

Player Guide



Welcome fighters. Planning on attending or watching the tournament? Please take the time to review the rules and tournament format pages. That way on tournament day you'll know exactly what's going on.



Montana Melee IX Sponsors

Be sure to learn more about our
sponsors on the website and at
the event!

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Montana Melee Code of Conduct

Preamble:

We are a video gaming community and Montana Melee tournaments and events play an important role in our community. We view, hope, and aspire that the influence of Montana Melee reaches beyond our events, beyond our participants, and beyond video games. We believe our role includes being good community citizens and good partners to everyone with whom we interact and we expect the same from our players and community members.

Therefore, in the spirit of sportsmanship and community citizenship, we expect and require all our participants to behave responsibly in word and action when interacting with our community of competitors, sponsors, judges, tournament organizers, officials, partner & affiliate organizations, and individuals from those organizations. This includes but is not limited to this code of conduct:

- Players shall not engage or encourage other players to engage in unsportsmanlike conduct with any player, parent, participant, official, affiliate, or other attendee.
- Players shall not engage or encourage other players to engage in behavior which could endanger health, safety, or the well being of any player, parent, participant, official, affiliate, or other attendee.
- Players shall not use illegal drugs at Montana Melee events and shall not be under the influence of illegal drugs at Montana Melee events.
- Players shall not bring alcohol to Montana Melee events and alcohol shall only be consumed at Montana Melee events in accordance with the law and the policy's of our venue partners.
- Players shall not become under the influence of alcohol in such that their language, behavior, and overall conduct is altered by the influence of alcohol.
- Players shall not engage in verbal or physical threats or abuse, or encourage others to engage in verbal or physical threats or abuse of any player, parent, participant, official, affiliate, or other attendee.
- Players shall not initiate or participate in a fight, scuffle, or physical altercation outside of what takes place in video games.
- Players shall not escalate an incident that is in violation of the guidelines presented in this code of conduct.

Failure to abide by this code of conduct can result loss of matches, and banning from Montana Melee events.



Montana Melee Photo Release Agreement

As a participant in Montana Melee X, I hereby grant Montana Melee and its affiliates, representatives, and authorized media partners, permission to take photographs and videos of me during the event.

I understand that these photographs and videos may be used for promotional purposes, including but not limited to marketing materials, social media, website content, and press releases. I acknowledge that Montana Melee may use these images and videos without any further consent or compensation.

By registering for Montana Melee X, I agree to the following terms:

Authorization:

I authorize Montana Melee to capture and use my image and likeness in photographs and videos taken during the event.

Usage:

I understand that these images and videos may be used in a variety of promotional and marketing materials, including but not limited to:

- Social media posts
- Website content
- Flyers, brochures, and posters
- Press releases and news articles
- Sponsor promotions and advertisements

Rights:

I waive any right to inspect or approve the finished products, including written copy, that may be created in connection therewith. I also waive any right to royalties or other compensation arising from or related to the use of the images or videos.

Release and Hold Harmless:

I release and hold harmless Montana Melee, its affiliates, representatives, and authorized media partners from any claims, demands, or causes of action that I may have by reason of this authorization.

By completing my registration for Montana Melee events, I confirm that I have read, understood, and agree to the terms of this Photo Release Agreement.



Montana Melee Rulebook Notice

By registering for Montana Melee X, I acknowledge that I have read, understood, and agree to the following terms regarding the official Montana Melee X Rulebook:

Rulebook Acknowledgment:

- I acknowledge that the official Montana Melee X Rulebook is available on the Montana Melee website for review.
- I understand that the Rulebook contains important information regarding the rules, regulations, and conduct expected at Montana Melee X.

Review Confirmation:

- I confirm that I have reviewed the Rulebook to my satisfaction.
- I agree to abide by all rules and regulations outlined in the Rulebook during my participation in Montana Melee X.

