

Super Smash Bros. Brawl Tournament



When: May 31, 2008 @ 4:00 PM

Where: Dr. White Room (back of the Cross Cultural Center)

Entry Fee [1-on-1 Tournament]: early registration \$5, Day of the tournament registration \$7

Registration

- Priority is first pay, first serve. You may pay/register at the tournament before it starts. It is recommended that you pre-pay to guarantee yourself a spot. Paying on the day of the tournament will be \$2 more than paying early.
- Register and pay to FUSION board members in front of the Cross Cultural Center. **FUSION will be tabling Tue-Fri from 10-2 until all spots are taken** or at the FUSION meeting Wednesdays 7pm @ ICS 209
- Refund Policy: Refunds will only be accepted **BEFORE** the day of the Tournament. The last day to get your refund will be Friday, March 30th. We will not refund your money any day after that.

Prizes

1st Place: \$100 gift card

2nd Place: FUSION shirt

3rd Place: \$5 Jamba Juice Gift Card

Details

- Please, **BRING YOUR OWN GAMECUBE CONTROLLER, CLASSIC CONTROLLER, OR NUNCHUK**. Wii Remotes will be provided for you to connect your Wii controllers to or for you to use in competition. Programmable/macro controllers/sticks and controllers with turbo/auto functions are not allowed.
- We will have **ONLY** Gamecube controllers for rent for \$2

Tournament will start at exactly at 4:00 PM so come early.

1-on-1 Tournament: Super Smash Bros. Brawl

The Tournament will follow a double-elimination bracket style format.

Tournament Format

- Double Elimination – Lose two sets to be eliminated
- Sets between players are best 2 out of 3 matches [first to 2 wins], random seeding
- All Finals will be best 3 out of 5 [first to 3 wins]

Match Format

- Stock set to 3, 8 minute time limit.
- All items off.

Stage/Character Selection:

1. Both players will pick their characters and pick a random stage for the first game of a set
 - The random stages will be comprised of: Battlefield, Final Destination, Yoshi's Island, Lylat Cruise, Smashville
2. Once a match is over, the loser of the match will tell his opponent which stage he is choosing for the next match, then the winner will choose his character, then the loser will choose his character, and they will continue in this fashion until the set is complete.
 - Stages that the loser can choose from is any of the stages from the random stage select, or any of the following stages: Delfino Plaza, Luigi's Mansion, Pirate Ship, Norfair, Frigate Orpheon, Halberd, Port Town Aero Dive, Castle Siege, Jungle Japes (Melee), Green Greens (Melee), Rainbow Cruise (Melee), Brinstar (Melee), Pokemon Stadium (Melee)
3. The loser may pick any stage not listed here as long as **BOTH** competitors agree and ask a judge.
4. The loser cannot choose any stage that has already been played earlier that round.

Other Rules

- When competition begins, you will be notified of your bracket and which system you will play in.
- 2 Minutes Late = Warning/Loss of first stock
4 Minutes Late = Loss of first match of set
6 Minutes Late = Loss of set
- Stalling the match by means of an infinite grab or by flying under the stage is prohibited.
- In the case of a tie when time runs out, the player with the lower percentage wins the match. If both players have the same percentage, then they will play out the sudden death match.
- General trash talking done for fun and joking around is permitted, however, blatant rudeness and poor sportsmanship will not be tolerated. Cheering is encouraged.
- Pausing is not allowed. Anyone who pauses without the consent of a tournament moderator will be penalized with a loss of a stock.
- In the rare occasion that the game freezes and/or glitches, the match will be replayed and player will start with the same amount of lives as was prior to the freeze/glitch.
- Most importantly, **HAVE FUN!!**

*all rules are subject to change at the discretion of the tournament directors.

Contacts

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