

# DEAD STATE PAVILION – 2017 SHUTO CON TOURNAMENT SCHEDULE

\*All tournament entry is \$5 per participant unless otherwise noted.\*

\*Tournament Pot split (1st Place 60%) (2nd Place 30%) (3rd Place 10%)\*

\*Additional prizes TBA\*

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## FRIDAY

King of Fighters 14 (PS4) - 6:00 PM  
Soul Calibur 5 (PS3) - 6:00 PM  
Smash WiiU (Singles - High Roller \*\$20\* entry) - 7:00 PM  
Street Fighter 3: 3rd Strike (PS3) - 8:00 PM  
Tekken Tag Tournament 2 (PS3) - 8:00 PM  
Overwatch (PS4 - 3v3) - 7:00 PM

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## SATURDAY

Killer Instinct (XB1) - 12:00 PM  
Skullgirls 2nd Encore (PS4) - 12:00 PM  
Smash Wiiu (Doubles) - 12:00 PM  
League of Legends (\$5 per team member entry fee - \*total \$25\*) - 12:00 PM  
Melly Blood (PC) - 1:30 PM  
Mortal Kombat X (XB1) - 2:00 PM  
Persona 4 Arena Ultimax (PS3) - 4:00 PM  
Ultimate Marvel vs Capcom 3 (PS4) - 5:00 PM  
For Honor (1v1) (XB1) - 5:00 PM  
Under Night Inbirth EX Late (PS3) - 5:30 PM  
Smash WiiU (Singles) - 5:30 PM  
Blazblue: Central Fiction (PS4) - 7:00 PM  
Street Fighter V (PS4) - 7:30 PM  
Guilty Gear Xrd Revelator (PS4) - 9:00 PM

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## SUNDAY

Nidhogg (Free entry - 16 entry cap - PS4) - 12:00 PM  
Windjammers (Free entry - 16 cap - TBD PS4 release date?) - 12:00 PM  
Catherine (Free entry - 16 cap - PS3) - 12:00 PM  
Overwatch (6v6 - \$5 per team member, \*\$30 total\* - PS4) - 12:00 PM

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## TOURNAMENT RULES:

League of Legends (5v5) - PC  
\$5 per team member - \$25 total  
Single Elimination - Prelims, Semis  
2/3 Grand Finals  
Summoner's Rift  
All members must have appropriate number of champions to play draft pick.  
Rock-Paper- Scissors for Top/Bottom  
Grand Finals RPS Top/Bottom, loser picks after.  
Teams are allowed up to two (2) stand-ins.

Teams are allowed one (1) coach.

Teams are not allowed to draft in a stand-in or coach from opposing teams, even if that team has been defeated.

Teams must have full membership to sign up / pay.

There must be a team captain with a cell phone in order to contact the team.

Eight (8) team cap.

Tournament Organizer / Tournament Registration is not responsible for forming teams.

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King of Fighters 14 (PS4)

\$5 Entry

Double Elimination

Default Settings

3/5 rounds per game

2/3 games per set

3/5 games for losers & winners finals

3/5 games for Grand Finals

Winner must keep characters but may change order

Loser may switch characters and/or order

Random stage select

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Soul Calibur 5 (PS3)

\$5 Entry

Double Elimination

60 second time limit in all sets

100% health and soul gauge

2/3 rounds per game

3/5 games per set

3/5 games for losers & winners finals

3/5 games for Grand Finals

Winner must keep their character

Loser may switch

Players may request double blind character selection for the first match of a set. In this case, both players tell their choice to the tournament organizer. Each player is then locked into using that character for the first match of a set; no matter what character the opponent has chosen.

Create-a-Soul characters banned.

Random stage select

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Street Fighter 3: 3rd Strike (PS3)

\$5 Entry

Double Elimination

Default Settings

2/3 rounds per game

2/3 games per set

3/5 games for losers & winners finals

3/5 games for Grand Finals

Training stage used by request

Winner must keep their character

Loser may switch

Gill character is not allowed in tournament play

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Tekken Tag Tournament 2 (PS3)

\$10 Entry

Double Elimination

Default settings

3/5 rounds per game

2/3 games per set

3/5 games for losers & winners finals  
3/5 games for Grand Finals  
Stage select is random  
No customizing colors, names, or items  
Winner must keep team, may change order  
Loser may switch team & order

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Smash WiiU (High Roller Singles)

\$20 Entry  
2 stock  
6 minute timer

Stages:

STARTERS

- Final Destination
- Battlefield
- Town and City
- Smashville
- Lylat Cruise

COUNTERPICKS

- Duck Hunt
- Dreamland
- (If Final Destination is chosen, either player may request to play on Omega Paulatena's Temple)

Other Rules

- Strikes will be in 1-2-1 order.
- Winner bans 1 stage, loser chooses stage, winner chooses character, and loser chooses character in that order
- No bans in a best of 5.
- Custom moves are not allowed
- Equipment is banned
- All characters are legal (Mii's can be any setting but must be default and the tag must reflect the setting such as '1232')
- No items
- Dave's Stupid Rule applies
- In the case of sudden death, the player with more stock or lower percentage if the stock is equal wins. Playing out sudden death will not matter.
- Best of 3 for all sets, except for Winners, Losers, and Grand Finals which are best of 5.
- The game will continue to play in the event of lag provided that the game continues.

