

# Touhou Survival Open 2025 - Handbook

The Tournament Team would like to thank the Touhou World Cup Committee for allowing us to adapt the TWC Handbook.

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# 1. Introduction

Touhou Survival Open is a Touhou Project tournament featuring single-attempt credit attempts with players able to choose any Touhou Project game during their matches. Credits are ranked by the Metrics, with lower miss runs generally producing better scores.

This handbook shall govern the competition. They may be subject to change, as determined by the Tournament Team as a whole. While this team will make a best faith effort to lock in the rules at the start of the tournament, emergency adjustments may need to be made at any time. The most recent version of this is always available in this document.

This handbook is written in English, but may be translated into other languages. Any such translations are unofficial and are only provided for convenience.

## 1.1. Additional applicable rules and resources

In the event that these rules are unclear when attempting to determine the outcome of a situation, the Tournament Team will draw inspiration from the Touhou Replay Community server rules, the [2025 Touhou World Cup handbook](#) and the [Mozilla Community Participation Guidelines](#) to attempt to settle the dispute.

# 2. Definitions

**Credit** - An attempted single shot playthrough of any Ranked Touhou Game which begins from the “Game Start” option of the Main Menu.

**Disqualification** - Removal of a player from the event. A disqualified player loses any match in which they are scheduled to participate.

**Enemy Hitbox** - A hitbox in any Touhou Game that causes an unprotected player to lose a life upon contact with the player character hitbox.

**Invalid Credit** - A credit which has broken any rules and is not eligible to be processed through the Metrics.

**Ranked Touhou Game(s)** - In reference to one, several or all of the following list of Touhou Games, which have Metrics associated with them:

- Touhou Gensoukyou ~ Lotus Land Story
- Touhou Kaikidan ~ Mystic Square
- Touhou Koumakyou ~ the Embodiment of Scarlet Devil
- Touhou Youyoumu ~ Perfect Cherry Blossom
- Touhou Eiyashou ~ Imperishable Night
- Touhou Fuujinroku ~ Mountain of Faith
- Touhou Chireiden ~ Subterranean Animism
- Touhou Seirensen ~ Undefined Fantastic Object
- Touhou Shinreibyou ~ Ten Desires
- Touhou Kishinjou ~ Double Dealing Character
- Touhou Kanjuden ~ Legacy of Lunatic Kingdom
- Touhou Tenkuushou ~ Hidden Star in Four Seasons
- Touhou Kikeijuu ~ Wily Beast and Weakest Creature
- Touhou Kouryuudou ~ Unconnected Marketeers
- Touhou Kinjoukyou ~ Fossilized Wonders

**Match** - A single competition under these Rules between exactly two players, featuring a varying amount of Credits played.

**Official Stream** - Any broadcast officially produced by the Tournament Team.

**Player** - A person who participates in Touhou Survival Open.

**Reset** - When a player aborts an in-progress credit.

**STG** - Shooting Game (aka. "2D Shooter" or "Shmup").

**Touhou Game** - Any Touhou Project game, including those not listed as a Ranked Touhou Game.

**TSO** - Touhou Survival Open

**Tournament Team** - Persons that are responsible for the planning, organisation and logistics of the event and have, based on their role in the team, authority over aspects of the tournament.

**Metrics** - Scoring system used by the event to determine the quality of valid finished credits. Used as a point of comparison to determine player ranking at the end of a match.

**Penalty Score** - System of the Metrics. A higher score means a worse run.

**Unofficial Restream** - A broadcast, which is not hosted by the Tournament Team, produced using event assets.

**When2meet** - <https://www.when2meet.com/> - Site used to determine players' availability.

## **3. Event Format**

### **3.1. Match Format**

Both players in a Match will play single-attempt credits of any Ranked Touhou Game(s) with any desired shot type. Players may choose different games. Valid finished credits are processed through the Metrics with the winner determined based on which of the player's credits produces the lower Penalty Score.

