

BITER BATTLES CHAMPIONSHIPS

Rules & Infos Summary **v0.95**

Official rules with explanations and various notes at <https://bbchampions.org/doc/Rules.pdf>

Follow @BiterBattles and get informed when matches are scheduled and where you can watch them.

Summary : 1/Links - 2/Scenario - 3/Prize - 4/Discord - 5/Rules - 6/Training - 7/Players - 8/Streamers - 9/Referees

1/ LINKS

- NOT YET UPDATED TO v0.96 -

- ✦ Website <https://bbchampions.org>
- ✦ Mail bbc.factorio@gmail.com
- ✦ Twitter <https://twitter.com/BiterBattles>
- ✦ FreeBB Discord <https://discord.com/invite/ZsNNTcPfXm> (*not official*)
- ✦ Reveal video <https://youtu.be/HmTr-OWneFc>
- ✦ CashPrize Paypal <https://paypal.me/bbchampions>
- ✦ Rules <https://bbchampions.org/doc/Rules.pdf>
- ✦ Starter Packs <https://bbchampions.org/images/packs.png>
- ✦ Scenario <https://github.com/ever-Lord/BBC>
- ✦ Scenario details <https://bbchampions.org/doc/bbc-changelog.pdf>

2/ GET THE SCENARIO

- ✦ Github is “ <https://github.com/ever-Lord/BBC> ”
- ✦ Direct download : “ <http://bbchampions.org/downloads/bbc-scenario.zip> ”
(*unzip in the factorio/scenario folder and start a new game*)
- ✦ Save download : “ <https://bbchampions.org/downloads/bbc-save.zip> ”
(*load the save in factorio and start from there, no need to install the scenario*)

3/ CASH PRIZE

- ✦ Organisers guarantee 1000+€ cash prize to be distributed among top teams of both leagues.
- ✦ **Support the event !** We are unpaid volunteers, so if you want to contribute, please give to the Cash Prize via Paypal “ <https://paypal.me/bbchampions> ”, Ethereum or Bitcoin wallets (via the website).
- ✦ If you donate and want to appear in the **Hall of donators**, please send your pseudo and the references of your paiement to bbc.factorio@gmail.com

4/ DISCORD (UNOFFICIAL BUT USEFUL)

- ✦ There is no dedicated discord for BBC, but you still can join FreeBB discord (<https://discord.com/invite/ZsNNTcPfXm>) where you'll find a BBChampions section and most of the players/teams.
- ✦ You can check “player | team lists” on the website and get Discord Tags/Urls to join people
(*eg. to schedule matches/scrimms*).

5/ RULES (resume, see <https://bbchampions.org/doc/Rules.pdf>)

- ✧ **Tons of hope** are placed on honesty and disponibility of everyone involved.
This project is made for you and for the community, it will perform only if/with good behaviours.
Organisators keep all rights to resolve any conflict or anything causing an issue.
Any glitch, cheat, bug abuse, direct PvP may cause your team to be banned (keep the spirit !).
- ✧ **Matches** will be played on the latest stable version of factorio and on the latest version of the scenario.
- ✧ **Two leagues** :
 - ♦ Biter league in normal difficulty (100%) with access to blueprints library,
 - ♦ Behemoth in hard difficulty (150%) without access to library,
 - ♦ *still players can use deconstruction planner and ingame blueprints.*
- ✧ **Line-Up** of teams is not limited, you can have as much reserve players as you want :
 - ♦ but Matches are 3(+1) vs 3(+1), the (+1) meaning the coach/spy/substitute,
 - ♦ and you can only swap **one player per match** (from reserve to holders).
- ✧ **One player can only** play for **one** team during one season. If two or more teams disband or are disqualified, players can regroup and revive a team (*which means in this only case a player can play in more than one team during one season*).
- ✧ Matches will be played even if only two players are present, but if only one player is present, that will be considered as a miss :
 - ♦ One team can miss a first match that can be postponed within two weeks,
 - ♦ One team can miss a second match but will get a loss,
 - ♦ One team which miss a third match will be disqualified.
- ✧ **One match per team and per week**, preferably Friday | Saturday | Sunday.
 - ♦ Each match will be monitored by a referee/admin.
- ✧ **Double round robin** : all teams in one division will fight twice against each other team of that division, once "at home", once "away | visitor".
- ✧ Team "**at home**" chooses its side (*north | south*) and can reroll map up to twice, **without rollback** (*it is not a choice between 3 maps*). Team "athome" also chooses a starter pack among 4 (*regular, science, robot, combat*), see <https://bbchampions.org/images/packs.png> .
- ✧ Mines, Artillery, Atomic bomb are disabled. Match starts at dawn.
- ✧ **Any glitch, cheat, bug abuse, direct Pvp is forbidden**. Let's keep the spirit of BB !
- ✧ **ARMAGEDDON** : After 2 hours of playtime, boost mode will be activated, so the team with the lowest EVO will reach 90% in the next 30 minutes. Opponent will reach even higher EVO.
During armageddon, natural evolution continues and sendings are still applied.
- ✧ A **pause** can be called once per hour and per team, or if technical difficulties, but cannot last longer than 5 min, after this delay is reached, the referee can unpause the game at any moment after a 3s timer.
- ✧ **Points and ranking** : Winning "at home" gives your team **2 points**, winning "away" gives **3 points**.
No point for a loss. Ranking is based on points gained during the season.
 - ♦ In case of equality, ranking will be decided from in-between matches : first victories then lowest evolution reached then time played (*Elo ranking is not used to decide between teams*).
- ✧ **Rewards** : see Rules at <https://bbchampions.org/doc/Rules.pdf>
- ✧ **Mercato** happens between seasons, each captain/owner of a team can register any player for next season (*don't be an asshole with that, keep your team as steady as possible*).
- ✧ **If any rule is missing, organisers keep all rights to resolve any conflict or anything causing an issue.**