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Killer Instinct (XB1)

\$5 Entry  
Double Elimination  
Default Settings  
2/3 rounds per game  
3/5 games per set  
3/5 games for losers & winners finals  
3/5 games for Grand Finals  
Jago's stage used by request  
Winner must keep his character  
Loser may switch

No accessories. Modifying characters with accessories will give you a game loss.

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Skullgirls 2nd Encore (PS4)

\$5 Entry

Double Elimination

Default Settings

$\frac{2}{3}$  rounds per game

$\frac{3}{5}$  games per set

$\frac{3}{5}$  games for losers & winners finals

$\frac{3}{5}$  games for Grand Finals

Winner must keep his character/team and assists

Loser may switch

Random stage select (players may opt for an agreed stage)

Legacy controllers allowed for SG

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Smash WiiU (Doubles)

\$5 Entry per team member - \$10 total

3 stock

8 minute timer

Stages:

STARTERS

- Final Destination
- Battlefield
- Town and City
- Smashville
- Lylat Cruise

COUNTERPICKS

- Duck Hunt
- Dreamland
- (If Final Destination is chosen, either player may request to play on Omega Paulatena's Temple)

Other Rules

- Strikes will be in 1-2-1 order.
- Winner bans 1 stage, loser chooses stage, winner chooses character, and loser chooses character in that order
- No bans in a best of 5.
- Custom moves are not allowed
- Equipment is banned
- All characters are legal (Miis can be any setting but must be default and the tag must reflect the setting such as '1232')
- No items
- Dave's Stupid Rule applies
- In the case of sudden death, the player with more stock or lower percentage if the stock is equal wins. Playing out sudden death will not matter.
- Best of 3 for all sets, except for Winners, Losers, and Grand Finals which are best of 5.
- The game will continue to play in the event of lag provided that the game continues.

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League of Legends (PC) (5v5)

\$5 Entry per team member (Total \$25 per team - 8 team cap)

All entries must acknowledge tournament length (12pm - 10pm)

Full team required for registration  
Full entry fee required for registration  
Staff will not form your team for you  
Prelims, Quarter Finals, Semi Finals, and or Finals all Single Elimination  
Grand Finals - Best  $\frac{2}{3}$   
Initial Coin flip for Top / Bottom  
Summoner's Rift  
Draft Pick (\*note: entrants must have appropriate amount of champions)  
Teams are allowed one coach.  
Teams are allowed 2 substitutes.

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Overwatch (PS4) (3v3)  
\$5 Entry per team member (Total \$15 per team - 16 team cap)  
Rule Set  
Competitive  
Double Elimination  
Control Game Mode Format: Best of 3  
Hero Selection limit: 1 per team  
Role Selection Limit: NONE  
Allow Hero Switching: ON  
Respawn as Random Hero: OFF  
Health Modifier: 100%  
Damage Modifier: 100%  
Healing Modifying: 100%  
Ultimate Charge Rate Modifier: 100%  
Repawn Time Modifier: 100%  
Ability Cooldown Modifier: 100%  
Disable Skins: off  
Disable Health Bars: off  
Disable Killcam: off  
Disable Killfeed: ON  
Headshots only: off

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Melty Blood Actress Again Current Code  
\$5 Entry  
Double Elimination  
Default settings  
 $\frac{2}{3}$  Rounds per Game  
 $\frac{2}{3}$  Games per Set  
 $\frac{3}{5}$  Games for Losers & Winners Finals  
 $\frac{3}{5}$  Games for Grand Finals  
Winner must keep character  
Loser may switch  
Random stage select (players may agree on a stage instead)

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Mortal Kombat X  
\$5 Entry  
Double Elimination  
Default Settings  
 $\frac{2}{3}$  rounds per game  
 $\frac{3}{5}$  games per set  
Winner must keep same character and variation  
Random stage select (players may opt for an agreed stage)  
If Sky Temple is selected either player may request a new random stage. If this request is not made before the game starts then the game will be contested normally.  
Scorpion's Infrared costumed is banned.

Legacy controllers are not allowed for this tournament.

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Persona 4 Arena Ultimax

\$5 Entry

Double Elimination

Default settings

$\frac{2}{3}$  Rounds per Game

$\frac{2}{3}$  Games per Set

$\frac{3}{5}$  Games for Losers & Winners Finals

$\frac{3}{5}$  Games for Grand Finals

Winner must keep character

Loser may switch

Random stage select (players may opt for an agreed stage)

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Ultimate Marvel vs Capcom 3

\$5 Entry

Double Elimination

Default settings

$\frac{3}{5}$  Games for all Sets

Winner must keep same team and assists

Loser may switch team and assists

Random stage select or Players may agree to compete on Bonne Wonderland stage.

