



TOUHOU **WORLD CUP** 2022

Official Rulebook

1. Introduction

Touhou World Cup is brought to you by the Touhou World Cup Committee. It is a video game tournament and showpiece event featuring several STG games from the Touhou Project series published by Team Shanghai Alice and Mediascape Co. Ltd. The event comprises three competing teams playing different Touhou Games, each having several categories. This consists of several individual matches where player ranking determines the number of points gained for a player's team.

These Official Rules govern Touhou World Cup. These Official Rules are in addition to those rules that govern how each Touhou Game is to be played as set out in Section 6.

These Official Rules are subject to change, as determined by the Touhou World Cup Committee in its sole discretion. The most recent version of these Official Rules will be posted on touhouworldcup.com.

These Official Rules were originally drafted in English but they may be translated into other languages. In the event of any conflict or inconsistency between any translated version of these Official Rules and the English version of these Official Rules, the English version shall take precedence over any other version of these Official Rules in any and all such cases. The TWC Committee cannot guarantee the correctness of any translation of this handbook into other languages.

2. Definitions

Category - A set of conditions under which a match is played in TWC. For a full list of categories please refer to Section 4.2.1.

Credit - An attempted playthrough of any Touhou Game which begins from the “Game Start” or “Extra Start” options of the Main Menu or from performing a reset.

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

Global Timer - Countdown timer that shows the period of time in which a player may begin a credit during a match.

Invalid Credit - A credit which has broken official rules and is not eligible to be processed through the TWCScore Rubric.

Match - A single Touhou Game competition of a single category between the players of each team.

Player - Each person who participates in Touhou World Cup.

Region - In reference to either one, several or all of the following regions:

- Japan
- China
- Rest of the World (colloquially known as “West”)

Reset - When a player aborts an in progress credit and begins a new credit.

STG - Shooting Game (aka. “2D Shooter” or “Shmup”)

Touhou Game(s) - In reference to one, several or all of the following list of Touhou Games:

- Touhou Koumakyou ~ the Embodiment of Scarlet Devil
- Touhou Youyoumu ~ Perfect Cherry Blossom
- Touhou Eiyashou ~ Imperishable Night
- Touhou Kaeizuka ~ Phantasmagoria of Flower View
- Touhou Fuujinroku ~ Mountain of Faith
- Touhou Chireiden ~ Subterranean Animism
- Touhou Seirensen ~ Undefined Fantastic Object
- Yousei Daisensou ~ Touhou Sangetsusei (known as “Great Fairy Wars”)
- 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

TWC - Touhou World Cup

TWC Committee - Persons that are responsible for the planning, organisation and logistics of TWC and have ultimate control in all pertaining decision making.

TWCScore - Meta-scoring system used by TWC to determine the quality of valid finished credits. Used as a point of comparison to determine player ranking at the end of a match.

TWC Staff - Persons assigned by the TWC Committee to assist with or wholly carry out tasks pertaining to the operation of TWC.

3. Event Format

3.1. Match Format

Players from each team will play their assigned category simultaneously, each attempting to best fulfil the requirements of the category in their respective Touhou Game. Valid finished credits are processed through the TWCScore Rubric with players ranked based on which of their credits produces the highest TWCScore.

3.2. Team Score System

After a match has concluded and players have been ranked, each player will gain points for their team in accordance with the following table:

Player Ranking	Points Gained
1st	2
2nd	1
3rd	0

In the event a category has only two participating players, only the first place and second place rankings are used. In the event of a tie, the players that tie split the points of the places they tied for evenly. E.g. For a tie between first place and second place, both players gain 1.5 points for their team. The team that gains the most points at the conclusion of TWC is declared the overall winner.

3.2.1. Bonus Category Rankings

Players participating in a bonus category match will always gain zero points for their team regardless of their ranking upon the conclusion of a match.

3.3. Schedule

Matches will commence on May 14th 2022 with up to two matches being played on the Saturday and Sunday of each week thereafter until all scheduled matches have been completed. The match schedule will be published on touhouworldcup.com.

3.4. TWCScore

TWCScore is a meta-scoring system used to determine the quality of valid finished credits. It is based on the ISCORE system formerly used on www.isndes.com with modifications to increase suitability for TWC. Permission has been granted by the administrators of www.isndes.com to the TWC Committee to use and alter ISCORE for this purpose. TWCScore is designed such that the final results for credits within the same category can be compared fairly, accounting for any and all differences in shot type performance. TWCScore is designed such that the final results for credits can be compared fairly within the same category only while accounting for any and all differences in shot type performance.