6/ TRAINING

- ✧ All captains are granted Admin permission on the training servers, so they can launch training or scrim sessions. Ask everLord#4340 or @neuro(🇺🇸,🇺🇸)#8366 if you don't have the admin role.
- ✧ We provide two servers on public games : [BBC] Training S1|2 | Biter Battles Championships.
- ✧ Check the “?” button (procedure) in team manager ingame.
- ✧ Use command “ /force-map-reset “ to restart the scenario (and “override” reroll limitation).
- ✧ ~~Using command “ /training “ will send science to your team regularly (“ /help training “).~~
- ✧ “ **Config training** ⚙️ ” GUI : Single sending, Auto-sendings, Limit number waves, Simulator (choose a pattern of science sendings from previous match and fight against them, and send science to them too).
In other words : natural evolution and sendings are correctly handled in simulation mode. Also hidden function to export sendings.
- ✧ Since we cannot get threat ratios, 3 to 6 (random) groups will attack your side every 2 minutes, **except in simulation** mode where threat ratios are realistic.
- ✧ Report to everLord#4340 the problematic seeds “ /c game.print(game.player.surface.map_gen_settings.seed) “
- ✧ Armageddon boosts will apply to your own team (to reach 90% in 30min).

7/ PLAYERS

- ✧ Don't share the password, we want spectators watching streams, not spectating ingame.
- ✧ Starter packs can be seen ingame (repair-pack button) or at “ <https://bbchampions.org/images/packs.png> ”
- ✧ Gentlemen agreement ? When you are team **AtHome** you can announce to team **Away** the starter pack you will choose, a few days before the match.
- ✧ Players will be demoted by admin/referee so they cannot use commands or admin facilities.
- ✧ You can only be 4 of a team on the map, 3 are on the field, 1 stays in spectator as spy/coach/substitute.
- ✧ You can ask the referee to swap player ↔ substitute anytime, as much as you want.
- ✧ You can ask the referee for a pause (if really needed).

8/ STREAMERS / CO-CASTERS

- ✧ **Don't share the password**, we want spectators watching streams, not spectating ingame.
- ✧ We don't want too much streamers for one match, there will be plenty of matches so all shoutcasters will have plenty matches to stream. Limit is currently 2 couples of streamer/cocaster per game.
- ✧ Shoutcasters will be promoted to admin so you can use Spec/God mode and Crafting/Inventory view.
- ✧ Spec-God mode is meant to have a global view with 2 zoom-out values (be sure to be in real view, not in map view), **not to use permanently** ~~because players will see a red dot at your position which can be disturbing.~~ **not to use permanently** because of stream hacking, and don't reveal too much of the map.
- ✧ Don't touch to anything in the team manager, parameters will be set by the referee.
- ✧ Please **integrate in your scene** the official logo : https://bbchampions.org/images/logo_BBC_ref.png
- ✧ You can keep all revenues from the championships, there are no taxes/fees, we are unpaid volunteers so if you're willing too, you can "redistribute" some of your earnings to the cash prize via the website.

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9/ REFEREES

- ✧ You are the admin of the game.
- ✧ Each game has to be a **fresh start** of the scenario (to clear hotbar and to avoid pasting blueprint)
- ✧ You give the password **only** to players and casters, we want spectators watching streams, not ingame.
- ✧ “/kick” or “/ban” anyone who is not supposed to be in the game.
- ✧ “/demote” players & “/promote” streamers/casters. **Important !!** Avoid cheats via debug options (F4/F5).
- ✧ Type “/starting-sequence” once everyone is online to be sure that the server is seeded with a genuinely random seed.
- ✧ Do not use command “/force-map-reset”. It is meant for training, forbidden in official matches (*unless a very good reason : if last roll is shit, well it is what it is, rerolling is risky and we like variations on strats*).
- ✧ After **rerolls** has been chosen, you set the **league** and fill up parameters of the game in the team manager.
- ✧ Until we automatize procedure, you'll need to get the infos of the match from the website (gameID, teams AtHome | Away, Streamers, Players ...)

- ✧ **Use the “?” button (procedure) in the team manager to double check parameters before starting.**

- ✧ Reminder : 1/Ask for reroll(s) 2/Set the league 3/Ask for sides 4/Ask for starter pack
5/Set the team names 6/Set the gameID 7/Double check 8/Start when both teams are ready

- ✧ **Never more than 3 players on field !** If only 2 players, match happens, if only 1 player, team gets a loss.
- ✧ Use “Pause” button for a real pause while chat is active. Then “UnPause”.
~~If a player disconnect, you “Freeze players & biters” (but crafts, factory, research won't be stopped):
Or better : use command “/c game.tick_paused=true” for a real pause with access to chat.
You may “Pause the game” for real, but you need to have a communication channel with players so you know when to “unPause the game”.~~
- ✧ Match is played at full speed (=1=60UPS) unless both captains ask for a lower speed (*unlikely to happen*).
When a player can't keep up with the game and have jumps, you can slow down the game “/c game.speed=0.8”

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