

BTA

Tournament



Rules & Regulations

+ Setup Guide v1.1

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BTA Rules & Regulations

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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 1.0.2+) <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 set up 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.

From the Celeste main menu, you will need to enter your mod options and set your role to `bta`.

If you would like to play with the mod in CelesteNet in order to practice, you can use the `bta-practice` role in order to access the bta-specific rulesets.

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 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 tournament. All communication before, during, and after the tourney will be conducted through Discord.

Other Rules

BTA has a maximum registration capacity of 50 competitors. Players will be placed in divisions according to their skill level by a subjective assessment from the organizers. Any further registrants will be placed on a first come, first serve waitlist. Registrants on the waitlist will be notified that they are on the waitlist after they have submitted the form.

The timeline for pre-event information will go as follows:

Event	Time before BTA event
Registration Opens / Special Rules Announced	6 Weeks
Registration Closes	2 Weeks, 1 Day
Division Schedule & Placements	2 Weeks



Gameplay

Time Restraints

Each division's length will be calculated by taking 15 minutes times the number of competitors (If there are 10 players in a division, then the division will be 2 hours and 30 minutes long). This time limit may vary in specific BTAs based on the requirements at the time.

If the allotted time is met, every remaining player will be placed in Farewell with their respective Strawberry points converted into additional time.

The Initial Round

Playing the Round

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, as outlined in the Head 2 Head section of the setup guide.

Once all players have reached the end, the fastest player on that level is allowed to choose the level for the first competitive round of play.

The Competitive Rounds

Level Selection

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

A player may not choose a level that has already been played. When all levels have been played, the tournament enters Sudden Death, the block is eliminated, and no redemptions are possible. In Sudden Death, levels are chosen by the person in second-to-last place, and they can select from any level, except those already played in Sudden Death.

Round Loop

All players play the round in the same manner as the initial round.

Play continues in repeated competitive rounds until there are two players remaining, or the round timer hits 0. When the round timer completes, if a match is ongoing, the current level will be played to completion.

Rewards & Punishments

The player with the slowest time in a competitive round will be placed 'On the Block'. The player on the block has the opportunity to choose the next level played.

The player on the block must come in 1st place in a competitive round to redeem themselves and continue in the tournament, otherwise they will be eliminated. Players are limited to 3 redemptions - After all redemptions are spent, if that player loses again, they will be eliminated from the tournament instead of placed on the block. The player in second-to-last place will be placed on the block instead.

Every competitive round won (1st place) will give the winning player a Strawberry point, unless that player was on the block.

