

Gomokuworld's Online World Blitz Cup 2021



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1. Introduction

Gomokuworld's Online World Blitz Cup (WBC) is a championship in one-minute gomoku and open to everyone. One-minute gomoku means swap2 gomoku games with the time control 1 min per player and game and is a highly involving kind of sport enjoyed by many gomoku players. To excel in it, one has to possess a whole bunch of various skills and abilities – the ability to think very fast and accurately, intuition, time management, emotion control, a lot of learned gomoku shapes, and fine motor skills. It is a highly intellectually demanding activity that causes strong adrenaline rushes.

The first WBC was organised in 2017 and was a total success. There were 91 participants from 20 countries, including many elite gomoku players – in particular, 8 out of 12 participants of the final tournament of the World Gomoku Championship 2017 held in Prague. Both competitions – the WBC 2017 and the World Gomoku Championship 2017 – were won by one and the same person, Zoltán László from Hungary. You can read more about the WBC 2017 at its official website: sites.google.com/site/worldblitzcup2017

The second WBC was organised in 2018, having 80 participants from 17 countries. Zoltán László from Hungary managed to defend his title thus remaining the Online Gomoku World Blitz Champion. The second place was taken by Adrian Fitzermann from Poland, who was second in the first edition as well. The bronze medalist of the competitions was another Hungarian player, namely Gergő Tóth. You can read more about the WBC 2018 at its official website: sites.google.com/site/worldblitzcup2018

The third WBC was held in 2019, having 65 players from 16 countries. Zoltán László from Hungary proved to be the strongest once again, confidently winning the competition for the third time in a row. The runner-up was Michał Żukowski from Poland, and the bronze medalist was another Pole, namely Adrian Fitzermann. You can read more about the WBC 2019 at its official website:

<https://sites.google.com/site/worldblitzcup2019>

In 2020 a special edition of the WBC was organized – the Team Gomoku World Blitz Championship 2020. The tournament determined the then best country at one-minute gomoku. 18 teams from 5 countries, as well as two international teams competed, consisting of 74 players in total. The championship was won by Hungary A, namely Zoltán László, Márk Horváth, Kristóf Ménesi, and Gergő Tóth. The second place was taken by Poland A, namely Łukasz Majksner, Bogdan Brachaczek, Adrian Fitzermann, and Kamil Pawela. The third place was taken by Czech Republic A, namely Vladimir Nipoti, Miroslav Háša, and Jan Kopecký. You can read more about the TGWBC 2020 at its official website:

<https://sites.google.com/site/tgwbc2020>

The WBC 2021 continues the excellent tradition, however now with enhanced time control, namely 1 min + 1 s per player (with Fischer increment). The tournament will determine who is currently the best on the planet at one-minute gomoku as well as help popularise gomoku in general and let many people fulfil their competitive instinct and experience strong emotions to spice up their lives.

2. Organisers

- Zoltán László from Hungary, the organisers' chairman,
- Łukasz Majksner from Poland,
- Márk Horváth from Hungary,
- Jakub Horák from Czech Republic.

Organiser	Facebook	E-mail	Vkontakte	Languages spoken
Zoltán	fb.com/MaeSTRO666	lzlt9@gmail.com	vk.com/zoli1997	English, Hungarian, German
Łukasz	fb.com/usiek	usiek1992@gmail.com	vk.com/usiek	English, Polish
Márk	fb.com/markhorvath17	mark1994horvath@gmail.com	vk.com/markhorvath94	English, Hungarian
Jakub	fb.com/profile.php?id=100011997493100	jakubhorak2003@seznam.cz	N/A	English, Czech

We can also be contacted by sending an email to worldblitzcup@gmail.com.

On playok.com, where the WBC 2021 will be played, our nicknames include:

- Zoltán: laszlozoltan, lzoli, wbczoli,
- Łukasz: undothefuture, wbcusiek,
- Márk: markhorvath, wbcmark,
- Jakub: 3ifnndef, wbc3ifnndef.

We also share the nickname **worldblitzcup** between us.

We will use these playok nicknames to manage and referee the tournament matches.

3. Tournament system

3.1. The tournament consists of matches. Each match is played between two players on playok.com and consists of games with the time control **1 min + 1 s**.