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

4. Signup and Player Selection Procedures

4.1. Player Eligibility and Equipment Requirements

TWC is open to any individual and they may be located in any region of the world. Players selected to play in TWC will receive an invitation to play in TWC solely from the TWC Committee.

To be eligible, players must be able to provide a copy of the Touhou Game the player wishes to play, a computer capable of playing their chosen Touhou Game at full speed and an input device of the player's choice. A functioning internet connection is also required that is capable of broadcasting the player's gameplay. All players are responsible for the functioning and operability of their own equipment at all times.

4.2. Signup Information

All players are required to fill out a signup form as a submission to play in TWC. A separate version will be distributed to each region publicly, with each asking for identical information. The information gathered by the signup form is:

- The player's name
- A list of all standard categories a player wishes to play in order of preference
- A brief list of the player's most notable achievements within Touhou
- The player's social media links (Optional)
- The player's local timezone during the TWC period (in UTC)
- Any extra information a player wishes to divulge to the TWC Committee

Submissions must be received before April 8th 2022 23:59 UTC to be considered for player selection. Exceptions and extensions to this deadline are given at the sole discretion of the TWC Committee.

4.2.1. Table of Available Standard Categories

Touhou Game	Available Categories
東方紅魔郷 Touhou Koumakyou ~ the Embodiment of Scarlet Devil	Lunatic Survival
	Lunatic Scoring
	Extra Scoring
東方妖々夢 Touhou Youyoumu ~ Perfect Cherry Blossom	Lunatic Survival
	Lunatic Scoring
	Extra Scoring
	Phantasm Scoring
東方永夜抄 Touhou Eiyashou ~ Imperishable Night	Lunatic Survival
	Lunatic Scoring
	Extra Scoring
東方花映塚 Touhou Kaeizuka ~ Phantasmagoria of Flower View	Lunatic Scoring
	Extra Scoring
東方風神録 Touhou Fuujinroku ~ Mountain of Faith	Lunatic Survival
	Lunatic Scoring
	Extra Scoring
東方地霊殿 Touhou Chireiden ~ Subterranean Animism	Lunatic Survival
	Lunatic Scoring
	Extra Scoring
東方星蓮船 Touhou Seirensen ~ Undefined Fantastic Object	Lunatic Survival
	Lunatic Scoring
	Extra Scoring
妖精大戦争 Yousei Daisensou ~ Touhou Sangetsusei	Lunatic Survival
	Lunatic Scoring
	Extra Scoring

Touhou Game	Available Categories
東方神靈廟 Touhou Shinreibyouten ~ Ten Desires	Lunatic Survival
	Lunatic Scoring
	Extra Scoring
東方輝針城 Touhou Kishinjou ~ Double Dealing Character	Lunatic Survival
	Lunatic Scoring
	Extra Scoring
東方紺珠伝 Touhou Kanjuden ~ Legacy of Lunatic Kingdom	Lunatic Survival
	Lunatic Scoring
	Extra Scoring
東方天空璋 Touhou Tenkuushou ~ Hidden Star in Four Seasons	Lunatic Survival
	Lunatic Scoring
	Extra Scoring
東方鬼形獣 Touhou Kikeijuu ~ Wily Beast and Weakest Creature	Lunatic Survival
	Lunatic Scoring
	Extra Scoring
東方虹龍洞 Touhou Kouryuudou ~ Unconnected Marketeers	Lunatic Survival
	Lunatic Scoring
	Extra Scoring

4.2.2. Available Bonus Categories

Bonus Categories are yet to be revealed publicly. These will be revealed at a later date.

4.3. Player Selection, Category Assignment and Team Assignment

Players will be selected to play in TWC based on the information provided and linked to in their sign-up submission and any further research carried out by the TWC Committee. The TWC Committee by their sole discretion will select the players to play in TWC and assign a single standard category where each player will compete. The aims of the TWC Committee in player selection and category assignment in no particular order, are as listed below:

- Having equal representation of all regions across individual categories and TWC as a whole
- Showing players with the highest proven technical skill level in their assigned category
- Showing as many categories and thus as many matches during TWC as possible
- Any other considerations deemed worthy by the TWC Committee in their sole discretion

Selected players will then be assigned a single team out of three solely by the TWC Committee. In order of priority, the aims of the TWC Committee in team assignment are as listed below:

- Ensuring teams have an equal number of players
- Ensuring teams are balanced in terms of player technical skill
- Ensuring teams have as equal representation from each region as possible

Additionally, a match for any category may proceed if only two players declare for the category, but only if other categories are assigned two players such that the number of players on each team remains equal. If only one player declares for a category, then that match will not proceed.

