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Kirby Air Riders (8 PM Friday)

- Rules to be communicated at the tournament start

Mario Kart World (11 AM Saturday)

- Single Elimination
- 1v1
- 2/3 Rounds per Game
- 150cc Vs Race
- No Teams
- Normal Items
- No COM
- All Vehicles
- Smart Steering, Tilt Controls, and Auto-accelerate are all permitted
- Random stage select (players may opt for an agreed stage)

Super Smash Brothers Ultimate (4 PM Saturday)

- Double Elimination (Pending Number of Participants)
- 3 stock, 8 minutes
- Items Off
- Omega Stages/Final Destination Only
- No Miis
- Stalling/glitching is not allowed.

Tekken 8 (9 PM Saturday)

- Double Elimination
- Tournament Mode Default settings
- 3/5 Rounds per Game
- Winner of prior game must keep same character
- Loser of prior game may switch character
- No custom colors/names/items
- Random stage select (players may opt for an agreed stage)

*All rules are subject to change based on the number of participants, etc.

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Street Fighter 6 (11 AM Sunday)

- Double Elimination
- Default settings
- 2/3 Rounds per Game
- Winner of prior game must keep same character
- Loser of prior game may switch character

*All rules are subject to change based on the number of participants, etc.