3.2. The tournament starts with a brief group stage, in which everyone plays a few matches, and the group stage is followed by a double elimination stage. Every participant of the group stage advances to the double elimination stage and retains the opportunity to win the entire competition, but those who finish first or second in their groups in the group stage get a big advantage: They are eliminated after two lost matches in the double elimination stage, while all others – after just one. That is, those who finish in the top 2 in their groups get an “additional life” for the next stage.

4. Duration and measures to avoid interference with major live tournaments

4.1. The group stage starts in March 2021. The entire competition is expected to end in early October 2021.

4.2. Every participant will have to play about 4-15 matches, depending on his performance, and each match will take about 30-80 minutes, depending on the tournament stage and match development.

4.3. If the Gomoku World Championship 2021 is organised in the period of the WBC 2021 and involves any of the non-eliminated participants of the WBC 2021, then we will provide an appropriate break or round extension.

4.4. There may be other reasonable short extensions or breaks in the WBC 2021 due to major live tournaments in gomoku or renju. Decisions will be made on the case-by-case basis after consultations with the players involved.

5. Where to get information about the tournament's progress

5.1. The official WBC 2021 website is:

sites.google.com/view/wbc2021

The website is in English, and it is the recommended source of information because:

- this website is managed exclusively by us, and
- all official information (i.e., the match schedule, results, announcements of rounds, etc.) will be posted and updated there first.

5.2. Especially important announcements as well as some articles will be also posted on Gomokuworld's Facebook page: facebook.com/GomokuWorld

5.3. There is also a WBC 2021 thread on the Russian gomoku discussion forum:

https://vk.com/topic-19499145_47113604

To get access to the Russian gomoku discussion forum, you need to register on vk.com and then

join the VK group vk.com/gomoku, unless the admins of the group make it unlocked as it was previously. Registration on vk.com is easy and takes a minute, while the next step – joining the group – requires approval by a group admin, but we expect that all group membership requests made by WBC participants will be granted. Feel free to contact us if you experience any problem with getting access.

5.4. There is also a WBC thread on the Polish gomoku discussion forum:

<http://forum.gomoku.pl/viewtopic.php?t=2521>

The discussion in that thread is in Polish and English. The access to the thread is unrestricted, but you need to register and get your registration approved by a forum admin in order to make posts. Again, we expect that all registrations made by WBC participants will be approved, and, again, feel free to contact us if you experience any problem with getting access.

6. How to become a participant

There are three stages to pass in order to become a participant, in the following order:

- 1) Registration stage,
- 2) Qualification stage,
- 3) Name verification stage.

6.1. Registration stage

6.1.1. To register, a player shall send any of us a message before **Thursday, 11 March 2021 23:59** telling us that he will play in the tournament. Warsaw time is meant here and thereafter.

6.1.2. In the same message or at least within a reasonable time frame, the player shall tell us the following information:

1. First name and surname. They shall be real, not a pseudonym.
2. Citizenship.
3. Playok nickname to be used in the tournament. The nickname shall start with *wbc* (e.g., *wbcmaster*) and be already created on playok.com before telling it to us. We ask not to use the nickname to play rated games outside of the tournament before it ends.

4. Contact details in Internet. The player shall provide at least one of the following: An email account, a Facebook account, an account on vk.com, or an account on playok.com.

6.1.3. As stated above, the WBC 2021 is a tournament open to everyone, but we may refuse entry if we have a good reason to do so, e.g., if the player has resigned from the previous WBC without a good reason or has such a bad reputation as a cheater that we expect many WBC participants to be uneasy about playing even one-minute games with him. Here, the key consideration is our assessment of potential risks of all kinds. If we refuse entry, we will let the player know about it.

6.1.4. Unless we refuse the player entry, we will promptly add his data 1-4 to the list of registered players at: sites.google.com/view/wbc2021/participants

6.1.5. Somewhere between 24 and 48 hours after sending us the message stating the intention to participate, the player shall verify whether he is on the list. If he is not, he shall contact us immediately.

6.1.6. If the player is on the list, and if the list shows a complete set of data 1-4 for him, he has passed the registration stage.

6.2. Qualification stage

6.2.1. A number of players are exempt from the qualification requirement and thus will be deemed to have automatically passed the qualification stage as soon as they pass the registration stage. The list of these players is given in **Appendix A**.

6.2.2. All other players, unless exempt from the qualification stage by a special decision by us, have to pass the qualification stage by playing.

