EVENT, May the 4th be with You, Battleship Tournament.

NOTE:

We realize a lot of the high-end providers of spaceships do not have their inventory on the SL MP. Their inworld stores and vendors carry their inventory. To make the prizes more suitable, prizes will be a not-to-exceed value amount for or towards a spaceship from the winner's desired provider. The ship will be gifted to you for the win or applied to that manufacturer's Gift card as a gift.

EVENT STAFF:

- AJ Leibengeist
- Brandi Whittenton
- Iris Herouin

FEATURE PRIZES:

We may get affiliate vendors in the game area. Drop a notecard in AJ's status board and provide the LM, SLurl, or ship builders SL MP URL along with what ships you are looking at.

Event Meridian:	AM	PM	
First Place:	$L6,000	$L6,000	
Second Place:	$L4,500	$L4,500	
Third Place:	$L2,000	$L2,000	
Total Prize:	L$12,500	L$12,500	L$25,000 total prizes!

REGISTRATION, PRIZES & RESTRICTIONS BASICS
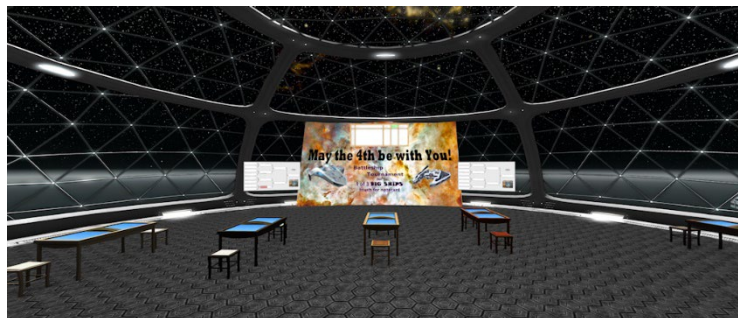
- You can only register for one event, AM or PM.

- One prize is awarded to the first (1st), second (2nd), and third (3rd) place winners for the AM and the PM events.

- For any match, it is Single elimination for the winner with 2 out of 3 wins.

- If more than 8 people want to play in an event, a new board will be added below the previous board after it is filled. The two winners of each tournament boards will compete for the top prize.

- The boards automatically close when full.

- Show up early so you can be seated on time. IM one of the event staff if you are going to be late.

- If you're more than 15 minutes late, your competition will forfeit.

EVENT AREA & SIGN-UP TOURNAMENT BOARDS

The location for the event is in the Q05C 32-meter habitat dome on the SSTC: SLurl:
http://maps.secondlife.com/secondlife/Milda/170/175/3810.

The center display has the scoreboard for the game tables at the top. Touching the text area will give you this document.
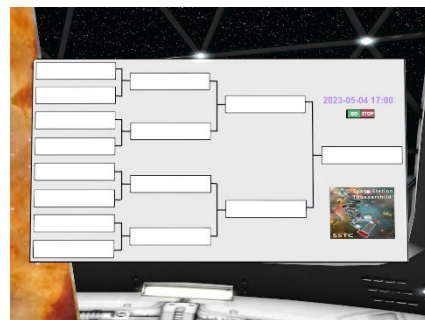
There are tournament boards on either side of the display. These are VJ - Tournament Board v2. The tournament time for each board is displayed on the board above the "Go:Stop" marker.

1. **Registrations opens April 29th.**

2. **Registrations close one hour before the event.**

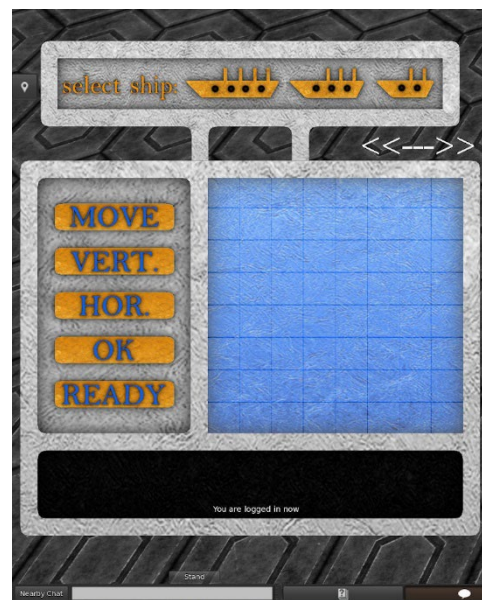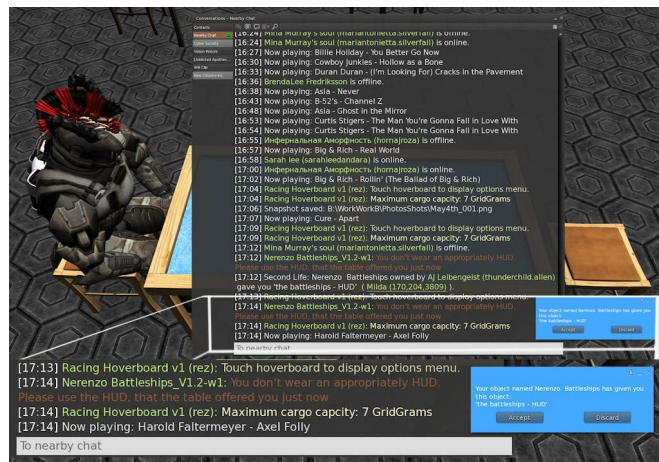## To sign up for one of the tournaments:

