



Tournament Game Play Rules

Congratulations for being part of the Tekken® 6 GameStop Tournament! Your store is one of nearly 1000 that has been selected to host a launch event tournament on Saturday October 31, 2009. In order to host a great Tekken® 6 Tournament, simply follow these guidelines:

What You Will Need:

- Working PlayStation 3 Kiosk (or a refurbished/used PlayStation 3 and television)
- Tekken 6 for PS3
- An energetic and knowledgeable associate to run your event (The GameStop Tournament Director).

Game Settings:

- To prepare match options:
 - Press “Start” to reach main menu.
 - From the main menu, select “Options”
 - From the Options menu, select “Game Options”
 - Choose the following Settings:
 - Mode: Versus
 - Rounds 5
 - Time Limit 99 Seconds
- To play match,
 - Select “Offline Mode”
 - Mode: Versus
- Make sure each player has signed in their controller by pressing the Start button.
- Both contestants should select their character independently and press “A.” Any character from the default character set may be chosen by either player (no unlockable characters allowed in this first round of the tournament).
- From the “stage select screen,” players may select any stage and then press “A” to begin the match.
- In the event of a tie (from “Double K.O.” or “Time Over”) – select “rematch” from the post-fight menu, and play the match from the beginning as normal until a winner is decided.
- GameStop Tournament Director at each location will have the final ruling regarding any mediation of the tournament.

General Rules

- Contestants must use the controllers that are provided by the store.
- A contestant may not block the other contestant’s view of the screen where the match is played.
- Contestants are not allowed to change their button configuration. All players must use the default button configuration.
- No memory cards or third party memory devices can be used by contestants.
- Contestants must select their own characters (no unlockable characters)
- Both contestants may select the same character when competing in the matches.
- Contestants must sign in for the tournament on the Official Tournament Sign Up Sheet. (Provided below)

- The tournament shall be run with a single-elimination bracket. (The tournament is capped at 32 contestants per location)
- The winner of each match in the bracket will be determined by a single game.
- Contestants will be paired off randomly for the opening match. If there are an odd number of contestants in the opening match, you will determine the contestant who will receive the opening match bye. Please follow the instructions below
 - Provide each contestant with a barcode label from your label printer.
 - Have each contestant write their name on the bar code label
 - Randomly select a barcode label
 - The barcode label you select receives the opening match bye
- Any technique possible within the game is allowed during the match (e.g. throws, attacks, etc.).
- If one player is not present when he is called, you may disqualify him/her, and his opponent is declared the winner. If both players are not present, they may both be disqualified. Their names are replaced with a "bye" entry which advances in the bracket.
- The winner of the best 3 out of 5 rounds advances to the next round.
- The two round 1 players who survive the entire bracket without losing a match will be crowned the winners.
- Players must be "on-deck" and ready to go for their next match



Official Tournament Sign Up Sheet

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