

Smash Brothers Tournament – Advanced Information & Rules

Saturday, October 12 from 10:15 am to 2:15 pm Ages 11 & up

Three, Single-elimination, 1-on-1 tournaments will run simultaneously

Beginner, Intermediate, and Advanced

Each tournament will accommodate 16 competitors – 48 total participants

Beginner & Intermediate: Each game will last 15 minutes (5 minutes of play – 10 for setup and reset) except the final game, which will have 15 minutes of game play.

Advanced: each game will last 15 minutes (7 minutes of play – 8 minutes for setup and reset) except the final game which will have 21 minutes of game play.

Each tournament will consist of 4 rounds –

Round 1: 10:15 am to 12:15 pm (8 games, 16 players)

Round 2: 12:15 pm to 1:15 pm (4 games, 8 players)

Round 3: 1:15 pm to 1:45 pm (2 games, 4 players)

Round 4: (1 final game, 2 players), 1:45 pm to 2:15 pm

Registration: 16 players per level of game. Each player must register separately. Players will be entered on the bracket sheet in order that they arrive on game day. Registration will end at midnight the day before. Each level of play will have a banner with brackets showing competitors in each round. Competitors' names will not be filled into the brackets on the banners until they arrive for their game. If registration for any tournament is not filled by the

deadline or registrants fail to arrive by 10:00 am to confirm their spot, same day registration will be taken.

Advanced: You can play the game on “hard,” have unlocked all the characters, and probably play multi-player online. You may have even competed in some tournaments. Anything less than serious competition will be boring for you. **Note: Advanced players must bring their own consoles and controllers.** Game play will be set to “hard.” Winner will receive \$100 in Comic Surge Cash.

Advanced Rules

Advanced players must bring their own consoles and controllers. The host will help competitors set up their equipment at the beginning of each round.

- Stock 3, 7:00 time limit.
- Items off, Smash Ball off, Spirits off.
- Battlefield stage.
- All characters OK.
- No amiibos.
- No auto fire or macros on your controller.
- No stalling or glitch exploits.
- No pausing or otherwise interfering with play.
- No trash-talking! Keep it PG.
- Tournament hosts have final say over all rule disputes.