



# Online Tournament Process Guide

Updated on, October 21, 2020

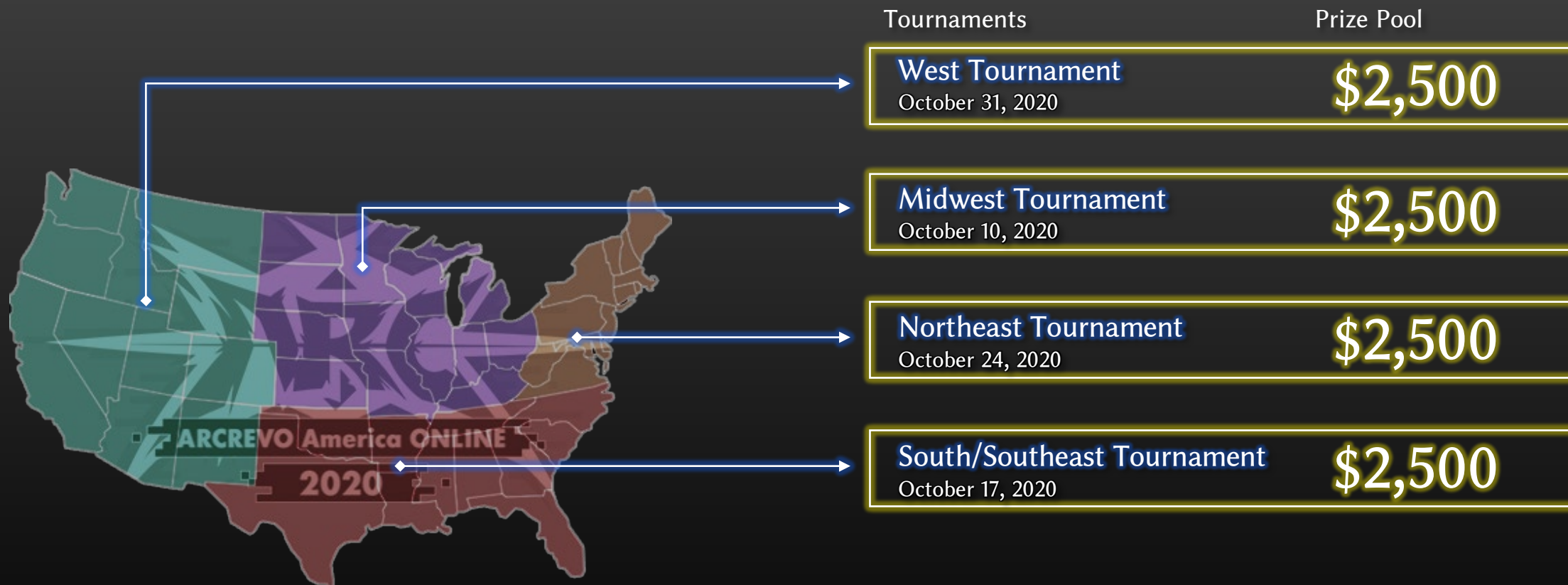


# Eligibility & Rules

- ARCREVO America Online is open to all individuals (i) who have reached the age of 18 years old or older as of September 1<sup>st</sup>, 2020 and (ii) who reside in the contiguous United States.
- Player must satisfy the following requirements in order to participate in online matches:
  1. Player must have their PS4 connectivity set to NAT Type 2 and have a minimum of 3Mbps upload speed.
  2. Player must have a Smash.gg account at <https://smash.gg/>. Player must use the same account for the duration of the Tournament.
  3. Player must have a PSN account.
- Only one PSN per Payer can compete in the Tournament.
- Wireless (WiFi) connections are prohibited. Any evidence of Player using WiFi will immediately disqualify the Player from Tournament.
- Game Setting: Please see the Game Specific Regulations for the rules and settings for each Game.
- Players may only enter the Regional Tournament held in the region of his or her residence. Should a Player enter a Regional Tournament in a region outside of their residence, they will be disqualified and any and all prizes will be forfeited.
- ARCREVO America ONLINE 2020 official ruleset:  
[https://arcsystemworks.com/awt2020/ARCREVO\\_America\\_Online\\_2020\\_Official%20Rules\\_08182020.pdf](https://arcsystemworks.com/awt2020/ARCREVO_America_Online_2020_Official%20Rules_08182020.pdf)