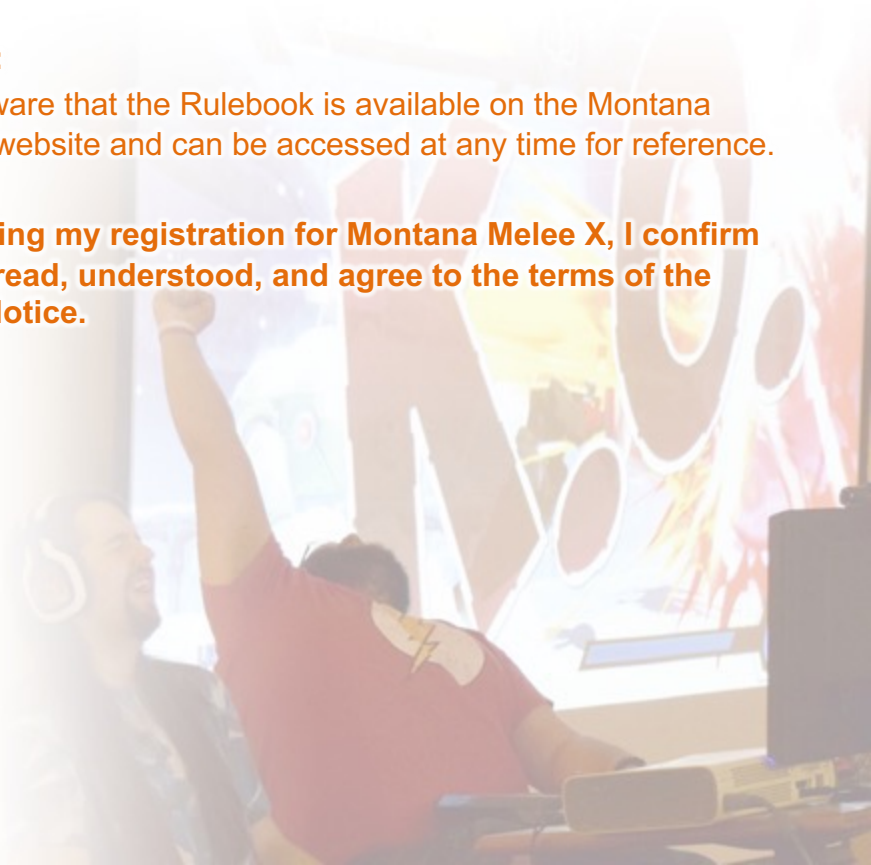
Compliance:

- I understand that failure to comply with the rules and regulations outlined in the Rulebook may result in disciplinary action, including but not limited to disqualification from the tournament and future Montana Melee events.

Availability:

- I am aware that the Rulebook is available on the Montana Melee website and can be accessed at any time for reference.

By completing my registration for Montana Melee X, I confirm that I have read, understood, and agree to the terms of the Rulebook Notice.



Helpful Tournament Information

Terminology

The following terms will be used in this document, around the website, and at the tournament itself.

Bracket	A flow chart indicating who should play whom at any point in the tournament. The completely deterministic nature of a bracket ensures fair play. Most Montana Melee tournaments use <u>double elimination</u> brackets.
Match	A pairing between two people in the bracket. The two people play each other until a winner is determined. For example, the final Match in the tournament determines who gets 1st and who gets 2nd. A Match is usually 2 out of 3 games.
Game	A Game is just what you think it is... a single game between 2 players. For example, a game in Street Fighter is over when someone wins 2 out of 3 rounds. A game of Ultimate Marvel Vs. Capcom 3 is over when one player loses his last character. Make sure you understand the difference between a Match and a Game!
The Director(s) or Organizer(s)	The person ultimately responsible for running the whole tournament.
Judge	The Director has a lot of people helping him. These people usually watch over Matches, run Brackets, and help to resolve conflicts. Thus, those people are called Judges. They are tournament officials. While they can help to resolve conflicts, the Director is the ultimate authority in making sure the rules are enforced.
BYOC	Bring your own controller. While Montana Melee will make a reasonable attempt to provide controllers, it is not a guarantee. The expectation is that players will bring their own controllers to participate in the events for which they register.

Match Rules and Tournament Rules

Montana Melee follows a standard Evo tournament series rule set. Especially if you have no prior tournament experience, please review these rules at <https://www.evo.gg/rules>.

Additional Information

Montana Melee is a valued event in our community. It is a celebration of fighting games, competition, culture, community, and common interests among people from all over the area. As such, we ask that each participant follow the rules as a consideration to our community, organizers, partners, and sponsors.



Tournament Format



At the start of the tournament, players are divided into pools with other players. The size of each pool depends on the overall size of the tournament. There will be one pool for most tournaments, tournaments with a large number of players may have more than one pool. Each pool is run as a **double elimination** bracket, until there are only four players left. These top four players advance to the Tournament Finals. A loss from your pool carries over to the Tournament Finals. As the pool plays until four players remain, one half the players will start out on the “winners” side of the bracket, and the other half will start out on the “losers” side. The top four players make it to the tournament finals.



