

Smash Ultimate Crew Battle Tournament Guide

How to create/join the battle arena in Smash Ultimate Crew Battle

Smash Ultimate can only be played on the Nintendo Switch - The Nintendo Switch Online membership and internet service is required to play Smash Ultimate in 'Online' mode.

We will use Online -> Battle Arenas to play each round and will **ONLY** allow the **host captain** (or other designated host) in the battle arena along with the two in play - all others will wait outside the game to keep latency to a minimum. We will be using discord to communicate who is in and out so all players need to be available in discord to make this as smooth as possible.

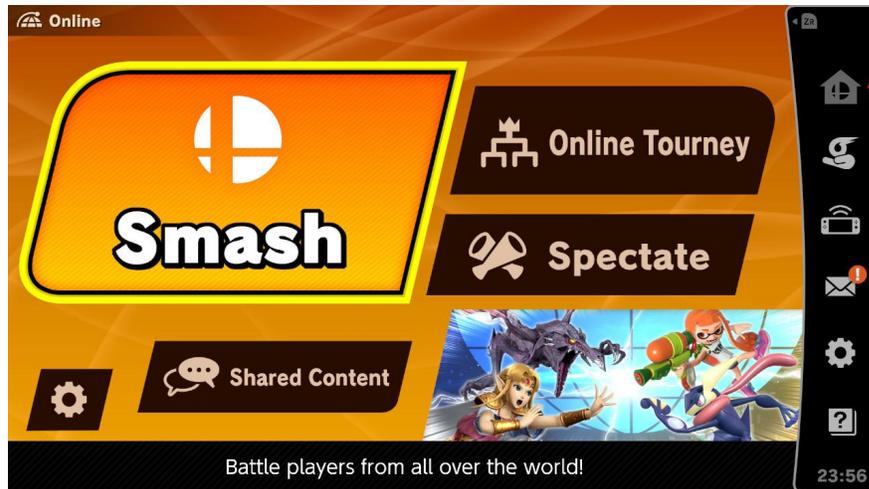
Because we are using the online battle arena system, the host captain (or designated host) will be the center point of calling out the next match (new player joins) and removing players. **All players will need to have the battle arena ID to join the tournament. This will only be found in discord.**

Creating a battle arena (home team captain)

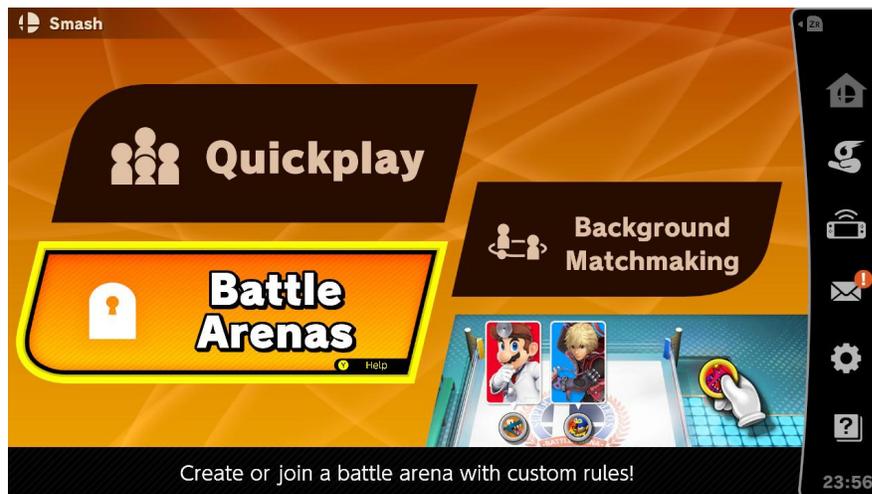
Start by opening the game, selecting 'Online'