1. Click the tournament board either for AM on the left or the PM on the right.

2. The board will place your name in the next available slot on the left side. There are 8 slots on the board.

3. You are done registering. Remember to show up early.

4. Please drop a notecard in AJ's status box in the dome with your 1st, 2nd, and 3rd choice ships at least a day before the event. Title the notecard with your name as shown on the tournament board. Include the SLMP URL or the stores LM.

5. Players will be randomized once the board closes or before the event.

GAME TABLES & RULES

The Nerenzo Battleships_V1.2 game tables and Scoreboard are being used for competition. The tables are open to the public until game day when they will be used for competition. There is a practice table off to the side. There is another table at Bearofboogie Land in Triasm on the Game Patio.

1. We are playing by the electronic game rules and it's HUDs.

2. When you first sit at a table, it will IM you in Nearby Chat to accept the HUD for the game.

3. A popup message will appear to accept the HUD.

4. Once you accept the HUD, you can place your ships.

5. After both players have placed their ships, the game can begin.

6. The game winners will be tracked on the scoreboard.

7. The winner's names will be advanced on the tournament boards by staff.

8. The winner of a match will be the best 2 out of 3 games.

9. The winner will move to the next level of elimination.

10. The first eight players will eliminate to four.

11. The four winners will eliminate to two.

12. The two winners will eliminate to one.

13. If there are no other tournament boards with players, this will determine 1st, 2nd, and 3rd place winners.

    a. If there are other tournament boards with players, that board will eliminate to one winner.

    b. The single winners of both boards will eliminate to one winner.

    c. This will determine 1st and 2nd place winners.

d. The two losers of the last double rounds on the boards will eliminate to one winner to determine 3rd place.

14. Once winners and their places are determined, The prices will be rewarded based on your notecard you hopefully dropped in AJ's box.

   a. Any SL MP items can be done at the Dome.

   b. Any inworld sites purchases will be done by TPing to the site and purchasing there as a gift.

   c. A cash option is available. You'll get the prize Linden paid to your at the dome.

SPECIAL TOS

Events will be conducted at the SSTC in Milda. It will be conducted in as professional a manner as possible and to all fairness by the electronic game and its rules. Cash options have no expectations, you get the money and run. Gifted prizes TOS are referred to the manufacturers or seller of the gifted item.

A complete listing of my standard TOS in PDF can be found at https://thunderchild.net/SL/doc/TCGWS-TOS.pdf.

Refer to the Second Life Terms of Service https://www.lindenlab.com/legal/second-life-terms-and-conditions for any associated TOSes.

UNPACKING

   N/A.

ADDITIONAL INFORMATION

Hope to make this an annual event.

The homepage is https://thunderchild.net. (Thunderchild Allen aka AJ Leibengeist).

GROUND PARKING

Milda, TCGWS Parking lot: http://maps.secondlife.com/secondlife/Milda/171/142/50

Milda, Moonshadow Logistics: http://maps.secondlife.com/secondlife/Milda/68/124/56

Triasm, BoB, The Sandcastle: http://maps.secondlife.com/secondlife/Milda/68/124/56

SPACE DOCKING

Malyshkin, SSTC LARGE: http://maps.secondlife.com/secondlife/Malyshkin/157/31/3754

Milda, SSTC Office: http://maps.secondlife.com/secondlife/Milda/212/191/3894

   Tube Dock: http://maps.secondlife.com/secondlife/Milda/208/151/3755

   Space Dock: http://maps.secondlife.com/secondlife/Milda/210/223/3750

   Novum Stargate: alias Tcgws, https://stargatenet.work/

Milda, SSMOON Lobby: http://maps.secondlife.com/secondlife/Milda/94/162/3810

   Tollan Alteran Stargate: code PUW-410 and alias is tcgws, https://www.alpha-fox.com/asn/db/

   Flight Deck: http://maps.secondlife.com/secondlife/Milda/89/122/3810

   Landing Pad: http://maps.secondlife.com/secondlife/Milda/43/157/3815

Triasm, SSFK Office: http://maps.secondlife.com/secondlife/Triasm/30/166/2798

Triasm, The Sandcastle Large Platforms:

1500 Meter: http://maps.secondlife.com/secondlife/Triasm/34/158/501

1700 Meter: http://maps.secondlife.com/secondlife/Triasm/218/212/1701

1900 Meter: http://maps.secondlife.com/secondlife/Triasm/218/212/1902

Triasm, Small Platform:

500 Meter: http://maps.secondlife.com/secondlife/Triasm/34/158/501

END