

## Videogame Logistics

### General Player Rules & Guidelines

- All tournaments are \$7 per player, per game to enter, unless otherwise stated.
- Participants are strongly encouraged to pre-register for ComiCon general admission, as tournament registration time is limited to day of event.
- All tournaments will be taking place in the "Next Level Gaming" tournament play area.
- As with most videogame tournaments, please bring your own controller.
- If you do not have your own controller, there are some available to borrow at the registration & scoring desk (first come, first serve).
- In some cases, an adapter may be required to use your preferred controller on a game system.
- The cost to rent a controller or adapter is \$3. Please provide us with a Driver's License, State ID, Student ID or AAA card to hold onto during the course of use. Please reclaim your ID upon returning the rented equipment.
- Players participating in more than one event, please let the event runner know at the beginning of each round which events you are in, so we can run all events as smoothly as possible.
- Once the tournament begins, players are to remain in the tournament play area.
- If using a DS4 (PS4) controller, please be sure to de-sync it from the system when your match concludes.
- Winner of each match set (aka match pairing) advances.
- Single Elimination means loose once and you are eliminated.
- Double Elimination means loose twice and you are eliminated.
- When your match pairing is called, please report to your tournament station for play.
- Players have 60 seconds to perform a button check/in-game button check, then exit to character select to start the match.
- Failure to report to your tournament station when called will result in a count down and subsequent disqualification.
- In the case of accidental pause during match play, both players are given 1 DQ warning.
- Additional pausing during match play for the remainder of the tournament will result in disqualification.
- Please, no viewer interference during match play.
- Please, NO FOOD or DRINK in the Player Area.
- Players are encouraged to wash and/or sanitize their hands before playing.
- Please, No Foul Language.
- NO BULLYING will be tolerated.
- Per Convention Center and ComiCon Staff, no betting will be tolerated.

### Friday

#### Registration 2p-3p

#### 2:30p Mario Kart Double Dash (Doubles Tournament)

Double Elimination

150cc

Stages are Random-picked

Teams of 2 Players (per Kart) race to the finish

Highest placing team advances

70% & 30% prize pot pay-out to 1st & 2nd place teams, respectively

#### 3p CoD WWII 4v4

Double Elimination, Winners-take-all

[http://gamebattles.majorleaguegaming.com/ps4/call-of-duty-world-war-2?mlg\\_source=header](http://gamebattles.majorleaguegaming.com/ps4/call-of-duty-world-war-2?mlg_source=header)

### Saturday

#### Registration 10a-2p

#### Smash

\*\*These are all target times, because Smash\*\*

#### 11a SM4SH 4v4

Best-of-3 matches wins the match set and advances  
Double Elimination  
Losers Finals and Grand Finals are best-of-5 matches  
65% & 35% prize pot pay-out to 1st & 2nd place, respectively

#### Game Settings

Items Off  
Team Attack On  
Stocks: 2  
Time Limit: 6 minutes  
Any Stage Goes!

#### 12p Project M Doubles

Best-of-3 matches wins the match set and advances  
Double Elimination  
Losers Finals and Grand Finals are best-of-5 matches  
65% & 35% prize pot pay-out to 1st & 2nd place, respectively

#### Game Settings

Items Off  
Team Attack On  
Stocks: 4  
Time Limit: 8 minutes

#### Stage List

##### Starter Stages

Battlefield  
Delfino's Secret  
Pokemon Stadium 2  
Smashville  
Green Hill Zone

##### Counter-Pick Stages

Final Destination  
Dreamland (64)  
Fountain of Dreams  
Wario Land

#### 12p Super Smash Bros. Melee Doubles

Best-of-3 matches wins the match set and advances  
Double Elimination  
Losers Finals and Grand Finals are best-of-5 matches  
65% & 35% prize pot pay-out to 1st & 2nd place, respectively

#### Game Settings

Items Off  
Team Attack On  
Stocks: 4  
Time Limit: 8 minutes

#### Stage List

##### Starter Stages

Yoshi's Story  
Battlefield  
Final Destination  
Dream Land  
Pokémon Stadium

##### Counterpick Stages

Pokémon Stadium  
Kongo Jungle 64

#### 1p Smash 4 Doubles

Best-of-3 matches wins the match set and advances

Double Elimination  
Losers Finals and Grand Finals are best-of-5 matches  
65% & 35% prize pot pay-out to 1st & 2nd place, respectively