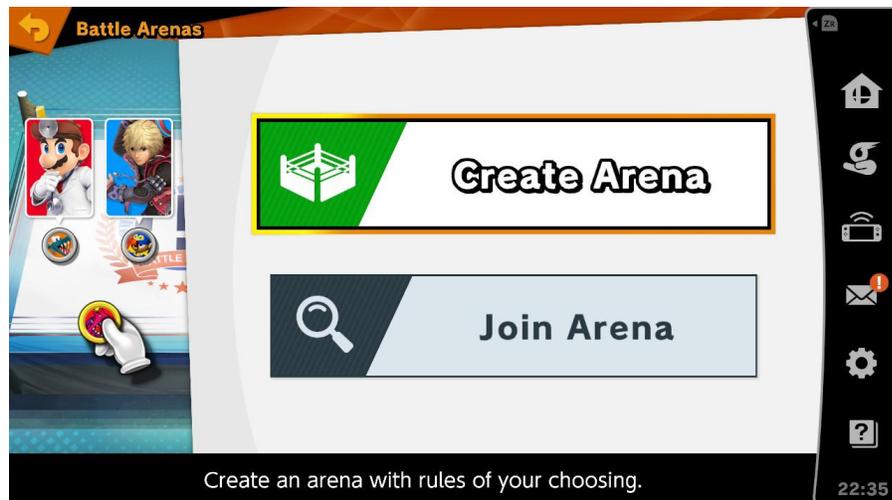
Now select the 'Smash' option



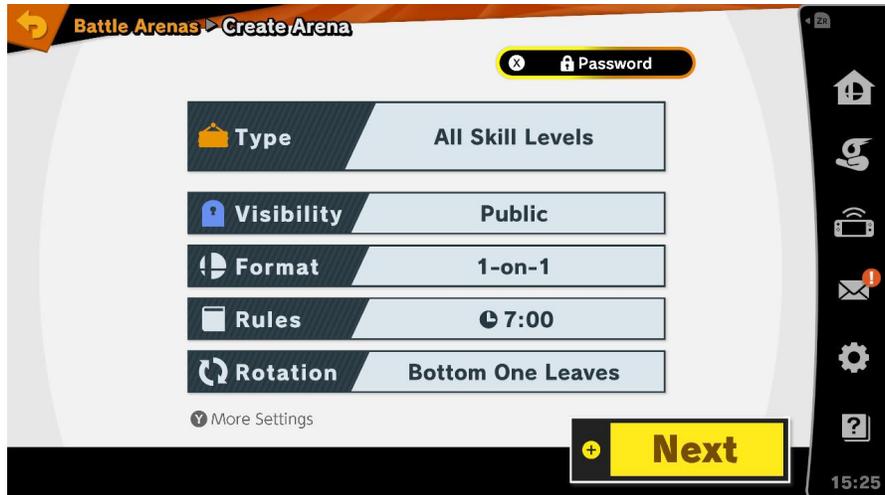
Now select the 'Battle Arenas' option



Select 'Create Arena'



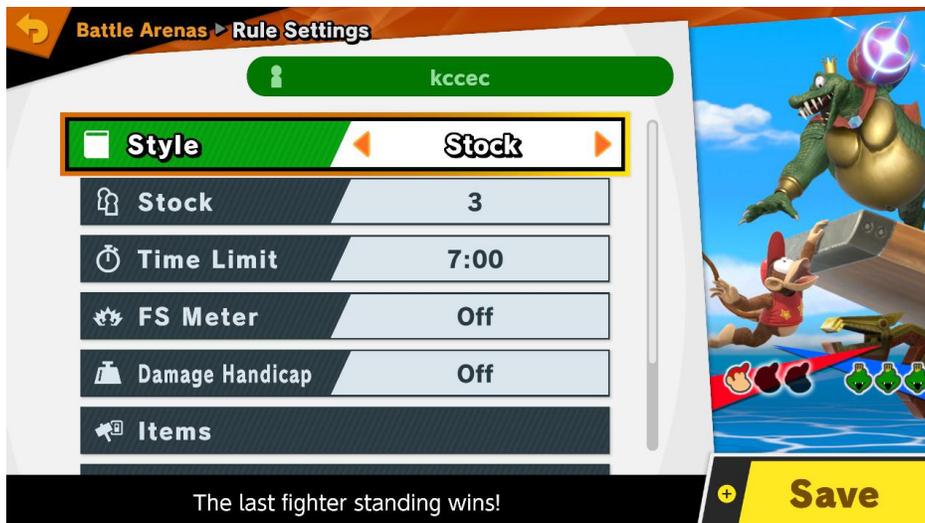
Select 'password' to ON and set the password to **12345** for simplicity.