### **3.2. Tournament Format**

The event is a three stage tournament beginning with a qualifier section. The second stage is a Group Stage with 2 groups of Swiss, in which a number of rounds are played. The top 4 players from each Swiss group advance into the final Single Elimination bracket stage. A detailed description is available in section 4.

### **3.3. Scheduling**

All matches are scheduled as determined by the players availability. All scheduled matches will be made available, in lieu of an official website, in web-hosted spreadsheets.

#### **3.3.1. Player Availability**

At the earliest possible moment of a matchup between two players being confirmed, the Tournament Team will provide the players with a URL to a when2meet event. Players must fill this out no later than the deadline provided by the Tournament Team. Failure to fill out the when2meet may result in disciplinary actions taken by the Tournament Team.

Matches are scheduled at the discretion of the Tournament Team, factoring in the players' availability. No player will be required to play outside of their submitted availability. If a live match is not possible, the match may be played asynchronously. (See Appendix B)

### **3.4. Metrics**

The Metrics are a meta-scoring system used to determine the quality of valid finished credits. It is loosely based on the TWCScore Survival metrics. It is a penalty based scoring system, with a higher score meaning a worse credit. A base score is assigned according to the players' chosen game and shot type. Additional misses, used bombs or third conditions may trigger additional penalty score. The Metrics are designed such that the final results for credits across any game can be compared fairly at a high level of survival play, accounting for any and all differences in game difficulty and shot type performance.

For full details regarding the mechanics of the Metrics, please refer to Appendix A.

## 4. Signup and Tournament Format

### 4.1. Player Eligibility and Equipment Requirements

The event is open to any individual, and they may be located in any region of the world. Qualifying to the event is done through participating in a qualifier event, and any player following the Code of Conduct (see section 5) at the determination of the Tournament Team is eligible to play in the group stage.

Players are responsible for owning any Ranked Touhou Game(s) they wish to play, the means to play them according to these Rules, and an internet connection to broadcast their gameplay. All players are responsible for their own equipment at all times.

### 4.2. Signup Information

To participate in the qualifiers, players must fill out a signup form indicating a minimum required information to play in the qualifier stage. Translated versions of this form may be provided, with each form asking for identical information.

Submissions must be received before a time determined by the Tournament Team to be considered eligible for qualifier play. All qualifier credits must be finished by a final time also determined by the Tournament Team ("Qualifier Period"). Archives of qualifier live streams must be accessible for at minimum 1 week after completion of the qualifier credits. Exceptions and extensions to this deadline are given at the sole discretion of the Tournament Team.

### 4.3. Stages

#### 4.3.1. Qualifier Stage

At a time chosen by each player, they will perform a live stream of **three (3)** credits. Each credit is ranked according to the Metrics. The players' worst credit is struck from the record, and the score of the remaining two credits is averaged to create the players qualifying score.

##### 4.3.1.1. Qualifier Tiebreakers

If players are tied in qualifier score, the following are used in order as a tiebreaker:

1. Ranked individual credits (best credit, second best credit, ...)
2. Number of runs equivalent to 0 Miss -> 1 Miss -> 2 Miss -> (...)
3. Earlier real-world completion time (as measured by players' local time) of last qualifying credit

#### **4.3.1.2. Player Contact**

If a qualifying player cannot be reached by the Tournament Team within 3 days of the end of the Qualifier Period, they forfeit their participation in the tournament, and lower seeded players may be offered the slot instead.

#### **4.3.2. Wild Cards**

The Tournament Team may decide to allocate “Wild Card” slots into the tournament to facilitate the automatic inclusion of selected players. Any such “wild card” slots will be announced before the start of the Qualifier Period and are given a qualifying placement at the determination of the Tournament Team.

#### **4.3.3. Group Stage**

A two stage tournament featuring a group stage and final double elimination bracket stage will be created on <https://challonge.com/>, with players seeded according to their qualifier performances.

Players are seeded into two “Swiss” groups. Players will play matches in their Swiss group and be matched according to Swiss rules for the next round once the current round completes. Each Swiss group match will be a single credit, with a won credit awarding 1 point for the winning player. Tied credits award 0.5 points for each player.

