

GENESIS 4

SMASH WII U RULES

LAST UPDATED NOVEMBER 21, 2016

WII U RULESET

(NON-CUSTOMS)

GAME SETTINGS

MODE:

Handicap: OFF

Team Attack / Friendly Fire: ON

Damage Ratio: 100%

Items: OFF and/or NONE

Pause: OFF

- Stock and time are set to 2 stocks and 6 minutes for Singles.
- Stock and time are set to 3 stocks and 8 minutes for Doubles.
- All Characters Available
- Custom Fighters & Custom Moves are set to off.
- Amiibos are not allowed.
- Mii Fighters are legal. Each setup will have 1111 Mii Brawlers/Swordsmen/Gunners available for use (Using Default A-F standard size Miis provided on console). No other specials for Mii Fighters will be allowed. Players are not allowed to transfer existing Miis to a setup.

SET PROCEDURE

1. Players/teams select characters, or use double blind picks (see additional rules section) if either player/team asks for it.
2. First stage is selected according to stage striking. Neutral ports may be asked for. Neutral start may never be used. See the additional rules section for a description of these rules.
3. Game is played.
4. Counterpicking procedure takes place
5. Game winner bans 1 stage. This ban is in effect for the following game ONLY.
6. Game loser picks stage from among legal stages. Players/teams may not pick ANY stage they have won on in the set previously except by agreement of the opponent (Stage Clause, also known as Modified Dave's Stupid Rule).
7. Winning player/team may change characters.
8. Losing player/team may change characters.
9. Next game is played.
10. Repeat steps 3-4 until one player/team has won the set.

- For singles, sets until top 32 are best-of-3, then best-of-5 for top 32 (16 players in winners and losers).
- For doubles, sets until top 8 are best-of-3, then best-of-5 for top 8 (4 teams in winners and losers).

Note: Bans last 1 game, therefore in a best-of-5 set, players may elect to change their ban after their second win. This takes place at the same point in the procedure as the ordinary ban, and causes the first stage to be unbanned. Players may also counterpick the stage they banned in the previous game if their opponent does not ban it for the game in question.

STAGE LIST

SINGLES AND DOUBLES:

Starter Stages

- Battlefield (Miiverse)*
- Final Destination (Omega Midgar or Pokemon Stadium as alternates)**
- Lylat Cruise
- Smashville
- Town & City

Counterpick Stages

- Dreamland 64
- Duck Hunt

* If Battlefield is banned, Miiverse in turn is banned as well. Both stages treated as one and the same.

** If Final Destination is banned, Omega Midgar or Pokemon Stadium in turn is banned as well. Both stages treated as one and the same.

ADDITIONAL RULES

DOUBLE BLIND:

In order to avoid being character counterpicked by another player after one player selects theirs, they may call for a double blind pick. They must request this before stage striking begins. The procedure is as follows:

1. A player requests double blind to the opponent
2. This player calls over a pool captain or other tournament official (must be approved by the other player), and tells them their character selection in secret.
3. The other player selects their character.
4. The official then announces the first player's pick and that player must select that character for the first stage.
5. Set procedure continues from step 2 as described above.

STAGE STRIKING:

Players engage in a battle of RPS best of 1. Winner strikes the first stage. Loser then strikes the next two stages. Winner strikes the last one effectively choosing the first stage they play on. (1-2-1)

STAGE CLAUSE:

Players may not pick ANY stage they have won on in the set previously except by agreement of the opponent (Gentleman's Clause). This is also known as Modified Dave's Stupid Rule.

GENTLEMAN'S CLAUSE:

This rule can only be used to allow an opponent to go to a stage they already won on in the set, or to agree on a legal stage instead of stage striking. It cannot be used to pick a stage off the stage list or to agree to different game/set rules or settings, etc. Playing a game contrary to this rule may result in a forfeit of that game by the player who asked to do so.

STAGE BANS:

After each game of the set as the first step in counterpicking, the player who won the previous game may ban one stage from the stage list. Stage bans last 1 game, therefore a player who banned a stage may counterpick that stage themselves later in the set, unless banned by their opponent. In a best-of-5 set, players may elect to change their bans after their second win. This takes place at the same point in the procedure as the ordinary ban, and causes the first stage to be unbanned.

TEAM COLORS:

Players' character colors must match their team's color when possible, to avoid confusion (ex: Luigi on the green team must use the green costume).