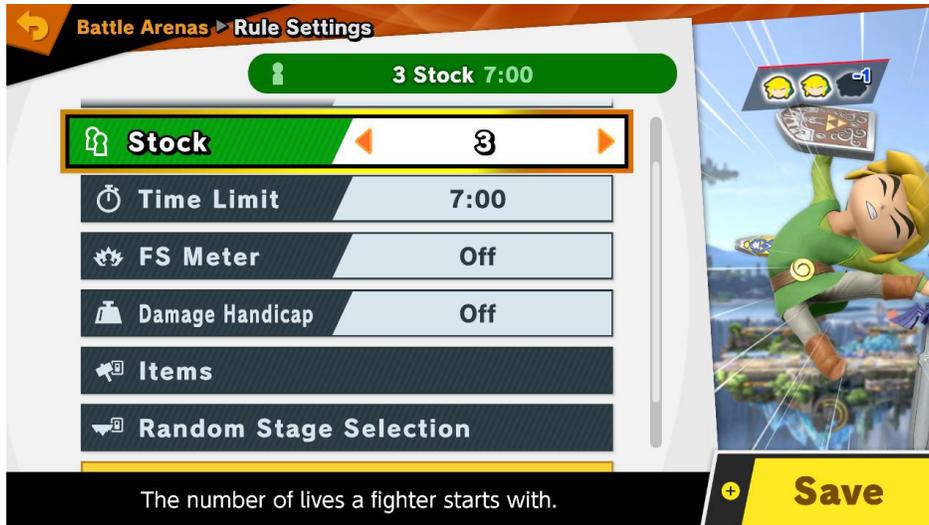
Set **Type** = All Skill Levels, **Visibility** = Public and **Format** = 1-on-1



Next, click the **RULES** header - it will take you to a new screen. Select **Style** = Stock



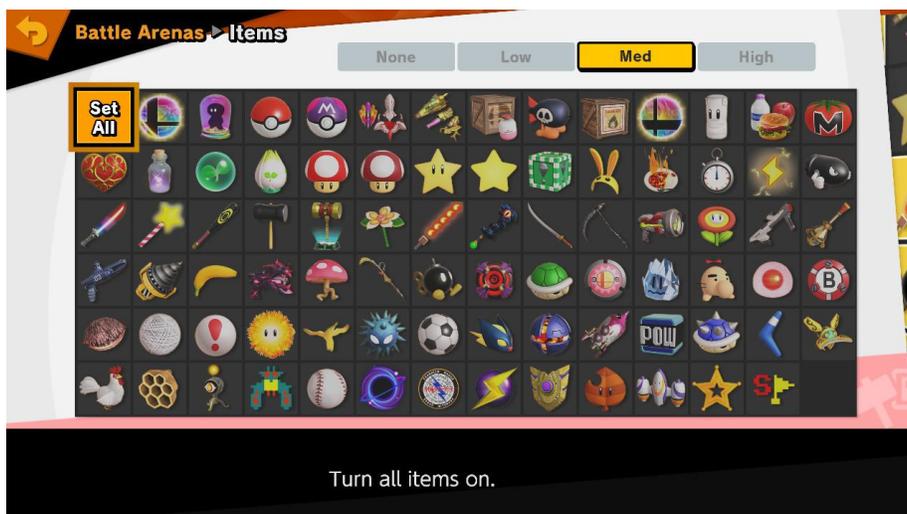
Set the **Stock = 3**, **Time Limit = 7:00**, **FS meter**, **Dmg Handicap = OFF**



Click on the **ITEMS** header, Items should be **Set None**.