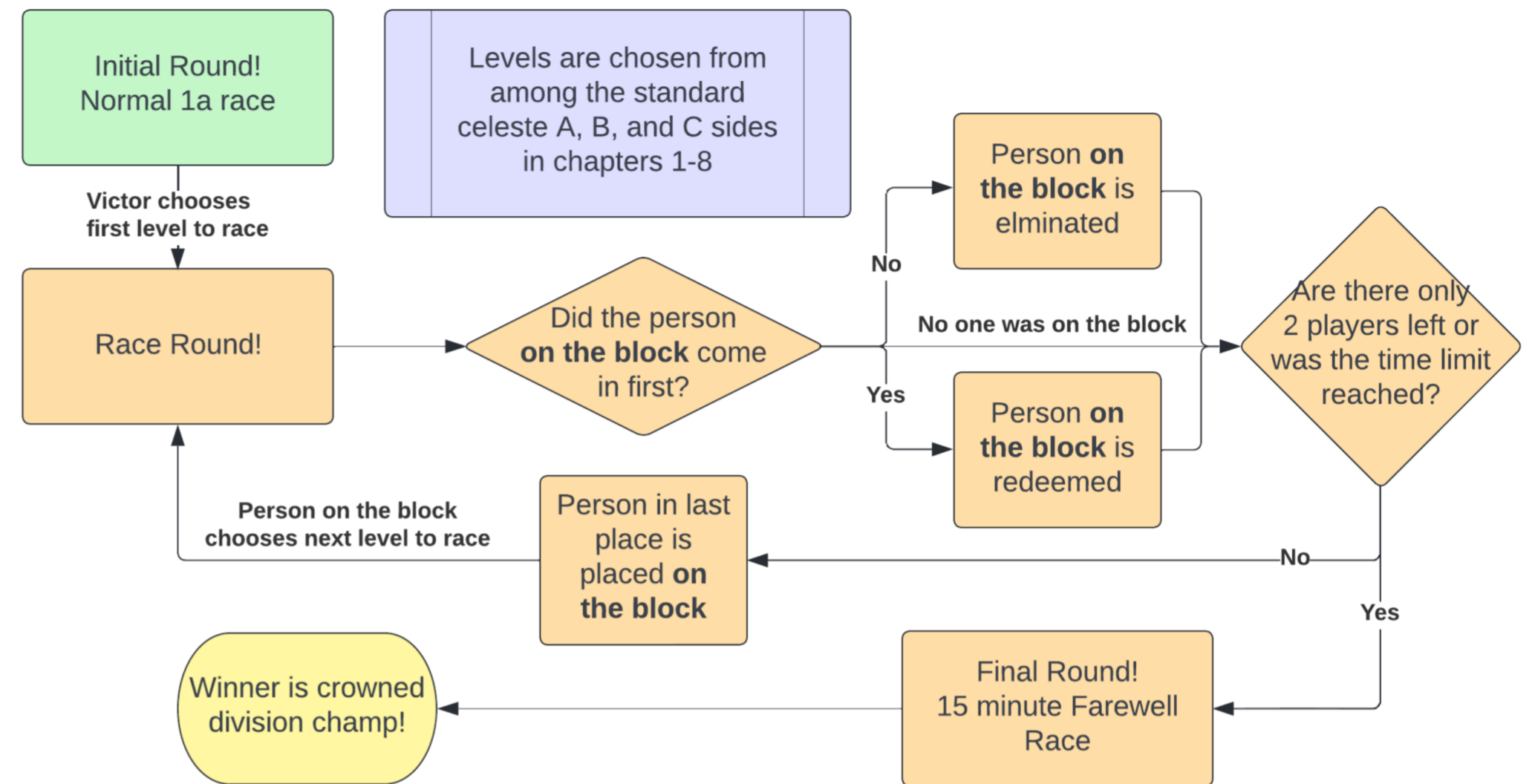
If the player on the block also comes in last place, the player in second-to-last place will be placed on the block.

Opportunities & Exchanges

At the beginning of each competitive round, before level play begins, the player on the block has the ability to take advantage of a special opportunity and/or strawberry exchanges.

Strawberry Point Exchange:

- You may exchange a strawberry point to lower the threshold for redemption by 1 (Instead of needing to come in 1st place for redemption, you may come in either 1st or 2nd place).
- You may only exchange as many strawberry points as the total number of players which are left in a round minus 3, up to a maximum of 3 per round. (If there are only 3 players left in the round, this means you are not allowed to use strawberry points for redemption, and you can never lower the threshold for redemption below 4th place).
- Any remaining strawberry points owned by a player going into Farewell will grant 10 additional seconds to complete the level.



Special Opportunities:

- Every BTA has a set of special opportunities available to players on the block that modify the rules beyond simple completion of a level.
- These special rules will be announced at the time of registration opening.
- Each player is only allowed a single special opportunity redemption per division they compete in.

The Final Round

The Final Round is a 15 minute Farewell race. It will be managed entirely by the H2H mod.

During your match, please pay attention to your time limit, and try to pause the game when your time is up.

All players in the final round gain an additional 10 seconds for every Strawberry point they still have when entering the final round, so if a player has 2 Strawberry points remaining on the completion of the competitive rounds, they will have 15:20 in Farewell.

Division Champions are given the opportunity to compete in the next division up, should they choose to.



Edge Cases

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.

Frame Ties

Frame ties will be resolved by a prologue race

The affected players will run prologue just as they would a normal round, and their result will be used as the tiebreaker.

This will be used in the event of both frame ties for victory and frame ties for loss.

Multiple Disqualifications or Automatic Losses

This will be treated as a frame tie, and settled as above.

Crashes

Because of the Head 2 Head mod, we can handle some 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.