At the end of each group:

- The top 4 players of each group advance to the Bracket Stage.
- All other players in the group are eliminated from the tournament.

##### **4.3.3.1. Group Stage Tiebreakers**

If players are tied in points at the end of a group, the following criteria are used in order:

1. In the event of a two player tie, the head-to-head match result against the other player
2. Best credit performed against the other player(s) in the tie
3. Best credit performed in all group matches
4. Number of runs equivalent to 0 Miss -> 1 Miss -> 2 Miss -> (repeat)
5. Better qualifying seed

#### **4.3.4. Bracket Stage**

The bracket stage is a Single Elimination 8 player bracket. Winners advance to the next round, losers are eliminated from the tournament. All bracket stage matches are at minimum first to 3 point matches, with increasing credit counts per stage as determined by the Tournament Team.

## 5. Code of Conduct

All players are expected to show respect and maintain good sportsmanship. All players are expected to play to the best of their ability within the event and avoid any behaviour which demonstrates lack of sportsmanship, honesty or fair play. Any player behaving inappropriately or not competing within the official rules, by the sole discretion of the Tournament Team, may face immediate disqualification from the event. Furthermore, the Tournament Team, by their sole discretion, reserves the right to ban any disqualified player from any future event.

Everyone is expected to adhere to this code of conduct at all times and demonstrate exemplary behaviour to all other persons. Inappropriate behaviour that is in violation of this code of conduct includes, but is not limited to, the following list:

- Any bigoted, prejudicial or malicious comments regarding any individuals' background, family status, gender, gender identity or expression, marital status, sex, sexual orientation, native language, age, ability, race and/or ethnicity, caste, national origin, socioeconomic status, religion, geographic location, or any other dimension of diversity.
- Any language or actions considered harassing, abusive, bullying, threatening, offensive, obscene, insulting, abusive, threatening, defamatory, slanderous, accusatory, incendiary, or is otherwise offensive, against any individual, or used in usernames, replay names or any other content.
- Acting in an unsportsmanlike or disruptive manner, or with the intent to undermine the legitimate operation of any aspect of the tournament.
- Cheating of any kind through any means, e.g. using rapid-fire input features on external tools or input devices, unauthorised modifications to any Touhou game, etc.
- Bribing of any Tournament Team member to impose a competitive advantage to the player offering the bribe or competitive disadvantage to another player.
- Engaging in collusion of any kind.
- Interfering with the operation of the tournament as a whole, the event's Social Media, or any event livestream.
- Any other behaviour deemed inappropriate by the Tournament Team in their sole discretion.
- Otherwise violating any official rules set out in this handbook.

## 6. Gameplay Rules

### 6.1. General Rules

All rules listed in this section apply to all credits in their entirety, unless otherwise stated.

#### 6.1.1. General Match Procedure

- Players begin their live stream at a minimum of 15 minutes before their match.
- At the assigned match time, both players start their credit.

- Each finished credit is assigned a Penalty Score according to the Metrics.
- Once both players finish their credit, the better performing player as according to the Metrics receives a point / wins the credit.
- If the match is a “first to 2+ points” match, the players will be informed by a member of the Tournament Team when they must start their next credit.
- The player who reaches the point threshold wins the match.

#### **6.1.1.1. Break Times**

In multi-credit matches, the next credit start time is 5 minutes after the second player finishes their credit, rounded upwards. This start time will be communicated to the players via a designated contact method by the Tournament Team. Each player may call 1 extended break of 15 minutes at the end of their credit for each 3 required points to win the match. Extended breaks must be called after finishing a credit within 1 minute of credit completion time.