Once all the pools have been run, the top four players from the pool move on to a new double elimination bracket. So the Tournament Finals are basically a continuation of the Pool Play brackets. Once again, losses carry over. The Tournament Finals end when all but one player has lost twice and been eliminated.



Main Tournament Payout structure

Think you can place in the money? That's the spirit! The ten dollars from the event fee of each tournament game participant will go into its tournament specific prize pool. Montana Melee awards these funds as cash prizes to the top placers in each event at a rate proportional to the number of attendees. Sometimes prize pots are increased by sponsors. So special consideration is given a tournament's payout based on its prize pot. Below is the payout ratio across different prize pot sizes:

Prize Pot Size	Payout
Less than \$75	85/15
\$76 to \$499	60/30/10
\$500 or more	50/25/15/5/2.5/2.5

For example, if 4 people enter a tournament and no additional money is added, the total prize pool for that tournament will be \$40 (4 x \$10), paying out \$34 to first place (85% of \$40) and \$6 to second place (15% of \$40).

Likewise, if 25 people enter a tournament and an additional \$250 is added, the total prize pool for that tournament will be \$500 (25 x \$10 + \$250), paying out \$250 to 1st place (50% of \$500), \$125 to 2nd place (25% of \$500), \$75 to 3rd place (15% of \$500), \$25 to 4th place (5% of \$500), and \$12.50 each to two competitors who tie for 5th place (2.5% of \$500).

Achievement Unlocked games do not have a cash payout.



Main Tournament Games & Prizes

In addition to the cash prizes outlined on the previous page, the following will be awarded for all main event games:

- Top 3:
 - Medal



General Rules

Fighting games have many similarities but there are also some differences. That's why we break down the rules in a way that is simple for every fighter to understand.

- All events are BYOC (bring your own controller). An attempt to accommodate will be made, but is not guaranteed.
 - Programmable controllers and converters are forbidden.
 - Wired controllers are strongly encouraged and preferred. Please bring a wireless controller only if it is absolutely necessary.
 - Montana Melee does not supply controller converters.
- All games will be played on their default settings unless otherwise noted.
- All tournaments are double elimination brackets; a player must lose two matches before being eliminated from the tournament.
- Each match is best 2 of 3 games, except those played in the finals event
- Matches during the finals event are best 3 of 5 games (top four in most games, top eight in games with more than one pool), unless time constraints forbid the match extension.
- After a game is played, the winner must keep their character, the loser has the option to change characters unless otherwise noted
- No Handicap features may be enabled.
- Report to your pools on time!! Failure to do so may result in forfeiture of your match. If you need to leave the area temporarily communicate this to your pool judge.
- Use of any glitch that prevents the game from being played is forbidden and will result in forfeiture of the match.



Street Fighter 6

STREET FIGHTER™

- Version: PC
- Game Settings: Versus Mode, one on one, best 2 of 3 rounds = 1 game
- The top 4 competitors will play 3/5 games.
- Random Stage select
- Training Stage is banned
- Dynamic control type is banned
- Pause Menu Long Hold set to "ON"

Mortal Kombat 11



- Version: PC
- Top 4 will play 3/5 games.
- Random Stage select

TEKKEN 8

- Game version: PC
- Game Settings: Versus Mode, one on one, best 3 of 5 rounds = 1 game
- Stage Selection
 - For the first Game of the Match, players will utilize Random Stage Selection.
 - For each subsequent Game in the Match, the Player who lost the previous Game may choose a stage if they have not changed their character. If the losing Player has chosen to change their character they must use Random Stage Selection.
- There will be no customizing colors, names or items at any time before or during a tournament match. Any player that does so will be given a loss.

