

!!!!Sept 20th 2019, Raid Area 51 in rev 3!!!!

POT IS SUBJECT TO CHANGE

CURRENT POT IS 60 US DOLLARS

1st Place: 30 Dollars

2nd Place: 20 Dollars

3rd Place: 10 Dollars

Must be a member of the GNT Community Discord: <https://discord.gg/sEgbEgg>

All sets are played in 1v1, 2v2 is NOT allowed

After joining PM or tag The Dueling Potato #8263 and I'll add you to the bracket, this is so everyone is added under their Discord username, and makes finding opponents much easier **(also send your challenge username so you will be notified when rounds start and such)**. If you don't have a challenge account, it's super easy to make one.

PM The Dueling Potato #8263 with your set results if you win or lose so I can report them to challenge. Please inform me how many each person won I.E. 2-1, 0-2 etc...

Banned Characters: Kiba

Best of three except in Grand Finals, finals, and losers finals, which will be Best of five

All games played on netplay with F.M. 5.9 - FINAL

Link is here:

<https://www.smashladder.com/download/dolphin/11/Faster+Melee+5.9F+%28t%27s+named+Beta%29>

Must have these gecko codes activated before connecting with netplay

\$UNLOCK:

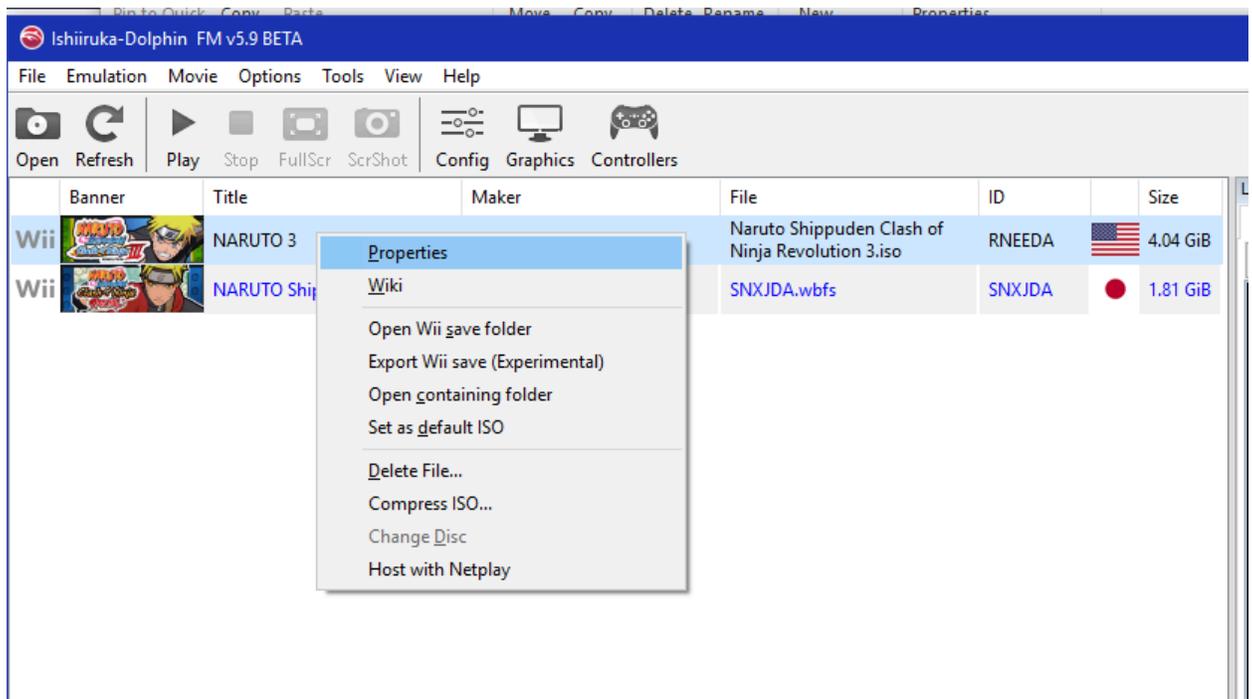
```
08395ba0 ffffffff
20040004 00000000
```

\$60 FPS:

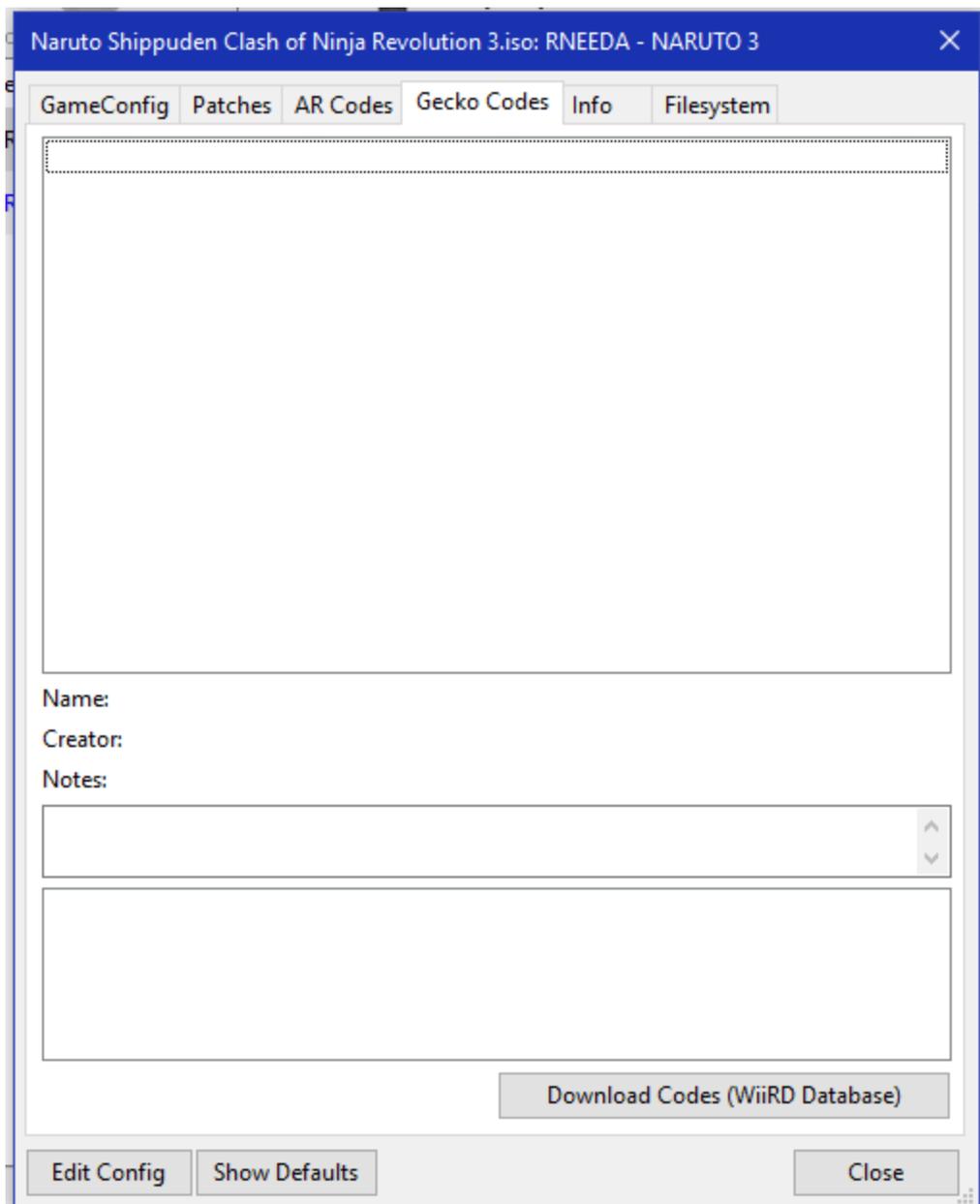
```
c21712a8 00000001
60030000 00000000
```

HOW TO GET CODES WORKING:

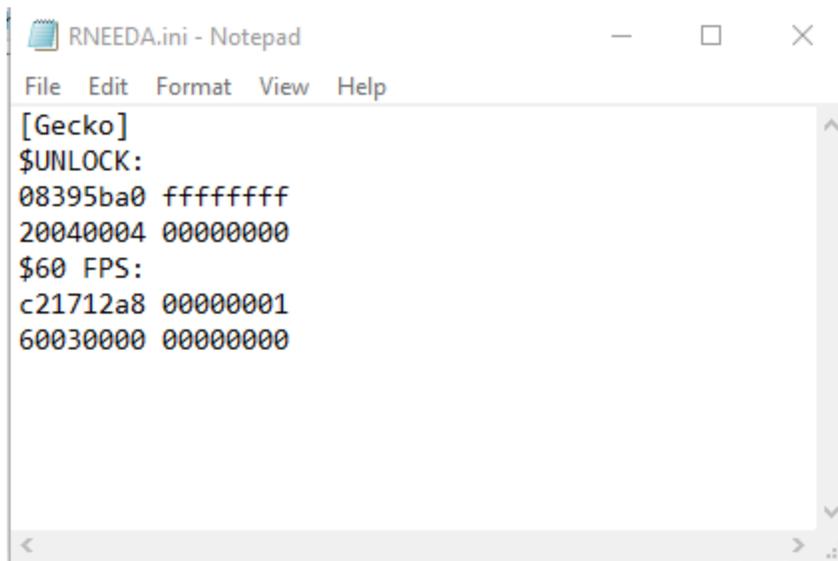
- Right click on game, then click Properties



- Select the Gecko Codes tab, then click the Edit Config in the bottom right



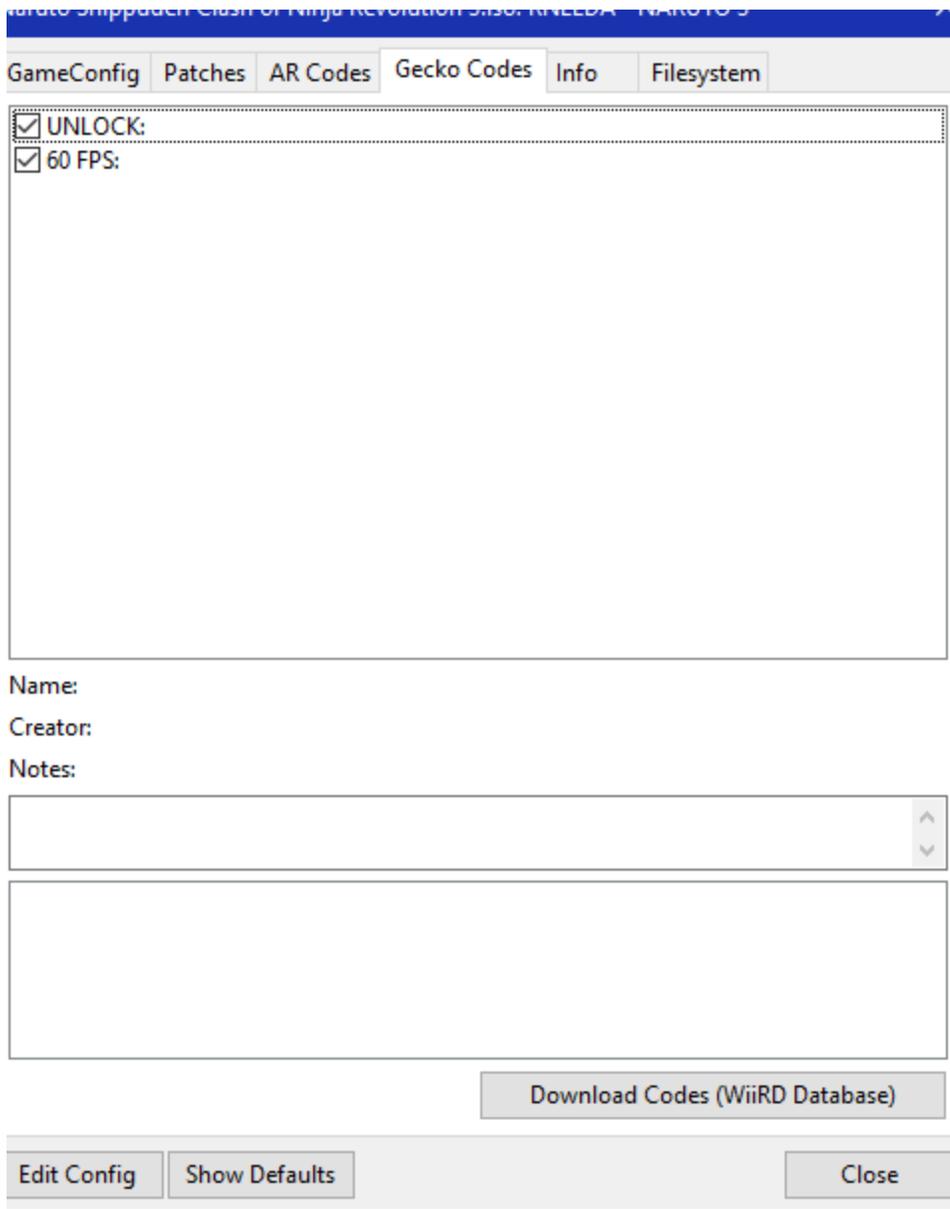
- Type [Gecko] in the first line (including the brackets) then paste the two codes from above



```
RNEEDA.ini - Notepad
File Edit Format View Help
[Gecko]
$UNLOCK:
08395ba0 ffffffff
20040004 00000000
$60 FPS:
c21712a8 00000001
60030000 00000000
```