6.2.3. To pass the qualification stage by playing, it is sufficient to finish in the top 3 in one of our three qualification tournaments, which will be created on playok.com by using the nickname **worldblitzcup**. The dates and times of these tournaments are: **Saturday 13 March 19:00, Sunday 14 March 10:00, Sunday 21 March 17:00**. The parameters of each of these tournaments are: **9 rounds, 1 min + 1 s, swap2**.

6.2.4. In these qualification tournaments, only those can play who pass the registration stage and are not exempt from the qualification requirement.

6.2.5. A player satisfying these conditions can play in any number of the qualification tournaments, but if he succeeds, he shall not play in the remaining qualification tournaments.

6.2.6. We may, and are likely to, soften the qualification criterion (e.g., change “top 3” to “top 5”), and if we do so, we will announce the modified criterion before **Friday 12 March 23:59** on the page of decisions: sites.google.com/view/wbc2021/decisions

6.2.7. If someone passes the qualification stage but fails the name verification stage, his place in the group stage will be inherited by another participant of the qualification stage. The corresponding inheritance rule is provided in Section 12.9.

6.3. Name verification stage

6.3.1. If a player passes the registration and qualification stages, we will verify that the name he provided is real, unless we are already sure.

6.3.2. We will contact each player whose name needs to be verified. No action on this stage is required from participants unless they are directly contacted by us.

6.3.3. Perhaps the easiest way to prove that the name is real is to show us a convincing account in a social network. We will look, in particular, at the registration date, number of friends, and who the friends are. We will also contact the owner of the account to verify that it is the same person. We may contact some of his friends in the social network, but no such contact will be made without the player’s permission.

6.3.4. Other options include, but are not limited to:

- finding a sufficiently reputable third person (not necessarily known to us) who can confirm that the name of the player is real.
- providing convincing business contact details.

6.3.5. The outcome of the name verification stage will be posted on the page of decisions:
sites.google.com/view/wbc2021/decisions

7. Group stage

7.1. The participants will be divided to groups generally consisting of 4 players. The number of groups will be a power of two, most likely 16. Some groups may exceptionally consist of 3 or 5 players in order to make the number of groups a power of two.

7.2. In each group, everyone plays a match with everyone in turn (round robin).

7.3. The distribution of the players over the groups will be made by a random draw, but the draw will be performed in such a way so as to avoid accumulation of very strong players in a single group as well as to avoid having more than two citizens of one and the same country in a single group. The draw procedure is described in **Appendix B**.

7.4. Although no one gets eliminated in the group stage, the final rankings in each group are very important. First, as stated above, those who finish in the top 2 in their groups get an “additional life” for the next stage. Second, as explained in the next section, the exact places achieved in each group by its participants are important for the pairing for the first round of the double elimination stage.

7.5. The criteria to determine the final rankings in each group are as follows, in the following order:

1. The number of won matches.
2. The difference between the numbers of won and lost games.
3. The result of the match between the players concerned. If there are more than two players in the same tie, then the criteria are:
 - 3.1. The number of won matches played between the players in the tie.
 - 3.2. The difference between the numbers of won and lost one-minute games between the players in the tie.
4. Extra games as decided by us.

7.6. The duration of the group stage is **3 weeks**.

7.7. Players may arrange and play their matches in any order they like as long as they do not receive any messages from us instructing otherwise. In rare cases we may send such messages, see Section 12.10 for details.

8. Double elimination stage

8.1. In this stage, two Olympic-system tournaments are run, called the upper bracket and lower bracket, and the players eliminated from the upper bracket in each round join the lower bracket next round, while those eliminated from the lower bracket are eliminated from the entire tournament. The upper bracket will be initially composed of those who finish first or second in their groups in the group stage, and all other players will be put to the lower bracket. In the end, the winner of the upper bracket plays a match against the winner of the lower bracket. If the former player wins that match, he wins the entire tournament, and if he loses that match, then a decisive match for the title is played.

8.2. A random draw will be performed after the group stage to determine the entire double elimination tree. A detailed description of the draw procedure is given in **Appendix C**. In short, the draw will be performed in such a way that:

- in the upper bracket, those who have finished first in the group stage are randomly paired against those who have finished second,
- in the lower bracket, those who have finished third in the group stage are randomly paired against those who have finished fourth, provided that the initial number of players in the lower bracket is equal to the one in the upper bracket (and is thus a power of two), otherwise appropriate modifications of the tree and procedure will be made.

