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## **Tekken 8 Rules and Set Procedure**

- **Game Settings**
  - **Tournament Mode Default Settings**
  - **3 out of 5 rounds per game**
    - **2 out of 3 games per set**
    - **3 out of 5 games for Top 8**
  
- **Set Procedure**
  - **Random Stage Select**
  - **Winner of previous game MUST keep same character**
  - **Loser of previous game may change characters**



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## Street Fighter 6 Rules and Set Procedure

- **Game Settings**
  - **Default Settings**
  - **All OPTION settings are default settings except for the following:**
    - **Pause menu on long hold: ON**
  - **Dynamic control type is banned**
  - **In-battle Accessibility Settings may be turned ON if the tournament organizer deems that the setting is physically necessary**
  - **2 out of 3 rounds per game**
  - **2 out of 3 games per set**
  - **3 out of 5 games per set for Top 8**
  
- **Set Procedure**
  - **Random Stage Select (players may opt for an agreed stage)**
  - **Winner of previous game MUST keep same character**
  - **Losers of previous game may switch character**



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## **Guilty Gear: Strive Ruleset and Set Procedure**

- **Game Settings: Default**
- **2 out of 3 rounds per game**
  - **3 out of 5 games per set**
- **Ultimate Edition colors are banned for all characters.**
  
- **Set Procedure**
  - **Random Stage Select (players may opt for an agreed stage)**
  - **Winner of previous game MUST keep same character**
  - **Loser of previous game may switch character**



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## Super Smash Bros. Ultimate Stage List and Set Procedure

- **Starters**
  - Battlefield
  - Small Battlefield
  - Pokemon Stadium 2 (PS2)
  - Smashville
  - Town & City
  
- **Counterpick Stages**
  - Final Destination
  - Kalos Pokemon League
  - Hollow Bastion
  
- **Set Procedure**
  - **Stage Striking**
    - Players play a best-of-1 Rock-Paper-Scissors, and the winner may strike a stage first. Stages are struck in a 1-2-2-1 order (RPS Winner strikes 1, opponent strikes 2, etc).
    - Alternately, players may agree to start on any starter stage.
  - **Changing Characters**
    - After each game, the winning player must declare whether or not they are changing characters. After the winning player either changes characters or stays the same, the losing player may then change characters if desired.
  - **Stage Bans After Each Game**
    - Before counterpicking, the player who won the previous Game may ban up to two stages from either the Starter or Counterpick list. These bans do not persist throughout the set



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## **Dragon Ball FighterZ Rules and Set Procedure**

- **Game Settings**
  - **Default Settings**
  - **2 out of 3 games per set**
  - **3 out of 5 games for Top 8**
  
- **Set Procedure**
  - **Random Stage Select (players may opt for an agreed stage)**
  - **Winner of previous game MUST keep same characters and assists**
  - **Loser of previous game may switch characters and assists**