

ULTIMATE



1ST ANNUAL TOURNAMENT

FRIDAY
DECEMBER 29, 2017

SIGN UP AT
[HTTPS://SMASH.GG/
TOURNAMENT/V-S-R
EALM-GRAND-OPEN
ING](https://smash.gg/tournament/vs-realm-grand-opening)

THE RULES

General

- Bring your own controller/fightstick/converter
- Cronusmax and Titan One are banned.
- Limit Stage Select to 15 Seconds or Random Select Stage
- Glitches and exploits are not allowed.
- Pausing the game will result in a match loss.

INJUSTICE 2

- PS4 Console
- Tournament Mode, 2/3 Sets, 240 Seconds
- 3/5 Sets for Winner's and Loser's Finals

STREET FIGHTER V

- PS4 Console
- Versus Mode, 99 Seconds, 2/3 Rounds, 2/3 Sets, No Handicap
- 3/5 Sets for Winner's and Loser's Finals
- Banned Stages: Training Stage, Skies of Honor, and the Beach

BRAWLHALLA

- PC
- Game Mode: Stock
 - Teams: Off
 - Lives: 3
- Match Time: 8:00
- Gadgets: Off
- Test Features: Off
- Map Set: 1v1

TEKKEN 7

- PS4 Console
- Tournament Mode, 3/5 Rounds, 2/3 Sets, 60 Seconds

MARVEL VS CAPCOM

- PS4 Console
- 3/5 Sets, 99 Seconds
- Winner Keeps Characters and Stones



Super Smash Bros 4 (WiiU)

Game version: US Nintendo WiiU Game Settings: 2 Stock, 6 Minute Time Limit, Custom Moves Off, Items Off, Equipment Off, Handicap Off, Pause Off, Damage Ratio 100%, 2/3 Games Mii Fighters On (1-1-1-1 Default Miis) Amiibo's are banned. Starter Stages: Battlefield (Miiverse), Final Destination, Lylat Cruise, Smashville, Town & City Counterpick Stages: Dream Land 64, Duck Hunt All Omega stages are banned. First stage is decided by (Rock Paper Scissors) best of 1. Winner strikes, then loser strikes twice, then winner. (1-2-2-1) Following stages decided by winner banning one stage from all stages and then loser choosing. Winning player is not locked into the same character for the next match, but has to pick before loser selects character. You may not choose a stage you have already won on unless mutually agreed to. You may not play on a stage that is not on the available stages list. This will result in a double disqualification. Maximum allowed time between games is 60 seconds. Any player violating this rule will be issued a loss. Sudden Death with a tied percentage/stock count will NOT determine the outcome of a tied game. A playoff match with 1 stock/2 minutes will determine the winner. There will be no loading anything on to the tournament consoles.