Once items are disabled, it will look like this:



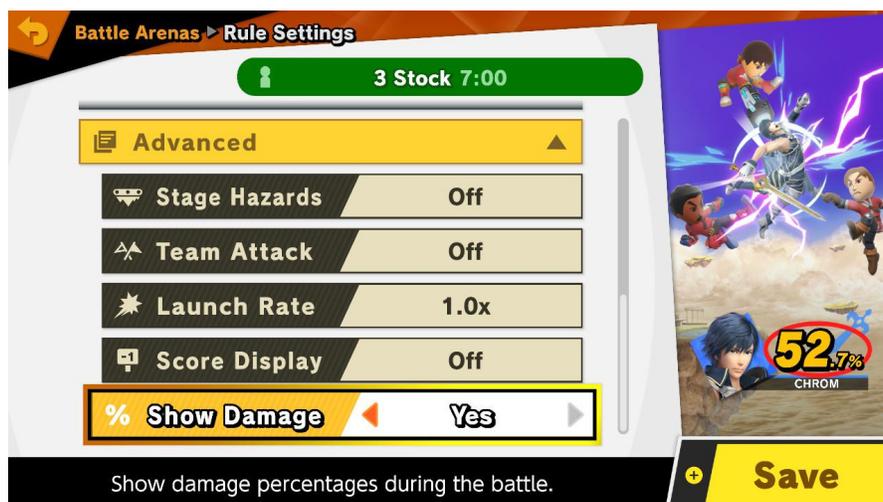
Now click the **Random Stage Selection** header, Random Set Select should be to **Set None**.



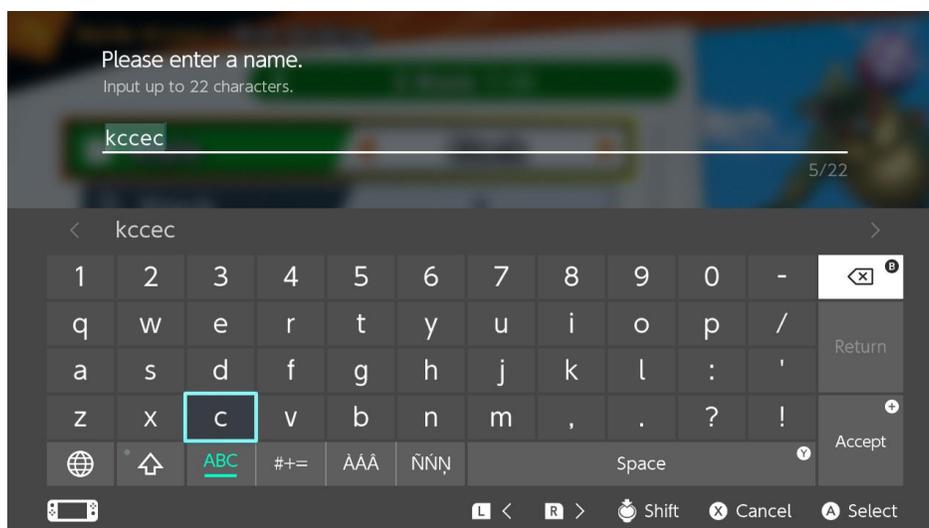
Once Random Stage Selection is disabled, it should look like this:



Now go back and scroll down to the 'Advanced' drop down. Set **Stage Hazards**, **Team Attack**, **Score Display** = OFF, **Launch Rate** = 1.0, **Show Damage** = Yes.



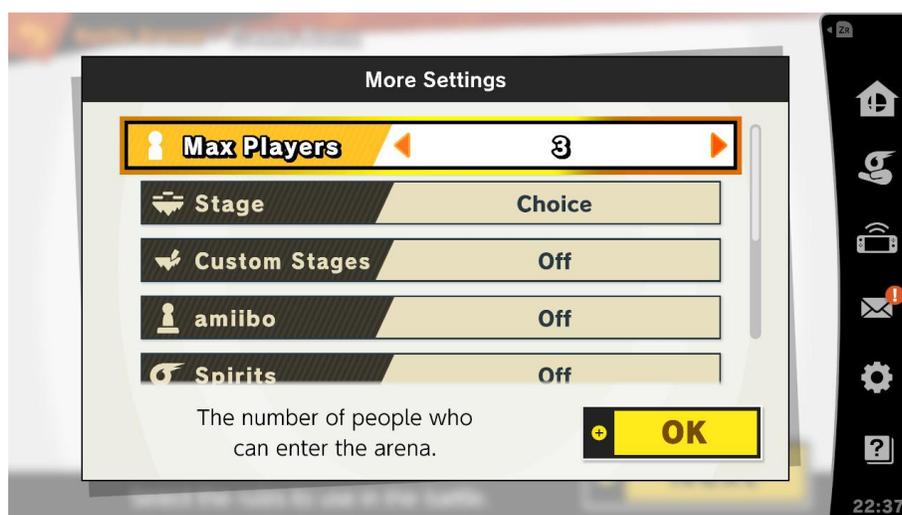
When all that is completed, hit **+** on your controller to save the ruleset - name it **kccec** for easy reference.