#### **6.1.1.2. Credit / Match Tiebreakers**

In the event of a direct credit tie (same Penalty Score) in brackets, both players receive a point. Should both players reach the point threshold at the same time, but the maximum number of regular credits in the match ( $N*2-1$ , where  $N$ =point threshold) is not played out yet, the next credit determines the match. If that credit also ties, or the tie happened on the final credit, the following is used as tiebreakers in order:

1. Lowest Penalty Score of any credit performed in the match
2. Lowest base penalty of either players’ best credit (lowest penalty score)
3. Lowest miss count of either players’ best credit (lowest penalty score)
4. Fastest game completion

### **6.1.2. Allowed Game Modifications**

This section will list game modifications and tools that players are allowed to use during their match.

For all Touhou games, the allowed modifications are as listed below:

- Vpatch by adonis
- thprac by ack7139, 32th System
- enbconverter by Boris Vorontsov (aka. Dx8 to Dx9 converter)
- Controller Deadzone Mod by 32th System
- Thcrap + English language pack (thpatch/lang\_en) with no other patches

Any other game modifications or tools must be disclosed to and authorised by the Tournament Team in their sole discretion. Any player who uses an unauthorised game modification or tool may be disqualified from the event.

#### **6.1.2.1. Mountain of Faith - MarisaB Vpatch Clause**

All players using Vpatch participating in any Mountain of Faith category must have the following line present in their vpatch.ini file:

BugFixTh10Power3 = 0

Any credits of Mountain of Faith which do not have this line present in the player's vpatch.ini file are considered invalid.

#### **6.1.2.2. Double Dealing Character - Vpatch Slowdown Clause**

All players using Vpatch participating in any Double Dealing Character category must have the following line present in their vpatch.ini file should the player choose to use vpatch:

ReplaySlowFPS = 60

Any credits of Double Dealing Character which do not have this line present in the player's vpatch.ini file are considered invalid.

#### **6.1.2.3. thprac Backspace Menu Clause**

All options from the thprac backspace/cheat menu must be disabled during a credit for it to be considered valid. Any credit which enables any of these options at any time is considered invalid.

#### **6.1.2.5. Unconventional Input Methods**

Any input methods that are not possible to obtain under regular circumstances (1 keyboard or 1 controller) with in-game settings, or any unconventional input devices, must be disclosed to and approved by the Tournament Team in advance. Any credit which uses non-standard input methods or devices without prior approval is considered invalid.

### **6.1.3. Game and Shot Type Ruling**

Players have free choice of any Ranked Touhou Game and shot type within the game and category that they wish to play. Players may change games and shot types between credits at their wish.

#### **6.1.4. Difficulty Setting**

Players may perform credits at Lunatic, Hard, Normal or Easy difficulty, possibly incurring additional Penalty Score for choosing a difficulty lower than Lunatic.

#### **6.1.5. Starting Resource Settings**

Below is a list of Touhou Games which allow the player to customize the amount of lives and bombs a credit begins with.

- Touhou Gensoukyou ~ Lotus Land Story
- Touhou Kaikidan ~ Mystic Square
- Touhou Koumakyou ~ the Embodiment of Scarlet Devil
- Touhou Youyoumu ~ Perfect Cherry Blossom

- Touhou Eiyashou ~ Imperishable Night

Credits of these listed Touhou games should begin with the game's default resource settings. Any credit of any aforementioned Touhou Game that does not start with the default resource settings incurs an additional 1.0 Penalty Score.

The application of this ruling varies; the Tournament Team may, at its sole discretion, decide to waive the penalty for meaningless infractions (e.g. less lives, no bombs, etc.).

### **6.1.6. Timer Ruling**

All credits must begin at the prescribed time, either the initial match time or the time provided by the Tournament Team in multi-credit matches.

### **6.1.7. Pause Rules**

#### **6.1.7.1 Pausing / Stalling Ruling**

Players are not allowed to unnecessarily pause or stall during a credit for non-emergency reasons, shall fast forward all in-game text boxes whenever not impeding gameplay, and in general proceed through any non-gameplay sections as quickly as possible.

Valid pause reasons are determined by the Tournament Team at its discretion, but include as examples emergency IRL situations, bathroom breaks, and other emergent IRL situations.