Galactus is banned.

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For Honor (1v1) (XB1)

\$5 Entry

Double Elimination

Default settings

Best out of 3

$\frac{3}{5}$  for Losers & Winners Finals

Must keep hero through full match.

No Gear

All heroes are legal to play.

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Under Night Inbirth EX Late

\$5 Entry

Double Elimination

Default settings

$\frac{2}{3}$  Rounds per Game

$\frac{2}{3}$  Games per Set

$\frac{3}{5}$  Games for Losers & Winners Finals

$\frac{3}{5}$  Games for Grand Finals

Winner must keep character

Loser may switch

Random stage select (players may opt for an agreed stage)

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Smash WiiU (Singles)

2 stock

6 minute timer

Stages:

STARTERS

- Final Destination

- Battlefield

- Town and City

- Smashville
- Lylat Cruise

#### COUNTERPICKS

- Duck Hunt
- Dreamland
- (If Final Destination is chosen, either player may request to play on Omega Paulatena's Temple)

#### Other Rules

- Strikes will be in 1-2-1 order.
- Winner bans 1 stage, loser chooses stage, winner chooses character, and loser chooses character in that order
- No bans in a best of 5.
- Custom moves are not allowed
- Equipment is banned
- All characters are legal (Miis can be any setting but must be default and the tag must reflect the setting such as '1232')
- No items
- Dave's Stupid Rule applies
- In the case of sudden death, the player with more stock or lower percentage if the stock is equal wins. Playing out sudden death will not matter.
- Best of 3 for all sets, except for Winners, Losers, and Grand Finals which are best of 5.
- The game will continue to play in the event of lag provided that the game continues.

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#### Blazblue: Central Fiction

\$5 Entry  
 Double Elimination  
 $\frac{2}{3}$  Rounds per Game  
 $\frac{2}{3}$  Games per Set  
 $\frac{3}{5}$  Games for Losers & Winners Finals  
 $\frac{3}{5}$  Games for Grand Finals  
 Winner must keep character  
 Loser may switch  
 Random stage select (players may opt for an agreed stage)

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#### Street Fighter V

\$5 Entry  
 Double Elimination  
 Default settings  
 $\frac{2}{3}$  Rounds per Game  
 $\frac{2}{3}$  Games per Set  
 $\frac{3}{5}$  Games for Losers & Winners Finals  
 $\frac{3}{5}$  Games for Grand Finals  
 Winner must keep character  
 Loser may switch  
 Random stage select (players may opt for an agreed stage)  
 The Kanzuki Beach and Skies of Honor stages are banned from play. If either stage is randomly selected repeat random stage selection process until a tournament legal stage appears.  
 Legacy controllers are no allowed for this tournament.

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#### Guilty Gear Xrd Revelator

\$5 Entry

Double Elimination  
Default settings  
 $\frac{2}{3}$  Rounds per Game  
 $\frac{2}{3}$  Games per Set  
 $\frac{3}{5}$  Games for Losers & Winners Finals  
 $\frac{3}{5}$  Games for Grand Finals  
Winner must keep character  
Loser may switch

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Nidhogg (Free)  
Double Elimination  
10 minute timer  
Best  $\frac{2}{3}$   
 $\frac{3}{5}$  for Winners, Losers, and Grand Finals  
First map is Castle  
Loser picks next map

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Windjammers (Free)  
Double Elimination  
Default Settings  
 $\frac{2}{3}$  Rounds per Game  
 $\frac{2}{3}$  Games per Set  
 $\frac{3}{5}$  Games for Losers & Winners Finals  
 $\frac{3}{5}$  Games for Grand Finals  
Winner must keep character  
Loser may switch  
First stage select is chosen by Rock, Paper, Scissors.  
Loser chooses next stage.

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Catherine (Free)  
 $\frac{2}{3}$  Rounds per Game  
 $\frac{2}{3}$  Games per Set  
 $\frac{3}{5}$  Games for Losers & Winners finals  
 $\frac{3}{5}$  Games for Grand Finals  
Player will play rock-paper-scissors to decide who plays blue sheep.  
The following stages are legal: The Cathedral - Clock Tower - Quadrangle - Spiral Corridor - Torture Chamber - Underground Cemetery - The Empireo, Inquisition and Prison of Despair are all banned for various reasons  
Players can always "gentleman's agreement" to these stages if they wish.  
The first stage is decided by a strikes/bans system.  
Players take turns striking stages starting with the orange sheep until 2 stages remain.  
At this point, it will be orange sheep's turn to ban, this player then chooses a stage  
- From game 2 onward, the loser of the previous game will choose the stage.  
Players may not choose a stage that they have previously won on in that set. This is commonly known as "Dave's Stupid Rule" in the Smash community.  
If a player pauses at any point during a round, they will lose the round.

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