

# Tekken 6 Rules

**Tournament Style:**

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:**

Rounds set to 60 seconds, life bar set to 100%

**Entry Fee:**

\$5 Per Contestant

**Prizes:**

Prizes will be awarded to the top three players in a 6/2/1 breakdown of the pot. On top of that, first place will have their choice of a \$20 points card for XBL, PSN, or Wii.

**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.

No custom characters with items will be allowed. Alternate costumes are allowed.

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.