

Marvel vs. Capcom 3 Rules

Tournament:

Double-Elimination

Console:

Playstation 3

Controllers:

PS3 Sixaxis or Hori Fighting Stick 3 (provided by Game On!)

Rounds:

Preliminaries – Best 2 of 3 rounds

Semi-Finals – Best 3 of 5 rounds

Finals – Best 3 of 5 rounds

Settings:

Damage set to medium and time limit set to 99 seconds.

Prizes:

First place: 12 hours LAN time

Second place: 6 hours LAN time

Third place: 2 hours LAN time

Additional:

Each match consists of the number of rounds defined above. Both players must agree prior to the match which side of the screen they are on. In the event of disagreement, a coin flip will determine sides.

Character selection is a double-blind pick. Once the team is selected, that team must be used for the duration of the match.

Button re-mapping is allowed. If you need to remap the buttons, you must do so at the beginning of the match, and then restart the match. Once the match is underway, pausing is considered an interruption of play and will forfeit the game, but not the match. If using stick controllers, turbos MUST be disabled.

Interruption of gameplay will forfeit the game. If there is an interruption of gameplay that prevents continuation of gameplay (a player hitting the power strip), then that player forfeits the entire match.