

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

"Grand Tourney L? L?" A frown wrinkled, slightly, Debby Tonte's well-tanned forehead. "What's the deal with the L? Where were A and B and, you know, J and K?"

Alarond the Scribe, seated near the fire, tilted his head back so he could look down his nose at her. "It's the Ancient Frafrejan Numbers, child," he said. "They represented the numbers with letters, not having invented numerals yet. We use them for *special* things--like the fiftieth Grand Tourney. Which this is. Quite a landmark, is it not?"

"That's totally albendranious," the young woman declared. "I mean, I've been here from the beginning, right? And even if we count two a year, or even four a year, that's just too many. I'm not that old. That would be saying I'm, like, over thirty!"

"Just an old hag," Snide Clemens agreed, snickering.

Debby removed the umbrella from her drink, taking a moment to eat the fruit off the handle, and then poured it over Snide's head. He leaped to his feet, squawking, brushed at his hair and his shirt, and rushed out of the room. "Do you suppose he's a Duck?" she asked. "He sounds just, you know, totally Duck-like, and the way his nose sticks out, well, he could be a Duck."

Olaf Modeen drained his glass and looked thoughtful. "That's an interesting idea," he said. "But not a question to answer today. Today's question is... what about the Grand Tourney? Mail-In, of course, the Postal Carriers Union insists that we do that every year. Tourney of the Dead?"

Debby nodded. "And a costume party after. I like costume parties, they're like real life with its hair down. And a Frankenstein prize--perfect for this time of year, you know." She tapped one polished fingernail on her glass. "I think I'll go as Queen Gemra. I always wanted to be her."

"Ah... that isn't quite what is meant by a 'costume party', Debby," Alarond said. "People go to costume parties dressed as... as dill pickles, or flamingoes, or something like that."

Debby set her glass down firmly. "I'm going as Queen Gemra," she said.

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 L, our fiftieth Grand Tournament, the Halloween Tourney. This tournament will be held on Saturday, October 30, 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: Lady Greywand will grant the winner of each tourney a single use of her Frankenstein chamber. Two warriors enter... and one monster emerges! These warriors must both be natural and not yet called to fight in ADM. The manager of this unholy amalgamation may choose the starting style and which set of starting attributes and favorites to keep and the mystical chamber will do the rest, keeping the best bonuses and other aspects of the two warriors! 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.) Remember, all tournament prizes must be used within 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	If Alive will fight in:	If Dead will fight in:
Primus Inducted	The Primus Tournament	(not applicable)
Primus Contenders	The Contenders Tournament	(not applicable)
Primus Eligible	The Eligibles Tournament	(not applicable)
All ADM warriors not in another class	The ADM. Tournament	(not applicable)
All new ADM warriors and ADM Freshmen	The Freshmen Tournament	(not applicable)
31+ fights as of the Tournament	The Challengers Tournament	The Dead Challengers Tournament
21+ fights as of the Tournament	The Champions Tournament	The Dead Champions Tournament
11-20 fights as of the Tournament	The Adepts Tournament	The Dead Adepts Tournament
5-10 fights as of the Tournament	The Initiates Tournament	The Dead Initiates Tournament
1-4 fights as of the Tournament	The Apprentices Tournament	The Dead Apprentices Tournament
0 fights as of the Tournament	The Rookies Tournament	The Dead Apprentices Tournament

All warriors who have graduated to ADM before the tournament (due dates on or before Thursday, October 28), as well as warriors who were classified as Freshmen as of the Fall 2010 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 20 at 9:45am.

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 27. 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 30 (Strategy sheets due Wednesday, October 27)
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 L Strategy Sheet Request Form

Request for Strategy Sheets due Wednesday, October 20!

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.

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