

# STILL-FRAMED CLASH



# ACKNOWLEDGEMENTS

The background of the page is composed of four vertical panels, each featuring a different anime-style character. From left to right: 1. A character with spiky black hair and yellow eyes, wearing a black jacket with red trim over a white shirt. 2. A character with short black hair and green eyes, wearing a black jacket over a white shirt and a green tie. 3. A character with short black hair and blue eyes, wearing a red headband, a brown jacket over a green shirt, and blue pants. 4. A character with short black hair and blue eyes, wearing a red jacket over a white shirt and blue pants.

THE STILL-FRAMED COLOSSEUM HANDBOOK  
COULD NOT BE COMPLETED WITHOUT THE HELP OF  
RIZZDATA, JEREMY, ZELLER, GABBYBITES, SCYTHE, 2K,  
JAKTHEHOBO, DEVERI, AND THE STILL-FRAMED COMMUNITY.

THANK YOU  
FOR YOUR CONTRIBUTIONS, IDEAS, AND SUPPORT.

# RULES AND REGULATIONS

These rules were created to keep the Still-Framed Colosseum system fair to all participants. The rules and regulations are expected to be upheld and followed by all participants. The infringement of any rules will result in consequences. Depending on the severity of the infringement banishment from the forum or the Colosseum may happen. By participating in the Still-Framed Colosseum you acknowledge this. Forum rules apply.

## DO NOT CHEAT

- Having someone helping you by contributing to your entry.
- Updating your entry after the thread is posted.
- Giving yourself false wins/accolades/points/exp.
- Lying.

## POOR SPORTSMANSHIP

- Flaming a participant you previously lost to.
- Including insults to a participant(s) in your vote/comment.
- Including insults to participant(s)'s entry(ies) in your vote/comment.

## PUBLIC PRESENTATION

You are not allowed to present your entry publicly on Still-Framed.

## RECYCLING

You are not allowed to reuse any old entries or any old projects that have been publicly shown or known.

## RESTARTS

You are not allowed re-create your profile. You may stylize it to your preferences. Any unauthorized edits/removal to any history will result in banishment, until data has been recovered and confirmed by a SFC moderator.



# NEED-TO-KNOWS

## POLLS ARE UP FOR 48 HOURS

Your Still-Framed Colosseum thread may not be closed exactly after 48 hours has lapsed. It maybe closed with in the following 24 hours.

## FORFEITS WILL RESULT IN 1 SFC POINT DEDUCTION

All forfeits will result in a 1 point deduction. If you do not have any points to be deducted, then you will be banished from the Still-Framed Colosseum. If you miss your dead line it is considered an automatic forfeit. If your opponent forfeits, then contact an SFC moderator and they will award you accordingly. Do not post your animation in the Still-Framed Colosseum. You are more than welcome to post it in the Animation section

## INCOMPLETE ENTRIES

If SFC moderators deem participants' entries incomplete, then the match will be canceled. No points nor experience will be distributed

## TIES

Ties in the Still-Framed Colosseum system are not exact point match ups. If the vote difference is two or less, then it is considered to be a tie and a tiebreaker will be in place. It is optional if participants want to participate in a tie breaker. Tiebreaker matches will result in double points and experience. If a tie occurs, then the tied match will result in zero points and experience.

## POLLS

Voting polls are up for 48 hours; however, your Still-Framed Colosseum thread may not be closed exactly after the 48 hours has lapsed. It maybe closed with in the following 24 hours. If polls are incorrectly done wrong, it may lead to temporary closure of your match or an alternate voting system



# THE SYSTEM

## THE RANK SYSTEM

The Still-Framed Colosseum system is a tier based leveling system. In which participants will accumulate experience that will escalate them up in rank.

There are a total of sixteen ranks that are broken into tiers, starter, average, advance, and professional. Tiers have no major play in the system, but are only used for classification.

Out of the sixteen ranks, King is the highest rank out of all ranks that can only be by one individual. They may lose this rank, if they lose an SFC to anyone in the professional tier. The holder of the King rank must be active. King must accept 1 out of 3 SFC matches or participate in the Still-Framed Colosseum bi-monthly. If (2) months lapse without any participation, then the holder will be demoted to Celestial. Thus, leaving the king rank up for grabs by any participant in the professional tier.

## RANKING UP

All victorious matches will result in 1 experience and point earned. Unless stated otherwise by events.