- Use Ctrl + S to save, then close the window

- Finally, check the 2 checkboxes next to the codes

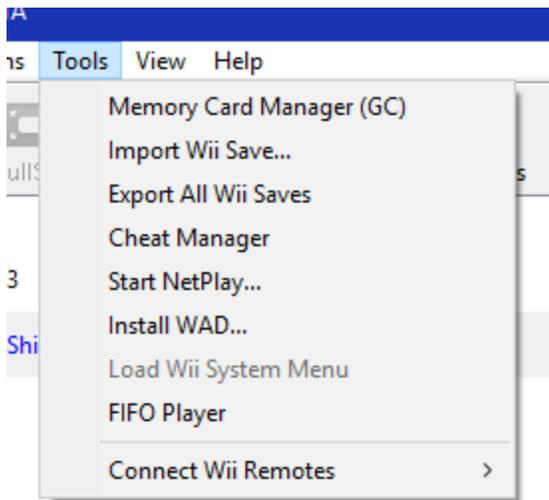


Once you get the codes in and run through steps 1 - 3 you will need to connect with netplay. The person with the better computer specs should host the netplay server

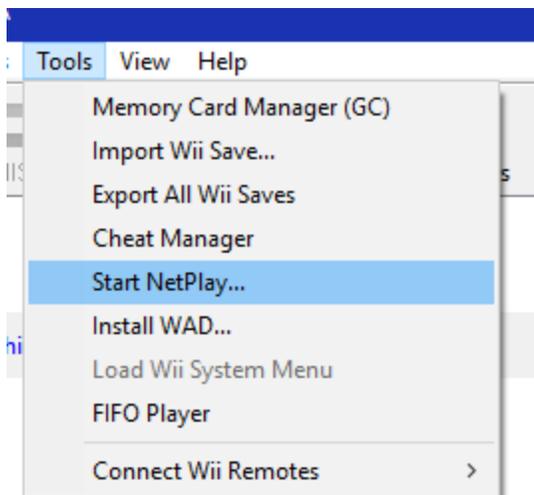
Steps for NetPlay

- Open F.M 5.9 - FINAL

- Click on Tools



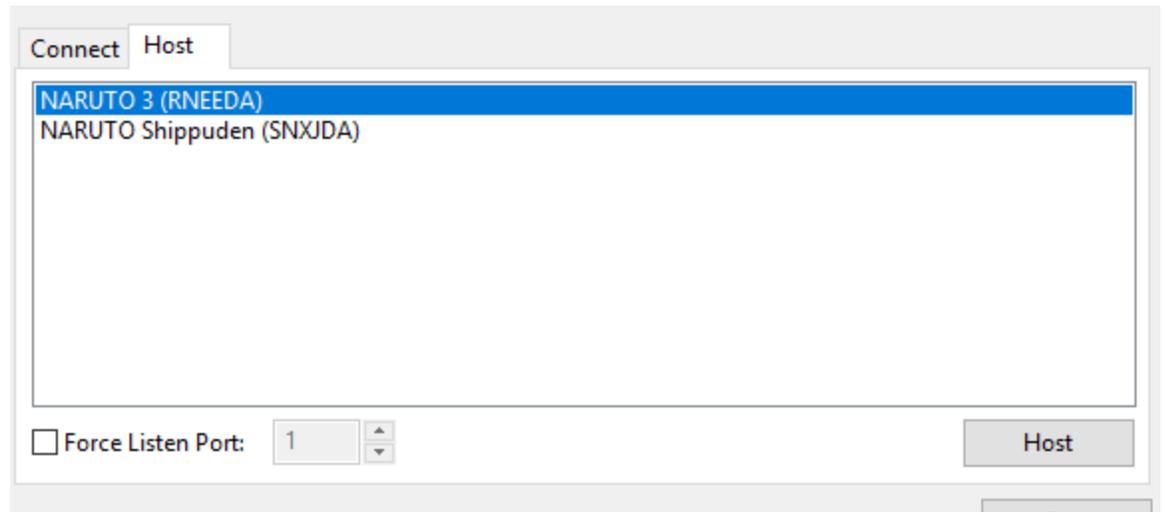
- click on Start Netplay



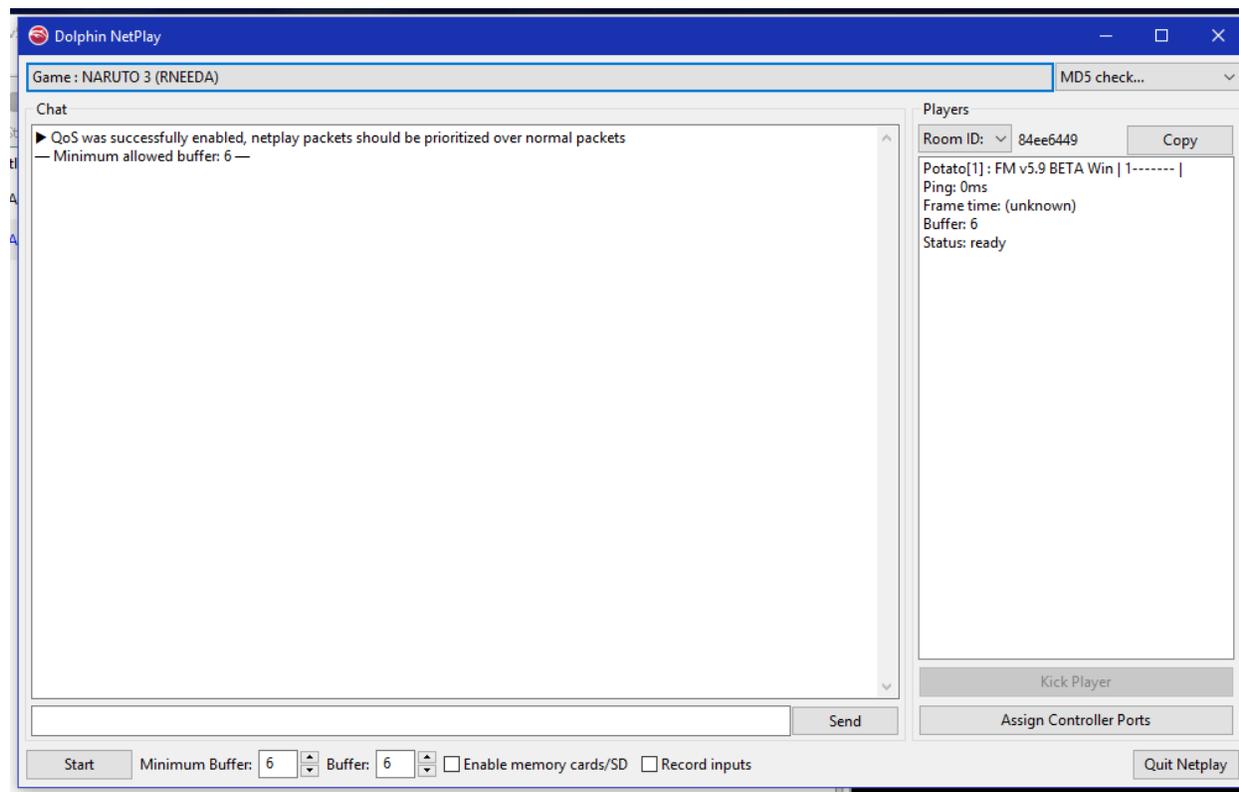
- **IF YOU ARE HOSTING**

- switch from the Connect tab to the Host tab
- Select the Naruto 3 ISO (Has the RNEEDA abbreviation)