# Online Tournaments



# Online Tournaments -Schedule

Regions	Dates	Areas	Tournament Organizers
Midwest	October 10	North Dakota, South Dakota, Nebraska, Kansas, Missouri, Iowa, Minnesota, Wisconsin, Illinois, Indiana, Michigan, Ohio, Kentucky	
South/Southeast	October 17	Texas, Oklahoma, Arkansas, Mississippi, Louisiana, Alabama, Tennessee, North Carolina, South Carolina, Georgia, Florida	
Northeast	October 24	West Virginia, Virginia, Maryland, Delaware, Washington D.C., Pennsylvania, New York, Vermont, Rhode Island, Maine, Connecticut, New Hampshire, New Jersey, Massachusetts	
West	October 31	Oregon, Washington, Montana, Idaho, Wyoming, California, Nevada, Arizona, New Mexico, Utah, Colorado	



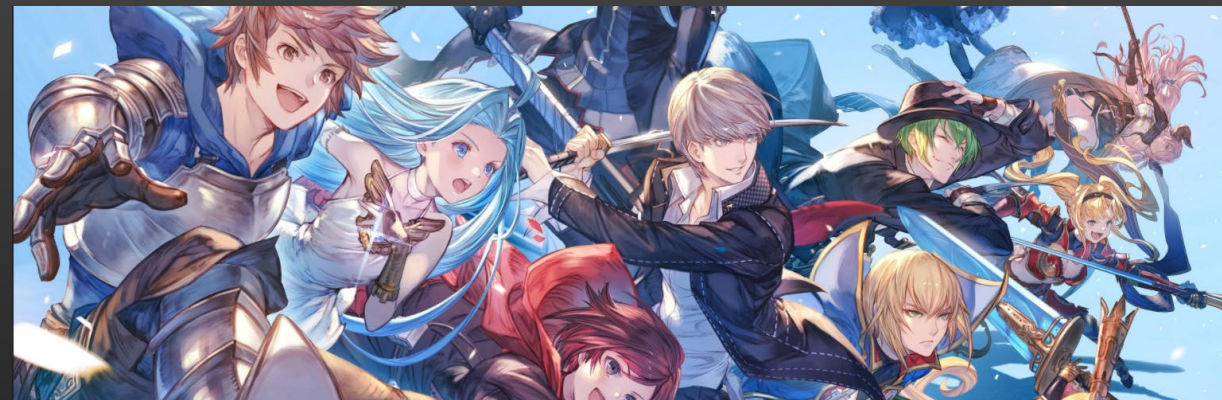
# Create a Smash.gg account

- Go to <http://smash.gg> and create a free account
- Create your Player Profile
  - Enter your 'Gamertag'
  - Enter your First Name and Last Name
  - Enter your Country and City



# Join a Tournament 1/3

- Go to the ARCREVO America Online 2020 Smash.gg Page  
<https://smash.gg/tournament/arcrevo-america-online-2020>
- Look for your region tournament registration page and click to enter
- 



トーナメント

## ARCREVO America Online 2020

10/01/2020 - 12/05/2020

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[arcrevo@arcssystemworks.com](mailto:arcrevo@arcssystemworks.com)

### ARCREVO RETURNS

Arc System Works brings the competition home for the first time!

ARCREVO America Online 2020 takes the Arc Revo experience online, where the best players in America will fight it out to prove who has the strongest region! Qualify by placing in your region's qualifier, then compete with your team at finals to claim your spot as the ARCREVO America 2020 Champions!

#### Regional Qualifiers:

Starting October 10th, 2020, online regional qualifiers will be held in the following regions. Use the links below register for your region's qualifier in order to participate.

- Midwest (October 10th, 2020)

<https://smash.gg/tournament/arcrevo-america-online-2020-midwest-regional-qualifier/details>

- South/Southeast (October 17th, 2020)

<https://smash.gg/tournament/arcrevo-america-online-south-southeast-qualifier/>

- Northeast (October 24th, 2020)

<https://smash.gg/arcrevo-ne>

- Southwest (October 31, 2020)

<https://smash.gg/arcrevo-southwest>

- Northwest (November 1, 2020)

<https://smash.gg/arcrevo-northwest>

#### Qualified Players:

The top 2 players from both BlazBlue: Cross Tag Battle and Granblue Fantasy: Versus will form a team of four to represent their region at the ARCREVO America Finals in Southern California.

