General Notes

- The two participants in each death match may agree to any death match that has not yet been played between themselves. If they are unable to come to an agreement, they may each ban a varying number of death matches (3 each while 10+ remain, 2 each while 7+ remain, 1 each while 4+ remain) and a game will be drawn from the remaining pool at random. Garnets belonging to a death match loser are transferred to the winner.

1. 9,001 is Prime

- Player 1 (the loser of the Main Match) selects any prime number. This number, x0, is Player 1's initial score. x0 cannot be larger than 9,001.
- Player 2 then adds an amount x1 =/= x0 to x0 where x1 + x0 is also a prime number. x1 is added to Player 2's score.
- No added number can be equal to any previously added number (i.e., if x0 is 2 and x1 is 9 to make a running total of 11, player 1 cannot then add 2 again to make 13, even though 13 is prime). In other words, no new xi can be equal to any previous x0, x1, ...xi-1.
- Both players will get one mulligan if they add an invalid number (i.e., a number previously added or one that does not cause the running total to become a prime number). A second mistake causes an instant loss.
- This continues for 8 rounds, with both Player 1 and Player 2 adding numbers to the running total and adding the added amount to their own score. So, Player 1's score will be x0 + x2 + x4 + … + x14 and Player 2's score will be x1 + x3 + … + x15.
- The player with the score closest to 9,001 wins. If both are equidistant on opposite sies of 9,001, the player with the larger score wins (so, 9,002 beats 9,000). If both have the same score, Player 2 wins.

2. Anaments

- P1 and P2 each say an element privately, and the elements are then revealed simultaneously. The elements must have a chemical symbol that is two characters long.
- P1 and P2 then have to try to come up with an anagram of the 5-letter word made up by the collective symbols of the submitted elements and a rotating vowel. The anagram must be a word that is legal to play in Scrabble. P1 and P2 may also answer 'there are no legal words'. You may use a subset of the letters for your word, but it must be at least 4 letters long.
- Whichever of P1 or P2 first 'buzzes in' (i.e. types in chat either a legal Scrabble word or 'there are no legal words') will get the point for that round.
- No element may be submitted twice, barring a simultaneous submission (so, if both P1 and P2 submit 'Xenon' on the same round, the letters for that round would be X, E, X, E, and whichever rotating vowel is given for that round).
- The rotating vowels for each round are as follows: A, E, I, O, U, A, E (in order)
- There will be 7 rounds, with 4 points required to win.

- Technical notes: I will be very strict with the rules on this one - players may view a Periodic Table, but anagram calculators / word scramblers are absolutely banned. I may mandate that players use Skype to show their hands for the duration of the contest, but this can be left to the players' discretion. If anyone has any issues with using Skype, please let me know as soon as possible and I will try to work out a possible solution should this death match be drawn for you at random.

3. 1 Survives

- P1 and P2 start with each of the numbers 1 - 5 in their hands, which they can play in any order. The higher number wins under normal circumstances, and the victorious player receives both numbers in his or her discard pile, to be played in future rounds.
- No number may be repeated in a given round, and you must use all of your numbers before using any again (essentially, you must go through your entire 'deck' of numbers before having your discard pile 'shuffled' back into your hand)
- A tie results in both players receiving the number they played into their own discard piles.
- Each round (i.e. one go through the deck for the player with the smaller amount of numbers), each player may apply one +2 boost and one +1 boost to his or her number. This may be applied to each players' 1, but if it is, the 1 will no longer defeat a 5 (see below). A boosted 5 will still be beaten by a 1.
- A 1 will beat a 5, and will not be immediately taken if it is 'defeated' by a different higher number. Instead, the 1 will go into an 'emergency pile' along with the number that defeated it. If the player which lost his or her 1 does not win either of the next two played numbers, then that player loses the game. However, if that player wins either of the next two hands, he or she receives his 1 back along with the higher number that defeated it.
- The game continues until one of the players loses his or her 1 in this manner, in which case that player loses and is eliminated from the competition.

4. DOG

- A code based on the Mafia Mafia 2 Dog role will be created at random (with the same set of letters, just assigned to different English letters - i.e., 'Bark' previously referenced the letter 'A', but it will be mapped to a random letter instead) and a sentence generated using that code will be simultaneously generated.
- The first player to decipher the given sentence and state it back in English will be awarded the point for that round. You need not give the entire code cipher, only determine the English sentence.
- Every two minutes after I reveal the sentence in code, I will reveal a letter of the English sentence, starting from the first letter. Starting at the fifth letter, I will reveal every minute.
- Best 2 out of 3 rounds.

5. Animal Map

- 4x4 Grid of letters corresponding to animals. The letter grid can be seen at all times.

- Players receive a 30 character string generated at random. They must repeat the animals, in order, corresponding to each of their 30 characters.
- I will be very strict for this one - this will be conducted on Skype, and all animal - letter mappings will be repeated verbally only. No writing down which animals correspond to which letters - you must memorize it in real time! I will require video Skype from the participants for this to ensure no cheating. As with Anaments above, if this represents a problem let me know as soon as possible please.

