

THE SPRING TOURNEY, GRAND TOURNAMENT LXXIX

Jorden Snarghurst knew his customers. As night manager of the Rusted Mace Taproom in Seam, he often poured his regulars' favorite drinks before they made their way from the door to the bar. But tonight, he was bewildered and angry.

"Gosh darn it, he's been in here every night for a month and always orders the house brown," he griped as he mopped up broken glass and brown liquid from the floor. "How was I to know he'd suddenly change his mind?"

The quiet, dark man at the end of the bar spoke up. "Not the same."

"What? What do you mean?" Jorden looked up, scowling. "You mean he just decided he'd like a little variety? He didn't have to throw it at me! That glass'll cost me an hour's wage, blast it!"

"No, that's not what I mean. He's not the same person."

Jorden's scowl was replaced by wide open eyes as if a lightbulb had gone off. "He has a twin? Or a brother? He stopped to pick up a large shard of glass. "I saw he was wearing black boots, not his usual brown. And come to think of it, he had an odd glint in his eyes, as if he'd never seen me before today," the bartender mused.

"Weirder yet. It's his clone. Creeped me out when I realized it, too."

Across the land of Alastari the word is going out. The Duelmasters Grand Tournament LXXIX is coming soon! This tournament will be held on Saturday, April 6, 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 will be able to create a clone (rolled three times) or twin (rolled ten times) of another warrior, dead or alive, to be added as a warrior onto one of their teams! Warriors may only be cloned if they are natural warriors who have never been cloned. 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

The Primus Tournament	-- All Primus inducted warriors (as of the February 2024 ADM Freeze)
The Contenders Tournament	-- All Primus contenders (as of the February 2024 ADM Freeze)
The Eligibles Tournament	-- All Primus qualified warriors (as of the February 2024 ADM Freeze)
The ADM Tournament	-- All other ADM warriors (as of the February 2024 ADM Freeze)
The Freshmen Tournament	-- All new ADM warriors and ADM Freshmen (as of the February 2024 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 6, 2024)

All warriors who have graduated to ADM before the tournament (due dates on or before Thursday, April 4), as well as warriors who were classified as Freshmen as of the February 2024 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. For non-ADM tourneys, a warrior's number of fights is calculated by adding his regular arena bouts and roughly half of his previous tournament fights as of the day of the tournament; the freeze date for ADM warriors was February 24 at 3:37pm. Please note that all games due on Thursday will process before the tournament, while games due on Friday and Saturday will run after.

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. 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 halved--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 all tournaments. Primus bonus potions must be used on a Primus warrior of the same style; ADM bonus potions may be used on an ADM warrior of the same style; basic DM potions may be used on any living warrior on the same team. These potions must be used within six months.

You may enter as many of your gladiators in the tourney as you wish. The cost is \$7.00 per warrior. Your account will be billed when we run the tournament. If your account does not have sufficient funds, we may not process your warriors. Tournament strategy sheets must arrive at RSI by Wednesday, April 3. We will not accept phoned-in strategy sheets for the tournament, though you may fax them.

Included with this turn report is a tournament startegy sheet which allows you to specify your gladiator's training for each fight up to the tenth round and also to designate one alternate strategy against up to five different fighting styles. You may copy this sheet for each of your warriors or you may use the request slip below to request more sheets. 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.

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 6, 2024 (Strategy sheets due Wednesday, April 3)
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!