SUPER SMASH BROS.™

ULTIMATE

- **Game Version and Settings**
 - US Nintendo Switch
 - Double Elimination
 - Singles tournament (1v1)
 - 3 Stocks, 7 Minutes
 - Miis are Legal (All moveset combinations)
 - Hazards Off
 - 2/3 Games per Set
 - 3/5 Games per Set starting in Top 4 of the tournament
 - All DLC are Legal
 - Patch clause: Latest Super Smash Bros Ultimate patch must be used on any participating Nintendo Switch Console
- **Stages**
 - Starters: Battlefield, Small Battlefield, Pokemon Stadium 2, Town and City, Smashville
 - Counterpicks: Kalos Pokemon League, Final Destination, Hollow Bastion
 - Most Battlefield and Omega forms are allowed. Exceptions: Dream Land GB, Flat Zone X, Hanebow, Mario Maker, Pac-Land, Duck Hunt, Fountain of Dreams, Gamer
- **Set Procedure**
 - Characters are decided before striking stages Game 1
 - Game 1 striking order: P1-P2-P2-P1 (P1 is RPS Winner)
 - The winner of each game bans 3 stages then the loser picks a stage.
 - After a stage has been selected, the winner has the option to switch characters, then the loser does the same.
 - No DSR (players are allowed to counterpick to a stage they won on earlier in the set if the stage is not banned by their opponent)
- **Game End Conditions**
 - If a game ends with a self-destruct move the results screen will determine the winner
 - If a game ends with time the player with more stocks wins, or in the case of tied stocks the player with the lower percentage wins.
 - If a game ends in a timeout or with both players losing their last stocks simultaneously, the game's winner is determined by the following criteria, in order:
 1. Player with more stocks remaining
 2. Player with less percent damage
 3. New game on same stage with 1 stock and 2-minute timer. Repeat Rules above until timeout is decided or decided by a Tournament Organizers (TO) decision.
- **Additional Rules**
 - All controllers are permitted so long as they do not contain macro or turbo functions that are not present in stock Gamecube or Nintendo Switch Pro controllers. (I.E. Combos that can't be performed by a human/makes it easier to execute button combos with a single input.)
 - Wireless-capable controllers must be desynced after each tournament set played, using the designated desyncing station in the venue
 - Warm-up periods and controller tests may not exceed 60 seconds on the in-game timer
 - Coaching is banned
 - Loading content onto consoles without authorization from tournament officials is banned
 - Amiibos are banned

Super Smash Bros. Ultimate Doubles (2v2)



- **Game Version and Settings**
 - US Nintendo Switch
 - Double Elimination
 - Doubles tournament (2v2 Simultaneous Play)
 - No team may use the same two characters in the same game
 - 3 Stocks, 7 Minutes
 - Miis are Legal (All moveset combinations)
 - Hazards Off
 - 2/3 Games per Set
 - 3/5 Games per Set starting in Top 4 of the tournament
 - All DLC are Legal
 - Patch clause: Latest Super Smash Bros Ultimate patch must be used on any participating Nintendo Switch Console
- **Stages**
 - Starters: Battlefield, Small Battlefield, Pokemon Stadium 2, Town and City, Smashville
 - Counterpicks: Kalos Pokemon League, Final Destination, Hallow Bastion
 - Most Battlefield and Omega forms are allowed. Exceptions: Dream Land GB, Flat Zone X, Hanebow, Mario Maker, Pac-Land, Duck Hunt, Fountain of Dreams, Gamer
- **Set Procedure**
 - Characters are decided before striking stages Game 1
 - Game 1 striking order: P1-P2-P2-P1 (P1 is RPS Winner)
 - The winner of each game bans 3 stages then the loser picks a stage.
 - After a stage has been selected, the winner has the option to switch characters, then the loser does the same.
 - No DSR (players are allowed to counterpick to a stage they won on earlier in the set if the stage is not banned by their opponent)
- **Game End Conditions**
 - If a game ends with a self-destruct move the results screen will determine the winner
 - If a game ends with time the player with more stocks wins, or in the case of tied stocks the player with the lower percentage wins.
 - If a game ends in a timeout or with both players losing their last stocks simultaneously, the game's winner is determined by the following criteria, in order:
 1. Player with more stocks remaining
 2. Player with less percent damage
 3. New game on same stage with 1 stock and 2-minute timer. Repeat Rules above until timeout is decided or decided by a Tournament Organizers (TO) decision.
- **Additional Rules**
 - All controllers are permitted so long as they do not contain macro or turbo functions that are not present in stock Gamecube or Nintendo Switch Pro controllers, (I.E. Combos that can't be performed by a human/makes it easier to execute button combos with a single input.)
 - Wireless-capable controllers must be desynced after each tournament set played, using the designated desyncing station in the venue
 - Warm-up periods and controller tests may not exceed 60 seconds on the in-game timer
 - Coaching is banned
 - Loading content onto consoles without authorization from tournament officials is banned
 - Amiibos are banned



Super Smash Bros. Ultimate Crews (3v3)

