

## **Nintendo® 64™ MP Constitution**

**Edition:** Super Smash Brothers

**Version:** 0.1 (RJR)

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## **PREAMBLE**

When in the Course of gaming events, it becomes necessary for one people to dissolve the confusion bands which have connected them with another, and to assume among the powers of the earth, the separate and equal station to which they are entitled them, a decent respect to the opinions of gamers requires that they should declare the causes which impel them to the separation.

We hold these truths to be self-evident, that all Gamers are created equal, that they are endowed by life with certain unalienable rights, which among these are Fair Cycling, Common Respect and the pursuit of Better Game Play. That to secure these rights, Agreements are instituted among Gamers, deriving their just powers from the consent of the Gamers, that whenever any Form of Agreement becomes destructive of these ends, it is the right of the Gamers to alter or to abolish it, and to institute new Agreement, laying its foundation on such principles and organizing its powers in such form, as to them shall seem most likely to effect their Safety and Happiness. Prudence, indeed, will dictate that Agreements long established should not be changed for light and transient causes; and accordingly all experience hath shown, that Gamers are more disposed to suffer, while evils are sufferable, than to right themselves by abolishing the forms to which they are accustomed.

# ARTICLE ONE

(Turns & Turnovers)

## Section A (Nexties):

**Nexties** is a form of verbal announcement a bystander may declare to secure him/herself a spot in the next round under the following conditions:

1. No more than two (2) Nexties - one (1) per bystander - may be called in any given round. Each Nextie is added to The Queue in order called. ("Nexties" or "First Nexties" and "Double Nexties" or "Second Nexties")
2. All possible Insies (ARTICLE 1:B) must be called first before any Nexties can be called.
3. Nexties may only be called before any of the players of which the round being called for have died.

A Nextie may be initiated though a spoken "Next-ies". Acknowledgment to the call is not required however is strongly recommended. This can be obtained though asking a player to confirm the call.

## Section B (Insies):

**Insies** is a form of verbal announcement a bystander may declare to secure him/herself a spot in the next round under the following conditions:

1. No more than four (4) Insies may be called provided sufficient free controllers are available.

An Insie may be initiated though a spoken "In-zeez". Acknowledgment to the call is not required however is strongly recommended. This can be obtained though asking a player to confirm the call.

## Section C (Overflow):

After two (2) Nexties have been called for any given round, the convention for queued nexties - known as overflow - is as follows:

The round place:

- First (excludable)
- Second
- Etc

Followed by the Nextie position:

- Nexties
- Double Nexties  
(ie. Second Double Nexties)

## **ARTICLE TWO**

(Classic Rounds & Tournaments)

### **Section A** (Free For All):

**Precondition:**

*Currently none.*

**Stock Battle:**

In a Free for All, the first player to run out of stock, followed by the second player to run out of stock, are thus replaced in order respectively.

- Stock of three (3) is played in regulation with Article 2:A, and variety of play.
- Time may be lessened with consent of players for that round.

**Timed Battle:**

In a timed battle, the player with the least and second least kills are thus replaced in order respectively.

- Time of three (3) is played in regulation with Article 2:A, and variety of play.
- Time may be lessened with consent of players for that round.

### **Section B** (Team Battle):

**Precondition:**

In a Team Battle, all players must agree upon the teams. Failure to agree will justify a Free for All round.

**Stock Battle:**

The player with the least kills on the losing team is first to be replaced, in the case of a double nexties, the entire losing team is replaced. In case of a tie between kills of the losing team with only one nextie, the player who lost all of his or her stock (not including stock sharing) is replaced. In the case of a complete tie, a Super Sudden Death round is initiated (ARTICLE 3:C).

**Timed Battle:**

The player with the least kills on the losing team is first to be replaced, in the case of a double nexties, the entire losing team is replaced. In case of a tie between kills of the losing team, with only one nextie, the player who died first is replaced. In the case of a complete tie, a Super Sudden Death round is initiated (ARTICLE 3:C).

## **ARTICLE THREE**

(Custom Rounds & Tournaments)

### **Section A** (Super Conditions):

Custom rounds and tournaments may only be initiated through unanimous consent from the members of The Guild. The consent lasts for one round.

