

# THE DUELMASTERS FACE-TO-FACE GRAND TOURNAMENT XLV

Reality Simulations is proud to host The Duelmasters Face-to-Face Grand Tournament XLV on July 9-11, 2010 (Friday through Sunday) at the Courtyard Orlando International Drive in Orlando, Florida (800-321-2211). This tournament will be a Face-to-Face tournament only. To participate, you must attend in person or by proxy. You can have a friend who is attending fight your warriors by filling out the proxy section on the back of the attached strategy sheet. The cost is \$7.00 per pre-registered warrior, \$8.50 per warrior at the door. We encourage all managers to pre-register, but you may register at the convention. To pre-register, copy the enclosed Face-to-Face strategy sheet and fill it out for each of the warriors you want to pre-register. We need to receive them at our offices by Wednesday, July 7th. We will accept late registration from 12:00 noon to 9:00 p.m. on Friday, July 9th at the hotel. All managers must check in by Saturday at 8:00 a.m.

The tourney will consist of eleven classes as follows:

## TOURNAMENT CLASSES

The Primus Tournament	-- All Primus inducted warriors (as of the May 2010 ADM Freeze)
The Contenders Tournament	-- All Primus contenders (as of the May 2010 ADM Freeze)
The Eligibles Tournament	-- All Primus qualified warriors (as of the May 2010 ADM Freeze)
The ADM Tournament	-- All other ADM warriors (as of the May 2010 ADM Freeze)
The Freshmen Tournament	-- All new ADM warriors and ADM Freshmen (as of the May 2010 ADM Freeze)
The Challengers Tournament	-- DM warriors with 31+ fights as of the Tournament
The Champions Tournament	-- DM warriors with 21+ fights as of the Tournament
The Adepts Tournament	-- DM warriors with 11-20 fights as of the Tournament
The Initiates Tournament	-- DM warriors with 5-10 fights as of the Tournament
The Apprentices Tournament	-- DM warriors with 1-4 fights as of the Tournament
The Rookies Tournament	-- DM warriors with 0 fights as of the Tournament (July 9, 2010)

All warriors who have been recently invited to ADM and have fought (or not fought) their last fight in their regular arena before the tournament (due dates on or before Thursday, July 8th), and warriors who were classified as Freshmen as of the May 2010 ADM freeze, will fight in the Freshmen tournament. All ADM warriors who are not Freshman and not Primus qualified, contenders, or inducted will fight in the ADM tourney. Please note that all regular games due on Thursday will process before the tournament, while games due on Friday and Saturday will run after. A warrior's number of fights is calculated by adding his regular arena bouts and roughly half of his previous tournament fights. A warrior's fight total is determined by his record and statistics as of the day of the tournament; the freeze date for ADM warriors was May 31st at 11:15am.

There will be ten rounds of combat. For all but the Primus and Contenders tourneys, we will use a triple elimination system. A warrior's third loss will drop him from the tournament. On the average, each warrior will fight six fights with a minimum of three fights for each warrior (excepting death). In the Primus and Contenders tourneys, warriors will not be eliminated until after Round 5; at that point and thereafter, warriors with three losses will be eliminated. (Thus, after Round 5, warriors with 0-5, 1-4, and 2-3 records will be eliminated; after Round 6, warriors with a 3-3 record will be eliminated, and so on.) All tournaments will continue until only one warrior remains uneliminated! After Round 10, all warriors who are uneliminated will continue to the matchoffs. (If you can, please make your travel arrangements accordingly, as it does take some time to process the final rounds!) Pairings in the tournaments are random. On the first round of the tournament, pairings will not be announced. On all subsequent turns, you will be told whom your warrior will fight before your strategies are due, thus allowing you to change your warrior's strategy to best suit your next opponent.