6. Wishing Well

- P1 and P2 simultaneously make a 'Wish' - either to add an integer number between 1 - 100 to their own score, or reduce the amount of the score necessary to win.
- P1 and P2 start with 0 points, and 200 points is the starting number needed to win. P1 and P2 will win instantly if they hit the number exactly, but if they go over the number then they will instantly lose.
- P1 and P2 may, instead of wishing to add points to their own score, reduce the number of points needed to win by up to 100 points. However, they may not reduce it past the point of 1 + the larger current score (so, if P1 has 99 and P2 has 100, P1 may not reduce the winning score by more than 99, to 101). So, you can never instantly lose by wishing for 1 to be added to your score.
- If both P1 and P2 wish to add a number to their own score, the lower numbered wish is granted. You may not wish for 0, and a tie will result in neither wish being fulfilled.
- If both P1 and P2 wish to reduce the winning score, the smaller reduction wish is granted. A tie will result in neither wish being fulfilled.
- You may not wish for the same thing two turns in a row (i.e. if you wish to add 1 to your score on one turn, you may not wish to add 1 to your score on the next turn).
- The game will proceed for 8 rounds, and if neither player has either instantly won (by hitting the needed score exactly) or instantly lost (by going over the needed score), the player with the higher score wins. In the event of a tie, the player who wished for 1 last will win. If neither player wished for 1, then the player who wished for 2 last will win, etc. (i.e. the player who made the smallest bid first will lose).
- **You may not make the same wish as in any other round between rounds 1-4, and rounds 5-8 (i.e. if you wish to add 1 to your score in round 1, you must wait until round 5 to wish for it again, and may not repeat any wish more than twice).**

7. Indian Spades

- Both players start with 50 chips, and the general game follows the bidding rules of Texas Hold Em Poker, with a blind of 10 for the non-dealer. P1 starts as dealer.
- You will see your opponents' 13 card Spades hand, and will bid based on the strength of that hand relative to what they believe their own hand's strength is.
- If there is a pot showdown, both players will play for their opponent using the cards they see. The dealer will 'lead' (playing a card from his opponents' hand), and whichever

player takes at least 7 tricks win (remember, you are playing for your opponent!). If one player takes 0 tricks, however, that player will win the pot + 10 of his opponents' chips.
- Essentially this is Indian Poker, but rather than a showdown based solely on one cards' strength, there is a played-out Showdown where you play for your opponent using the rules of Spades. Whoever has more chips at the end of 8 hands wins.

8. Treasure Map
- P1 and P2 each given a row / column reference for a horde of treasure located on a certain square of an 8x8 chess board (for example, if the treasure is located on D4, P1 will be told 'D' and P2 will be told '4')
- P1 and P2 start on square A1, and can each move 5 squares each turn
- P1 and P2 can, on any given turn, either 'Dig Up' or use 'Metal Detector' on a square they are standing on. If they use 'Dig Up', they forfeit their next turn if they do not find the treasure.
- Using the Metal Detector will reveal (privately) whether the square they are standing on contains the treasure or not. You may move and use the metal detector in any order during your turn (so, you could use the metal detector, then move five squares away on your turn - or you could move five squares then use the metal detector where you end up, or on any of the squares in between).
- There are two landmines that will trigger the metal detector - one on the correct row and wrong file, and one on the correct file and wrong row! Digging up either landmine will result in an instant loss.
- The first player to Dig Up the treasure wins.
- P1 will go first, but P2 will get two consecutive turns on his 6th turn

9. Pass Code
- P1 and P2 each select a 4-digit alphanumeric password.
- P1 and P2 then take turns asking each other questions to determine the password. These questions must be yes or no questions and they must be answerable to the best of your opponents' knowledge. You cannot lie in response to a question. If you do not know the answer the host will attempt to determine the answer.
- The first player to guess his or her opponent's passcode wins. You may guess at any time, but may not ask a question on a turn you guess. Any letters or numbers you get right on a turn you guess will be revealed as correct (or incorrect), so, if the passcode for P2 is 'I7U5', and P1 guesses 'IH85', the I and 5 will be revealed as the 1st and 4th characters, respectively.
- You cannot ask two consecutive 'range' questions (either 'is the 1st number greater than or less than 5' or 'is the first letter before or after M' would be examples of range questions).
- P1 asks a question first, but P2 gets two consecutive questions on his 12th turn. P2 cannot guess on his 12th turn, however.

10. - 11. 2x Duplicates:

- Two times, the players may agree to play a game that has already been played. This option cannot be randomed, unless there are only Duplicates left, in which case a random option from the previously played death matches will be chosen.
- A death match cannot be played more than twice (so, the three duplicate death matches must all be of different death matches).