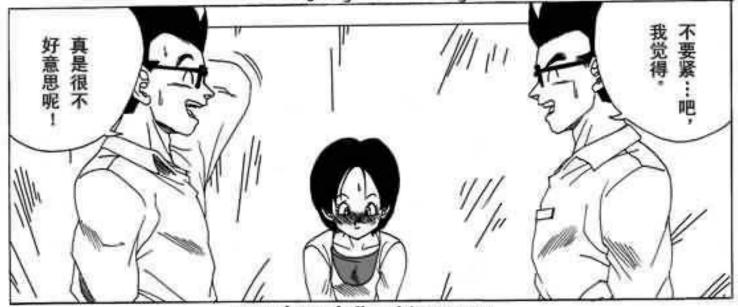








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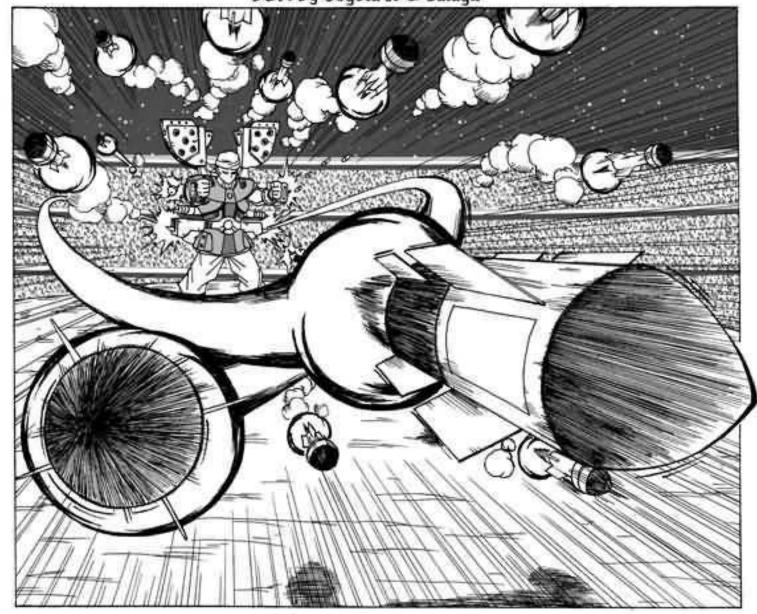


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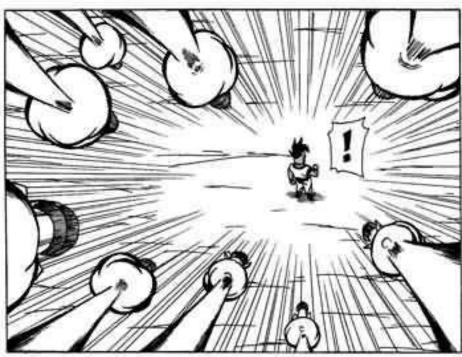




















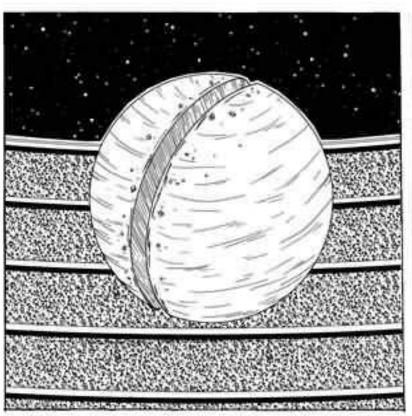
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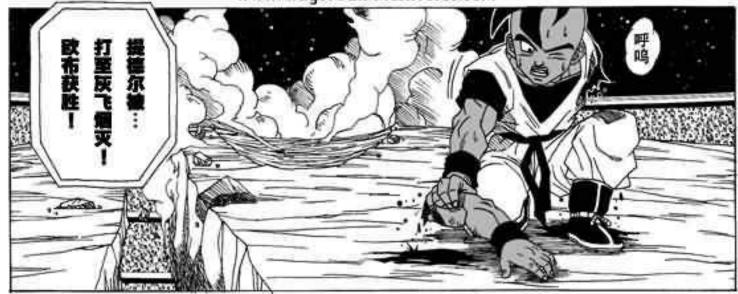








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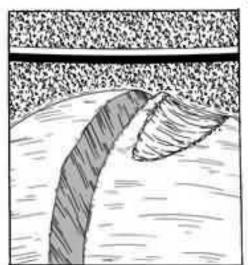
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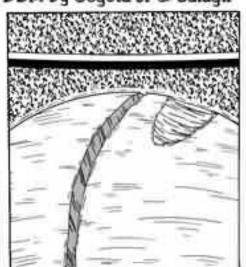