Valid reasons to pause or stall the game are determined by the Tournament Team at its discretion, but include as examples using the dialogue time to set up in-game actions (for example, a safe spot) and calming down due to nervousness

Excessive pausing or failure to forward in game text boxes without cause, as determined by the Tournament Team, will result in these disciplinary actions:

- 1st Offense during the Tournament - Warning
- 2nd Offense during the Tournament - 1.0 Penalty Score addition
- 3rd and later Offenses during the Tournament - Credit forfeited

#### **6.1.7.2 Pause Buffering Ruling**

Pause buffering is considered a form of tampering with gameplay and banned. Pause Buffering behaviour includes, but is not limited to:

- Pausing rapidly in succession to reduce game speed, facilitating a higher level of gameplay than is otherwise possible at normal speed
- A pause at any moment outside of dialogue, which allows a player to discern the nature of an approaching danmaku pattern, the amount of boss health remaining, the position of enemies or perform any other abnormal information gathering

Any declaration of a credit which uses pause buffering lies with the sole discretion of the Tournament Team. Any credit which is deemed to have used pause buffering at any time and in any form is considered invalid. Players are advised not to pause unnecessarily to prevent any potential negative situations involving this ruling.

### **6.1.8. Practice Mode**

In allotted break time between credits, players may use practice mode freely at any time and an unlimited number of times.

### **6.1.9. Continues**

Players must use continues upon any Game Over and continue their run. Any credit that quits out after a Game Over, or runs out of available continues, is considered forfeit.

### **6.1.10. Hint System Rulings**

This rule applies to the following two Touhou Games only:

- Touhou Fuujinroku ~ Mountain of Faith
- Touhou Chireiden ~ Subterranean Animism

Players may freely use the hint system within Mountain of Faith in any form at any time and additionally may activate or deactivate the hint system freely at any time.

The hint system is banned in Subterranean Animism, and will be considered an unauthorised game modification. This ruling, specifically its implementation within Subterranean Animism, is subject to change depending on dialogue with players and if the need arises for change.

### **6.1.11. Legacy of Lunatic Kingdom - Legacy Mode Ruling**

All credits of Legacy of Lunatic Kingdom must be performed in Legacy Mode. Any credit of Legacy of Lunatic Kingdom performed in Pointdevice mode is considered invalid.

### **6.1.12. Perfect Cherry Blossom / Imperishable Night - Slow Mode**

All credits of Perfect Cherry Blossom or Imperishable Night must be played with Slow Mode disabled in the options menu. Any credit of Perfect Cherry Blossom or Imperishable Night performed with Slow Mode enabled is considered invalid.

### **6.1.13. Impersonation**

Players may not have another player perform credits in their stead. Any player suspected of impersonation may be subject to immediate disqualification from the event.

### **6.1.14. Tardiness**

Any player who does not report to the Tournament Team within 15 minutes before their match start time, without any prior communication to the Tournament Team, will forfeit their match.

### **6.1.15. Collusion**

Any players suspected of any form of collusion may be subject to immediate disqualification from the event.

### **6.1.16. Match Disruption Rulings**

Each disruption check listed will be investigated and applied in the order listed in the event of disruption to a match.

#### **6.1.16.1. Disruption Check 1 - The Player Fails to Start a Credit**

If a player fails to start a credit at the prescribed match time (as determined by the timer shown on their stream), it is considered as pausing under 6.1.7.1. and may carry the same penalties.

#### **6.1.16.2. Disruption Check 2 - A Credit in Progress is Lost**

If a player unintentionally loses a credit in progress for any non-negligent, unintentional reason (e.g. Game Crash), the Tournament Team will make a good faith determination as to the result of the credit. Example actions may include:

- Allowance to restart the credit
- Credit is forfeited
- Assigned Match Win / Loss based on expected result

The application of this ruling varies; potential mitigations will be determined and granted by the sole discretion of the Tournament Team at the time of the match.

#### **6.1.16.3. Disruption Check 3 - Ability to Perform a Credit is Impaired**

If a player's ability to perform a credit is impaired during a match for any reason (e.g. Malfunctioning Input Device), there will be no mitigations applied by default.

