

J1-CON



SUPER SMASH BROS FOR WIIU TOURNAMENT RULES

- Game Version/System: US Nintendo WiiU
- Game Settings:
 - 2 Stock
 - 6 Minutes
 - Custom Moves Off
 - Items Off
 - Equipment Off
 - Handicap Off
 - Pause Off
 - Damage Ratio 1.0x
 - 2/3 Games
- Allowed Controllers:
 - Nintendo Gamecube controller
 - Wii U Pro controller (battery removed method with USB)
 - Wii Remote variation (player MUST remove battery upon completion of set or will be disqualified)
- Mii Fighters On (1-1-1-1 Default Guest Miis)
- Amiibo's are banned.

- Stages:
 - Battlefield [Dream Land 64]
 - Final Destination [Ω Midgar, Ω Suzaku Castle and Ω Wily Castle]
 - Lylat Cruise
 - Smashville
 - Town & City
- First stage is decided by (Rock Paper Scissors) best of 1. Winner may choose to either strike a stage first or select a port first. Stages are struck in a P1-P2-P2-P1 order.
- Following stages decided by winner striking 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 pick the last stage you have previously won on during the set 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.
- If a game ends with a self-destruct move, the results screen will determine the winner.
- Sudden Death with tied percentage/stock will result in a 1 stock/3 minutes playoff match.
- There will be no loading anything on to the tournament consoles.