8.3. The duration of each round of the double elimination stage is **2 weeks**.

9. Matches

9.1. Each match shall be played on playok.com and consist of swap2 games with the time control of 1 min + 1 s.

9.2. Undoing moves is strictly prohibited, so the option “no undo” shall be checked.

9.3. All matches shall be played at a public table, so that visitors can watch them.

9.4. All games shall be rated games.

9.5. Before a match, its participants arrange a suitable match date and time, and then any of them sends any of us a message with the match date and time at least **24 hours** in advance. It is enough just to send a message, i.e., no approval or confirmation of receipt is required. During or before match date negotiations, any match participant may ask us to help arrange the match (e.g., in case of a significant language barrier between the match participants or because of being unable to reach an agreement). Our approach to situations like this is detailed in Sec. 12.4.

9.6. If any of the match participants does not appear on time, the other player is free to leave after **15 minutes** of waiting. Section 12.5 details our approach to no-shows.

9.7. Although we will try to ensure that in most matches at least one of us is present to manage and referee, the participants shall start playing even in our absence.

9.8. If immediately before a match one of the players claims that he is having connection issues (e.g., lags and frequent disconnections), the match has to be rescheduled, but we will take measures if someone uses this rule too often.

9.9. If a player starts experiencing significant connection issues during a match, he shall first talk to his opponent to try to reach a fair agreement, e.g., an agreement to finish the match later or an agreement to play the entire match again at a later date. If the players cannot reach an agreement, the player having the connection issues may quit and appeal to us no later than 24 hours after the match. Section 12.6 explains how we will act in such cases.

9.10. Who puts an opening in the first game of a match is determined by the server. Note that our statistics indicate that putting an opening in a one-minute game does not bring any substantial advantage, at least for games played between strong players.

9.11. If a game in a match ends as a draw, both players score a half point.

9.12. Number of games in a match:

1. A match of the group stage is finished once **15 games** have been played.
2. A match of the double elimination stage is finished once the winner is determined.
3. To win a match of the double elimination stage, with the exception of the matches between the only two participants left in the entire tournament, it is required to score at least **13 points** and achieve a difference of at least **2 points**. If after 41 games still no one satisfies these conditions, the winner is the one who has more wins. If the score is still equal, the winner is the player who wins the next non-drawn game.
4. To win a match between the only two remaining participants of the entire tournament (the Grand Final), it is needed to score at least **19 points** and achieve a difference of at least **4 points**. If after 61 games still no one satisfies these conditions, the winner is the one who has more wins. If the score is still equal, the winner is the player who wins the next non-drawn game.

9.13. After each **10 games**, the participants of a match take a **five-minute break** if at least one of them wants to. There are no additional breaks.

10. No help of any kind is allowed

10.1. The participants are allowed to use only their brains, i.e., they are allowed only to look at the board shown on the screen and click.

In particular, it is not allowed to use programs to get hints as to what moves to make.

10.2. Using programs for that purpose is a serious offence that leads to a permanent ban from all future WBC tournaments if proven beyond reasonable doubt. We will take cheating in our tournament as a personal injury to us.

10.3. As it is practically impossible to cheat by using a program in one-minute games without making it obvious to experienced players, we do not expect cheating and warn inexperienced players that there is practically no chance of getting away with it.

10.4. Section 12.2 details how we will ensure the absence of cheating.

11. Spectators

11.1. Spectators may support any of the match participants by typing encouraging positive comments, while negative comments aimed at lowering a player's morale are forbidden.

11.2. Spectators may use **WBC Bot** (nicknames used: wbcbot1, wbcbot2, wbcbot3) developed by Jakub Horák to cheer for players. Bot's automatic cheers are available in English, Hungarian, Polish, Czech, and Russian. To use this feature, one has to type *!cheer* (number of player) (language abbreviaton: eng/hun/pol/rus/cze) in the table chat. An example: *!cheer 2 pol*

11.2. Spectators are strictly forbidden to give hints as to what moves to make in the current one-minute game.

12. Resolving issues

Here we detail our approaches to making decisions in particular cases like match date disputes, no-shows, suspicions of cheating, etc.

Section 12.1 explains our general principles, while Sections 12.2-12.12 detail particulars for specific kinds of cases.