Learning, experience, and the likelihood of dying are all at half of their normal rates. (Only so much can be learned in such a short time, fighting with blunted weapons.) The record and popularity of your warriors in the tournament do not count towards their record in regular arena play. Those fighters who remain uneliminated after Round 10 are declared Tournament Victors and may write "TV" next to one of their challenges each turn in regular arena play to receive increased priority on their challenge (all Primus and Contenders warriors who win eight or more fights will be declared Tournament Victors). The warrior with the best overall record at the end of each tournament will be declared Tournament Champion and will fight for free in regular arena play. Tournament Victor and Champion status are great honors that last for six months or until the next Face-to-Face tourney. The manager of each Tournament Champion will receive an exciting prize: Ten potions, each of which will increase a warrior's base fighting skill by one in any skill area! (This increase may not be used to increase a warrior's skill level beyond that which he

would have been able to be naturally in his present arena.) Remember, you must use all prizes within six months of the tourney when they were earned.

We plan to hold Bloodgames at the same time. One arena will be Mail-in style (DM 99: managers submit one strategy per warrior, no strategy changes or challenges for the ten turns) and one will be Face-to-Face style (DM 98: managers may submit bloodfeuds and strategy changes each turn). Teams will be ten warriors, all DYOs, one of each style. The three Bloodgames Champions of each arena must be different styles. More information will be available at check-in or you can contact Customer Service. You may submit your teams ahead of time if you wish. To rollup a team costs \$10; the Bloodgames are \$49 for the entire tournament (ten rounds).

After all rounds have processed on Sunday, we will run grudge matches. In a grudge match, a warrior may fight another warrior in his class (a Rookie may only fight a Rookie, a Champion may only fight a Champion). Each warrior may fight only one grudge match; each manager may initiate only one grudge match. Only managers present at the tournament may initiate grudge matches. Warriors may fight another on the same team, provided they are in the same class. Life, death, and trains are permanent. We won't know whether we will have time for grudge matches until Sunday around 3pm, so please be patient.

If you're flying, you'll want to fly into the Orlando International Airport (MCO). The hotel is located at 8600 Austrian Court, Orlando, 32819. Room rates are \$112.00 per night, single/double occupancy. There is no free shuttle from the airport, unfortunately, but there is free parking for all hotel guests. There is a free high-speed wireless internet in all guestrooms. The hotel has an pool, jacuzzi, and fitness center. The hotel is located near Universal Studios and Sea World, not too far from the Disney Parks, and is next to the Convention Center. There's a Starbucks, a restaurant, and a little Market where you can get snacks and sandwiches all day and night. There are tons of restaurants nearby on I-Drive. The rooms are blocked--ask for the "Reality Simulations" room block. Call them for reservations at 800-321-2211; tell them you're with Reality Simulations. We cannot guarantee that space will be available after June 15, so please get your reservations in soon.

<b>Face-to-Face Schedule</b>		
Friday	12:00 noon to 9:00 pm 9:00 p.m. 12:00 noon to ???	Late registration and manager check-in All Turn 1 strategy sheets are due! Mingling, gaming, and/or carousing, according to your taste
Saturday	8:00 am 8:00 am 9:00 am 9:01 am to Midnight Midnight-ish	All managers must have checked in Turn 1 is finished, printed, and returned Turn 2 is due Turns 2 through 7? are run, printed, and returned Turn 8 is due
Sunday	9:00 am to 2:30 p.m. 6:00 p.m.	Turns 8 through 10 are run, printed, and returned Turn 10, all runoffs, and any grudge matches are finished

We'll be in a large meeting room, so there will be lots of convention space for tournament participants. There will be plenty of time in between turns for the participants to meet each other, game, and discuss Duelmasters. The intensity of the Face-to-Face and the satisfaction of seeing your most hated enemy squirming in the flesh just can't be beat. If it is at all possible for you to do so, we invite you to come on down and settle in for a weekend of serious gaming competition. Meet your Duelmasters counterparts, the masters, the newcomers, and of course, the insidious fiends at RSI! We hope to see you there.

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### **Face-to-Face Strategy Sheet Request Form**

Your Name \_\_\_\_\_ Acct# \_\_\_\_\_ Send me \_\_\_\_\_ Strategy Sheets!

We will not accept phoned-in strategy sheets for the tournament, although you may fax them to us. The registration fee for each warrior is \$7.00, with a \$1.50 fee for late registration. We will bill your account shortly after we process the tournament. If your account does not have sufficient funds, we may not process your warriors.