

Anime Destiny Convention Policy Fall 2010

General Policies

All attendees are expected to follow University of California campus policy regarding general behavior and conduct. No weapons, nudity, or drinking on the grounds of the convention is allowed. Moreover, full compliance with instructions given either by Anime Destiny staff or UCPD is expected at all times within campus grounds.

Building Policy does not allow large groups to congregate in hallways, for this reason please refrain from lingering and photographing in hallways. Noisy groups will be asked to move into the main halls. Taping posters, signs, merchandise, or any objects onto the walls of the buildings is strictly prohibited. Any violation of this policy will result in a \$25 fine. Some areas of the building are off limits; these areas are marked on the Con Map. In case of confusion please defer to con staff for directions.

Alcoholic beverages and tobacco products may not be advertised or promoted either (a) on the Berkeley campus or (b) at off-campus activities or events sponsored by campus units or campus-recognized groups and attended by students. Campus-recognized groups include organizations of students, employees, or alumni that are registered with the campus or that use the name of either the University of California or the Berkeley campus. Moreover, Anime Destiny will not tolerate any consumption or possession of alcoholic beverages by any attendee while at the convention. All infringements upon this regulation will be reported to the appropriate legal and University administrative authorities.

Lewd or sexually offensive conduct, including indecent exposure and public nudity, is not permitted on campus. This applies to all public areas of the campus except for specifically designated "clothing optional areas" at gymnasiums, pools, or other areas. It applies to all persons, including students, employees, and visitors, except for babies and young children. The policy does not apply to individuals or groups participating in appropriate visual or performing arts productions or academic programs or classes, although whenever possible, members of the public should be informed that nudity may be included in the performance.

All members of the campus community are encouraged to contact the Title IX Compliance Coordinator (Sexual Harassment Officer) if they observe or encounter conduct that may be subject to the University's Policy on Sexual Harassment. Reports of sexual harassment may be brought to the Title IX Compliance Coordinator, to a human resources coordinator, or to any manager, supervisor, or other designated employee responsible for responding to reports of sexual harassment. If the person to whom harassment normally would be reported is the individual accused of harassment, reports may be made to another manager, supervisor, human resources coordinator, or designated employee. Managers, supervisors, and designated employees are required to notify the Title IX Compliance Coordinator when a report is received.

CosPlay Policies

- All costumes must be decent to wear in public.
- Please refrain from reckless use of props. If a problem is reported to the convention staff, your prop will be confiscated.
- If, at any time, convention staff finds your costume inappropriate in any way, you will be politely asked to change out of the costume. An inappropriate costume is one that fails to meet decency standards, blocks hallways, or causes staff or other attendees to have valid complaints. Failure to comply with a staff request will result in the revocation of your badge. Your registration will not be refunded, and you will be escorted from the convention grounds.
- If we confiscate your costume materials, they will be held at Con-Ops for you to pick up later.
- All props/weapons must be cleared with Con-Ops
- Metal-bladed Prop Weapons, which include any display of live steel, or Prop Weapons which may present a danger to others, may not be displayed. No props may have any sharp edges or sharp pointed tips. No items over seven (7) feet in any direction or weighing over fifteen (15) lbs will be allowed.
- Water pistols are allowed provided they are brightly colored (white, bright red, bright orange, bright yellow, bright green, bright blue, bright pink, or bright purple) and must remain **EMPTY**
- Weapons are not allowed to be swung, jabbed, thrust, or actively used on the convention grounds or in parking lots. Doing so can injure others and create unsafe situations.
- Futuristic Replicas of non-existent weapons may be displayed, provided that they are immediately and obviously recognizable as such. Examples include phasers, ray guns, or light-sabers
- **COSTUMES THAT MAY BE CONFUSED WITH LOCAL LAW ENFORCEMENT OR OTHER EMERGENCY RESPONSE PERSONNEL UNIFORMS ARE NOT PERMITTED AT ANIME DESTINY.**

Badge Policy

Please note the following:

- Badges are not transferable.
- Lost badges can be replaced at the registration desk for \$5.
- We reserve the right to refuse admission to anyone.

Unless specifically noted below, a badge and/or registration record is required to attend Anime Destiny events.

Video Game Tournament Policy

Super Smash Brothers Brawl Super Street Fighter IV Blazblue: Continuum Shift Finals

- Sign-ups are 20 minutes in the beginning of the scheduled tournament time.
- Food or drink are allowed in tournament room, but please, wash your hands before playing.
- Trash talking should be kept at a minimum. Audience cheers are encouraged.
- If you sign-up for a specific tournament, please stay long enough so you're not late for you match.
- The three games showcased are: (in the order they're going to be played) Super
- Smash Brothers Brawl (Wii), Street Fighter IV (PS3/Xbox360), and Blazblue (PS3/Xbox360).
- The format is 16 people single elimination. If there are more people, we may increase the size of the tournament.
- After a tournament's over, if there are still time left in the 2 hour allotted block it'll be informal free play.
- Hardware issues mean instant rematch. Pausing the game during a match means that round is forfeited.
- The final matches will be played at 5PM in Tilden.
- Winners will be awarded a prize after the finals.

Super Smash Brothers Brawl

- The format for SSBB will be one-on-one matches.
- You have a choice between a Gamecube controller of a Wiimote+Nunchuck.
- 4 stock, 5 minute time limit.
- Items will be OFF, with the exception of Final Smashes.
- Battlefield, Final Destination, and Smashville are the three permissible stages.
- Final match will be a 3-set match, meaning that in order to win, you have to win 2 sets.

Super Street Fighter IV

- The format for SSFIV will be one-on-one matches.
- You have a choice between an Xbox360 controller, a PS3 controller, or one of the provided arcade sticks. Feel free to bring in your own arcade stick.
- Best of 5 rounds format, 99 second time limit, default damage/handicap.
- Final match will be a best of 3 game match, with best of 3 rounds. (Thus allowing for the loser to change his/her character)

Blazblue: Continuum Shift (3PM-5PM)

- The format for Blazblue will be one-on-one matches.

- You have a choice between an Xbox360 controller, a PS3 controller, or one of the provided arcade sticks. Feel free to bring in your own arcade stick.
- Best of 5 rounds format, 99 second time limit, default damage/handicap.
- Final match will be best of 2 game match, with best of 3 rounds. (Thus allowing for the loser to change his/her character)