

[Detailed Information] Umebura ~ Tokaigi GP 'Super Smash Bros. for Nintendo Wii U' niconico Championship East Japan Qualifiers ~

It was decided that the qualifiers for the "Tokaigi GP 'Super Smash Bros. for Nintendo Wii U' niconico Championship" will be held by Umebura!

Event Date: Sunday, November 29, 2015

Venue: Ota-ku Sangyo Plaza PIO Convention Hall

Participation fee: Free

Capacity: 320 people (Excluding visitors)

General participation application period: 1:00 PM on November 1 – 12:00 AM on November 14 (Lottery)

Application period for those bringing a Wii U: 1:00 PM on November 1 – 12:00 AM on November 14 (Order of Arrival)

Visitor application period: (Capacity undecided) 1:00 PM on November 1 – 12:00 AM on November 22 (Lottery)

A lottery system will be used if the number of applications for general participation and visitors exceeds the capacity.

* The top 32 seeded players will be prioritized for applicants.

* A portion of staff will also be prioritized.

Lottery results will be published on November 15 for general participation.

Those bringing a Wii U will be prioritized.

- The participation application form will be published in the upcoming days.

- Only those with all hidden fighters (including DLC characters) and all stages (excluding DLC stages) unlocked may apply to bring a Wii U.

- Those who place in the Top 3 in this tournament will be invited to compete in the "Tokaigi GP 'Super Smash Bros. for Nintendo Wii U' niconico Championship" to be held on January 31, 2016.

- Those who place in the Top 3 in this tournament will be unable to compete in the "Sumabato ~ Tokaigi GP 'Super Smash Bros. for Nintendo Wii U' niconico Championship West Japan Qualifiers" to be held on December 26. (Applications that have already been submitted will be canceled.)

Please wait for information from the Tokaigi Official homepage regarding the stream.

[Tournament Rules]

*Rules that have been changed from previous Umebura tournaments are listed in red.

No Items 1VS1 Tournament

1VS1 round robin qualifiers with no items before the tournament in accordance with the application number.

-Rule Details-

- ① 2 stock
- ② 6 min. time limit
- ③ Best of Three (Preliminary Round 1 is single BO1)
- ④ Double-elimination tournament (round-robin qualifiers)
- ⑤ No items
- ⑥ Button config. OK
- ⑦ No custom characters or Mii characters
- ⑧ No pause
- ⑨ Only Gamecube controllers can be used

-Stages-

■ Starter (selectable in all matches) *Refer to the match flow for selection method

- Final Destination
- Battlefield
- Smashville

■ Counter stages (loser's choice for second match and on)

- Town & City
- Omega version of all stages

*However, the Omega version of all DL stages is prohibited.

Suzaku Castle will be selectable as an exception due to being sold together as a set with Ryu.

-----Match Flow-----

■ For first match (including qualifiers, BO1 matches)

- ① Winner to rock-paper-scissors chooses either stage selection or port selection.
- ② Port selection side chooses port.
- ③ Each player chooses a character. (Secret order shall be used if characters cannot decide)
*Secret order means that both players tell a third-party their character selection so as to hide their choice from their opponent.
- ④ The player with the port selection right strikes a stage from the starter stages.
- ⑤ The player with the stage selection right chooses a stage from the remaining 2 stages.

■ Second match and beyond

- ① The loser can choose port selection.
- ② **The loser selects a stage from starter stages and counter stages.**
- ③ The winner selects a character.
- ④ The loser selects a character.
- ⑤ Repeat steps 1-4 until a winner is determined.

-If the match goes to Sudden Death due to timeout or simultaneous K.O.-

The following order will be prioritized for a sudden death match.

- ① Remaining stocks
- ② % at the time Sudden Death was determined (make sure to save the replay to be checked if players don't remember)
- ③ Damage done (can be checked on results screen)
- ④ If Items 1-3 are all the same, the result shall be determined by a single-stock match on the same stage.

-----Responses for Stopped Game Progress -----

■ If a match is paused due to the start button

The player who pressed the pause button will lose that round.

Ensure that the Pause Function is set to Off in the rules prior to the start of the match.

■ If a match is stopped due to a player pressing the Home button or power button

The player who pressed the button shall lose the round.

■ If a match is stopped due to a third-party pressing the Home button or power button

The match shall be resumed after a discussion by both players.

If both players cannot come to a decision, please call a staff member.

Please notify staff of the winner promptly after a match is completed.

In order to smoothly progress through the tournament, please make sure to take bathroom breaks in between matches as much as possible.