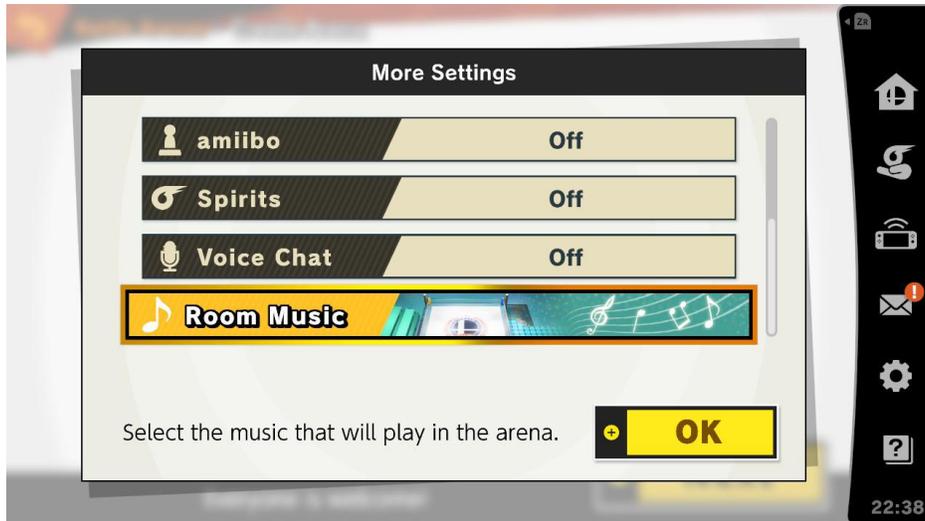
Now back on the **Create Arena** page, set **Rotation** = Bottom One Leaves, then **click Y button**.



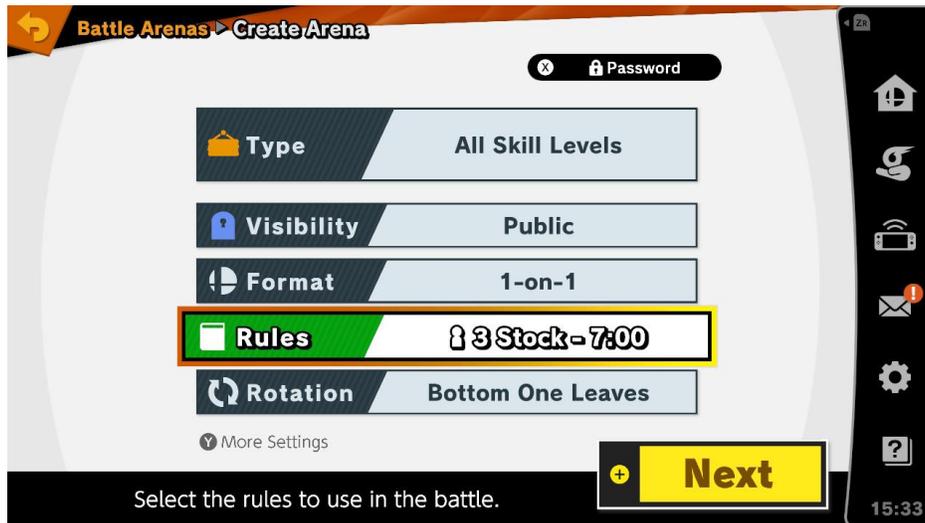
Start by setting **Max Players** = 3, **Stage** = Choice, **Custom Stages**, **amiibo**, **Spirits** = Off.