In specific circumstances, the application of this ruling can vary; potential mitigations will be determined and granted by the sole discretion of the Tournament Team.

#### **6.1.16.4. Disruption Check 4 - Player Broadcast is Interrupted**

The declaration of a broadcast being interrupted lies with the sole discretion of the Tournament Team. This may be invoked if for example a broadcast temporarily fails for a significant length of time and then recovers. If a player's broadcast is declared interrupted, the player should continue performing the credit, stay in communication with the Tournament Team and then submit the replay file of their credit as normal. Players with unstable internet connections may be required to locally record their footage and provide it alongside their replays. However, the

footage from the stream of the player's credit may no longer be suitable for use as evidence. The Tournament Team may carry out additional verification on the submitted replay file if deemed appropriate. The application of this ruling can vary depending on the individual circumstances, and the Tournament Team will communicate with players if this ruling is invoked.

### **6.1.17. Live Contact**

Any player currently participating in a match but not in an active credit shall be able to be contacted by the Tournament Team at any point through means specified prior to the match to the player. Players may choose an alternate method of contact with the approval of the Tournament Team. Any player who is not reachable through their designated contact method may have disciplinary actions taken against them by the Tournament Team.

### **6.2.1. Survival Summary Statement**

The goal of a player performing a credit in this tournament is to play through a given Ranked Touhou Game on any chosen difficulty while avoiding all enemy attacks and avoiding the assistance of any resources such as bombs.

Each Shot Type within each Ranked Touhou Game begins with a Base Penalty Score assigned by the Metrics, and each additional miss, or usages of bombs/third conditions, will add additional Per Miss Penalty Score to the player. For further details regarding the Metrics of any specific Ranked Touhou Game and Shot Type, please refer to Appendix A.

### **6.2.2. Maximum Miss Ruling**

Credits may accrue any number of misses with no upper limit.

### **6.2.3. Game Over Ruling**

Any credits which accrue a Game Over and use a Continue are still considered valid, with the miss triggering the Game Over counted as a regular miss.

### **6.2.4. Bombs**

Usage of the first bomb in a credit will be recorded as two misses. Any further bombs will be recorded as one miss. This includes successfully executed death bombs, and anything considered the equivalent of using a bomb in Individual Game Mechanics. (see Section 6.2.6.)

#### **6.2.4.1. "Shield Bomb" Clause**

This rule applies only to players who are to play the following Touhou Games and choose the corresponding listed Shot Type:

- Subterranean Animism - MarisaC
- Double Dealing Character - SakuyaA

- Legacy of Lunatic Kingdom - Reisen

Hits taken while shields created by the bomb are active are additionally counted as misses.

## **6.2.5. Individual Game Mechanic Rulings**

All rulings in this section pertain to the listed Touhou Game only.

### **6.2.5.1. Perfect Cherry Blossom - Supernatural Border**

Players will incur no penalty for activating a supernatural border. When a player is hit by an enemy hitbox while a supernatural border is active, this will be recorded as one miss. If a player presses the bomb key to prematurely end a supernatural border, this will also be recorded as one miss. Players will incur no penalty for allowing a supernatural border to timeout without being hit by an enemy hitbox. Additionally, players will incur no penalty for using the brief period of invincibility after a supernatural border times out to pass through enemy hitboxes unharmed.

If a player activates the border death glitch by activating a supernatural border during the deathbomb window this will be recorded as the equivalent of using one miss. The next hit taken after use of the border death glitch will also be recorded as one miss.

### **6.2.5.2. Imperishable Night - Last Spells / 6B Game Over**

If a player is hit during a Last Spell, this will be counted as one miss. Not meeting the time orb requirement in any of stages 1-5 and thus failing to attempt a Last Spell will also be counted as one miss. Timing out any Last Spell will incur no penalty.

Any credit that incurs a Game Over during Stage 6B is considered forfeit.

### **6.2.5.3. Subterranean Animism - Special Ability**

Players may use the special ability of their chosen shot type within Subterranean Animism freely at any time and an unlimited number of times with no penalties incurred.