- click Host



- After clicking host, share the Room ID in the top right

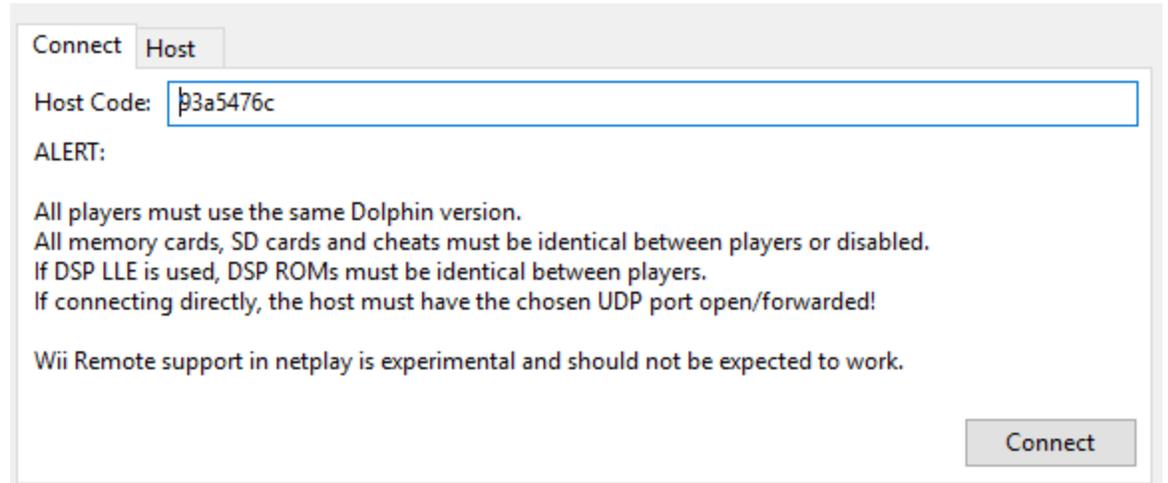


- you can change who is Player 1 by clicking Assign Controller Ports
- **Be sure to change Minimum Buffer from 6 to 16. If there is stuttering, increase minimum**

buffer until stuttering stops, audio stuttering is the best cue for this

- **IF YOU ARE CONNECTING**

- Paste Host Code to text box, then click connect



The screenshot shows a dialog box titled "Connect" with a "Host" tab selected. It contains a text input field for "Host Code" with the value "p3a5476c". Below the input field, there is an "ALERT:" section with the following text: "All players must use the same Dolphin version. All memory cards, SD cards and cheats must be identical between players or disabled. If DSP LLE is used, DSP ROMs must be identical between players. If connecting directly, the host must have the chosen UDP port open/forwarded! Wii Remote support in netplay is experimental and should not be expected to work." A "Connect" button is located in the bottom right corner of the dialog box.

SETTINGS IN GAME:

- Difficulty: 3
- Attack Power: 1
- Single or Multi Number of Rounds: 3
- Single or Multi Time Per Match: 90
- Stage Transitions: Off
- Obstacles: Off
- Latent Ninja Power: On
- Specials Navigator: On

Steps for determining play:

1. Use a random method to determine who is player A before connecting with netplay
2. Player A can choose ONE of the following
 - a. Who is Player 1
 - b. Who picks their character first
 - c. What map is played on

3. Player B gets to select the other two options, then you may connect with netplay
4. After game 1, loser can change character OR change map, cannot do both. Winner cannot change character (NOTE: to save time, loser CANNOT change between being player 1 and 2)

No Match-fixing / collusion