12.1. General principles

12.1.1. If we have a significant issue/case to make a decision about, we will try to reach a consensus among us. If we cannot reach a consensus, we will make a decision by the majority of our votes. If the distribution of votes is equal, the organisers' Chairman's vote is decisive. We will not reveal to the public who votes how.

12.1.2. Most significant decisions will be posted at the page of decisions:

sites.google.com/view/wbc2021/decisions

12.1.3. Issues/cases of little significance will be quickly decided upon by any of the organisers, especially when a quick reaction is needed.

12.1.4. Our approach will be like in common law legal systems (e.g., the ones in the USA and Australia) rather than in continental legal systems. In particular, we will consider precedents to be of utmost importance, to ensure that everyone gets equal treatment. The precedents from the previous WBC will be taken into account, too.

Most important decisions of the previous WBC can be found at:

- sites.google.com/site/worldblitzcup2017/decisions
- sites.google.com/site/worldblitzcup2018/decisions
- sites.google.com/site/worldblitzcup2019/decisions
- sites.google.com/site/tgwbc2020/decisions

12.1.5. Various exemptions from the rules may be granted on request, e.g., a permission to play a certain match without a 24 h notice. To grant an exemption, however, we need to have a good reason and be sure that the exemption will not damage the interests of any other tournament participants.

12.2. Cheating by using a program

12.2.1. As stated above, we do not expect cheating by using a program, as it is practically impossible to cheat in one-minute games in this way without making it obvious to experienced players.

12.2.2. In the unlikely event that a player suspects that he has been cheated against by means of a program, he may complain to us about that. He shall lodge his complaint **no later than 10 days** after the match concerned, at least an incomplete complaint containing a request to investigate the match on our own or a promise to send us detailed evidence later.

12.2.3. Also, we ourselves will carefully monitor the tournament to ensure the absence of cheating and may start an investigation on our own initiative.

12.2.4. We will also routinely video record most matches and thus will have an opportunity to analyse the timing of moves if needed.

12.2.5. In the very unlikely event that we have a hard-to-resolve case, i.e., if we find it difficult to either confirm or rebut suspicions, we may ask the suspect to video record the entire display during

his next match. The suspect will have to install a free video-recording program available in the Internet, press the record button at the start of the match, and send us the resulting video after the match.

12.2.6. If nothing helps resolve a hard-to-resolve case, we may make a compromise decision: We will deny further participation, but abstain from calling the player a cheater.

12.3. Secretly playing for someone else

12.3.1. We do not expect this kind of cheating, because the top one-minute players are highly reputable and have noticeable differences in their individual playing styles, which are like fingerprints. They have been a part of the gomoku community for quite a long time and are very unlikely to risk their reputations.

12.3.2. We will deal with suspicions about secret substitutions in a way analogous to the one described in Section 12.2.

12.3.3. In our investigations, we will consider technical data, e.g., the IP address and further information in the log. The admin is expected to provide us the information under the suspect's permission. Failure to give such a permission will most likely result in deeming the suspect guilty.

12.3.4. Knowing that in principle it is possible to fake the IP address, we will also make a comparison of the match concerned with previous matches of the suspect by carefully analysing the playing style and preferred gomoku shapes.

12.3.5. We may also ask the suspect to play his next match with a webcam showing him and his display, and then compare his performance.

12.3.6. Like cheating by means of a program, secretly playing for someone else will result in a permanent ban from all future WBC tournaments if proven beyond reasonable doubt.

12.4. Difficult match date negotiations

12.4.1. Both participants of a match shall first talk to each other to arrange it, unless there is a significant language barrier between them.

12.4.2. If the match participants cannot reasonably quickly reach an agreement, or if there is a significant language barrier between them, any of them shall ask us to help arrange the match.

12.4.3. If we are asked to help arrange the match, or if we feel a need to help arrange the match, we will interfere and act on common sense.

12.4.4. If we interfere, we will separately ask each player about his abilities and wishes concerning the match and then make a decision. Factors that are likely to influence our decision in favour of a player include (but are not strictly limited to):

- good will to find a mutually convenient date and time,
- openness (e.g., readiness to explain the reasons for his limitations and wishes),
- sincerity (absence of self-contradictions, tricks, manipulations, etc.),
- being quick to reply,
- being polite, accurate, and clear,
- record of behaviour in the spirit of good sportsmanship, especially in this and previous WBC,
- having date and time preferences compatible with the common ones.

