

THE DUELMASTERS FACE-TO-FACE GRAND TOURNAMENT LXXI

Reality Simulations is proud to host the Duelmasters Face-to-Face Grand Tournament LXXI on July 12-14, 2024 (Friday through Sunday) at the Embassy Suites Minneapolis Airport in Bloomington, MN. 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. Any unmanaged/unproxied warriors' output will be collected and mailed out from RSI the following week. 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, July 10. We will accept late registration from 12:00 noon to 9:00 pm. on Friday, July 12 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 June 2024 ADM Freeze)
The Contenders Tournament	-- All Primus contenders (as of the June 2024 ADM Freeze)
The Eligibles Tournament	-- All Primus qualified warriors (as of the June 2024 Freeze)
The ADM Tournament	-- All other ADM warriors (as of the June 2024 ADM Freeze)
The Freshmen Tournament	-- All new ADM warriors and ADM Freshmen (as of the June 2024 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 12, 2024)

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 11), and warriors who were classified as Freshmen as of the June 2024 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 June 3 at 11:09am.

All tournament classes will have at least ten rounds of combat. In all classes except Primus and Contenders, warriors will be eliminated using a straight triple elimination system: A warrior's third loss will drop him from the tournament. 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. On the average, each warrior will fight six fights with a minimum of three fights for each warrior (excepting death). All tournaments will continue until only one warrior remains uneliminated! (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.

All warriors who win eight or more fights will be 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 challenges. 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 a prize that will make them the envy of their peers: Three potions, each of which will increase a warrior's base rating in one skill area to the maximum that could have been rolled up for him! All prizes must be used on a warrior Initiates class or higher, and may not exceed the natural limitations for a warrior. Remember, you must use all prizes within six months of the tourney when they were earned.

In addition, one Z.A.P.P. potion will be awarded to the manager of each of the Stylemasters (except the Tournament Champion) in all classes. Primus bonus potions must be used on a Primus warrior of the same style; ADM bonus potions must be used on an ADM warrior of the same style; basic DM potions may be used on any living warrior on the same team. Stylemaster potions may be traded 1:1 but may not be sold. Unused stylemaster prizes expire after six months.

But that's not all! We plan to hold two Bloodgames arenas at the same time. One arena will be Face-to-Face style (DM 98) managers may submit bloodfeuds and strategy changes each turn) and one will be Mail-in style (DM 99, managers submit one strategy per warrior, no strategy changes or challenges for the ten turns). 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 and strategies ahead of time; no special rollup is needed. 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, please fly into the Minneapolis Airport. The Hilton is located at 7901 34th Ave South, Bloomington MN 55425. Room rates are \$164/\$174 per night for 1 king/2 doubles respectively, with free high-speed internet and all the embassy goodness (manager's reception, made-to-order breakfast, pool, etc.). There is a free airport shuttle and parking is \$10/day. Visit the reservation site at <https://tinyurl.com/FF71inMinneapolis> or call them for reservations at 800-317-8143 and tell them you're with the Reality Simulations Face to Face Tournament (reservation code = 915). We cannot guarantee that space will be available after June 21, so please reserve soon.

Face-to-Face LXXI Schedule		
Friday	12:00 noon to 9:00 pm	Late registration and manager check-in
	9:00 pm	All Turn 1 strategy sheets are due!
	12:00 noon to ???	Mingling, gaming, and/or carousing, according to your taste
Saturday	8:00 am	All managers must have checked in
	8:00 am	Turn 1 is finished, printed, and returned
	9:00 am	Turn 2 is due
	9:01 am to 10 pm	Turns 2 through 7 are run, printed, and returned
	around 11 pm	Turn 8 is due
Sunday	9:00 am to 6:00 pm	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.

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.