If any other restrictions are present in any form whatsoever during any stage of these processes, the TWC Committee will handle any and all such cases individually with the sole goal of fulfilling as many of the stated aims as possible and fulfilling these aims to the fullest extent possible. All player selections, category assignments and team assignments made by the TWC Committee are final.

4.3.1. Bonus Category Assignment

Bonus Category Assignment will take place after and separately to the standard category assignment process. A player may be assigned a Bonus Category match regardless of whether they have been assigned a standard category. Places in Bonus Category Matches will first be offered to all players already participating in TWC. If any places remain thereafter, the TWC Committee may choose to invite a player outwith the TWC Roster to participate in a Bonus Category Match. Again, the TWC Committee will have the sole goal to fulfil as many of the stated aims as possible as outlined in Section 4.3 during this process.

4.4 Player Appearance Disclaimer

By participating in TWC the player acknowledges and allows the TWC committee to use any part of their appearance within TWC for the following purposes:

- Promotion and advertisement of TWC on official social media channels or otherwise
- Make highlights of their appearance to be published on official TWC media channels (e.g. YouTube)
- Archival and distribution of any replay files submitted to the TWC Committee.

5. Code of Conduct

All players are expected to show respect and maintain good sportsmanship for one another and all TWC Committee members, TWC Staff, spectators and TWC as an entity. All players are expected to play to the best of their ability within TWC 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 TWC Committee, may face immediate disqualification from TWC. Furthermore the TWC Committee, by their sole discretion, reserves the right to ban any disqualified player from any future event organised by the TWC Committee.

All TWC Committee members and TWC Staff are also expected to adhere to the relevant parts of 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:

- Interfering with the operation of the tournament as a whole, the TWC website, TWC Social Media or any region's TWC livestream.
- Cheating of any kind through any means
- Any action with intent to annoy, abuse, bully, threaten or harass any other person
- Intentionally tampering with gameplay through any means, whether it is the player's own or that of another player
- Acting in an unsportsmanlike or disruptive manner, or with the intent to undermine the legitimate operation of any aspect of the tournament
- Engaging in collusion of any kind
- Use of offensive, slanderous or obscene Usernames or Replay Names.
- Any bigoted, prejudicial or malicious comments regarding the race, ethnicity, gender, sexual orientation, religion/faith, political alignment, place of origin or place of residence of any TWC Committee member, TWC Staff member, player or spectator.
- Bribing of any TWC Committee member or TWC Staff member to impose a competitive advantage to the player offering the bribe or competitive disadvantage to another player

- Any unauthorised modification to any Touhou game that has not been disclosed to and authorised by the TWC Committee in their sole discretion
- Threatening death or physical violence upon any other player, TWC Committee member, TWC Staff member, spectator or any other persons, locations or possessions related to any of these mentioned parties
- Use of any language that is obscene, insulting, abusive, threatening, defamatory, or is otherwise offensive
- Any action which promotes or incites hatred or discriminatory conduct
- Any other behaviour deemed inappropriate by the TWC Committee 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 categories in their entirety unless otherwise stated.

6.1.1. General Match Procedure

- Players of each team launch the Touhou game to be played, select the appropriate difficulty and their shot type of choice.
- After the Global Timer has begun counting down, the players may begin to perform credits of the category that they have been assigned to play.
- While the Global Timer is counting down, players may reset and begin a new credit.
- As players finish credits, each credit is assigned a TWCScore via the TWCScore Rubric.
- When the Global Timer reaches zero, players lose the ability to begin a new credit but may finish a credit already in progress.
- Once all players finish their final credit the match concludes.
- Once a match has concluded, the players are ranked based on their best performing credit as dictated by the assigned TWCScore.
- Players gain points for their team based on their ranking at the end of a match.