12.5. No-shows

If a player does not appear on time to play a match (within 15 min, as stated above), we will make a decision about it. If it is the first no-show by the player in the WBC 2021, and if proper apologies and explanations are promptly given, he is likely to be given an opportunity to re-arrange the match if we deem the reason why he was unable to appear on time compelling enough.

12.6. Connection issues and other force majeures during matches

12.6.1. If immediately before a match one of the players claims he is having connection issues (e.g., lags and frequent disconnections), the match has to be rescheduled, but we will take measures if someone uses this rule too often.

12.6.2. If a player starts experiencing significant connection issues during a match, he shall first talk to his opponent to try to reach a fair agreement, e.g., an agreement to finish the match later or to play the entire match again at a later date.

12.6.3. If the players cannot reach an agreement, the player having the connection issues has to choose between

- 1) continuing playing despite the issues,
- 2) simply quitting, which means a technical loss, and
- 3) quitting and appealing to us **no later than 24 hours** after the match.

If we receive such an appeal, we will choose between the following options:

- 1) technical loss,
- 2) finishing the match at a later date,
- 3) playing the entire match again at a later date, and
- 4) letting the other participant of the match choose between options 2 and 3.

We are likely to choose Option 1 if

- there is an indication or a strong reason to suspect that the player may have simulated having his connection issues in order to finish the match at a later date, or
- the player already made a similar appeal in the tournament before.

12.6.4. An analogous approach applies to any other kind of force majeure that may happen during a match.

12.8. Late registrations to the tournament

12.8.1. The parameter deciding whether a registration is late or not is the exact date and time when the player sent us his message containing his decision to participate. If this is later than the registration deadline (Thursday, 11 March 23:59), the registration will be deemed late.

12.8.2. Generally, late registrations will be not accepted. Exemptions will be made only for truly compelling reasons such as being accidentally misinformed by us.

12.9. Failing the name verification stage

If someone passes the qualification stage but fails the name verification stage, he will be disqualified, and the next best in the qualification tournament from which the disqualified player qualified will be considered qualified instead of him. If that player has qualified from a later qualification tournament, then the further next best in the qualification tournament from which the disqualified player qualified will be considered qualified, and so on.

12.10. Match fixing in the group stage

12.10.1. In some rare cases, we may set a restriction on the match sequence in a certain group in order to preemptively avoid a situation in which two players may experience a temptation to fix the match between them. An example of a situation to avoid is as follows: Two players have already played two matches each, have to play the match between them, which is their last match in the group stage, and can finish together in top 2 in their group by fixing that match to a certain score. If we set a restriction on the match order to avoid a situation like this, the restriction will be conveyed to the players concerned via private messages rather than publicly. Such restrictions may be set by us at any time during the group stage.

12.10.2. Apart from prevention like this, no action will be taken by us about match fixing. If two players have fixed the match between them to a mutually beneficial result, the result will stay as it is.

12.11. Intentional match losses

If someone apparently loses a match to someone on purpose, we will take no action about it.

12.12. Resignations from the tournament

12.12.1. Resigning from the tournament without a good reason will lead to a ban from the WBC tournaments for years.

12.12.2. If someone resigns from the group stage, we will most likely consider all his matches technical losses 0-15, including the already played matches. An alternative decision may be made, but only if there is a very good reason for it.

13. Awards

The winner will be shipped an excellent trophy cup with an appropriate text. In addition, the top three players will be sent medals.

But the main award will be, of course, fun and excitement due to very interesting matches.

We wish everyone a lot of fun, and may the strongest win!

Appendix A: Players exempt from the qualification requirement

(arranged alphabetically by the first name)