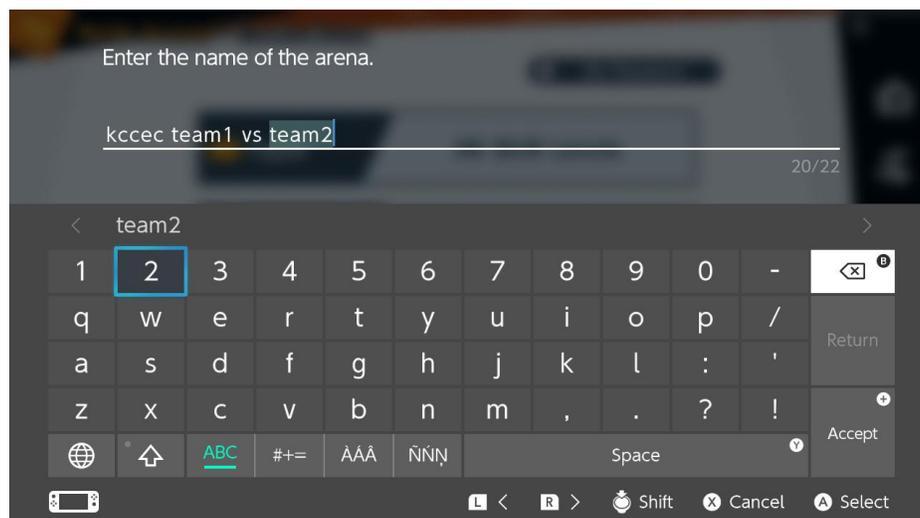
Voice Chat = Off - I'm leaving **Room Music** as default. Click **OK** to finish these settings.



Now you are FINALLY ready to create the Arena, click **Next**.



We recommend you use **KCEC (their team) vs (your team)** as the name.



Once the Arena starts, please provide the Arena ID to the players via discord.



As the **Home Team Captain**, you will need to move people out of the arena and request the new player join. The captain must stay in the arena for the entire duration. The only other players in the arena should be the players playing the match. There **should be no more than 3 people in the arena** at any given time. The loser gets bounced and the new replacement gets added. This will limit the amount of lag, so the players have the best opportunity to play a fair game.

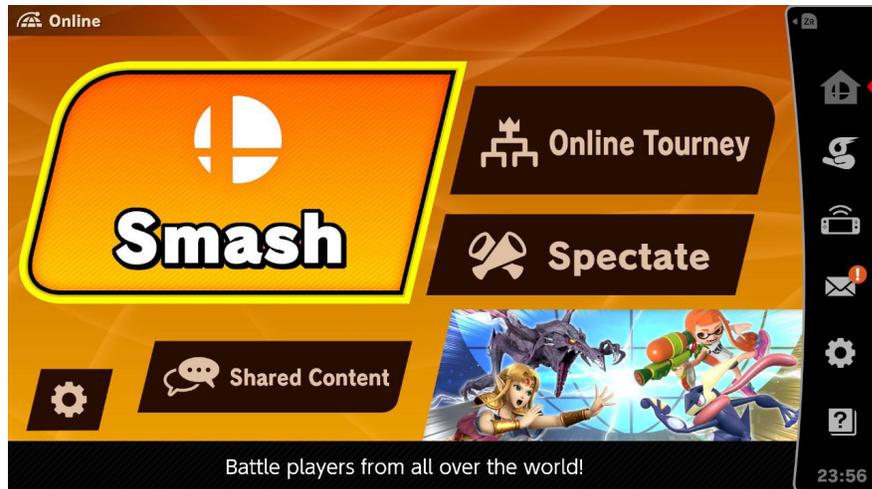
The two players will strike stages via discord using the p1-p2-p2-p1 method (see ruleset for more information) and **BOTH** players will need to select the same stage in the arena in order to guarantee the stage selected gets played in the match.