6.1.2. Allowed Game Modifications

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

- Vpatch by adonis
- ThPrac v2.8.0.3 by ack7139
- enbconverter by Boris Vorontsov (aka. Dx8 to Dx9 converter)
- Controller Deadzone Mod by 32th System

Additionally the following modifications are allowed for each corresponding Touhou Game listed below:

- Phantasmagoria of Flower View - Replay crash fix by Unknown
- Undefined Fantastic Object - Scorebug Fix by Unknown
- Wily Beast and Weakest Creature - Counterstop Removal Patch by 32th System
- Unconnected Marketeers - Counterstop Removal Patch by 32th System

Any other game modifications must be disclosed to and authorised by the TWC Committee in their sole discretion. Any player who uses an unauthorised game modification will immediately be disqualified from TWC.

6.1.2.1. Mountain of Faith - MarisaB Vpatch Clause

All players 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 immediately considered invalid.

6.1.2.2. Double Dealing Character - Vpatch Slowdown Clause

All players 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 immediately considered invalid.

6.1.2.3. ThPrac Backspace Menu Clause

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

6.1.3. Saved Replay Ruling

For each player in a match, the credit that gains the highest TWCScore must have its corresponding replay file submitted to TWC Staff or the TWC Committee upon the conclusion of the match. A credit that does not have a corresponding replay file may be considered invalid by the sole discretion of the TWC Committee.

Players are strongly advised to save a replay of every valid credit that they wish to designate for submission to prevent any negative situations involving this ruling. For full details and rulings about replay files and submissions, please refer to Section 7.

6.1.4. Shot Type Ruling

Players have free choice of any shot type within the Touhou game and category that is to be played. Players may change shot types between credits an unlimited number of times.

6.1.5. Difficulty Setting

Players must perform credits only on the difficulty assigned to their category, defined by the category name. Any credit performed on an incorrect difficulty setting is considered invalid.

6.1.6. Starting Resource Settings

Below is a list of Touhou Games which allow the player to customise the amount of lives and bombs a credit begins with. To be considered valid, credits of these listed Touhou games must begin with the corresponding resource setting as listed.

- **Embodiment of Scarlet Devil:** Player - 3 | Bomb - 3
- **Perfect Cherry Blossom:** Player - 3
- **Imperishable Night:** Player - 3
- **Phantasmagoria of Flower View:** Player - 3

Any credit of any aforementioned Touhou Game that does not start with the specified number of resources is immediately considered invalid.

6.1.7. Global Timer Ruling

All credits must begin while the global timer is counting down. Any credit which begins before the timer starts or after the timer has finished counting down to zero is considered invalid.

6.1.7.1. Multiple Global Timer Clause

All categories will endeavour to only use a single global timer which affects all players in a match simultaneously. Any exception to this ruling, which allows a player to play at a different time to the other players in any given match, will be given at the sole discretion of the TWC Committee. If this exception is invoked at least two persons from the TWC Committee, with at least two representatives from each region present, will verify the validity of any credits performed at the earlier time. All details of the player's credits will be withheld from all other persons until the start of the official TWC livestream for the corresponding category. Here footage of the player's credits will be shown alongside other players that are performing credits live.

This ruling is an emergency policy for if a match time cannot be arranged between all players of a specific category or if there is any other unforeseen circumstance which does not allow players to play simultaneously.

6.1.8. Pausing and Pause Buffering Rulings

Players are allowed to pause during a credit an unlimited number of times for any length of time as long as their pausing behaviour does not align with pause buffering. Pause buffering is considered a form of tampering with gameplay.

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 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 TWC Committee. Any credit which is deemed to have used pause buffering at any time and in any form is immediately considered invalid.

Players are advised not to pause unnecessarily to prevent any potential negative situations involving this ruling.

6.1.9. Practice Mode

Players may switch between performing credits and using practice mode freely at any time and an unlimited number of times. Additionally, players may choose to use practice mode once the Global Timer has started.

6.1.10. Continues

Players may use a continue upon a Game Over, however any credit that uses a continue or begins from the point a continue is used is immediately considered invalid.

6.1.11. 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.

However, players may not use the hint system within Subterranean Animism at any time or in any form. This is considered an unauthorised game modification. Any credits of Subterranean Animism which use the hint system are immediately considered invalid. This ruling, specifically its implementation within Subterranean Animism, is subject to change depending on dialogue with players and if the need arises for change.

6.1.12. Legacy of Lunatic Kingdom - Legacy Mode Ruling

All credits of Legacy of Lunatic Kingdom that are played on Lunatic difficulty must be performed in Legacy Mode. Any credit of Legacy of Lunatic Kingdom performed in Pointdevice mode is immediately considered invalid.