TIMEOUTS, TIES, AND SUDDEN DEATH:

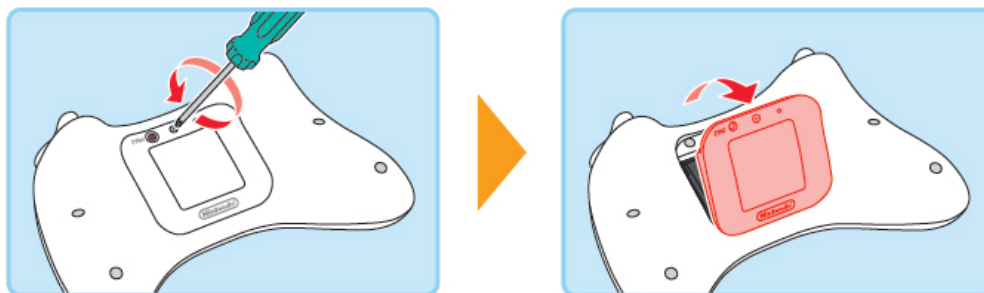
In the case of the time reaching zero, the player with the higher stock wins the match. If players are tied in stock, lower percent wins. If players are tied in percent, or two players/teams lose all their last stocks simultaneously, players play a 1 stock game with a 3 minute timer to determine the result of the match. If this was a doubles game, all players play in the game.

SELF-DESTRUCT MOVES:

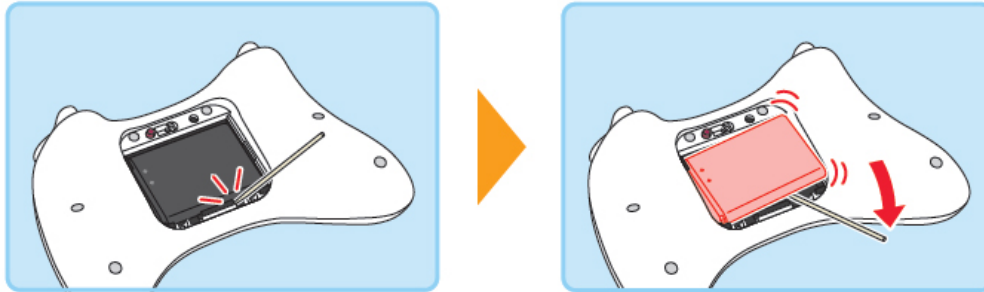
If a match ends with the successful use of a character's self-destruct move, the results screen will determine the winner. No exceptions. If it ends with sudden death, standard sudden death rules apply.

Allowed Controllers:

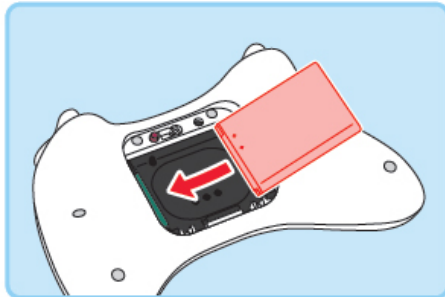
- GameCube Controller
- Wii U Pro Controller [wired method with battery removed and bring your own USB cable (model WUP-018) to plug into Wii U to play]
 - How to play a Wii U Pro Controller with the wired method [source: http://en-americas-support.nintendo.com/app/answers/detail/a_id/1732/~/how-to-remove-or-replace-the-battery-in-a-wii-u-pro-controller]
 - **Notes:**
 1. Turn the Wii U console power off and disconnect the USB cable if it is connected to the controller.
 2. Use a crosshead style, size #00 screwdriver to avoid damage to the screw or threads.
 3. Do not use any battery other than the Wii U Pro Controller rechargeable battery, model No. CTR-003.
 - **What to Do:**
 1. Loosen the screw and remove the battery cover.
 - The battery cover is designed so the screw can be loosened, but not fully removed.



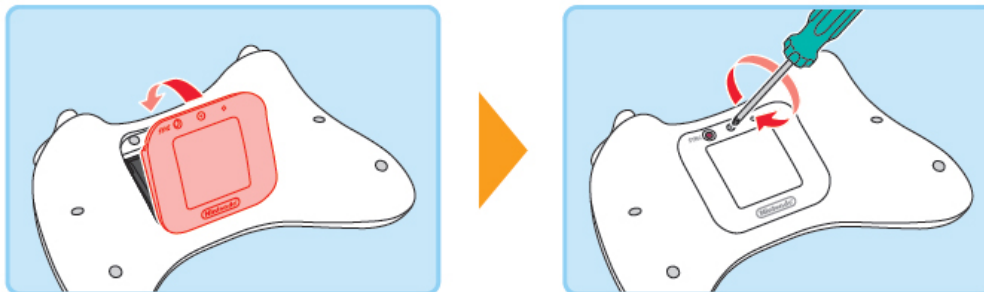
2. Remove the battery by inserting the stylus from the Wii U GamePad under the battery and gently lifting the edge.



3. After 10 seconds, insert the new battery from the right.



4. Replace the battery cover and tighten the screw, being careful not to over tighten it.



- Wii Motes & Nunchuck [batteries must be removed immediately upon completion of set]
- 2DS/3DS [must be responsible of having a fully charged DS along with your own working charger]