

THE HALLOWEEN TOURNEY, GRAND TOURNAMENT XLVII AND TOURNAMENT OF THE DEAD XVI!

'Again?' Olaf Modeen scowled at his fellow spy reporter Ketchum. "We just had a tourney--in, ah, Cleflland or something. Dammit, I know we did, I was there!"

"That was the SUMMER tourney," Ketchum reminded him. "Summer's over."

"Yeah, well, there's too many tourneys, if you ask me."

"But the Commission didn't ask you. They seem to find the activity of value." Ketchum shrugged. "Keep the managers happy, so they'll send us more money."

"I know. I got that point twenty years ago. But couldn't we just--"

"Don't whine," Ardane said.

Olaf muttered something about "damned Andorians" but subsided and picked up his drink, peering into it as though it were a crystal ball. "Is it going to be a Dead Tourney again?"

"Don't know," Ketchum said. "Why should anybody tell us a little detail like that? We're just the spy reporters."

"But probably it will be," Ardane added. "Managers LIKE Dead Tourneys and--"

"We like to keep the managers happy!" Olaf and Ketchum chorused.

Across the land of Alastari the word is going out. All Hallows Eve, the night the dead come to life, has been ordained as the time for Grand Tourney XLVII, the Halloween Tourney. This tournament will be held on Saturday, October 31, and will be a Mail-in tournament only.

The DM Grand Tournament is a premier competition. Only the strong will survive; only the best will win! And for this tournament only, managers of Tournament Champions will earn an opportunity that ranks as every guildmaster's greatest dream: They will be allowed to choose to either resurrect one of their dead warriors, or make one of their living warriors immortal! All Dead Tourney Tournament Champions will be resurrected and granted immortality; Tournament Victors of the Dead Tourneys will only be resurrected. Immortal warriors may not challenge the Dark Arena. (You don't have to kill off a member of your team when the dead warrior is resurrected; you can wait for an opening on the team to occur naturally any time in the next six months.)

In this Grand Tournament, honors will be awarded to warriors in sixteen categories of competition--five tournaments for ADM, six tournaments for regular DM, and five tournaments in the Tournament of the Dead. Warriors will fight according to their total number of fights as follows:

TOURNAMENT CLASSES

Warrior Category

Primus Inducted

Primus Contenders

Primus Eligible

All ADM warriors not in another class

All new ADM warriors and ADM Freshmen

31+ fights as of the Tournament

21+ fights as of the Tournament

11-20 fights as of the Tournament

5-10 fights as of the Tournament

1-4 fights as of the Tournament

0 fights as of the Tournament

If Alive will fight in:

The Primus Tournament

The Contenders Tournament

The Eligibles Tournament

The ADM. Tournament

The Freshmen Tournament

The Challengers Tournament

The Champions Tournament

The Adepts Tournament

The Initiates Tournament

The Apprentices Tournament

The Rookies Tournament

If Dead will fight in:

(not applicable)

(not applicable)

(not applicable)

(not applicable)

(not applicable)

The Dead Challengers Tournament

The Dead Champions Tournament

The Dead Adepts Tournament

The Dead Initiates Tournament

The Dead Apprentices Tournament

The Dead Apprentices Tournament

All warriors who have graduated to ADM before the tournament (due dates on or before Thursday, October 29), as well as warriors who were classified as Freshmen as of the Fall 2008 split or the time they graduated, will fight in the Freshman Tournament. All ADM warriors who are not Freshmen or Primus qualified (Eligible) or inducted (Contenders or Primus) will fight in the ADM tourney. A warrior's number of fights is calculated by adding his regular arena bouts and roughly half of his previous tournament fights. Please note that all games due on Thursday will process before the tournament, while games due on Friday and Saturday will run after. 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 September 27 at 12:45pm.

There will be ten rounds of combat. Pairings in the tournaments are random. In all tournament classes except Primus and Contenders, your warrior must win one of his first two fights to avoid being eliminated from the tournament. After that, his 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. All tournaments will continue past round ten in the same fashion, with warriors being eliminated only when they reach three losses, until one warrior remains, and that warrior shall be designated the Tournament Champion. On the average, each warrior will fight five fights, with a minimum of two fights for each warrior (barring death). 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 does not count towards their record in regular arena play.

Those warriors who win eight or more fights in the regular tourney and are alive at the end of Round Ten will be declared Tournament Victors. Tournament Victors may write "Tournament Victor" next to one of their challenges each turn in regular arena play to receive increased priority on their challenge. Tournament of the Dead Champions and Victors do not receive a TV challenge. The warrior with the best overall record at the end of each regular Grand 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 until the next Grand Tournament or until six months have passed.

You may enter as many of your gladiators in the tourney as you wish. The cost is \$7.00 per warrior, which includes postage. Your account will be billed when we run the tournament. If your account does not have sufficient funds, we may not process your warriors. Strategy sheets for all warriors you want to participate in the tourney must arrive at RSI by Wednesday, October 28. We will not accept phoned-in strategy sheets for the tournament, though you may fax them.

Below is a strategy sheet request slip for the Halloween Mail-in Tourney and, following this sheet, a copy of a strategy sheet. To speed up the processing of your warriors, you may copy this strategy sheet, fill them in and send them back. If you'd rather have us mail you strategy sheets, fill out the request slip and note how many you need. Your warriors will be officially entered into the tourney when we receive your completed mail-in strategy sheets. The strategy sheet allows you to specify your gladiator's training for each fight up to the tenth round. You may also designate one alternate strategy against up to five different fighting styles.

If you want your warrior to fight only in the Living Tourney, check the "Living Tourney Only" box on the strategy sheet. (Even if he's alive now, what if he dies, the Gods forbid, between now and the tourney? Check this box only if you don't want him to fight in the Dead Tourney if he dies.)

Is your warrior the best in his class? How does your Adept measure up to the Adepts in other arenas? Do you have the strategy it takes to survive ten duels against foes from across the land of Alastari? Don't just ponder these questions! Register today for the Duellmasters Grand Tournament.

Who:	You! And every other dedicated manager
What:	Ten rounds of intense Duellmasters fights
When:	October 31 (Strategy sheets due Wednesday, October 28)
Where:	At the RSI secret underground production facility
Why:	If you've fought in a Grand Tourney before, you know why!

Mail-In Grand Tourney XLVII Strategy Sheet Request Form

Request for Strategy Sheets due Wednesday, October 21!

Your Name: _____ Account #: _____ Send me _____ Mail-in strategy sheets!

We will not accept phoned-in tournament strategy sheets, but you may fax them in. The registration fee for each warrior is \$7.00, which will be billed after the tournament. If your account has insufficient funds, we may not process your warriors.