6.1.13. Perfect Cherry Blossom - Slow Mode

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

6.1.14. Impersonation

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

6.1.15. Tardiness

Any player who does not report to TWC Staff or the TWC Committee within the hour before their match start time, without any prior communication to TWC Staff or the TWC Committee, will immediately be disqualified from TWC.

6.1.16. Collusion

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

6.1.17. Match Disruption Rulings

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

6.1.17.1. Disruption Check 1 - The Player is Unable to Start a Credit

If a player is unable to start a credit during or before a match for any reason the player will lose any time required to rectify any problems which prevent the player from starting a credit. There will always be no mitigations granted in this case.

6.1.17.2. Disruption Check 2 - A Credit in Progress is Lost

If a player unintentionally loses a credit in progress for any reason (e.g. Game Crash) this will normally be treated as if the player performed a reset. Therefore the player will lose the credit that was in progress, any time used to perform the credit and the time taken to begin any subsequent credit. In specific circumstances the application of this ruling can vary; potential mitigations will be determined and granted by the sole discretion of the TWC Committee.

6.1.17.3. 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 TWC Committee.

6.1.17.4. Disruption Check 4 - Player Broadcast is Interrupted

The declaration of a broadcast being interrupted lies with the sole discretion of the TWC committee. 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 credits and then submit the replay file of their best performing credit as normal. However, the footage from the official TWC Stream of the player's best performing credit may no longer be suitable for use as evidence. The TWC Committee 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 TWC Committee will communicate with players if this ruling is invoked.

6.2. Survival Category Rules

All rules listed in this section apply to all Survival Categories unless otherwise stated.

6.2.1. Survival Category - Summary Statement

The goal of a player performing a credit in a survival category is to play through a given Touhou Game on Lunatic difficulty while avoiding all enemy attacks without the assistance of any resources such as bombs.

Each Shot Type within each Touhou Game begins with a TWCScore assigned by the TWCScore Rubric and this TWCScore is halved every time a player accrues a miss. For further details regarding the TWCScore Rubric of any specific Touhou Game and Shot Type, please refer to Appendix A.

6.2.1.1. Great Fairy Wars Lunatic Survival - Summary Statement

This category is played under different conditions to all other Survival Categories in TWC. The goal of a player performing a credit in Great Fairy Wars Lunatic Survival is to play through the game on Lunatic difficulty while avoiding all enemy attacks and gaining gold medals from spell cards. Gold medals are attained by capturing spell cards without using Ice Power or a Perfect Freeze.

All credits begin with a TWCScore of zero, 1.5 TWCScore is gained for every gold medal acquired by the player and one TWCScore is lost for every miss accrued by the player. For further details regarding the TWCScore Rubric for Great Fairy Wars Lunatic Survival, please refer to Appendix A.

6.2.2. Maximum Miss Ruling

Credits may only accrue a maximum of 5 misses total. Any credit which accrues more than 5 misses total will always attain a TWCScore of zero.

6.2.2.1. Great Fairy Wars - Miss Limit Waiver

The number of misses in a Great Fairy Wars Lunatic Survival credit does not affect the validity of the credit in any form. This ruling overrides the standard maximum miss limit for Great Fairy Wars Lunatic Survival only.

6.2.3. Game Over Ruling

Any otherwise valid credit which ends in a Game Over will always attain a TWCScore of zero.

6.2.3.1. Great Fairy Wars - Game Over Ruling

Any otherwise valid credit in a match of Great Fairy Wars Lunatic Survival which ends in a Game Over will always attain a TWCScore of -50. This ruling applies to Great Fairy Wars Lunatic Survival only.

6.2.4. Bombs

Usage of a bomb in any survival category at any time will be recorded as two misses per bomb used, this includes a successfully executed deathbomb.

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

After a player has used a bomb and while the shield created by the bomb is still active, if a player is then hit by an enemy hitbox this will be recorded as one miss for each hit taken.

6.2.5. Full Spell TWCScore Bonus

This rule applies to the following Touhou Game only:

- Touhou Shinreibyuu ~ Ten Desires

When a submitted credit contains zero misses, all spell card attacks will be checked by TWC Staff or the TWC Committee to determine if all possible spell cards have been captured. If all possible spell cards have been captured then the appropriate Full Spell Bonus is applied to the player's TWCScore as prescribed by the TWCScore Rubric. If all possible spell cards have not been captured, then no TWCScore bonus is applied.

