



**TAKKURE**<sup>TM</sup>  
ラグビー  
A CYBERPUNK RUGBY GAME.

**4th Online TTS league**

- Prices for both conference winners
- On Table Top Simulator
- No fee
- Two conferences
- The Grand Final
- New Teams

**SIGN UP!!**








RAMPER DESIGN 

RADIO CHROME CITY 

**4th NEON LEAGUE**  
**Takkure League 2022**

The league will be divided into two groups, the international group (speaking in English) and the Spanish group. Bilingual coaches can sign up for both categories, but you must bear in mind that you will have to play two games each day. If you join both groups, make sure you have the time available to play two games every two weeks. The final will be between the winners of both groups.

News: In this league the new teams (Islanders and SIC) will play, the scoring system of the matches changes and the "quality test" mod is added.

Thank you very much for participating.

# ***Tournament Rules***

## **SIGN UPS**

There is no sign up fees, participation is free.

To participate it is essential to own the Steam app: Table Top Simulator and the official Takkure module. You can obtain the module here:

ENG/ESP

<https://steamcommunity.com/sharedfiles/filedetails/?id=1969015860>

FRA

<https://steamcommunity.com/sharedfiles/filedetails/?id=2676067596>

(The use of the module in ENG / ESP is prioritized, unless both players agree to use the module in FRA)

Coaches have to fill a Sign Up Form to determine in which group do they want to play and which team: Yamato, Teriomorph or Dorikin. Coaches won't be able to switch teams during the event.

Here is the form:

<https://forms.gle/zwPHqwgGTHPq3B8dA>

Registration will be closed on April 17, 2022

## **LEAGUE AND ROUNDS**

The league is, in fact, just a tournament that extends over a series of rounds. Every round of the league will have a duration of two weeks.

### **Pairings:**

For the first round the pairings will be manually adjusted to pair players with some experience in the game and players with absolutely no experience. For every other round, we will use the swiss pairing system.

Coaches will be paired by their accumulated league points, in case of a tie, the first tiebreaker will be overall scored tries, and the second tiebreaker will be the scored tries received. If two coaches are still tied after comparing the number of tries, the number of victories, draws and defeats will be used as the final tiebreaker.

If a tie cannot be broken, their position will be decided at random.

The same system will be used for the leaderboards.

### **Reporting the score:**

The score will be reported by filling a form that will be created for every round. The Organizer is responsible for publishing the results on the last day of the current round for all participants to see.

The link to the score reporting form will published along the pairings every round.

Coaches are responsible for reporting their score before the end of the round through the proper form.

**Forfeited matches:**

In the event of an uneven number of players, one of the coaches will have no opponent, in that case they will receive a Bye and the game will be reported as 1-0 victory (4 league points)

In the event of a coach conceding a match or not showing up to a scheduled match, the other coach will receive a 2-0 Victory (3 league points)

Unreported matches will be considered a Defeat for both coaches and will be reported as a 0-0 (0 league points).

**Grand finals:**

The Grand Finals will be played by the top ranking player of each group. In the event of one coach ranking 1st in both groups, the match will be played by that coach and the second coach with the highest score amongst both groups.

There will be a deadline for the match to take place and the Organizer will try to either record or stream the game live.

**Schedule**

The following dates show when the matches are to be played:

- 1st round 4/18 to 5/01
- 2nd round 5/02 to 5/15
- 3rd round 5/16 to 5/29
- 4th round 5/30 to 6/12
- Final from 6/13 to 6/26

**ROOKIE MODE**

To make it easier for new coaches to get started with the game, we've added options so they can play their first few games in a more introductory way.

We call this Rookie Mode. This mode is available for the first 3 rounds.

Coaches, by mutual agreement, can choose to play this mode. That limits the time and the players they can use.

**1st Round:**

- Only the first half-time will be played.
- Only the 4 core players from the three existing teams will be available:  
Yamato: Karakuri, Oyoroi, Kyudoka and Yokozuna.  
Teriomorphs: Cheetah, Gorilla, Pangolin and Eagle.  
Dorikin: Li, Lawan, Kai and Z.  
Islanders: Lomu, Huhana, Ofa and Nyree  
S.I.C: Mayor, Claudine, Jedrek and MK41
- Only the basic cards can be used, those currently in the module (9 individuals and 4 team plays)

**2nd Round:**

- Only the first half-time will be played.

- Every player available to the team can be played.
- Only the basic cards can be used, the cards unlocked during the Kickstarter will be added (in total 9 individuals and 4 team plays).

### **3rd Round:**

- Only the first half-time will be played.
- All cards can be used, basics and team specific.

### **4th Round:**

- No restrictions. Full match, with all players and all cards.

## **MODS**

### **QUALITY SCORE A TRY:**

Designed for very competitive communities that want to have more control over luck.

- If a player who performs a SCORE A TRY action does not have more than one fatigue token (activated or not), the roll is unopposed and no rival player less than 3". An individual card may be discarded to add one die to the roll.

## **SCORE**

Points will be assigned based on the match's result as follows:

### **Basic Score:**

Victory: 4 points

Draw: 2 points

Defeat: 0 points

### **Additional Score:**

Scoring 4 tries or more: 1 point

Losing the game by a difference of 1 try: 1 point

## **TEAM BUILDING**

This choice has to be made before the game, once the coach knows their opponent and their opponent's team.

The coaches will reveal their line-up simultaneously, just before deciding who kicks off and who receives at the start of the match.

## **PRIZES**

The winner of each group will receive a Karakuri bust or a shinobi turtle (your choice), and the overall winner will also receive a trophy.

## **REFEREE**

The rulebook already contains a system to resolve arguments in the case that a rule could be interpreted in two different ways. However, in case that two players need outside assistance to resolve an argument, an referee chosen by the Organizer, will provide a final ruling.

## **SPORTSMANSHIP**

It is expected of every participant of the event, the Organizer and anybody else involved in the league to be friendly and polite at all times. It is said that Rugby is a hooligans' sport played by gentlemen, and that is true for Takkure as well.

We think there is a very slim chance for something to happen, but the Organizer will take any and all necessary measures to resolve conflicts between coaches.

### **THIRD HALF**

We encourage every participant to enjoy the Third Half with their opponent after the game, to chat about interesting plays, to congratulate each other, and in general, to enjoy the social aspect of the game.

### **QUESTIONS AND SUGGESTIONS**

If you have any questions or suggestions, feel free to contact us, any time. Be it through the different groups ( Telegram or Discord ) or by email: [takkurethegame@gmail.com](mailto:takkurethegame@gmail.com)

The Organizer reserves the right to modify this ruleset, always in the best interest of the game and its participants. ( It is after all, a BETA version )

### **CLARIFICATIONS**

Matches will be played by two players against each other. No match can be played by multiple players as a group.

Injuries, wounds, etc that players may receive during a game apply only to that match. The most updated ruleset will apply to every match, even if a rule changes through the duration of the event.