Ádám Beer	Csaba Kamarás (Csaba)
Adam Harmasz (Henry)	Csaba Kampós (Dibarius)
Adam Horváth (Anakinn)	Daria Petrenko (Dacotta)
Ádám Varga (Songokussj)	Dariusz Białkowski (Rakdar)
Adam Waclawik (Okcthunder)	Dariusz Fitzermann (Fanner)
Adéla Krylová (Raptor)	Denis Fedotov
Adrian Czychowski (Adiem)	Denis Kachaev (Capellmaster)
Adrian Fitzermann (Adifek)	Denis Osipov (Nirvana)
Aleš Rybka (Autickocz)	Dmitry Epifanov (Owen)
Alex Maldonado (Palacio)	Dmitry Gorbachev (Pamp164)
Alexandr Bogatirev (Bayc)	Edward Rizvanov (Loller)
Alexandr Ezupov (Mordan)	Eva Orlova (Kakosik)
Alexey Lebedev (Alleb)	Ferenc Volman (Juves)
Alexey Mikhaylov (Cantabile)	Frantisek Fnukal (Denzel)
Anatoly Smirnov (Barbos)	Gábor Gyenes (Captain5)
Andrea Nagy (Duracellnyuszi)	Gábor Simon (Segitsistenem)
Andrey Litvinenko (Popovich)	Gábor Sokorai (Peisz)
Andry Purk (Kuubik)	Gasán Babaev (Ggasan)
Andrei Matei (Andy77ro)	Georg-Romet Topkin (Sakitgigi)
Anton Efremov (Bogimp)	Georgy Metreveli
Ants Soosorv (Ants)	Gergő Tóth (Vessago)
Arkadiusz Rygiel (Joyoman)	Hajnalka Kovács (Hajnal)
Artur Tamioła (Arczi)	Ibrahim Kaan Aslan (Ibo)
Attila Demján (Attila)	Igor Eged (Iec)
Attila Hegedűs (Oti)	Ilya Katsev (Bromozel)
Attila Kelemen (Februar29)	Ilya Muratov (Furla)
Aurel Xhara (Antares)	Jaír Damián Martínez (Nestea)
Bartosz Łoś (Losiu)	Jakub Horák (3ifndef)
Beáta Vajda (Beata7211)	Jakub Mularski (Muri)
Björn Lind (Bursan)	Jan Kopecký (Deafbat)
Bogdan Brachaczek (Bbj)	Jan Purkrábek (Purkys)
Ciarán Lucey (Kiki)	Jan Sekułowicz (Johns)

Jana Adámková (Seabow)	Martin Muzika (Martez)
Janka Balázsi	Matěj Holub (Piggi)
Jari Udd (Idioticus)	Matej Mikuš (Matejmik)
Jarosław Lange (Vince)	Mateusz Marek (Irrational)
Juraj Ďuračka (Panzeriv)	Mateusz Miśkiewicz (Morpheus)
Jussi Ikonen (Jussi)	Mateusz Rędzioch (Sawyer)
Kacper Wojtyra (Epil0g)	Matheus dos Santos de Oliveira (Maths93)
Kamil Pawela (Protiz)	Matiss Riherts (Ok366)
Karol Podwyszyński (Crosslet)	Matyás Zavadil (Matyci)
Kjetil Nossun (Kjetil)	Maxim Karasyov
Kristóf Ménesi (Peking)	Michal Holec (Marhule)
Krisztina Kamarás (Kaktuszka)	Michał Kozimor (Devotion)
Krisztofer Sebők (Krisz)	Michał Pietrusiak (Siweropoulos)
Krzysztof Łapsa (Koston)	Michał Zajk (Puholek)
Kuno Kolk (Quaqua)	Michał Żukowski (Zukole)
Lê Chí Thịnh (Takaki)	Mikhail Kozhin (Loiso)
Luis Diaz (Wuicho97)	Mikhail Lomakin (Mikle)
Lukáš Souček (Boneslash)	Miroslav Háša (Gregi)
Lukáš Tabery (Taberon)	Miroslav Kováč (Miro76)
Ly Nguyen (Anhngheo)	Mojmír Mykiska (Mojo)
Łukasz Białkowski (Lukasz20rts)	Nemanja Jakovljevic (Serbiaaaa)
Łukasz Majksner (Usiek)	Oleg Bulatovsky (Gelo0one)
Maciej Nowakowski (Utratos)	Oleg Eremin (Monstr)
Madli Mirme (Madli)	Ondřej Nykl (Ondik)
Magdalena Kniejska (Magdula)	Pavel Elizarov (Baumanec)
Maksim Lavrik-Karmazin (Jungar)	Pavel Laube (Kedlub)
Manó Gyenei (Torpe)	Pavel Makarov (Mak)
Marcin Majczyk (Muchaldinho)	Pavčina Brdková (Paja)
Marcin Wojtasiński (Jas)	Paweł Nowak (Peaceman)
Marek Gorzecki (Alicecooper)	Paweł Tarasiński (Maestro)
Marek Hanzl (Mazec)	Peter Jonsson (Peterjo)
Mark Heidmets (Hatemetts)	Peter Vrábel (Ouups)
Márk Horváth (Markhorvath)	Petr Žižka (Cerok)
Markus Ikla (Iglu)	Piotr Bieniek (Gacul)
Martin Höbemägi (Hobemagi)	Piotr Cych (Bombowy)

