

THE SPRING TOURNEY, GRAND TOURNAMENT LVII

It was quiet in the bar. Well, quiet for a bar: no fights, no loud music, no big magic mirror with Instant Replays of the latest duels in some arena. Debby Tonte liked it that way. Really, she didn't know where people got the idea that she was, like, some kind of wild party girl. She could take a party or, you know, leave it behind. She peered into her drink and speared the last piece of fruit, it looked like peach, with the toothpick handle of the umbrella, then pushed it across the bar. "More, please, but more fruit this time."

Next to her, Alarond the Scribe turned and peered at her over his half-glasses. People said Alarond had a face like a horse, but Debby had seen horses, and he didn't look like one. People thought they could tell her anything and she'd believe it because she was blonde! Alarond said, "Are you sure you should be having more, young Debby?"

"Of course! Fruit's good for you. Besides, I need to, like, keep my strength up, just in case. Tourney time, you know."

"What, again?"

"Well, of course. It's, like, spring. So the Spring Tourney."

"Oh, dear."

Honestly, that was SUCH an Alarond thing to say! "Potions of stat-switch," Debby added. "What can you say about that? I mean, 'You are the way you are, learn to live with it', but managers always want to fix things."

"And so they should," Alarond said. "The Lady Greywand wants only the best warriors, and if there is a way to make good better, well, how can they refuse?"

Debby's new drink came, and she pulled out a piece of pineapple, catching the juice with her tongue so it wouldn't drip on the bar. "Three potions, and each one gets, like, three tries so they manager can pick the best one." She looked down at herself. "I wouldn't switch my stats. Imagine being, like, 22-30-32! Totally weird!"

Across the land of Alastari the word is going out. The Duelmasters Grand Tournament LVII is coming soon! This tournament will be held on Saturday, April 12, 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: Three potions, each of which will allow a manager to rearrange the starting attributes of one new warrior to exactly that of their choosing. Each new warrior will be re-rolled three times, and you may choose the best one to keep as your new warrior. Please remember, you must use all prizes within six months of the tourney when they were won.

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 2014 ADM Freeze)
The Contenders Tournament	-- All Primus contenders (as of the March 2014 ADM Freeze)
The Eligibles Tournament	-- All Primus qualified warriors (as of the March 2014 ADM Freeze)
The ADM Tournament	-- All other ADM warriors (as of the March 2014 ADM Freeze)
The Freshmen Tournament	-- All new ADM warriors and ADM Freshmen (as of the March 2014 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 12, 2014)

All warriors who have graduated to ADM before the tournament (due dates on or before Thursday, April 10), as well as warriors who were classified as Freshmen as of the March 2014 freeze, will fight in the Freshman Tournament. All ADM warriors who are not Freshman or Primus qualified (Eligibles) 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 2 at 8:18pm.

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 remains 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.

In addition, one bonus skill potion will be awarded to the manager of each of the Stylemasters in the Primus tournament. This bonus potion must be used on a Primus warrior of the same style, within six months.

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 9. 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 Spring 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 Duelmasters Grand Tournament.

WHO:	You! And every other dedicated manager
WHAT:	Ten rounds of intense Duelmasters fights
WHEN:	April 12, 2014 (Strategy sheets due Wednesday, April 9)
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 LVII Strategy Sheet Request Form
Please send as soon as possible to allow for mailing time.

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

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