



FGX 2015 Fighting Games Rules and Regulations



Ultimate Marvel vs. Capcom 3 (Xbox 360)

Ruleset: Evolution

Format: Double Elimination

Game Settings: 99 Seconds, 3/5 Games, Default Handicap, Default Damage

You may not use any glitch that prevents the game from being played. This includes game freezing, game resetting, player freezing, etc.

Winner must keep exact same team (including assists), but may switch order of assists via loading screen.

Galactus is banned in tournament play.

Ultra Street Fighter 4 (Xbox 360)

Ruleset: Evolution

Version 1.05

Format: Double Elimination

Game Settings: Versus Mode, 99 Seconds, 2/3 Rounds, 2/3 Games, No Handicap

If the players do not agree on a stage within 15 seconds, the match will be random stage select.

Winner may change ultra, but has to pick ultra first after loser picks character.

OMEGA Mode and EDITION select are banned

Mortal Kombat X (PS4)

Format: Double Elimination

Game Settings: Versus Mode, 99 Seconds, 2/3 Rounds, 2/3 Games, No Handicap

2 out of 3 games for preliminaries.

3 out of 5 games for winners, losers, and grand finals.

Winner cannot change character or variation

Loser can change character

No game breaking exploits, bugs, or anything that causes the system to crash

Spectral Ermac banned

Stage Select: Both players pick random.

BlazeBlue: Chrono Phantasma (PS3)

Version 1.10

Format: Double Elimination

Game Settings: Versus Mode, 99 Seconds, 2/3 Rounds, 2/3 Games, No Handicap

2 out of 3 games for preliminaries.

3 out of 5 games for winners, losers, and grand finals.

No Unlimited characters

Winner cannot change character

Loser can change character

No game breaking exploits, bugs, or anything that causes the system to crash

If you have any questions please contact Duncan Gallant at duncangallant@gmail.com.

Register at frederictongamingexpo.com

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