SUPER SMASH BROS.™ CREWS ULTIMATE

- **Game Version and Settings**
 - US Nintendo Switch
 - Double Elimination
 - Doubles tournament (3v3 Elimination Play)
Explanation:
 - Player A from each team play each other, the same repeats for Player B of each team and Player C of each team.
 - Winners stay and continue to play winners of the other matches (if necessary) until all three members from one team is eliminated.
 - No team may use the same two characters in the same game
 - 3 Stocks, 7 Minutes
 - Miis are Legal (All moveset combinations)
 - Hazards Off
 - 2/3 Games per Set
 - 3/5 Games per Set starting in Top 4 of the tournament
 - All DLC are Legal
 - Patch clause: Latest Super Smash Bros Ultimate patch must be used on any participating Nintendo Switch Console
- **Stages**
 - Starters: Battlefield, Small Battlefield, Pokemon Stadium 2, Town and City, Smashville
 - Counterpicks: Kalos Pokemon League, Final Destination, Hallow Bastion
 - Most Battlefield and Omega forms are allowed. Exceptions: Dream Land GB, Flat Zone X, Hanebow, Mario Maker, Pac-Land, Duck Hunt, Fountain of Dreams, Gamer
- **Set Procedure**
 - Characters are decided before striking stages Game 1
 - Game 1 striking order: P1-P2-P2-P1 (P1 is RPS Winner)
 - The winner of each game bans 3 stages then the loser picks a stage.
 - After a stage has been selected, the winner has the option to switch characters, then the loser does the same.
 - No DSR (players are allowed to counterpick to a stage they won on earlier in the set if the stage is not banned by their opponent)
- **Game End Conditions**
 - If a game ends with a self-destruct move the results screen will determine the winner
 - If a game ends with time the player with more stocks wins, or in the case of tied stocks the player with the lower percentage wins.
 - If a game ends in a timeout or with both players losing their last stocks simultaneously, the game's winner is determined by the following criteria, in order:
 1. Player with more stocks remaining
 2. Player with less percent damage
 3. New game on same stage with 1 stock and 2-minute timer. Repeat Rules above until timeout is decided or decided by a Tournament Organizers (TO) decision.
- **Additional Rules**
 - All controllers are permitted so long as they do not contain macro or turbo functions that are not present in stock Gamecube or Nintendo Switch Pro controllers. (I.E. Combos that can't be performed by a human/makes it easier to execute button combos with a single input.)
 - Wireless-capable controllers must be desynced after each tournament set played, using the designated desyncing station in the venue
 - Warm-up periods and controller tests may not exceed 60 seconds on the in-game timer
 - Coaching is banned
 - Loading content onto consoles without authorization from tournament officials is banned
 - Amiibos are banned



Bounty Bracket Tournament Games

Bounty Brackets are auction based tournaments. Players bid on a character in a pre-determined single elimination bracket. The winning bid determines the size of the bounty on that character/player:

- Payout Rules
 - 1/2 of every winning bid will go to Montana Melee's charitable efforts
 - 1/4 of every winning bid will go to the tournament prize pot and payout according to payout rules.
 - 1/4 of every winning bid will become the character's bounty
 - The remaining bounty(ies) of the tournament winner will be paid to the tournament winner.

**SUPER
SMASH BROS.[™]**
ULTIMATE

STREET FIGHTER

**MONTANA
MELEE**
X

Bounty  **Bracket**

Street Fighter 6 Bounty Bracket



STREET FIGHTER™

Bounty Bracket

- Version: PC
- Game Settings: Versus Mode, one on one, best 2 of 3 rounds = 1 game
- Random Stage select
- Training Stage is banned
- Dynamic control type is banned
- Pause Menu Long Hold set to “ON”
- Bidding Rules
 - Each character will be represented ONCE in a random bracket and be auctioned off.
 - Players will bid on characters.
 - To participate players MUST win a character via the auction.
 - Players may win as many characters as they chose. If a player owns two characters and they face each other the player can chose which character to assign a win to and which to assign a loss to.
- Payout Rules
 - 1/2 of every winning bid will go to Montana Melee’s charitable efforts
 - 1/4 of every winning bid will go to the tournament prize pot and payout according to payout rules.
 - 1/4 of every winning bid will become the character’s bounty
 - The remaining bounty(ies) of the tournament winner will be paid to the tournament winner.



