

# Charity Among Us Tournament

## Rules:

1. You must have a microphone and discord to participate.
2. Treat everyone with respect. Any form of toxicity or harassment will be punished as necessary.
3. Keep all content on discord PG-15 and English. Remember to keep a safe and welcoming environment for everyone.
4. You must change your discord server nickname to your in-game name when playing in a lobby.
5. Respect the rules of the game (mute during the game, do not communicate with other players in your lobby when you are not supposed to, no hacking etc.).

## Format:

On the first day, participants will accumulate points as they play as many games as possible in their 9-player lobbies within a two-hour timeframe. Each lobby must play a minimum of six games. Points will be allotted to each player based on the point system.

On the second day, the top players from each of the lobbies in the first day will play in new lobbies. The top players from these lobbies will then play in a final lobby and the first, second, and third players in the tournament will be crowned.

***\*\*This tournament format is subject to change***

## Point System:

Each game will consist of nine players and one observer. The observer will call an emergency meeting and get voted off right away before the game commences. It is recommended that each impostor keep track of the number of kills they got each round. The points will be tallied by the observer throughout the game as follows:

### Impostor:

- Win: 5 points
- Loss: 0 points
- Kill: 1 point to the impostor who killed

### Crewmate:

- Win: 3 points
- Loss: 0 points
- Correct vote: 2 points
- Incorrect vote: -1 points
- Skip or no vote: 0 points

## Prize Pool:

For every participant's 5 dollars donated to the game, 1 dollar will go to the prize pool and 4 dollars will go to the [Operation Christmas Child](#) charity.

The prize pool money will be split as follows

First place: 50% of the prize pool

Second place: 30% of the prize pool

Third place: 20% of the prize pool

## Game Settings:

Impostors: 2

Confirm Ejects: Off

Number of Emergency Meetings: 1

Anonymous votes: Off

Emergency Cooldown: 20s

Player Speed: 1.25x

Discussion Time: 30s

Voting Time: 90s

Player Speed: 1.25x

Crewmate Vision: 0.5x

Impostor Vision: 1.5x

Kill Cooldown: 25s

Kill Distance: Short

Taskbar Updates: Meetings

Visual Tasks: Off

Common Tasks: 2

Long Tasks: 1

Short Tasks: 3