

# Duel of Fates!

Welcome to the realm of swords, where fiery passion clashes with cold steel.

Fights will be 2 stock 6 minutes. Sets are best of 3. Winners and losers finals and grand finals will be best of 5 and streamed. Certain bracket matches will also be streamed.

Sign up on the challonge beforehand.

Please have your Discord tag/nickname corresponding to the name used to sign up on challonge.

You must check in on Challonge beforehand.

Check-in begins at 11 AM EST.

Bracket begins at 12 PM EST.

## Stage Legality

For your matches, you may convene in the following legal stages:

Skyloft

Midgar

Pirate Ship

Kalos Pokemon League

Castle Siege

Counterpicks:

Skyworld

Halberd

Stages will be stricken in a 1-2-1 fashion, with higher seed striking first. After that, winner bans one and loser picks.

In best of five matches, winner will ban only one stage and it will be banned for the entire rest of the set.

Dave's Stupid Rule is NOT in effect for these matches.

## Character Legality

Here are the available legal characters:

Link, Toon Link, Ganondorf

Marth, Ike, Robin, Lucina, Roy, Corrin

Pit, Dark Pit

Kirby, Meta Knight

Mega Man

Greninja

Mii Swordfighter

Shulk

Cloud

Custom specials and equipment are banned.

## Mii Legality

Mii Swordfighter may have his customs. You must tell the Tournament Organizers what set you are playing, and you must stick to the same set. Players have the right to question what set you are using and may choose to check with the Tournament Organizers. Miis must be guest size. These will be recorded and available to the public.

## Match Procedure

Matches will be played in the lobby corresponding to the challenge match number, and will be called accordingly. If we cannot find you, you will be disqualified after 10 minutes has passed. If you do not report to your match, you will be disqualified after 10 minutes has passed. Any game that goes to time will ignore the Sudden Death tie-breaker. The person with more stocks will be declared the winner. For equal stocks, the person with less percent will be declared the winner. For equal percent, a 1-stock, 3-minute match should be played with the same characters and on the same stage.

## Disconnect Rules

DC Clause: So long as players do not disconnect, matches should be played through despite lag. If matches cannot be completed due to disconnects, after the first disconnect, the TO or streamer (if available) will join the room to observe the match. If a player disconnects in that scenario, the disconnecting player will be DQ'd.