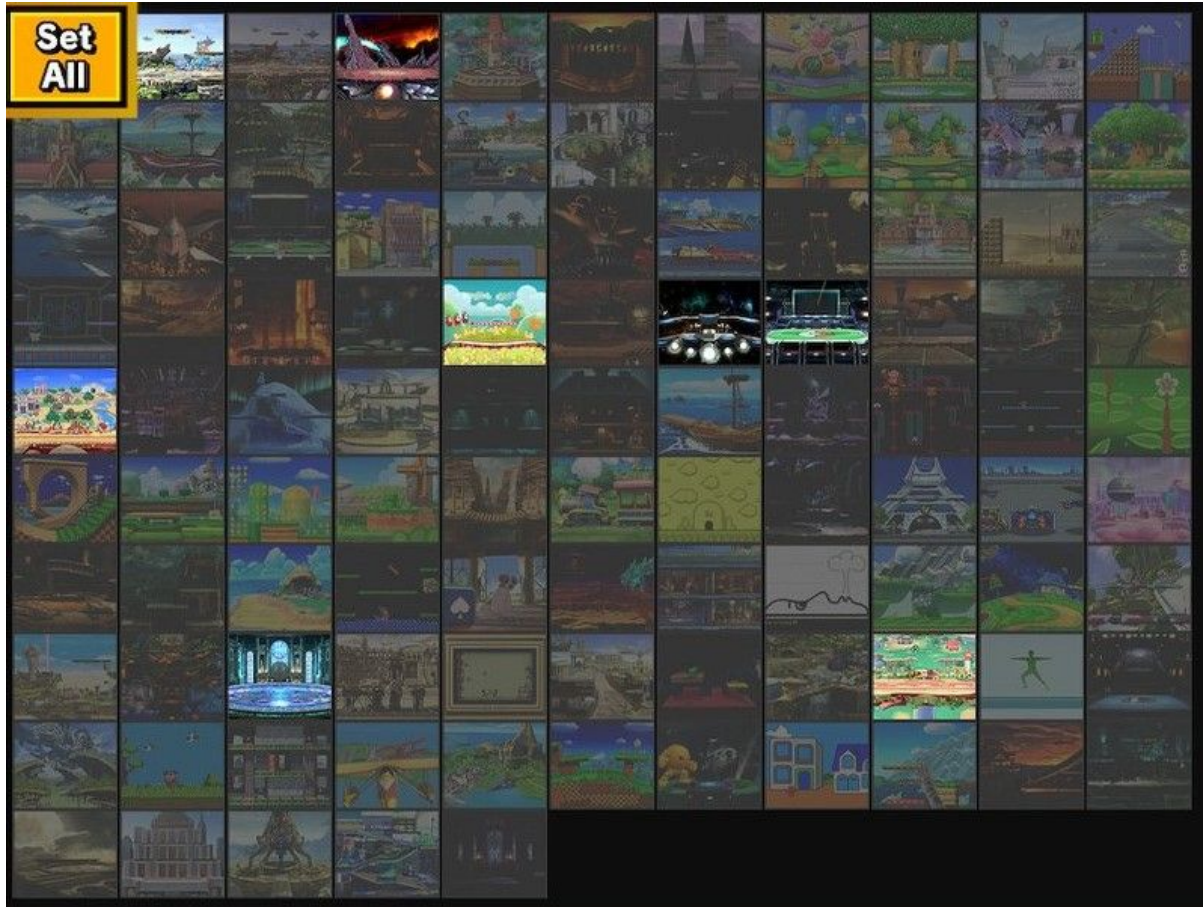


# Vshsv Smash Ultimate Rules

If your setup is being used for bracket, please create the following ruleset:

- 3 Stock
- 8 minutes
- FS Meter, Spirits, Damage Handicap: Off
- Stage Selection: Anyone
- Items: Set all items off, with frequency to none
- Random Stage Selection:



- First to: 1 Win
- Stage Morph: Off
- Stage Hazards: Off
- Team Attack: On
- Launch Rate: 1.0x
- Underdog Boost: Off
- Pausing: Off
- Score Display: Off
- Show Damage: Yes

When you are finished, please name the ruleset: vshsv or backthrow

## Game 1:

1. Rock Paper Scissors
2. The winner strikes ONE of the seven stages.
3. The loser strikes TWO stages.
4. The winner strikes TWO more stages.
5. The loser chooses between one of the final two stages for the first game.

## Game 2 and onward:

1. The winner of the previous game bans two stages from the ones on this page.
2. The loser of the previous game may now pick any of the stages the other player has not banned.

### Starter Stages:



Battlefield (Any version)\*



Final Destination (Any version)\*



Pokemon Stadium 2



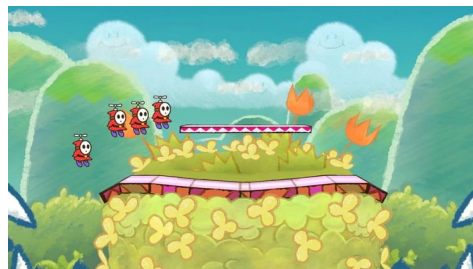
Smashville



Kalos Pokemon League



Town & City



Yoshi's Island (Brawl)

\*excluding the following variants: Dream Land GB, Flatzone X, Hanebow, Mario Maker, Mute City SNES, Pac-Land, Duck Hunt

There is no DSR for this ruleset