

CTEC Game Boy 2024 Ruleset

Friday 15th & Saturday 16th of November 2024

QUALIFICATION RULES

1. Qualification is done as a 40 line speedrun. The goal is to finish a game of 40 lines as fast as possible. Players will be seeded based on the fastest qualifying time.
2. Entrants can make as many qualifying attempts as they want during the appointed qualification time.
3. To qualify, players will queue until a qualifying station becomes available. Qualifying slots will last 7.5 minutes each. Players may play as many games as they want during the time slot. The last game is allowed to be played out after the timer reaches 0.
4. Players may use the Game Boys that are available at the qualifying station, or bring their own Game Boy, as defined below.
5. The official qualifying cartridges will be provided by the tournament organisers.
6. If a player would like a time to be submitted, they **MUST** raise their hand, making sure the topout screen is still visible (you **MUST NOT** press start or the time will be lost). A referee will record the time in the tournament database.
7. Players will preferably submit 2 qualifying times to avoid any potential ties.
8. Players shall respect their fellow players, organisers and audiences. Everyone is encouraged to have fun during the Game Boy qualification!

Qualifying cartridge info

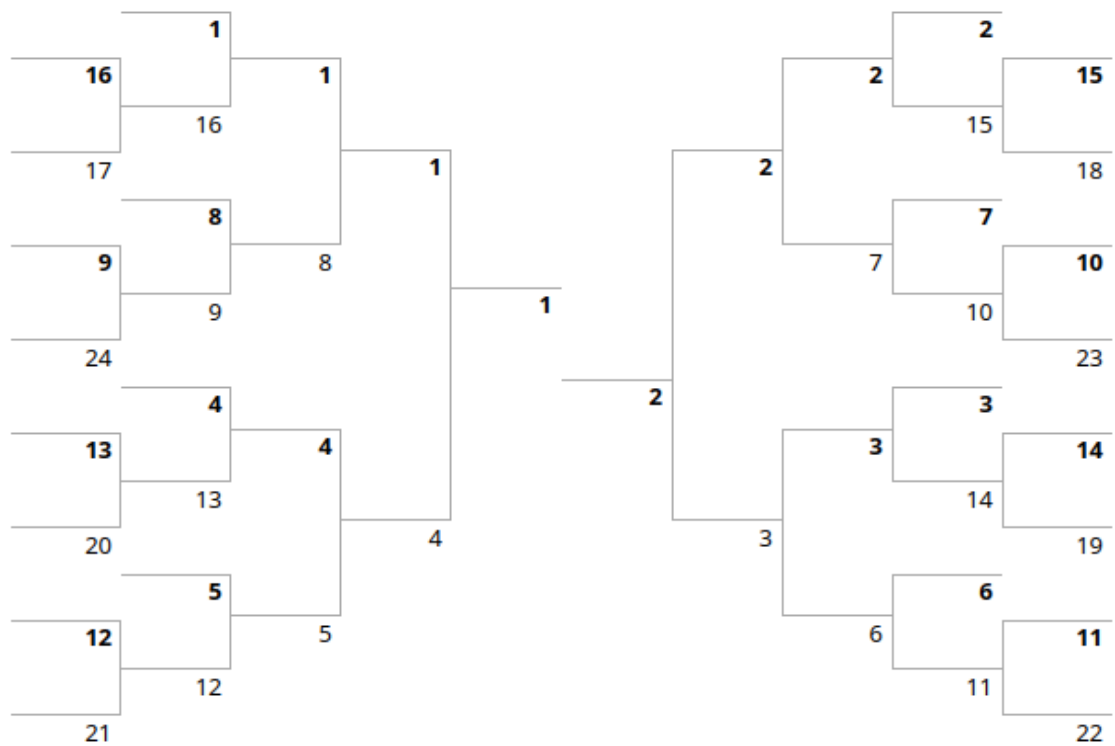
The cartridge is a modified version of Gameboy tetris:

- The game runs on level 1 speed regardless of selected starting level.
- Instead of a score, the game has a timer and line count (going down from 40).
- When 40 lines have been completed, the game ends and the timer stops with a topout screen. **If START or A-Button is pressed, the time will be lost - it is not saved!** Make sure to get a referee to register the score immediately without pushing any buttons.
- Note for returning players: The CTEC 2023 version of the qualifying cartridge had a bug that caused the shown time to be slightly lower than the actual time it took. It wrongly counted 61 frames for each second. Starting in 2024, we use a fixed version that counts the correct number of frames (60 frames per second). Also, the frame counter is now decimal, not hexadecimal.

TOURNAMENT RULES CTEC 2024

Structure

1. The bracket and schedule will be published between the end of qualification day and the start time of the tournament.
2. Tournament will take place on Saturday 16th of November at 10:00h
3. The number of players in the bracket will be flexible, to account for the number of players qualifying at the tournament. The maximum number of players will be 24. Seeded players will play according to the following tournament structure:



4. In case a player is not present or ready to play a match, and does not show up in a reasonable amount of time (as judged by the referee), then the referee may award the match to their opponent.
5. Matches will consist of one set (best of 7 games, as per game logic). The finals and/or semi-finals may be played as best of 3 sets if the schedule allows for it. In this case the players will be informed before the match starts.

Match process

1. Players will connect a link cable between their Game Boys, and put the assigned GB Interceptor (or extension cable) into the cartridge slot. Once the connections are made, players switch on their Game Boys and select 2 player mode. During matches, players are responsible for keeping their Game Boy sufficiently stationary so that the cables stay connected.
 2. Match will start when both players are ready and the game will begin when Mario player presses start. Between each game, Mario player should ask the opponent if they are ready before starting the next game. Referee will oversee the process incase of any readiness disputes.
 3. Game is won when a player clears all 30 lines first, or when the opponent tops out.
 4. In the unlikely event of a tie, neither player will receive a point and the game will be automatically replayed, as per the game logic.
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Allowed Game Boys

- DMG (The original Game Boy)
- Game Boy Color
- Game Boy Pocket
- Game Boy Advance
- Game Boy Advance SP
- Game Boy Light

Visual modifications (such as a backlit/biverted screen) are allowed. No turbo buttons or any other mods that give mechanical advantage. Tournament officials may disqualify any console, and any games played with those consoles, at any time if deemed necessary.

Unforeseen cases

In case of a situation not covered by the rules, tournament officials will confer and make a decision on the outcome.

More detailed match progress:

**In case of a technical malfunction, (for example Game Boy freezes, loses power, or otherwise becomes unplayable, or if a cable becomes unplugged) both players will be stopped by the referee and the games will be reviewed. In most cases the game will be replayed. However, if

deemed intentional or due to reckless behaviour, the player will lose the point. This will also be determined by the referee or if necessary the game will be reviewed. At the end of each game, players can ask the referee for it to be reviewed if they feel it necessary. In any dispute the referee's decision is final.

**In case of disruptive behaviour, player may lose the game or depending on the severity, may be disqualified. This will be decided by the tournament officials. Under no circumstances will threatening or abusive behaviour be tolerated. Likewise, if any player is caught cheating they will also be disqualified from the tournament.

Schedule:

FRIDAY	
10:00 - 20:00	QUALIFICATION
SATURDAY	
10:00 - 10:50	ROUND 0 - TOP 24
10:50 - 11:40	ROUND 1 - TOP 16
11:40 - 12:05	QUARTER FINALS
12:05 - 12:55	SEMI FINALS
12:55 - 13:30	FINALS