



POKKÉN TOURNAMENT RULES

CyPhaCon 2016

System: Wii U

Game Settings: Versus Mode, 90 Seconds, 2/3 Rounds, 2/3 Games, Skill Level Off

Tournament Format: Double Elimination

If the players do not agree on a stage within 15 seconds, the match be random stage select.

- All games will be played with the default settings.
- Changing controller schemes is not allowed due to time constraints.
- Due to secret characters taking time not available to unlock, only a select few Wii Us will have access to Mewtwo. Please make sure it is known you intend to use him before a match starts.
- The character Shadow Mewtwo is banned due to an infinite combo that traps opponents in block stun and forces a time out if repeated enough. Any Wii U that does not have Shadow Mewtwo, a player is not permitted to place him in the game using the Amiibo card found in the game's packaging. Doing so will result in an automatic forfeit.
- Any player using the "Random Select" to pick their character, must "Random Select" again if they win the match, provided that there is no way to pick a certain character in the random box. If Shadow Mewtwo is selected through "Random Select," a restart is permitted, encouraged, and enforced.
- Controllers will be available for use by SLAKings and Duel Gaming staff, but players are encouraged to bring their own. The game uses any set up for Wii Remotes, Wii U Game Pad, Pro Controllers, and the special Pokkén Tournament Fight Pad.
- Removing the battery or otherwise disabling any wireless controller during play is punishable by a match forfeit. Please make sure all batteries are charged or replaced before going into your match.

MATCH PLAY

These rules will be in effect while a single Match in the tournament is played:

- **Choosing Sides:** When both players are at a game console, they must come to an agreement which side of the game machine they will play on. If an agreement cannot be reached, a game of rock-paper-scissors will allow the winner to decide who gets which side.
- **Choosing Characters:** Character selection is done through a standard selection method, in which the characters are chosen by the players as they see fit. Noting again, that Shadow Mewtwo is a banned character choice.

Playing The Match

Once sides and characters have been chosen, the players should begin the first Game in the Match. The following rules go into effect once a Game ends:

- The Match is over when either player wins two out of three Games. Once a player has won their Match, the winner of the match must report the result to the SLAKings/Duel Gaming staff.
- If there are still games to be played, the player who won their match must remain as the same character, unless they chose "Random Select," in which case they must choose the same option.
- The player who lost their game is allowed to choose whichever stage and character they desire.
- Any tournament players that are not present when their match is called for pool/semi-final/final matches, without giving staff a valid reason for not being present, will have a period of four (4) minutes to report to their station with the required equipment. After this period, it will count as a forfeit to your match.
- Any player refusing to play a Match (including finals) will be disqualified and forfeit all rights to any titles or prizes they might have otherwise earned for that tournament.
- A draw match as determined by the game must be replayed.
- **Inevitable Defeat rule:** This is defined as when a player has legally won the round or match (i.e. landed a move that will kill the opponent) but pauses the game before the game awards the round win icon, will still be awarded the win. The most common occurrence of this rule is when Player 1 lands a super on Player 2, but the super animation is a grab and the damage isn't awarded until the final hit connects, but the

opponent has legally lost the round. If there is a dispute over whether the move would have out the other player, a member of the SLAKings or Duel Gaming staff will unpause the match, see the result of the action, and proceed from there. If the attack does not kill the opponent, then the mid game pause rules are in effect.

- Collusion of any kind with your competitor is considered cheating. If the SLAKings or Duel Gaming staff determines that any competitor is colluding to manipulate the results or intentionally underperforming, the collaborating player(s) may be immediately disqualified. This determination is to be made at the sole discretion of SLAKings and Duel Gaming staff. Anyone disqualified in this manner forfeits all rights to any titles or prizes they might have otherwise earned for the tournament.

Any situations that may be encountered during the duration of the tournament that are not addressed in the rules listed above shall be dealt with at the discretion of the SLAKings and Duel Gaming staff as they arise.