

THE HALLOWEEN TOURNEY, GRAND TOURNAMENT LIV AND TOURNAMENT OF THE DEAD XVIII!

"Zombies?!" Debbie nearly swallowed the little umbrella as she tossed down the remainder of her fruity drink, which resulted in a rather indelicate coughing fit. When she had finally caught her breath, blown her nose, and wiped her eyes, she glared at her friend. "You can't be serious! I mean, does it really say that?"

The side of Zontani's mouth twitched a little as he glanced up at her, then looked back down at the scroll he had just unrolled. The ink was still damp—the top paragraph had smeared a little when he opened it. "It appears so, at least that's what this missive indicates. But I wonder what this means? Is Ahringol okay with this? Is Sheila?"

"But didn't the scroll come from Sheila?"

"It has her seal on it. But who knows—any of her staff could've sent this. Maybe one of them got tired of our asking and just took it upon himself to decide and send it out? We've been waiting for weeks to hear what the prize will be."

Debbie poked at the sad-looking piece of pineapple on the side of her empty glass, thoughtfully. "I suppose. But, like, Zombies!?" She wrinkled her nose in disgust. "They're like, stupid, and smelly, an--"

"--and strong, and determined, and very effective fighters," Zontani interrupted. Debbie glared at him, but he continued. "I'd think any manager would be happy to have a Zombie on their team. Sure, they're not mages, and you might not want to stay in the same room as them unless you had a head cold, but they'd be great warriors—perhaps even better than they were before they died."

"But they smell!" Debbie whined. "And they leave terrible messes. Ew and double ew!"

Zontani shrugged and looked down again at the scroll, reading it again closely, making sure he really had understood this strange new prize. "You don't like the Dead Tournaments, either. Zombies can't be worse, can they?"

Debbie turned a little green, gave a strange little hiccup, and stumbled out of her chair. Zontani heard her loud "Ew!!!!!" trail down the hall as she fled from the room. He shrugged once again. "I think it'd be pretty awesome to have a Zombie on my team."

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 LIV, our fifty-fourth Grand Tournament, the Halloween Tourney. This tournament will be held on Saturday, November 3, 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 given one Zombie Potion, which allows them to choose any of their dead warriors and resurrect it as a zombie! Zombies are not known for their intelligence (-4 Wit) but they have enhanced Strength (+2), Will (+2), Attack skills (+2 to base), the maximum damage ability for its attributes (in perpetuity), and can use both arms (and legs) equally well! (All modifications will leave the warrior within natural boundaries for their arena.) 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

<u>Warrior Category</u>	<u>If Alive will fight in:</u>	<u>If Dead will fight in:</u>
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, November 1), as well as warriors who were classified as Freshmen as of the Fall 2012 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 22 at 8:43pm.

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 31. 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 between now and the tournament.)

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 Duelmasters Grand Tournament.

Who:	You! And every other dedicated manager
What:	Ten rounds of intense Duelmasters fights
When:	November 3 (Strategy sheets due Wednesday, October 31)
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 24!

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.