allowed to do damage with the +0 weapon of choice. You may buff your character / weapon.
- For the Kill a Remembrance with "X" only squares you are only allowed to do damage with "X" (the required damage source). You may buff your character / weapon.
- Colossal armaments include colossal swords and colossal weapons.
- Dryleaf Arts count as fist weapons.
- Ensha is not an NPC invader.
- You may kick Kenneth Haight off the ledge. .
- Hero's Graves are not catacombs.
- You can still duplicate a remembrance even if you have already traded it in or consumed it for runes.

- Great Rune remembrances can only be duplicated at walking mausoleums with a bell.
- Stormveil is a part of Limgrave.
- The Magma Wyrm in Gaol Tunnel is a Caelid boss.
- You are allowed to sell items after the square has been collected. For instance, once you collect eight talismans and mark the square you are able to sell the talismans.
- Talismans are available for purchase at Bernahl across from the Twin Maiden Husks.

6. Crashes / Glitches
6.1. Player Crashes

Unfortunately crashes are an inevitable component of playing modded Elden Ring. In the case of a crash it is on the player to get their game, computer, and or stream back online as soon as possible. If you experience a crash of one of the three, it is your priority to fix the crash immediately. This means that you must drop whatever you are doing in game to remediate the crash, even if you are in the middle of a boss fight and your stream crashes. If you experience a simple game crash the match will not be stopped. If you have a severe PC and or stream crash the match will be paused. When you need the match stopped because of a crash you must notify the referees (or your opponent if you do not have a referee) immediately. You may want to have your phone or secondary communication device nearby so you can communicate with the refs if your PC crashes. The referees (if you have them) will try their best to notify your opponent to mitigate any advantage your opponent gets from your crash. The match timer will be paused once the league organizers are aware of the crash. Once you are back online, notify the team of when you are ready for the match to be resumed.

6.2. Opponent Crashes

It is an unavoidable truth that if your opponent crashes you will receive some advantage. However, in the interest of fair play we will ask you to take reasonable measures to mitigate the advantage you receive. If your opponent crashes, you will be asked to quit out of the game at the earliest reasonable time. The referee (if you have one) will wait until a reasonable time to notify you to quit out. Upon notification you must immediately quit out of the game.

6.3.   Issues with the ERBingo Application

While it is rare, there have been instances where the ERBingo application does not function properly. This includes: not updating when your opponent marks a square, not allowing a player to mark a square, and or freezing of the match timer. If you notice any of these issues during a match please restart the application and rejoin the match lobby. If the issue persists after restarting the application, please quit out of the game and notify the referee immediately. Your opponent will also be asked to quit out at the earliest reasonable time, and the match timer will be paused. Please troubleshoot with the referees and league organizers to remediate the issue as soon as possible. In worst case circumstances you may be asked to restart your PC.

6.4.   Game Glitches

It is illegal to intentionally glitch the game; however, we are playing a modded version of Elden Ring, and it is possible for incidental glitches to happen. If you experience an unintentional glitch that can be remediated (wrong warping, torrent hover, item duplication, zipping, etc.) you need to do so immediately. If you experience an unintentional glitch that cannot be remediated (an enemy accidentally jumping off a cliff, enemy AI freezing, etc.) you may continue as normal. Please note that any game glitches will be investigated by referees and league organizers.

If you experience a glitch that impacts your ability to play the game (not able to touch a grace, area not loading properly, not able to use the right bumper, not able to damage enemies, etc.), please try your best to remedy the issue. For example, try quitting out of the game and or restarting Elden Ring. If the issue persists after restarting the game, please quit out of the game and notify the referee immediately. Your opponent will also be asked to quit out at the earliest reasonable time, and the match timer will be paused.Please troubleshoot with the referees and league organizers to remediate the issue as soon as possible. In worst case circumstances you may be asked to restart your PC.