## WAGERING

Wagering is optional if you want to essentially double or triple your points earned for a SFC match. In your challenge proposal state how many points you want to wager. Make sure both you and your opponent have the points available. If you win then you will receive the sum of the points proposed, and the standard. Also any event points and experience if applicable. If you lose then your opponent receive the sum, and the standard, etc.

## GIFTING

Gifting only applies to the Still-Framed Colosseum Shopping Mall. You cannot gift points, unless they were won through an event. Gifted event points must be gifted with in the first 48 hours of receive them, otherwise they will be nulled. You cannot gift point to factions.



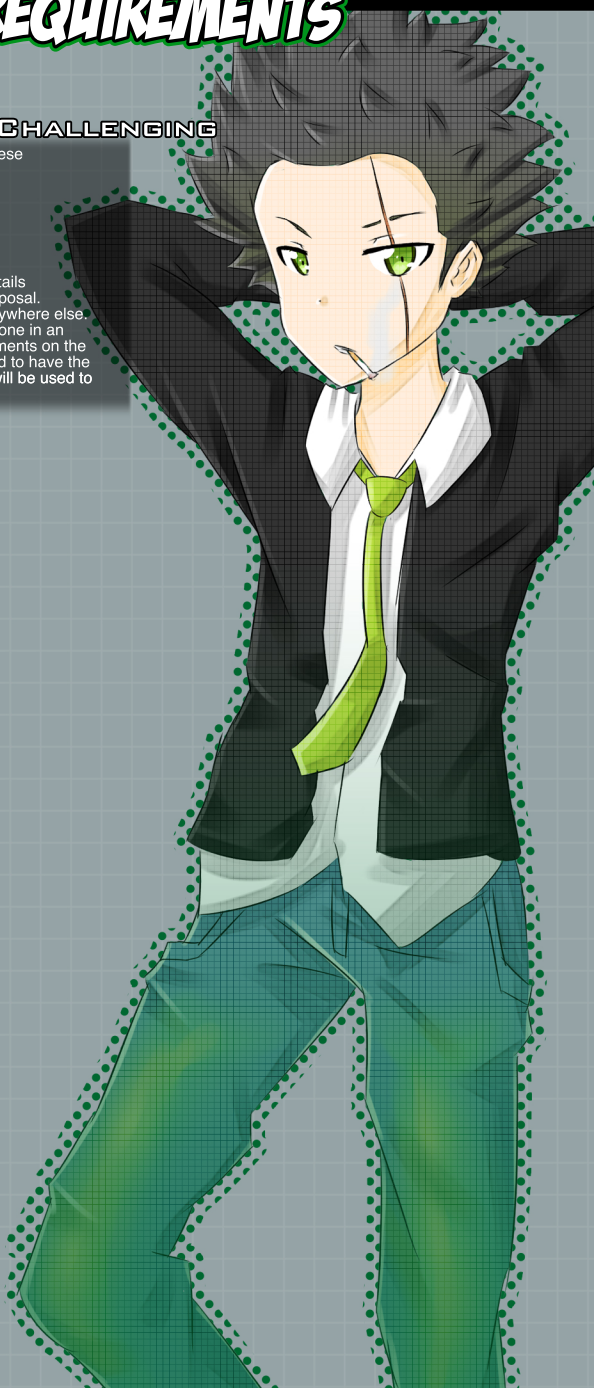
# CHALLENGING REQUIREMENTS

## REQUIREMENTS FOR CHALLENGING

To propose a challenge you must include these requirements in your proposal

- Theme
- Time limit
- Program restrictions
- Media
- Deadline

All challenge requirements, themes, and details must be stated in detail on the thread of proposal. They cannot be changed in further detail anywhere else. If changes are needed, then they must be done in an individual post updating the original requirements on the challenger's thread. All matches are required to have the challenging information on the thread; this will be used to vote for the proper entry.



# CLASHES - N - SPLASHES

## POST REQUIREMENTS

Upon posting your Colosseum thread include the following:

- A link to your entry
- A link to your profile
- A link to your opponent's entry
- A link to your opponent's profile
- The theme of challenge
  - Or the entire challenge proposal
- Any additional notes from yourself or your opponent

## FAILURE TO COMPLY

Failure to post this information will result in consequences:

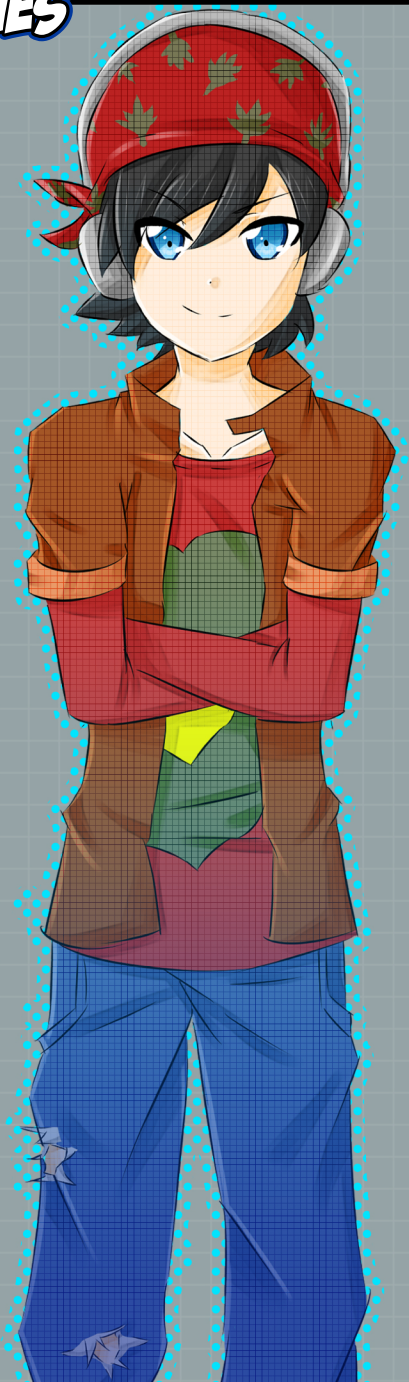
1st time offence:

- Verbal warning by SFC moderators reminding you to post what was forgotten

2nd time offence:

- Thread closure by an SFC moderator until necessary information is private messaged to that SFC moderator

If these offenses become rather frequent, then a temporary banishment from Still-Framed Colosseum maybe doled.



# FACTIONS

## GENERAL INFORMATION

A faction is an organized group that can participate in faction wars and other events. They can be created by purchasing a factions license.

- Default faction has a maximum of six members
- 5 members plus the leader
- A faction can expand up to 20 members maximum by purchasing expansions in the shopping mall
- Upon creating a faction, the faction must be active for two weeks before receiving its free user bar

## FACTION WARS

To initiate a faction war the leader of that faction must propose the challenge on the opposing faction's thread. Only faction leader can accept or decline proposals, members cannot.

All faction wars are expected to have a reasonable due date, and there will be two extensions allotted for one individual faction war. If both factions are unable to submit their entries, then the war will be canceled. Participants of the faction war cannot vote. If they do vote, then their votes will be excluded. Faction War Points (FWPs) and SFC points will be awarded to the winning faction. SFC points will be awarded to the winning faction's participants. Points are calculated based on each individual battle pairs.

### Example

*If the war consisted of a 6 vs 6, then each 1 v 1 would be considered a point. The victorious faction will receive 6 FWPs and the participants will receive 6 SFC points and experience*

Faction war threads and challenges should be treated like SFC battle threads and proposed challenges. Original line-ups for a faction war can be changed only if both leaders agree upon it. The changes must be stated on one of the faction's threads. Only 3 vs 3 and higher are considered to be faction wars.

## ALLIANCES

An alliance can only be form by the faction leaders. A faction may be alliance with up to two (maximum) other factions. Alliances allows factions to participate in events with one another, and to participate in tag-team faction wars



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## Still-Framed Colosseum

*Created by Aidan and Jaws*

Ranks	Experience needed to level	Tier level	Experience	SFC points
Amateur	Initial Rank	Starter	1 exp	1 point
Rookie	10			
Fighter	15			
9th Clasher	20			
8th Clasher	25	Average	1 exp	1 points
7th Clasher	30			
6th Clasher	35			
5th Clasher	40			
4th Clasher	50	Advance	2 exp	2 points
3rd Clasher	60			
2nd Clasher	70			
1st Clasher	80			
High Clasher	90	Professional	2 points	2 points
Superior Clasher	100			
Celestial Clasher	150			
King Clasher	Highest Rank			
Still-Frame Clashes Legenth Bounses				
Inorder to receive these bonuses, your animation must fulfill the requirements and be approved by SFC moderators.				
3:00 minutes	3x multiplier			
5:00 minutes	6x mutiplier			
7:00 minutes	9x mutiplier			
10:00 minutes	12x mutiplier			
15:00 minutes +	15x mutiplier			
Anything higher will be discussed by SFC moderators				