- Midwest
  - TBD
- Southeast
  - TBD
- Northeast
  - TBD
- Southwest
  - TBD
- Northwest
  - TBD



# Join a Tournament 2/3

- Enter your PS4 Network ID
- Enter your upload, download, and ping from <https://speedtest.net>
- Click Continue



# Join a Tournament 3/3

- Click acknowledge registration, Smash.gg terms of service, and attendee agreement for ARCREVO America ONLINE 2020 rules boxes
- Click 'Complete Registration'

# Steps to take on Tournament Day

- Login to your Smash.gg account by one hour prior to the start time
- Go to your tournament you have registered for
- Click 'Manage' to view the Smash.gg Dashboard
- Go to dedicated Discord server for additional assistance
- Admin instructions & rules will be live at Discord

Midwest	<a href="https://discord.gg/UBGXAAB">https://discord.gg/UBGXAAB</a>
South/Southeast	<a href="https://discord.com/invite/esportsstadium">https://discord.com/invite/esportsstadium</a>
Northeast	<a href="https://discord.gg/Y4XQXe5">https://discord.gg/Y4XQXe5</a>
Northwest	<a href="https://discord.com/invite/gBjBdXY">https://discord.com/invite/gBjBdXY</a>
Southwest	<a href="https://discord.com/invite/gBjBdXY">https://discord.com/invite/gBjBdXY</a>



# General Tournament Regulations

- 1 on 1, double elimination.
- All matches are to be played on the PlayStation®4 platform.
- For BBTAG, players will be required to play in Room Match Mode. For GBVS players will be required to play Player Match Mode.
- Game will be updated to the latest version of the Game at the point when the tournament is held.
- The control setting can be changed freely within the Game. However, any controller function such as rapid pressing (turbo) or hardware-based macros are not allowed during the Tournament.
- Any Player who is late for a match or fails to respond for a match when being called up by Tournament Organizer via the messaging process, as set forth in the respective Game Specific Regulations, will be automatically considered to have lost that match.
- All Players must check the proper operation and function of their button controls before the start of each match.
- If a pause or share button of Player is pressed or malfunctions during a round, the Player will automatically receive a forfeiture of that round.
- If Player is found to be using a banned character during a match, the Player will automatically receive a loss for that entire match.
- If Tournament Organizer determines that Player is deliberately delaying the progress of a match by failing to respond to messages, failing to join the match, or other disruptive behavior, the Player could be disqualified from Tournament.

# Game Specific Regulations



- Match Duration: 99 seconds
- Set Format: Best of 3 games (First to win 2 games)
  - \*For the winner's final, loser's final, and the grand finals, the rules will be changed to best of 5 (First to win 3 games).
- Stage and BGM: For the first game, stage is set at RANDOM. However, both can be changed if both Players agree. The Player who loses the first game have right to select the stage and BGM.
- Characters: Cagliostro cannot be used.
- Character Colors: The "Color 17" cannot be used. However, it can be chosen if both Players agree.
- Weapon Skin: The "Weapon Skin 02" cannot be used. However, it can be chosen if both Players agree.
- In the event where the progress of a match is deemed impossible due to reasons such as technical difficulties, the players will have to replay the match recreating only the number of rounds won.

# Game Specific Regulations



- Match Duration: 180 seconds
- Set Format: Best of 5 games (First to win 3)
  - \*For the winner's final, loser's final, and the grand finals, matches are still played in the best of 5 (first to win 3) format.
- Stage and BGM: It is recommended that both are set at AUTO. However, both can be changed if both Players agree.
- Characters: No restrictions.
- Character order can be changed between matches, including rematches.
- In the event where the progress of a match is deemed impossible due to reasons such as technical difficulties, the Players will have to replay the match.

# Disputes

- If there is any disputes, both players must submit a screenshots or invite an admin to vie the most recent Saved Replay screen for GBVS, and Replay Theater screen for BBTAG
- Failure to present your case within timely manner will result in disqualification



# Connectivity Issues

- If Players cannot connect to each other, the Player with the least amount of game lost moves forward in the Winners bracket. In the case of a tie, one Player is advanced to the Loser's bracket while the other Player advances and forfeits the next match in the Winner's bracket, resulting in both Players being sent to the Loser's bracket.
- In case of a disconnection in the middle of a match, the Player who left the match lobby loses the game. If both Players remain in the match lobby after the disconnection, (i) for BBTAG, the Players will replay the match and (ii) for GBVS, the Players will replay the match recreating only the numbers of rounds won.
- If the connection is suspicious, do not continue the next game. Contact and admin immediately and present your case.
- In the event of connectivity issues either player should reach out to the Tournament Organizers of your region to review the situation.

# Tournament Prizing

- The Regional Tournament events are free to enter. ASW and Marvelous USA, Inc. will provide \$2,500 prizes each for BBTAG and GBVS at each of the five online events.
- The prize pool distribution for each Game is as follows:

Prize	
1st Place	\$1,500
2nd Place	\$750
3rd Place	\$250