For full details about the Full Spell TWCScore bonus for each of these two Touhou Games, please refer to Appendix A.

6.2.6. Individual Game Mechanic Rulings - Survival Categories

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

6.2.6.1. 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 be recorded as two misses. 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 one miss. The next hit taken after use of the border death glitch will also be recorded as one miss.

6.2.6.2. Imperishable Night - Last Spell

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.

During Kaguya's five Last spells only, the player will only accrue a maximum of one miss no matter how many hits are taken during any of Kaguya's Last Spells.

6.2.6.3. 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.

6.2.6.4. 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 colored UFO Tokens, this will be recorded as one miss per UFO Summoned. The colour of the UFO summoned does not affect the penalty. Players will incur no extra penalty for shooting down a summoned UFO, collecting the resources a filled or destroyed UFO generates, or for allowing the summoned UFO to leave the screen.

6.2.6.5. Great Fairy Wars - Ice Power

Players may use Ice Power to freeze danmaku freely at any time and an unlimited number of times with no extra penalties incurred.

6.2.6.6. 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 two misses per Trance manually activated, this includes a successfully executed Death Trance.

6.2.6.7. Hidden Star in Four Seasons - Season Release

Usage of a Season Release of any level or season at any time will be recorded as two misses per Season Release used.

6.2.6.8. 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 two misses. If a player enters Berserk Roaring Mode at any time with any type of animal spirit this will be recorded as two misses 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 Beserk Roaring Mode this will be recorded as one miss.

6.2.6.9. 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

All other ability cards are not allowed to be equipped, used or activated at any time. Any credit that equips any Ability Card before the credit begins is considered invalid.

Additionally, any credit which purchases any Ability Card other than “Money Comes and Goes On its Own” in the card shop between stages is considered invalid.

6.3. Scoring Rules

All rules in this section apply to all Scoring Categories only unless otherwise stated.

6.3.1. Scoring Category - Summary Statement

The goal of a player performing a credit in any scoring category is to play through a given Touhou Game while attaining the highest score possible through use of the scoring mechanics of each individual Touhou Game.

All Shot Types start with a TWCScore of zero and gain TWCScore exponentially as the player’s in-game score increases. The parameters of this exponential gain are different

for each Shot Type. For full details regarding the TWCScore Rubric of a specific Touhou Game or Shot Type, please refer to Appendix A.

6.3.2. Final In-Game Score Ruling

The final in-game score is the score displayed by the in-game score display upon the conclusion of a credit; either by reaching the end of the final stage, performing a reset or ending the credit in a game over.

6.3.2.1. Counterstop and True Score Clause

A counterstop is achieved when the in-game score counter of any Touhou Game reaches the maximum value that it can programmatically display. In the event that a player attains a counterstop in any scoring category, a player's True Score will instead be recorded. This is the score that would have been gained by the player if the score display had kept increasing normally, beyond its programmed limit. True Score will be determined by using the counterstop removal patches listed in Section 6.1.2.

6.3.2.2. Undefined Fantastic Object - Score Display Bug Clause

The score display in Undefined Fantastic Object will display the player's score incorrectly once a player accrues a score of 2,147,483,648 or higher. In the event a player accrues a score higher than this value, the final in-game score is recorded as the score displayed beside either "Stage 6" or "Extra" within the replay information of the credit as appropriate to the category being played.

6.3.3. Game Over Ruling

A valid credit in a scoring category that ends in a Game Over is eligible for their credit to be processed through the TWCScore Rubric. There will be no other additional modifier to TWCScore if a credit ends in a Game Over.

6.3.4. Individual Game Mechanic Rulings - Scoring Categories

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

6.3.4.1. Double Dealing Character - SakuyaA Spell Card Bonus Underflow

Players of Double Dealing Character are not allowed to utilise SakuyaA's time slow ability to accrue a negative spell card bonus as this will cause the player's score to underflow. Any credit which uses this ability for this explicit purpose at any time will immediately be considered invalid.

6.3.4.2. Unconnected Marketeers - Shop Manipulation

Players of Unconnected Marketeers may use shop manipulation freely at any time and in any form with no penalties incurred. Specifically, players may perform shop manipulation irrespective of the status of the Global Timer.

This ruling in particular is subject to change depending on dialogue with players and if the need arises for change.

