

## **FGC Player Handbook for DreamHack Atlanta 2018 on November 16-18th**

### **General Tournament Rules**

- Registration must be completed online before Wednesday November 14th. On Site Reg will be available Friday, November 16th from 3 pm until 6 pm for any Saturday Singles events.
- In order to participate, players must purchase either a single day if your tournament is scheduled for that day, three day visitor pass or any BYOC ticket from the DreamHack website.
- To register online to compete in any of these tournaments below, please visit [www.smash.gg/dhatl18](http://www.smash.gg/dhatl18)
- You must bring your own controller for games played on all systems. Backup controllers will be provided in "as is" condition.
- Players may be seeded at the discretion of the organizers and the tournament director based on past performances locally or internationally.
- All games will be played on the default settings, unless otherwise specified, below.
- All macros available via the in-game controller configuration menu are allowed.
- Hardware programmable input entry, rapid-fire, or other hardware assisted mechanisms are banned
- Accidentally pausing the game at any time during the fight will force you to forfeit the round.
- Any player using "Random Select" to pick their character, must "Random Select" again if they win the match, provided that there is no way to pick a certain character in the random box.
- Brook Converters are allowed. Cronus Max Plus and Titan One converters are banned.
- There is a maximum of 30 seconds allowed between games in a set.
- For any other questions during the event, do not hesitate to reach out to your TO or judges.

### **Additional Tournament Rules Per Game**

#### **Blazblue: Cross Tag Battle (PS4)**

- Platform: PS4
- Default Settings (one round, 180s timer, all games are 3/5)
- Winner must keep character, but can change order.
- Loser may switch both characters and order
- Game breaking glitches/infinities are banned

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### **SoulCalibur VI Ruleset**

- Platform: PS4
- Prize Pool \$2500 to Top 8
- Format: Double Elimination
- Default Settings
- 3/5 Rounds per game 2/3 Games per Set
- 3/5 Games for Top 8
- Stage Select is Random
- No custom character creations allowed

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### **Street Fighter V Ruleset**

- Platform: PS4
- Prize Pool : \$2500 to Top 8
- Format: Double Elimination
- Game Settings: Versus Mode, 99 Seconds, 2/3 Rounds, 2/3 Games, No Handicap
- The top 8 competitors will play 3/5 Matches.
- Legacy Controller Mode is banned.
- Training Stage, Skies of Honor, Flamenco Tavern, and Kanzuki Beach stage are not tournament legal.

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### **Tekken 7 Ruleset**

- Platform: PS4

- Prize Pool : \$2500 to Top 8
  - Format: Double Elimination
  - Game Settings: 2/3 Games, 60 Seconds
  - The top 8 competitors will play 3/5 Matches.
  - Legacy Controller Mode is banned.
  - If the players do not agree on a stage within 15 seconds, the match will be random stage select.
  - There will be no customizing colors, names or items at any time before or during a tournament match. Any player that does so will be given a loss.
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## **Super Smash Bros Rulesets**

### **Best of 5 Singles Top 32 and Doubles Top 4 for Smash Melee and Smash WiiU**

#### **SUPER SMASH BROS MELEE (GameCube)**

- Singles Prize Pool of \$10,000, Doubles Prize Pool of \$1,000
  - Game Settings: 4 Stock, 8 Minute Time Limit, No Items, Pause Disabled, 2/3 Games
  - Starter stages: Yoshi's Story, Fountain of Dreams, Final Destination, Battlefield, Dream Land.
  - Counter-pick stages: Pokemon Stadium.
  - Wobbling is legal. Freezing and infinite stalling are not legal.
  - First stage is decided by banning from the Starter Stages in P1-P2-P2-P1 order.
  - Winning player is not locked into the same character for the next match, but has to pick before loser selects character.
  - Following stages decided by winner banning one stage from all stages and then loser choosing.
  - Any matches that are best of five, there are no stage bans.
  - Maximum allowed time between games is 60 seconds. Any player violating this rule will be issued a loss.
  - You may not choose a stage you have already won on unless mutually agreed to.
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## **SUPER SMASH BROS FOR WiiU**

- Singles Prize Pool of \$10,000, Doubles Prize Pool of \$1,000
- 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), and 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.
- Cloud is banned from Doubles Play

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### **Prize Pool Splits**

**Street Fighter V, Tekken 7, SoulCalibur VI \$2500 Prize pool:**

1st. \$1300  
2nd. \$600  
3rd. \$300

4th. \$150  
5th. \$50  
5th \$50  
7th \$25  
7th \$25

**BlazBlue: Cross Tag Battle \$1,000 Prize Pool**

1st. \$500  
2nd. \$300  
3rd. \$150  
4th. \$50

**Super Smash Bros. Melee and Super Smash WiiU \$10,000 Singles Prize Pool**

1st. \$4700  
2nd. \$2000  
3rd. \$1000  
4th. \$700  
5th. \$500  
5th \$500  
7th \$300  
7th \$300

**Super Smash Bros. Melee and Super Smash WiiU \$1,000 Doubles Prize Pool**

1st. \$300  
1st. \$300  
2nd. \$150  
2nd. \$150  
3rd. \$50  
3rd. \$50

**Brawlhalla World Championship Offline Rulesets and Prize Pool**

For Complete Rules on Brawlhalla Singles and Doubles tournaments, please visit:

<http://www.brawlhalla.com/offline-tournament-rules/>

<b>\$50,000 SINGLES Prize Pool</b>	<b>\$50,000 Doubles Prize Pool (Each place split between 2 players)</b>
<b>1st</b> 40% \$20,000	<b>1st</b> 50% \$25,000
<b>2nd</b> 15% \$7,500	<b>2nd</b> 14% \$7,000.00
<b>3rd</b> 10% \$5,000	<b>3rd</b> 8% \$4,000
<b>4th</b> 5% \$2,500	<b>4th</b> 5% \$3,000
<b>5th</b> 3% \$1,500	<b>5th</b> 3% \$2,000
<b>7th</b> 3% \$1,000	<b>7th</b> 3% \$1,000
<b>9th</b> 1.5%\$750	<b>9th</b> 1.5% \$750
<b>13th</b> 1%\$500	<b>13th</b> 1% \$500
<b>17th</b> 0.75%\$375	
<b>25th</b> 0.5%\$250	