OFFICIAL CTWC 2025 DAS RULES

NES Rules   Format: 8-bit Nintendo Tetris (not Tengen).

A number of NES consoles, NES Tetris carts, and NES controllers will be provided for competitors to play. Competitors can use the provided NES controller or bring their own controller. The controller can be any standard unmodified original NES controller, any standard unmodified original NES "dog bone" style controller, any standard unmodified "Goofy Foot" style controller, or any standard unmodified Hyperkin Cadet Controller. Tournament or CTWC DAS DAS officials may disqualify any controller other than those listed here (including but not limited to other 3rd party controllers, controllers with turbo features, etc.), and any games played with those controllers, at any time.

Any additional electronic devices will result in automatic disqualification. Controller maintenance (cleaning, swapping D-pads or buttons with original NES controller replacement parts, etc) is allowed and, in most cases, will not result in a disqualification. Any modifications may be evaluated by the tournament or CTWC DAS officials and may result in a disqualification.

All players are required to only use the DAS playstyle. Everything outside the parameters of the DAS Mode of the Tetris Gym cartridge listed below, will result in disqualification:

2 taps within 4 frames (>15 Hz)

3 taps within 11 frames (>10.9 Hz)

4 or 5 taps that are >10 Hz.

Qualifying Round (Thursday July 17th 10:00 – 14:45 local time)

Q1. The qualifying round will determine the seeding of a 64-player double-elimination flat bracket.
Q2. The entry fee is 50 euros. This will entitle players to a qualification slot.
Q3. Qualifications need to be booked beforehand and will provide the only means to qualify.
Q4. Qualification slots are 60 minutes per player. 11:00 – 11:00, 11:15 – 12:15, 12:30 - 13:30 and 13:45 - 14:45 local time.
Q5. Qualifying attempts will be on type A. Players are then seeded by their maxouts and kicker score.
Q6. Only starting-levels from 15 to 19 are allowed.
Q7. Before starting Qualification the highscores on the level-select screen must be cleared.
Q8. Only games in the Highscore List will be counted
Q9. Games that were started before the official end of the booked qualifying timeslot can be finished.

MAIN EVENT (Thursday July 17th 15:30 - Saturday July 19th 19:00)

The main tournament will be played in a flat double elimination format. In total, 11 rounds will be played, the first 6 of which will be in a flat format. The remaining rounds will be in a traditional bracket format, followed by a 1v1 final with a potential bracket-reset.

The corresponding **lower-bracket** (loser's-bracket) will have 5 flat rounds and 7 traditional rounds.

Rounds 1 to 3 of the main bracket and round 1 to most of Round 4 of the lower bracket will be played on Thursday. Main round matches until the quarterfinals and lower round matches until the lower eighthfinals are played on Friday. The remaining matches, including the finals, are played on Saturday.

M1. Every player has to lose twice to be eliminated from the tournament.

M2. Every match of the lower rounds 0-3 and the upper rounds 0-4 are played best of 3. The first player to win 2 games wins the match and proceeds to the next round. Every other match is played best of 5. The first player to win 3 games wins the match and proceeds to the next round.

M3. Only Level 18 starts are allowed.

M4. The referee will determine the piece sequence via the Classic Tetris Bot or the Tetris Gym seed generation.

M5. The players will set their games to the given sequence and push start simultaneously at the prompt of the referee. Referees will settle any disputes.

M6. The player with the highest score wins. If one player tops-out and the other player already has a higher score, the game is finished. If one player tops-out and the other player has a lower score, that player will continue until they either top-out (having lost) or exceed the other player's score, winning the game.

M7. Mullening (continuing to play once the winner has been determined) is discouraged and can be cut off by the referee at any point.

M8. Bad sportsmanship will not be tolerated. Players are allowed to talk to each other and the judges. Making loud noises, wild movements, or using insensitive, harmful, or otherwise disruptive speech and actions can result in disqualification at the discretion of referees, judges, and/or organizers.

M9. Live commentary will be audible to the players. The commentary provides information but may also be a distraction.

M10. If a NES console or TV freezes, loses power, or otherwise becomes unplayable, both players will be stopped by the judge and the games will be reviewed. Considering the scores, line counts, and piece stacks of each player at the time of the malfunction, along with any other circumstances deemed relevant, tournament officials will decide to either have players replay the game or, in cases where a player is deemed to have an insurmountable lead, award a win to the player who had the higher score at the time the malfunction occurred.

M11. If a NES console or TV experiences a momentary glitch, interference, or visual disruption, the affected player must attempt to make the judge aware of the problem and must keep playing to the best of their ability. After both players have topped out, the affected player may request an official review. This is the only time a review can be requested. If a review is not requested, the results of the game will be accepted and cannot be subsequently challenged for any reason. If a review is requested, considering the scores, line counts, and piece stacks of each player at the time of the malfunction, along with any other circumstances deemed relevant, tournament officials will decide to either accept the results of the game or have players replay the game.

M12. Final rankings will be determined by (in order of importance):
    the lower-bracket round advanced to,
    the number of games won in the last losing match.
    the sum of the two scores in the last losing match.