### **6.2.5.4. Undefined Fantastic Object - UFO Mechanic**

Players that collect any number of UFO Tokens will incur no penalty. If a player performs a UFO summon by filling the UFO Counter with three appropriately coloured UFO Tokens, this will change the player's Metrics to the UFO with Summons metrics. Retrospective misses are also counted under the new Per Miss Penalty if it differs from the No Summons metrics.

### **6.2.5.5. Ten Desires - Trance**

A Trance that is activated automatically after a player hits an enemy hitbox will incur no extra penalty. A Trance that is manually activated by the player by pressing the trance key while the trance gauge is full will be recorded as the equivalent of using one bomb per Trance manually activated, this includes a successfully executed Death Trance.

#### **6.2.5.6. Hidden Star in Four Seasons - Season Release**

Usage of a Season Release of any level or season at any time will be recorded as the equivalent of using one bomb per Season Release used.

#### **6.2.5.7. Wily Beast and Weakest Creature - Roaring Mode and Berserk Roaring Mode**

Players will incur no penalty for entering Roaring Mode. If a player ends Roaring Mode prematurely by pressing the bomb key, this will be recorded as the equivalent of using one bomb. If a player enters Berserk Roaring Mode at any time with any type of animal spirit this will be recorded as the equivalent of using one bomb each time Berserk Roaring Mode is activated. If a player ends Berserk Roaring Mode prematurely by pressing the bomb key, there will be no extra penalty incurred. If a player hits an enemy hitbox during either Roaring Mode or Berserk Roaring Mode this will be recorded as one miss.

#### **6.2.5.8. Unconnected Marketeers - Ability Cards and The Card Shop**

Only four ability cards are allowed to be equipped, used or activated at anytime, these are:

- Money Comes and Goes On its Own
- Fragmented Life Card
- Fragmented Spell Card
- Ringo-Brand Dango

Any credit that equips any Ability Card before the credit begins is considered forfeit.

Any credit that buys any additional Ability Cards other than "Money Comes and Goes On its Own", "Ringo-Brand Dango", "Life Card" or "Spell Card" is also considered forfeit.

#### **6.2.5.9. Fossilized Wonders - Incident Enemies, Hypers, Hyper Breaks, and Assist Stones**

Players will incur no penalty for triggering Incident Enemies or the cancel on destroying them. Players will also incur no penalty for activating a hyper, even a hyper that has beneficial effects. Getting hit during a hyper (a hyper break) counts as a miss. As a special case, getting hit multiple times during the same Y1 hyper will still only count as a single miss. Players may also incur a small flat penalty depending on their choice of assist stone.

### **6.3. Final Rulings**

If any unforeseen situations occur, the judgement of the Tournament Team is final. The Tournament Team reserves the right to alter the rules or format of the event while the event is ongoing solely in the best interest of the event and the players.

# 7. Metrics Assignment Protocol

## 7.1. Metrics Summary

While a match is ongoing players will have Penalty Score assigned to any valid credit using the players' stream footage as evidence for their credit. This Penalty Score determines the result of the credits and match, with the lower Penalty Score winning. Once a match has concluded, each player is required to submit all replays of their credits that they were able to save to the Tournament Team. These replays may be checked against the stream footage for any obvious discrepancies. Once this check is over and the validity of the replay file confirmed, that match result will be assigned based on the Penalty Scores determined live during the match. The Tournament Team will solely have the right to correct any discrepancies or errors that may arise regarding Penalty Score assignment.

This process is expected to be a formality unless there are any plainly obvious discrepancies or any match disruptions as outlined in Section 6.1.17.

## 7.2. Replay File Rulings

### 7.2.1. Replay File Requirement

Each finished credit must, if possible, have its replay saved. All saved replays must be submitted to the Tournament Team within 24 hours of the conclusion of the corresponding match / qualifier session / etc.