Game Settings

Items Off  
Team Attack On  
Stocks: 3  
Time Limit: 8 minutes

Stage List

Starter Stages  
Battlefield  
Final Destination  
Smashville

Counterpick Stages

Castle Siege  
Delfino Plaza  
Duck Hunt  
Halberd  
Kongo Jungle 64  
Lylat Cruise  
Town & City  
Omega Stages\*

\* Treated as Final Destination in banning phase. If Final Destination is banned, Omega Stages are banned and vice versa

2:00p Project M Singles

Best-of-3 matches wins the match set and advances  
Double Elimination  
Losers Finals and Grand Finals are best-of-5 matches  
65% & 35% prize pot pay-out to 1st & 2nd place, respectively

Game Settings

Items Off  
Stocks: 4  
Time Limit: 8 minutes

Stage List

Starter Stages  
Battlefield  
Delfino's Secret  
Pokemon Stadium 2  
Smashville  
Green Hill Zone

Counter-Pick Stages

Final Destination  
Dreamland (64)  
Fountain of Dreams  
Wario Land

3:00p Smash 4 Singles

Best-of-3 matches wins the match set and advances  
Double Elimination  
Losers Finals and Grand Finals are best-of-5 matches  
65% & 35% prize pot pay-out to 1st & 2nd place, respectively

Game Settings

Items Off  
Stocks: 2  
Time Limit: 6 minutes

Stage List

Starter Stages  
Battlefield

Final Destination  
Smashville  
Counterpick Stages  
Castle Siege  
Delfino Plaza  
Duck Hunt  
Halberd  
Lylat Cruise  
Town & City  
Omega Stages\*

\* Treated as Final Destination in banning phase. If Final Destination is banned, Omega Stages are banned and vice versa

#### 4p Super Smash Bros. Melee Singles

Best-of-3 matches wins the match set and advances  
Double Elimination  
Losers Finals and Grand Finals are best-of-5 matches  
65% & 35% prize pot pay-out to 1st & 2nd place, respectively

#### Game Settings

Items Off  
Stocks: 4  
Time Limit: 8 minutes

#### Stage List

Starter Stages  
Yoshi's Story  
Fountain of Dreams  
Battlefield  
Final Destination  
Dream Land  
Counterpick Stage  
Pokémon Stadium

#### Fighting Games

##### 12:30p UMvC3

Best-of-3 matches wins the match set and advances  
Double Elimination  
Losers Finals and Grand Finals are best-of-5 matches  
70% & 30% prize pot pay-out to 1st & 2nd place, respectively

##### 1:30p Injustice 2

Best-of-5 matches wins the match set and advances  
Double Elimination  
70% & 30% prize pot pay-out to 1st & 2nd place, respectively

##### 2:30p Street Fighter V: Arcade Edition

Best-of-3 matches wins the match set and advances  
Double Elimination  
Losers Finals and Grand Finals are best-of-5 matches  
70% & 30% prize pot pay-out to 1st & 2nd place, respectively

##### 3:30p Dragon Ball Fighter Z

Best-of-3 matches wins the match set and advances  
Double Elimination  
Losers Finals and Grand Finals are best-of-5 matches  
70% & 30% prize pot pay-out to 1st & 2nd place, respectively

Sunday

### 10a Mario Party "Shuffle"

Controllers supplied for this event.

Round 1 - Mario Party 5 (10a-1p): 3-4 players per station; participants play a match until a winner is declared. The top 1-2 player(s) advance(s) and/or additional matches may be played depending on total number of participants.

Round 2 - Mario Party 3 (1p-2:30p): 3-4 players per station; participants play a match until a winner is declared. The top 1-2 player(s) advance(s) and/or additional matches will be played until 4 players remain.

Final Round - Mario Party 2 (2:30p): 4 remaining participants play until a winner is declared. Winner Takes the Pot!

### 10a Retro Arcade Pentathlon - THIS EVENT IS FREE TO ALL COMICON PATRONS

Controllers supplied for this event.

Play 5 Classic Arcade Games: Pac-Man, Donkey Kong, Galaga, Joust & Dig Dug

Players have until 2p to record scores

Participants must play all 5 games to earn a valid "Pentathlon Ranking"

Highest Cumulative Ranking-Score Wins! (Inverted Standings used)

Any tie will be settled by a single head-to-head match of Centipede

One Winner-Take-All Prize