Entering a battle arena (as a player)

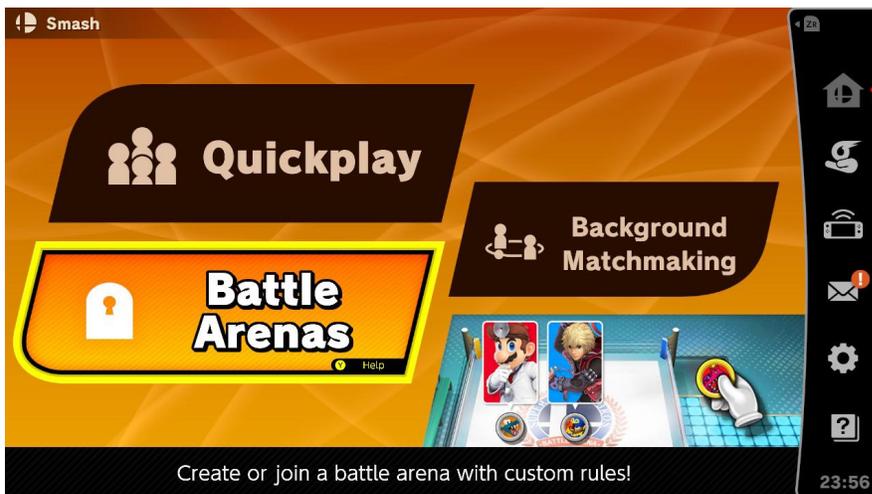
Start by opening the game, selecting 'Online'