Piotr Małowiejski (Angst)
Przemysław Wardach (Brainiiac)
Radim Kostlivý (Specs)
Richard Turčan (Richard)
Roman Belyakov (Bappka)
Roman Berezin (Shpion)
Rudolf Dupszki (Dupsky)
Sándor Gyüre (Sargakiskacsa)
Semir Arabo (Lamarab)
Sergey Andronov (Malbilli)
Sergey Petrov (Ziraelle)
Stanislav Starosvitsky (Snuffy)
Stepan Peskov (Patron)
Štěpán Tesařík (Testif)
Sylva Mertanová (Tephro)
Szczepan Łukasik (Edzi0)
Tauri Purk (Eurogomoku)
Tibor Horcsin (Tiberiusimp)

Timo Ilu (Rentimo)
Tomáš Němec (Teovan)
Tomáš Sviták (Eskon)
Tunnet Taimla (Kuldne)
Valeriy Kondratiev (Valkon)
Valtteri Pulliainen (Fire2fire)
Vladimir Mokeev (Redsun9)
Vladimir Nipoti (Bano)
Vladimir Sinitsyn (Vladimirs)
Vladimir Sushkov (Vpsushkov)
Wei-Yuan Lu (Ntcbman)
Yuriy Kraubner (Yurius)
Yuriy Tarannikov (Odin)
Zoltán László (Zoli)
Zoltán Sonkoly (Ironspine)
Zsolt Juhász (Toxygen)
Zsolt Szabó (Lightwarrior)

Appendix B: The random draw before the group stage

The draw procedure described below is under the assumption that there will be 16 groups, 4 players in each. In case of a different number of groups or players, the draw procedure will be modified accordingly.

The organizers will choose the best 32 players and arrange them by their strength. For transparency, we will publish the lists made by the organisers, but will not tell who made each list.

We will have three pots, Pot 1 for players 1-16, Pot 2 for players 17-32, and Pot 3 for players 33-64. To distribute the players over these pots, we will calculate the total number of points collected by each player (1st place – 32 points, 2nd place – 31 points and so on) and divide it by 4. We will not round this number and will sort the participants by this number to determine which pot each player belongs to. If a tie needs to be broken between two or more players, it will be broken by a random draw.

Then we will randomly distribute the players from Pot 1 over the groups, one per group, do the same thing with the players from Pot 2, and randomly distribute the players from Pot 3 over the remaining places.

If in any of the resulting groups there are more than two citizens of the same country, we will swap the excessive players for randomly selected players from the same pots, starting with Pot 3.

The random distribution will be made entirely by a program written by Jakub Horák. For transparency, we will provide a live stream from the draw via Zoltán László's Twitch channel. The stream will be announced at least 2 days in advance. Jakub's program will open-source, i.e. its code will be publicly available via GitHub.

Appendix C: The random draw after the group stage

Based on the results of the group stage, the players will be divided into four new pots:

- 1) Pot 1 will consist of all players who took the 1st place in their groups,
- 2) Pot 2 will consist of all players who took the 2nd place in their groups,
- 3) Pot 3 will consist of all players who took the 3rd place in their groups, and
- 4) Pot 4 will consist of all the remaining players.

Then we will randomly fill the places in the upper bracket and lower bracket, taking into account the restrictions stated in Section 8. For transparency, this will be done in a way analogous to the one described in the last paragraph of Appendix B.

While, as stated above, the number of groups will definitely be a power of two, this does not necessarily apply to the number of the group stage participants, so if the latter number is not a power of two, we will do one of the following:

- If the number of players in the lower bracket is **larger** than the one in the upper bracket, then we will correct this by organising knockout matches to eliminate excessive players. The exact decision will depend on the circumstances.
- If the number of players in the lower bracket is **smaller** than the one in the upper bracket, then we will correct this by randomly selecting some players out of those who took the third place in their groups and giving them no opponent in the first round of the double elimination stage.