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About World Cup

World Cup has a long history of being the most competitive contest in the Elasto Mania (and Across) scene. The first World Cup was arranged all the way back in the year 1999 and attracted a total of 206 kuskis all around the world. Since then five more World Cups have been arranged, making the 2017 upcoming World Cup the 7th one in history.

The main format of the World Cup has remained pretty much the same although some special events have been included along the years. The number of the events has varied from 15 to 20, one event length varying from just few days to two full weeks. There is no question World Cup requires a lot of skills from the players in every aspect of the game.

It's time to get stoked and prepared for the upcoming World Cup 7! Meanwhile you can check the old World Cup data on the links below.

World Cup 6 (<http://worldcup6.com/home>)

World Cup 5 (http://old.moposite.com/contests_world_cups_5.php)

World Cup 4 (http://old.moposite.com/contests_world_cups_4.php)

World Cup 3 (http://old.moposite.com/downloads/wcups/results/wcup03_standings.txt)

World Cup 2000 (http://old.moposite.com/downloads/wcups/results/wcup02_standings.txt)

World Cup 1 (http://old.moposite.com/contests_world_cups_1.php)

Rules and information for players

You must use the latest version of Elasto Mania Online for playing. It is required that you are connected to the server in order to get into the results. Register and download it on elmaonline.net (<http://elmaonline.net>). Tips for playing cups in EOL: http://wiki.elmaonline.net/Website_Help:_Cups (http://wiki.elmaonline.net/Website_Help:_Cups).

You will have one week to play the level and submit your best result (.rec file) on elmaonline.net (<http://elmaonline.net/statistics/cups/10>).

You can upload as many replays as you want for an event (only the best one is needed).

One skip is allowed, meaning that only your 14 best results will count towards your total points.

Results of each event are announced live in #wc7 on IRCnet and on the websites after that.

Bugs, cheating and other illegal things are not allowed. Double-check your lip balm for illegal substances.

If two or more people get the same time, they will all get equal points which are e.g. $(75 + 70) / 2 = 72.5$.

Make sure you submit your replay in time. Exceeding the event deadline will get you disqualified on that event.

Prizes are yet to be decided.

Rules for level designers

Make sure you do NOT play your level online without locking it – that would make it public before the cup and automatically ineligible for inclusion.

Do not submit old levels or levels that people other than you have seen before the cup.

As in past cups you are allowed to play your own levels during the cup if they are included.

Points awarded in each event

#	Points
1.	100
2.	85
3.	75
4.	70
5.	65
6.	60
7.	56
8.	52
9.	49
10.	46
11.	44
12.	42
13.	40
14.	38
15.	36
16.	35

#	Points
17.	34
18.	33
19.	32
20.	31
21.	30
22.	29
23.	28
24.	27
25.	26
26.	25
27.	24
28.	23
29.	22
30.	21
31.	20
32.	19
33.	18
34.	17
35.	16
36.	15
37.	14
38.	13
39.	12
40.	11
41.	10
42.	9
43.	8
44.	7
45.	6
46.	5
47.	4
48.	3

#	Points
49.	2
50...	1