

Smash Brothers Tournament - Beginner 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.

Beginner: You know how to play Smash Brothers but haven't played very much (10 times or less). You are eager to build your skills and see how you compare to other newbies. Game play will be set to "Easy." Winner will receive \$25 in Comic Surge Cash.

Beginner & Intermediate Rules

You must know how to play the game. Pro controllers and consoles will be provided. No outside equipment will be allowed in the Beginner and Intermediate levels.

- Stock 3, 5:00 time limit.
- Items off, Smash Ball off, Spirits off.
- Battlefield stage.
- All characters OK, but there are no dlc characters available.
- No amiibos.
- No bots.
- No customized characters.
- 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.