



SMASH & CLASH - Wii U Ruleset

Game Rules:

- 2 stock, 6 minute time.
- Items are set to off and none.
- Pause is set to off.
- Customs set to off.
- The results screen is used to determine the winner of a game in all instances, with the exception of when sudden death occurs. If sudden death occurs via timeout, the player who ended with less percent is declared the winner. If sudden death occurs via loss of stocks, a 1 stock 3 minute rematch on the same stage is played instead.
- Each player may make one Mii Fighter of each type (Brawler/Gunner/Swordfighter) during a set when they intend to use them. They may only use a system default Mii with any special combination of their preference. The appearance or equipment may not be altered. A player may transfer a Mii that is approved by a TO to the stream setup during downtime (friendlies or advertisements) that may be used during tournament. The Mii must be standard height and weight, and may not be overly distracting. This is to bring additional diversity and personality to the event and stream.

Stage List:

- **Starter Stages:** Battlefield, Final Destination, Smashville, Dreamland 64, Town and City
- **Counterpick Stages:** Duck Hunt, Lylat Cruise
- Omega Stages may be used instead of Final Destination during counterpicking if Final Destination has not been banned.

Set Procedure:

- Players may elect to do a double blind pick to select characters.
- Players decide which team will strike first via Rock-Paper-Scissors.
- The 5 starter stages are stricken in a 1-2-2-1 format. The remaining stage is chosen for the first game.
- The previous winner may select to ban a stage from the rest of the set if they haven't yet. The loser then selects any remaining legal stage, and they may not select a stage they have already won on. The previous winner then selects their character first (The stage bans are in place for the entire set, and can not be changed after each loss).

General Rules:

- All sets are best 2 out of 3 with the exception of Winners, Losers, and Grand Finals that are best of 5.
- Players may not play with a gamepad. Players may use any other wireless controller at their own risk, and must properly desync it and remove the batteries after each set, with risk of DQ if this is not done properly. Pro Controllers will only be allowed if they remove their battery pack on their own and have their own charging cable.
- The TOs have the right to make the final calling on any issue or discrepancy.



Project CLASH - Project M Ruleset

Game Rules:

- 4 stock, 8 minute time.
- Items are set to off and none.
- Pause is set to hold.
- The results screen is used to determine the winner of a game in all instances, with the exception of when sudden death occurs. If sudden death occurs via timeout, the player who ended with less percent is declared the winner. If sudden death occurs via loss of stocks, a 1 stock 2 minute rematch on the same stage is played instead.
- Wario Man and Giga Bowser are banned.

Stage List:

- **Starter Stages:** Battlefield, Smashville, Dreamland, Green Hill Zone, Pokemon Stadium 2
- **Counterpick Stages:** Delfino Secret, Final Destination, Wario Land, Fountain of Dreams

Set Procedure:

- Players may elect to do a double blind pick to select characters.
- Players decide which team will strike first via Rock-Paper-Scissors.
- The 5 starter stages are stricken in a 1-2-2-1 format. The remaining stage is chosen for the first game.
- The previous winner may select to ban two stages from the rest of the set if they haven't yet. The loser then selects any remaining legal stage, and they may not select a stage they have already won on. The previous winner then selects their character first (The stage bans are in place for the entire set, and can not be changed after each loss).

General Rules:

- All sets are best 2 out of 3 with the exception of Winners, Losers, and Grand Finals that are best of 5.
- No overly distracting music or textures may be used on a setup brought by an attendee.
- No previous “wifi-safe” builds are allowed for tournament play. It is recommended to use the official 3.6 release which you can now find here: <http://projectmirror.no-ip.org/>
- The TOs have the right to make the final calling on any issue or discrepancy.



Smash 64 Ruleset

Game Rules:

- 5 stock.
- Items are set to off and none.
- All matches are played on Dream Land.
- Alternate and custom controllers are allowed, though may be subject to final approval by the TO. The use of turbo or macro functionalities on a controller are prohibited.
- Excessive unwillingness to engage the opponent is disallowed at the risk of being forced to forfeit the match by the TO. If there is no movement from either player, the losing player is considered to be stalling.