

THE SPRING TOURNEY, GRAND TOURNAMENT XLIX

"We're freezing!" Debby Tonte announced as she came into the Spy Reporters' Lounge.

"Put more clothes on," Olaf Modeen suggested. "And another log on the fire."

"I didn't mean it that way!" the well-tanned woman protested. "I mean, we're freezing for the Spring Tourney. The Freeze Date and all. You know."

"Another tourney already?" Larkin closed his eyes and groaned theatrically. "I haven't recovered from the last one--"

"And neither have the managers," Ketchum pointed out. "That's the idea, is it not? Don't give them any time to think, just one thrill after another. A good life if you don't weaken." He glanced over at Debby, not failing to appreciate the well-displayed tan. "What's the prize going to be this time?"

"It's a new one," Debby said. She lifted the umbrella out of her drink, ate the piece of fruit speared on it, and licked the handle. "This pineapple isn't fresh."

"It's winter, Debby. Not the season for fresh fruit. What's the prize?"

She poked around in her drink, trying to spear another piece of fruit. "The Commission is going to hold a special recruitment screening. Each manager will see twenty-five times five, gosh, that's a lot of warriors. Will they all fit? I suppose they'll have to bring them in in groups. Hmm." She frowned.

"That will make the managers happy. They always complain about the quality of new recruits," Ardane stated.

"Right," Debby agreed. "Oh! And to make them even happier, they'll run each of those five warriors through the cloning machine and create five golems, and the manager gets to choose from those five to make the final team. Five times five times five times five..." Debby bit into the last piece of fruit. "Ew."

Larkin rolled his eyes. "Twenty-five new teams worth of warriors, and the manager can make one team out of them, choosing from five clones of each. What happens to the rejects?"

"I dunno," Debby slurped the last of her drink. "Maybe they'll start growing pineapple in greenhouses?"

Across the land of Alastari the word is going out. The Duelmasters Grand Tournament XLIX is coming soon! This tournament will be held on Saturday, April 17th, and will be a Mail-in tournament only.

The Duelmasters Grand Tournament is a premier competition. Only the strong will survive; only the best will win! And for this tournament only, winning means an opportunity that ranks as every guild master's greatest dream: They may create one new team by choosing five warriors from amongst twenty-five new teams! Further, each of these five warriors will be cloned five times, and they may choose the best warrior of those five to remain on the team. Please remember, you must use all prizes within six months of the tourney when they were won.

Word has leaked from the Tax Commission that special subsidies will be provided for the benefit of the disadvantaged, lower class, and generally all-around bad warriors. Rumor has it that any warrior who loses both of his first round fights (and is thus untimely eliminated from the tournament) will be placed in a special "exhibition" tournament. Apparently the "exhibition" is to take place in conjunction with the "Bureaucrats Against Disadvantaged Dueling" annual cake and bake sale. What is the world coming to?

In this Grand Tournament, honors will be awarded to warriors in eleven categories of competition--five tournaments for Advanced Duelmasters (ADM) and six tournaments for regular Duelmasters (DM). Warriors will fight according to their ADM tournament classification and/or total number of fights as follows:

TOURNAMENT CLASSES

The Primus Tournament	-- All Primus inducted warriors (as of the March 2010 ADM Freeze)
The Contenders Tournament	-- All Primus contenders (as of the March 2010 ADM Freeze)
The Eligibles Tournament	-- All Primus qualified warriors (as of the March 2010 ADM Freeze)
The ADM Tournament	-- All other ADM warriors (as of the March 2010 ADM Freeze)
The Freshmen Tournament	-- All new ADM warriors and ADM Freshmen (as of the March 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 (April 17, 2010)

All warriors who have graduated to ADM before the tournament (due dates on or before Thursday, April 15th), as well as warriors who were classified as Freshmen as of the March 2009 freeze, will fight in the Freshman Tournament. All ADM warriors who are not Freshman 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 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 March 10th at 2:35am.

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 Tournaments, warriors will not be eliminated until after Round 5; at that point and thereafter, warriors with three losses will be eliminated. Each tournament will continue until only one warrior has been uneliminated. On the average, each warrior will fight six fights, with a minimum of three 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 10 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. The winners of all Fools tournaments will also be declared Tournament Victors. 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 which 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, April 14th. 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 April 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. There is also a tournament strategy sheet on the web site. 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.

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:	April 17, 2010 (Strategy sheets due April 15th)
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 XLIX Strategy Sheet Request Form
Request for Strategy Sheets due Wednesday, April 7th!

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

We will not accept phoned-in strategy sheets for the tournament, although you may fax them in. The registration fee for each warrior is \$7.00. Your account will be billed when we run the tournament. If your account does not have sufficient funds, we may not process your warriors.