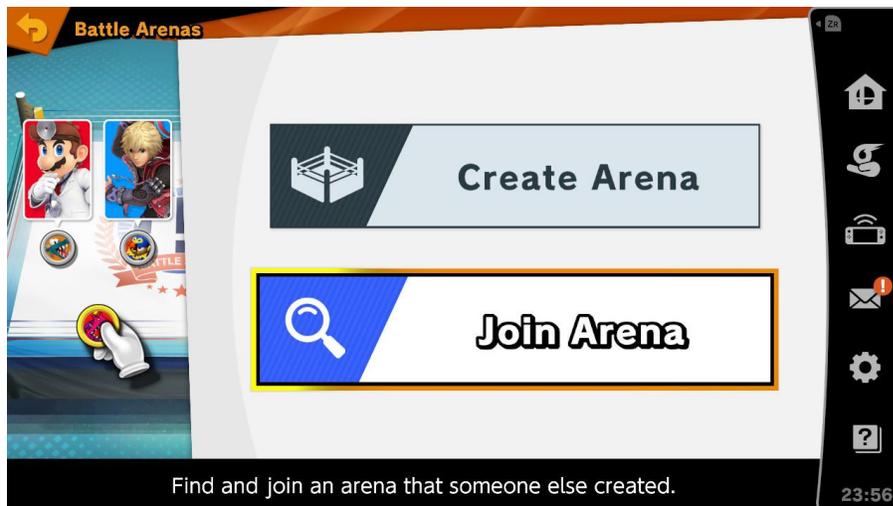
Now select the 'Smash' option



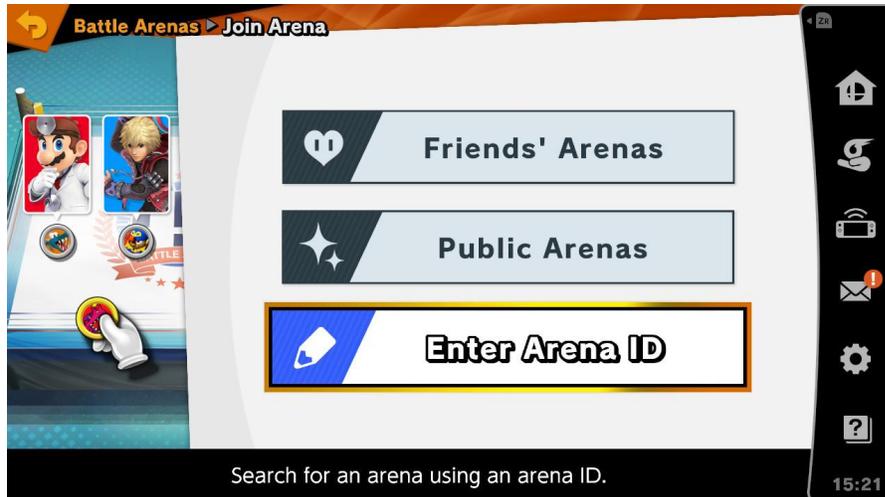
Now select the 'Battle Arenas' option



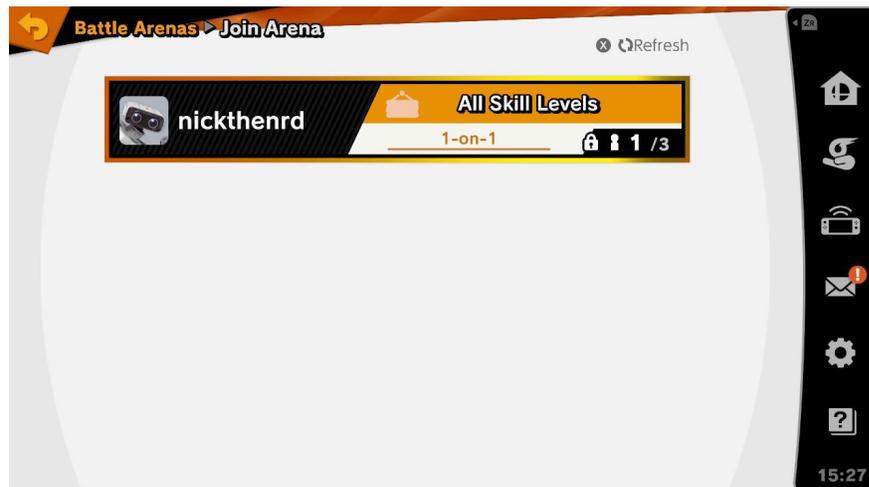
Select 'Join Arena'



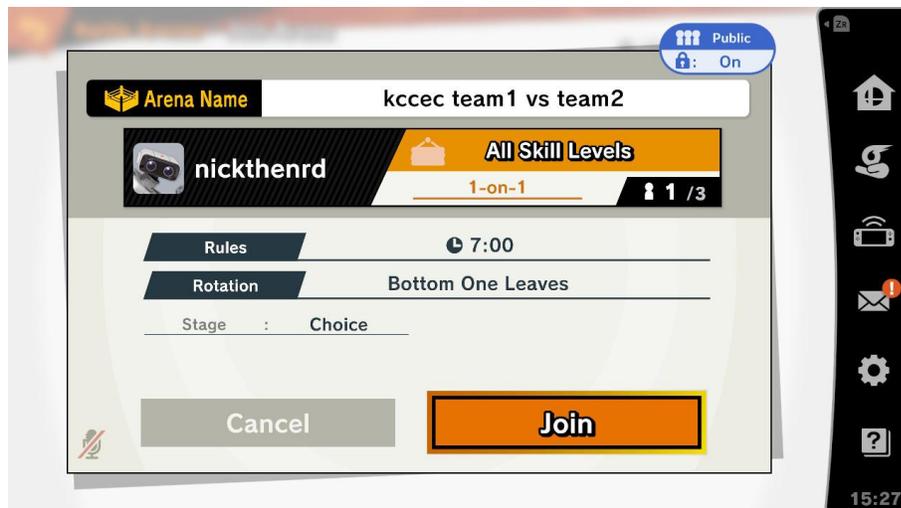
Select **Enter Arena ID** - this is provided in the discord channel by the **Home Team Captain**



You will see this screen with the **Home Team Captain's** name showing, click it to continue.



This screen shows the actual Arena - click 'Join'



You will load into the arena, shown below. Players will now strike a stage with the other player via discord. Both players need to select the same stage to proceed. **Home team** will pick their character first to start.



The **players** can move themselves to the ring and start when ready. **Smash** to get started.



GLHF

Thanks for being part of the KC Corporate Esports Cup!

Disclaimer: Rules and Tournament structure are subject to change without notice. Please pay attention to discussions via email and discord for the most up to date information.