SUPER SMASH BROS.™ ULTIMATE

Bounty Bracket

- **Game Version and Settings**
 - US Nintendo Switch
 - Single Elimination
 - Singles tournament (1v1)
 - 3 Stocks, 7 Minutes
 - Miis are Legal (All moveset combinations)
 - Hazards Off
 - 2/3 Games per Set
 - 3/5 Games per Set starting in Top 4 of the tournament (Time Pending)
 - All DLC are Legal
 - Patch clause: Latest Super Smash Bros Ultimate patch must be used on any participating Nintendo Switch Console
- **Stages**
 - Starters: Battlefield, Small Battlefield, Pokemon Stadium 2, Town and City, Smashville
 - Counterpicks: Kalos Pokemon League, Final Destination, Hallow Bastion
 - Most Battlefield and Omega forms are allowed. Exceptions: Dream Land GB, Flat Zone X, Hanebow, Mario Maker, Pac-Land, Duck Hunt, Fountain of Dreams, Gamer
- **Set Procedure**
 - Characters are decided before striking stages Game 1
 - Game 1 striking order: P1-P2-P2-P1 (P1 is RPS Winner)
 - The winner of each game bans 3 stages then the loser picks a stage.
 - After a stage has been selected, the winner has the option to switch characters, then the loser does the same.
 - No DSR (players are allowed to counterpick to a stage they won on earlier in the set if the stage is not banned by their opponent)
- **Game End Conditions**
 - If a game ends with a self-destruct move the results screen will determine the winner
 - If a game ends with time the player with more stocks wins, or in the case of tied stocks the player with the lower percentage wins.
 - If a game ends in a timeout or with both players losing their last stocks simultaneously, the game's winner is determined by the following criteria, in order:
 1. Player with more stocks remaining
 2. Player with less percent damage
 3. New game on same stage with 1 stock and 2-minute timer. Repeat Rules above until timeout is decided or decided by a Tournament Organizers (TO) decision.
- **Additional Rules**
 - All controllers are permitted so long as they do not contain macro or turbo functions that are not present in stock Gamecube or Nintendo Switch Pro controllers, (I.E. Combos that can't be performed by a human/makes it easier to execute button combos with a single input.)
 - Wireless-capable controllers must be desynced after each tournament set played, using the designated desyncing station in the venue
 - Warm-up periods and controller tests may not exceed 60 seconds on the in-game timer
 - Coaching is banned
 - Loading content onto consoles without authorization from tournament officials is banned
 - Amiibos are banned
- **Bidding Rules**
 - Each character will be represented ONCE in a random bracket and be auctioned off.
 - Players will bid on characters.
 - To participate players MUST win a character via the auction.
 - Players may win as many characters as they chose. If a player owns two characters and they face each other the player can chose which character to assign a win to and which to assign a loss to.
- **Payout Rules**
 - 1/2 of every winning bid will go to Watson Children's Shelter
 - 1/4 of every winning bid will go to the tournament prize pot and payout according to payout rules.
 - 1/4 of every winning bid will become the character's bounty
 - The remaining bounty(ies) of the tournament winner will be paid to the tournament winner.

Super Smash Bros Ultimate
Bounty Bracket



Registration and Payment

- Please help us organize a better event by complying with the registration and payment policy, detailed below.
- Online Registration
 - Every player is asked to register online prior to the tournament. This allows event organizers to create brackets before the tournaments begin and helps each event run smoothly and on time. The registration form is available online and can be submitted via the Montana Melee website. Ensure the form is filled out correctly.
- Check-in
 - Players are also asked to check-in before play begins. This process allows us to ensure that you will participate in the event, provide you with your pool assignment, and show you where to go before play begins. Players who do not check-in will be crossed off the bracket when Pool Play begins. This damages the experience for all other players assigned to your pool. Please check-in.
- Late Registration
 - On-site registration will likely be offered during check-in for players who have not registered online, but spaces are limited depending on bracket capacity. By this time, brackets have already been made, so please understand if you cannot be added to the brackets of every game you hope to play if you register late. Those who chose to register late will also check-in at the same time.
- Venue Fee
 - All players will pay a \$25 Venue Fee (\$20 discount for early birds). This year the Venue Fee net covers the cost of our venue, medals, and marketing expenses. Players who register onsite will pay a \$30 Venue Fee.
- Event Fee
 - All players will pay a \$10 Event Fee for each tournament they enter. The Event Fee covers the prize money for top players in each tournament. 100% of Event Fees collected are paid out in prize money. You can learn more about prize money on the “Payout” page of this document.
- Bounty Bracket
 - Bounty Brackets are auction based tournaments. Players bid on a character in a pre-determined bracket. The winning bid determines the size of the bounty on that character/player.