7. Discord Communication
7.1. Discord Channels

For streamed matches there will be a separate temporary Discord that will host all the matches. The Discord will have four separate voice channels, one for the commentary team, one private call for each player, and one for the referees. At the start of the match you will enter the commentary voice channel, and the organizers will confirm that all parties are ready to begin the match. Once all parties are ready please move to your respective private voice channel. You may mute your microphone, but you are not allowed to deafen at any time during the match. When the match is concluded you may be invited to do an interview with the commentary team. The referees will join your private call and invite you to do an interview. Interviews are encouraged but not required. If you would like to do an interview please enter the commentary voice channel and wait for your interview to start. After interviews are concluded, you may be able to speak freely with your opponent as long as both parties are willing and time permits.

7.2. Referee Communication

During the match the only people who should have contact with you are the referees if you have them. They may give you instructions about relevant information. Any word from the referees is considered binding and must be adhered to. Failure to cooperate may result in penalty or disqualification.

8. Banned Actions / Resources
8.1. Macros / Scripts

You are not allowed to use pre-recorded macros or scripts at any point during the match. Every individual input must be performed by the player on their input device of choice. Examples of macros / scripts include, but are not limited to: 1) fast quit outs, 2) auto dodges, 3) auto parry, 4) moveset swaps, 5) movement scripts.

8.2. Outside Game Mods

You are not allowed to use any mods not listed in section 2.1. The allowed mods are Elden Ring Bingo Randomizer, SkipTheIntro, and ERTool is allowed for stutter fix and avoiding achievement bug / freezing only. All other game mods are banned. If you are currently using any accessibility mods please contact HooZher directly via Discord.

8.3.   Outside Help / Communication

You are not allowed to receive any outside help or communication from other individuals during matches. This includes help via twitch chat, discord, etc. Further details on Twitch chat moderation will be decided by the league participants at a later date (see 2.3).

9.   Penalties
9.1.   Time Penalties

Referees (if you have them) may issue time penalties equal to roughly double the amount of time advantage gained during. If you are awarded a time penalty you will be required to quit out of the game for the given amount of time. Reasons for time penalties include, but are not limited to: 1) taking control of your character before the match begins, 2) refusal to quit out when asked to do so by a referee, 3) resuming a paused match before you are told to do so.

9.2.   Square Penalties

Referees (if you have them) may issue square penalties for infractions incurred during the match. In this case, you may be told to unmark a square, forfeit a square, or be locked out of a square (see section 5). Additionally, if you use an illegal cheese / skip to complete an in-game action, you will be informed that said action does not count for any squares on the board (see section 4).

9.3.   Position Penalty

Referees (if you have them) may issue position penalties at any point during the match. Position penalties are assessed to remedy any illegal advantage that a player receives during a match. If you are awarded a position penalty you will be asked to Memory of Grace immediately. Reasons for position penalties include, but are not limited to: 1) use of an illegal skip, 2) use of an illegal cheese, 3) deliberate use of glitches.

10.   Code of Conduct

Elden Squares is a league for Elden Ring bingo enthusiasts of all levels that prioritizes fun, inclusivity, and friendly competition above all else. Players are expected to maintain good sportsmanship and positive communication. By competing in the Elden Squares league you are volunteering yourself as an example of the best our community has to offer. We sincerely hope that you use this opportunity to grow, cultivate, improve, and enjoy the grass roots Elden Squares bingo community to the best of your ability. You are expected to maintain and promote positive communication within your own community as well. Elden Squares will not tolerate abuse of others by yourself or your community. If you are unable to schedule or show up on time for two Ignite league matches over a six month period HooZher reserves the right to remove you from the current and future Elden Squares events.

11.   Statement of Liability

The mods, applications, and resources provided / required by Elden Squares are third-party mods or provided additional materials. You are using these mods, applications, and resources at your own risk. Neither Elden Squares, HooZher, Ignite, nor any of the individual community members are liable for any damages that occur from the use of recommended mods, applications, and resources. By competing in the league you are allowing your gameplay to be rebroadcast, commentated upon, and redistributed as video content. If you compete in any bingo competition, neither Elden Squares, HooZher, Ignite, Co-Commentators, Referees, nor any of the individual community members are liable for any statements/actions made in relation to your gameplay or the rebroadcasting and redistribution of your gameplay. Elden Squares, HooZher, Ignite, nor any of the individual community members are liable for any physical or mental injuries sustained during your games. By competing in Elden Squares Season 3 you agree to all the terms stated in this document and are expected to have full comprehension of said document.