6.4. Final Rulings

If any unforeseen situations occur, the judgement of the TWC Committee is final. The TWC Committee reserves the right to alter the rules or format of TWC while the event is ongoing solely in the best interest of TWC as an entity.

7. TWCScore Assignment Protocol

7.1. TWCScore Assignment Summary

While a match is ongoing players will have TWCScore assigned to any valid credit using the official TWC stream footage as evidence for their credit. Once a match has concluded each player is required to submit a replay file of their best performing credit to the TWC Committee. This will be checked against the TWC stream footage for any obvious discrepancies. Once this check is over and the validity of the replay file confirmed, that credit will then be assigned a verified TWCScore which will determine player rankings for a match. The verified TWCScore will supersede the TWCScore initially assigned to the credit if any change is found. The TWC Committee will solely have the right to correct any discrepancies or errors that may arise regarding TWCScore 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. Players are strongly advised to save a replay of every valid credit that they wish to designate for submission.

7.2. Replay File Rulings

7.2.1. Replay File Requirement

All submitted credits require their corresponding replay file. Any credit submitted with an incorrect replay file or entirely without a replay file may be considered invalid.

7.2.2. Replay Slow Percent Ruling

If the provided replay file of a credit has a slow percentage of 2% or higher, then the credit corresponding to that replay file will immediately be considered as an invalid credit.

7.2.3. Submission Tardiness

All replay files should be submitted no longer than one hour after the conclusion of a match. Any replay file submission received after this time may be considered as an invalid credit by the sole discretion of the TWC Committee.

8. TWC Committee Member List

The TWC Committee members for TWC 2022 are:

- ack7193
- CrestedPeak9
- Dai_TH
- Gastari
- LoreннаRose
- Maribel Hearn
- Minogame
- Peigo (aka. Rivers)
- SNT
- SOC
- TruesPCB
- TSGWhatever
- 海神 (aka. Wadastumi)
- 糸ふまいか (aka. Wefma)
- Wishmakers
- Yatsuzume
- Yeashie
- ゆーみや (aka. yu-miya)

9. Changelog

Version	Date	Notes
v0.99	14/4/22	Final Pre-release version
v1.0	16/4/22	Initial Public Release
v1.01	17/4/22	Fixed errors in 6.2.6.2 and 6.2.5
v1.02	15/5/22	Updated rulings in 6.2.5. and 6.2.6.2.

A. TWCScore Appendix

A.1. TWCScore Summary

TWCScore determines the quality of the final result of a credit. The system uses separate formulae for scoring and survival categories. The parameters used in these formulae change depending on the Touhou Game, Category and Shot Type. These are determined based on the performance of each Shot Type within each Touhou Game.

The TWCScore of a credit of a single Category within a single Touhou Game can be compared accurately across all available Shot Types within the Touhou Game. TWCScore is not directly comparable across different categories or different Touhou Games.

A.2. TWCScore - Category Mechanics

A.2.1. Survival Categories

The following applies to all Survival Categories with the explicit exception of Great Fairy Wars Lunatic Survival.

TWCScore for these categories is governed by the following formulae:

$$\begin{aligned} TWCScore &= N * (0.5^M) \forall 0 \leq M \leq 5 \\ TWCScore &= 0 \forall M > 5 \end{aligned}$$

Where:

- N is the TWCScore gained for an LNN credit as prescribed by the TWCScore Rubric
- M is the number of misses within the credit

Additionally the ruling outlined in Section 6.2.4 will affect credits where M = 0.

A full listing of N values will be published on touhouworldcup.com.

A.2.2. Great Fairy Wars Lunatic Survival

The TWCScore Rubric does not change for Great Fairy Wars Lunatic Survival regardless of the route a credit performs. Players will begin with zero TWCScore and gain TWCScore according to the following formula.

$$TWCScore = (G * 1.5) - M$$

Where:

- G is the number of gold medals acquired by the player at the end of the credit
- M is the number of misses within the credit

A.2.3. Scoring Categories

TWCScore for all scoring categories is governed by the following formula

$$TWCScore = b * a^{\frac{S}{100000000}} + c$$

Where:

- a, b, and c are parameters prescribed by the TWCScore rubric
- S is the player's final score.

A full list of parameter values will be published on touhouworldcup.com.

A.3. Invalid Credit and Disqualification TWCScore Rulings

The following situations will be assigned the corresponding TWCScore prescribed by the following table:

Ruling	TWCScore
Invalid Credit	-100
Disqualification	-1000