MORTAL KOMBAT

GAME INFORMATION

Mortal Kombat Komplete Edition (sometimes also referred to as Mortal Kombat 9) is a 2.5D fighting game with 3D graphics and the ninth main instalment in the Mortal Kombat series. The game played here will be between 2 players where they need to choose one of the many playable characters available in the game and use the controls to execute combos of attack and kill your opponent. The 2 players start off from two sides of the screen and use their skills to kill the opponent. Simply with every hit you make, your opponent takes some damage. The person who runs out of health first loses and the winner advances to the next round.

GENERAL RULES

Competition format: 1 vs. 1 Teams

Match winner: The winner will be decided by best of 3 or best of 5 matches played (according to rules of different rounds).

GAME SETTINGS

Version: 6.77b or later

Mode: 2 Player (1 vs. 1)

IMPORTANT RULES

1. The game will be played on Mortal Kombat Komplete Edition

2. Players may not use Kombat codes.

3. The first 2 rounds (prelims) will be best of 3, and best of 5 for next rounds.

4. There will be 2 players in a match, each setup is connected with one keyboard and one 12 button gamepad. The choice of controller depends on the players. In case of conflict, the coordinator will perform a toss to decide. Players are advised to bring their own controllers for their comfort. After the prelims, both players may be provided a gamepad.

5. No 3rd party software is allowed to be installed apart from the participant's own controller driver. No controller macros are allowed. While playing on keyboard no request for changing controls will be entertained.

6. Players have to select their characters within a maximum of 20 seconds, else a random player will be chosen for them.

7. Players may not use the Character Sheeva.

8. The Maps may be selected by players within 10 seconds else a random map will be chosen.

9. Players may not quit out of a Game before it has ended, without Referee's permission.

10. Players may not incorrectly end a Game, or pause it, without Referee's permission.

11. No warm-ups or practices between players are allowed during Tournament play.

12. In case of disconnection or technical problems the coordinators decision is final say.

13. If spotted intentional damage to the controllers or use of abuse the player will be disqualified. The PC/audio/projector setup should not be tampered with without the coordinators' explicit permission.

14. In case of any problems the game can be restarted only if the first hit has not been taken.

15. The loser of each Game may select a new Character for the next Game. (Not for prelims) The winner of each Game won't be allowed to select a new Character for the next Game. (Not for prelims)

16. If a Game is started without the approval of a Referee it will be restarted from the beginning.

RULE CHANGES

The Administrators reserve the right to modify the rules as needed. This includes changes due to software updates or releases, event organizer decisions and all other changes deemed necessary to run a successful tournament. Teams are responsible to check the rules on a regular basis and prior to the event to ensure they are in complete compliance. Teams must understand that rules listed are guidelines to ensure fair and competitive play and are subject to interpretation by the administrators based on the spirit of the game.