

THE SPRING TOURNEY, GRAND TOURNAMENT LXXV

Life was good, Debi mused as she settled in with a hot fruity mug at their usual table. Olaf looked up when she arrived then returned to his notes. Rain thumped on the windows and the bar boy had to keep mopping puddles at the door but spring was definitely in the air. A fire crackled in the corner and pungent steam wafted from three extra-drenched overcoats, the skunk fortunately overwhelmed by the savory bowls of steamy beef stew being distributed by a bubbly blonde serving girl. Out of the general roar Debby caught occasional words, lots of laughter, and a few indignant shouts as the regulars shared an evening pint and dinner before heading home. Money changed hands, too, nothing unusual after fight day. The day's fights had gone long--too many of those boring parry styles, she thought--and she had a pile of notes to finish before she could call it a day.

Snide pushed his messy sheaf of notes to the middle of the table as his bowl of stew arrived and dug in with gusto. "Didja ear 'bout the fries?" he asked around a large mouthful.

"Who has fries?" Olaf asked.

"They don't have them tonight," Debbie offered, helpfully. "It's stew night. I mean, isn't that stew? It totally looks like stew, smells like stew..." She dipped a finger in his bowl and tasted. "And tastes like stew. It's definitely stew!"

Snide waved her off and swallowed hastily. "Gahh would you stop that?! That's mine, get your own! Prize, not fries," Snide scowled. "You know, for the tournament coming up."

"Oh, I hope it's not those nasty clones again!" Debbi exclaimed. "They totally creep me out! That's really good, I think I'll have some, too."

"You're in luck. On both. They're bribing the rollup gods to allow stat switches again."

"Bribing them with cheese balls again?" Olaf asked.

"No, Adventurefuls! They love 'em!"

Across the land of Alastari the word is going out. The Duelmasters Grand Tournament LXXV is coming soon! This tournament will be held on Saturday, April 16, 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 opportunities to swap a pair of attributes on a new rollup (each one rolled three times), to be added as a warrior onto one of their teams! 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:

TOURNAMENT CLASSES

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| The Primus Tournament | -- All Primus inducted warriors (as of the March 2022 ADM Freeze) |
| The Contenders Tournament | -- All Primus contenders (as of the March 2022 ADM Freeze) |
| The Eligibles Tournament | -- All Primus qualified warriors (as of the March 2022 ADM Freeze) |
| The ADM Tournament | -- All other ADM warriors (as of the March 2022 ADM Freeze) |
| The Freshmen Tournament | -- All new ADM warriors and ADM Freshmen (as of the March 2022 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 16, 2022) |

All warriors who have graduated to ADM before the tournament (due dates on or before Thursday, April 14), as well as warriors who were classified as Freshmen as of the March 2022 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 6 at 11:49pm.

There will be at least 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. 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 (except the Tournament Champion) in all classes. Primus bonus potions must be used on a Primus warrior of the same style; ADM bonus potions must be used on an ADM warrior of the same style; basic DM potions may be used on any living warrior on the same team. Stylemaster potions may be traded 1:1 but may not be sold. Unused stylemaster prizes expire after 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 13. 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, also included is 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.

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| WHO: | You! And every other dedicated manager |
| WHAT: | Ten rounds of intense Duelmasters fights |
| WHEN: | April 16, 2022 (Strategy sheets due Wednesday, April 13) |
| 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 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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