Failure to save a replay if possible will result in these disciplinary actions:

- 1st Offense during the Tournament - Warning
- 2nd Offense during the Tournament - 1.0 Penalty Score addition
- 3rd and later Offenses during the Tournament - Credit forfeited

Failure to provide a replay within 24 hours of the conclusion of a match / qualifier session / etc. will result in these disciplinary actions, regardless of later submission of the replay files:

- 1st Offense during the Tournament - Warning
- 2rd and later Offenses during the Tournament - Match forfeited

If a player fails to provide a replay after an extended deadline, they may be disqualified from the tournament at the determination of the Tournament Team. The Tournament Team is to consider non-negligent behavior as a remedy, for example emergency real-life situations and hard drive / PC failure.

#### 7.2.1.1. Public Replay Disclosure

All submitted replays during the tournament are made accessible to the general public. Players retain any rights over their replay files that they may have. Any player who chooses to no longer

have their replays publicly displayed is subject to immediate disqualification from the tournament.

### **7.2.2. Replay Slow Percent Ruling**

If the credit has a slow percentage of 2% or higher, then the credit may be considered as an invalid credit at the discretion of the Tournament Team.

## **8. Tournament Team**

The Tournament Team is made up of the organizers, referees and metrics developers.

### **8.1. Organizers**

The Organizers oversee the structure of the tournament. They are currently:

*Paul "fGeorjje" Schwandes, 32th System, TurboMaya, IHNN*

### **8.2. Referees**

The Referees oversee the tardiness of match scheduling and may assert the authority of the Tournament Team in live broadcast settings. While they are a volunteer crew role, they carry the full authority of the Tournament Team. They are currently:

*32th System (head referee), To be determined after Crew Signups*

### **8.3. Metrics Developers**

The Metrics Developers oversee the creation of the Metrics. They are responsible for maintaining and developing the Metrics used in the tournament. While their role is not directly involved in day to day organizational duties, they also carry the full authority of the Tournament Team. They are currently:

*IHNN (Head Developer), AllenKO, Altair357, Anna says hi, CraftTek, crazy4pokemon, Driferano, FamilyTeam, Hourai, Marbles, notbluebus, Serus, Sh0dan, Sigotu, TurboMaya, Yatsuzume*

## **Appendix A. Metrics**

### **A.1. Metrics Summary**

The Metrics determine the quality of the final result of a credit. The system uses a Penalty Score format, with players starting at specified Base Penalties, and incurring specified Per Miss penalties. These parameters change depending on the Touhou Game, Category and Shot Type. These are determined based on the difficulty of each Ranked Touhou Game and performance of each Shot Type within each game.

Selecting a difficulty lower than Lunatic will increase the Base Penalty and Per Miss penalty for each difficulty below Lunatic, based on the selected Shot Type.

The Penalty Score of a credit can be compared across all available Shot Types across all Ranked Touhou Games.

The full metrics are available at the following URL: [+ TSO 2025 - PUBLIC - Metrics](#)

## Appendix B. Asynchronous Matches

### B.1. Asynchronous Match Summary

In the event that two players in a match do not have any time where they can perform their match at the same time, the Tournament Team may decide to hold the match asynchronously. In this case, one or both players will be asked to perform the maximum number of credits possibly required in the match, with a referee present to validate the credits and inform the performing player of their next credit start times. The performed credits will then be later used to determine the match result.

Players are expected to not share the result of their asynchronous credits publicly. Players may be asked to stream to a different channel, or any other technical measure may be implemented by the Tournament Team, in order to safeguard the result of the asynchronous match. Rule 7.2. is suspended for asynchronous matches and players are to share their replay files with a Tournament Team member privately.

### B.2. Extended Break Policy

In matches with extended breaks, the referee assigned to validate the asynchronous credits will call simulated extended breaks. For each extended break that the opposing player could call, a random number between 1 and the maximum amount of credits minus 1 is chosen. After each randomly chosen number of credits by the performing player, the referee will call the extended break as if the other player in the match, not present, had called the extended break.

The performing player is not informed in advance when these simulated extended breaks happen, and may call their own allotted extended breaks as desired.