

# THE DUELMASTERS FACE-TO-FACE GRAND TOURNAMENT LII

Reality Simulations is proud to host The Duelmasters Face-to-Face Grand Tournament LII on January 17-19, 2014 (Friday through Sunday) at the Embassy Suites in Tempe, Arizona. 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 preregistered warrior, \$8.50 per warrior at the door. We encourage all managers to preregister, but you may register at the convention. To preregister, copy the enclosed Face-to-Face strategy sheet and fill it out for each of the warriors you want to preregister. We need to receive them at our offices by Wednesday, January 15. We will accept late registration from 12:00 noon to 9:00 pm. on Friday, January 17 at the hotel. All managers must check in by Saturday at 8:00 am.

The tourney will consist of eleven classes as follows:

TOURNAMENT CLASSES	
The Primus Tournament	-- All Primus inducted warriors (as of the December 2013 ADM Freeze)
The Contenders Tournament	-- All Primus contenders (as of the December 2013 ADM Freeze)
The Eligibles Tournament	-- All Primus qualified warriors (as of the December 2013 Freeze)
The ADM Tournament	-- All other ADM warriors (as of the December 2013 ADM Freeze)
The Freshmen Tournament	-- All new ADM warriors and ADM Freshmen (as of the December 2013 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 (January 17, 2014)

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, January 16), and warriors who were classified as Freshmen as of the December 2013 ADM freeze, will fight in the Freshmen tournament. All ADM warriors who are not Freshman and not Eligibles, Contenders, or Primus 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 December 8 at 12:00am.

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 Z.A.P. potions, each of which will reset any one of a warrior's attribute areas: his favorite offensive effort or activity level, weapon, offensive or defensive tactic, or learn; a skill area's base, his current damage base, or handedness. Each potion causes that attribute to be rerolled as if that warrior were being newly created; the roll is reversible so you can choose to keep the new selection or revert to the original. A manager will not learn a basic DM warrior's favorites. Five ZAPPs may be traded for a YZAPP, which will guarantee the optimal roll in that area. Remember, you must use all prizes within six months of the tourney when they were earned.

In addition, all Primus stylemasters will earn one bonus potion, which must be applied to a warrior of that same style in Primus (the Primus TC earns only the TC prize).

But that's not all! We plan to hold two Bloodgames arenas at the same time. One arena will be Mail-in style (managers submit one strategy per warrior, no strategy changes or challenges for the ten turns—DM 96) and one will be Face-to-Face style (managers may submit bloodfeuds and strategy changes each turn—DM 97). Teams will be ten warriors, all DYO's, 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. Bloodgames setups are \$10; Bloodgames are \$49 for the entire tournament (ten turns).

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 if we will have time for grudge matches until Sunday afternoon, so please be patient.

If you're flying, you'll want to fly into the Phoenix Sky Harbor Airport. The Embassy Suites is located at 4400 S Rural Rd in Tempe (at US60 and Rural). Room rates are \$145 per night, 1-2 occupancy, which includes a full cooked breakfast and manager's reception for all guests. There is a free airport shuttle (call the hotel for arrangements), as well as free parking. Many restaurants are within 1 mile of the hotel. The hotel has an exercise room, outdoor heated pool and spa, as well as a restaurant and lounge inside the hotel. Call them for reservations at 480-897-7444; tell them you're with the Reality Simulations Face to Face Tournament. We cannot guarantee that space will be available after mid-December, so please get your reservations in soon.

<i>Face-to-Face LII Schedule</i>		
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	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 6:00 p.m.	Turns 9+ , including all runoffs and grudge matches, are run, printed, and returned

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 Duellmasters. 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 Duellmasters counterparts, the masters, the newcomers, and of course, the RSI staff! 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.