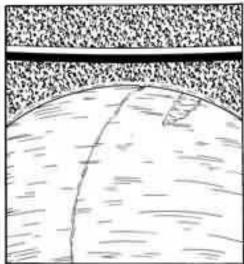




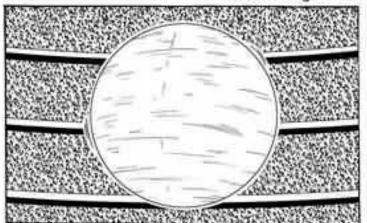


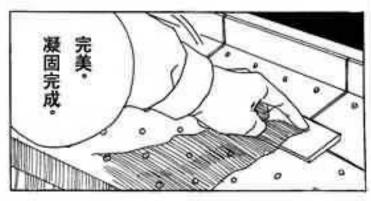






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规则

开始战斗

- = 当听到自己的名字及宇宙序号被召唤时,登上擂台。
- = 对阵双方皆踏足擂台后,战斗开始。
- = 任何挑战者若迟迟不到,将被判弃权。

战斗时

- 若特意攻击对手以外的对象(如观众、其它宇宙的参赛者等), 将被判犯规且判输。
- = 不得接受任何外力协助,包括道具、魔法、能量,或声音提示。
- = 允许使用各种技能。可以携带道具、但必须单人匹马。

结束战斗。以下情形判输:

- = 昏迷超过30秒,或死亡。
- = 在裁判视野内消失超过30秒。因此请勿离擂台太远。
- = 以明确的方式表示弃权。
- = 接受外力协助, 或被判犯规。

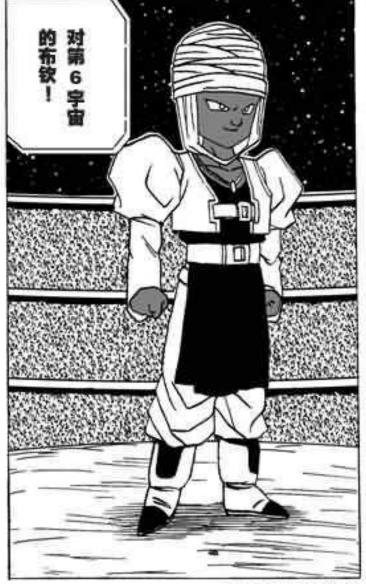
非战斗时

- = 严禁私斗,即使在竞技场以外的地方。
- = 任何问题可导致整个宇宙组的参赛资格被取消。
- 在主办方的能力范围之内、参赛者的任何需要 (食物、饮料、各种便利、冥想室等)可得到满足。
- 伤者可得到主办方在其能力范围之。 治疗,但死者必须等到 武道会结束才能复活。





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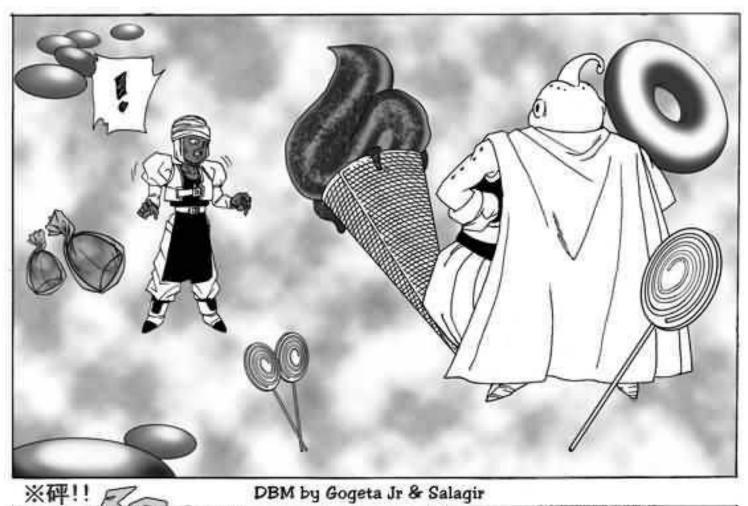
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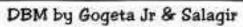


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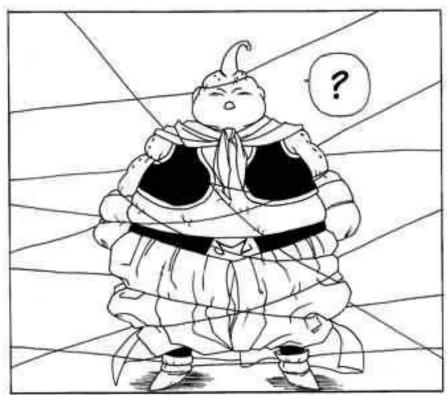






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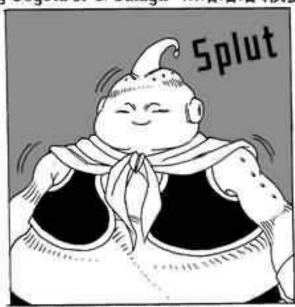






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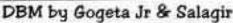


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