### **Section B** (Super Sudden Death):

### **Section C** (G.O.L.F.):

## **ARTICLE FOUR**

(Penalties, Punishments & Conduct)

### **Section A (Calls):**

The victim of a Penalty must call the Penalty for himself or herself; no other person may call the penalty for the victim. The victim has a general of 30 seconds to call a penalty. If the victim loses a Stock before calling the penalty, no penalty is recorded.

### **Section B (Physical):**

Physical contact during a game in order to influence the outcome by Players or Bystanders is strictly prohibited.

**Offending Player.** He or she will be allowed to finish off the current round, however if by unanimous vote by those playing, and with success in reaching first or second place, must relinquish his/her controller, thus becoming a free controller. Said offender is prohibited to make any calls listed under ARTICLE 1 for all of but not limited to one round.

**Offending Bystander.** He or she automatically relinquishes his or her controller to the next succeeding Nextie. If there are no stacked Nexties beyond said offender, the new round players may cast a unanimous vote to allow said offender to play.

### **Section C (Verbal):**

Verbal interference by anyone including but not limited to Bystanders and Players is acceptable up until the point of personal pain, which is at the discretion of those playing and more importantly the victim. A unanimous vote by those unaffected has the power to veto a Penalty call of a verbal offense.

## **ARTICLE FIVE**

(Personal Property)

### **Section A** (Controllers):

Controllers are to be used unbiased, where as those first in possession of it may retain control until legally replaced in accordance to the rules defined previously. Owners of a controller reserve the right to exchange between rounds only, without the consent of its previous user. Owners also reserve the right to withdraw the controller from the game between rounds. However owners do NOT have the right to make discriminative judgments as to who can use the controller should the occasion arise other than him or herself.

### **Section B** (Cartridges):

Owners of cartridges reserve the right to terminate a game between rounds unless otherwise pressured to do so from higher authorities. Termination of a game in process without a majority accepted reason is considered unsportsmanlike, and all other rights given herein are revoked from said player.

### **Section C** (Lockers):

Lockers may be accessed for cartridge and controller use only if the access of said locker and the use of said property are given directly to the one initiating retrieval, from the owner of said property. All property taken from a locker shall be returned to the owner or the locker from whence it was obtained directly after use. All borrowed, lent, and shared property must be returned at the end of the day unless direct permission is given from the owner to do otherwise.

**ARTICLE SIX**  
(Amendment Process)

The Guild, whenever two thirds of signing members (Gamers) deem it necessary, shall propose amendments to this Constitution, or call a convention for proposing amendments, which, in either case, shall be valid to all intents and purposes, as part of this Constitution, when ratified by The Guild of three fourths of the Gamers, or by conventions in three fourths thereof, as the one or the other mode of ratification may be proposed by The Guild; provided that no amendment which may be made prior to the year two thousand and five shall in any manner affect the first and sixth articles in the ninth section of the first article.

## GLOSSARY

Bystander	A person who is watching and or waiting for a spot in the game (one who has called <b>Insies</b> or <b>Nexties</b> )
Insies	A call made by a player for securing a form of position in <b>The Queue</b> . (See ARTICLE 1:B)
Free For All	A game in which all <b>Players</b> fend for themselves.
The Queue	A virtually consented list and order to which players abide when a change in playing spots takes place.
Nexties	A call made by a player for securing a form of position in <b>The Queue</b> . (See ARTICLE 1:A)
Overflow	A carry over for Nexties and Insies if all criteria's have been met for the current game.
Player	An active participant in the current round.
Stock Sharing	When a player teamed with another player takes an unused stock from his or her partner(s).
Nextied	Replacing a player through legitimate means.
Die	Being thrown off the level in such away as to reappear on the platform
Deny	A character move which ultimately propels an opponent straight down off the screen to their death.

## **ARTICLE SEVEN**

(Ratification)

### **Section A** (Preamble):

We, therefore, the Representatives of the Senior Lounge Gaming Guild, in General Congress, Assembled, and in the name, and by the authority of the good Gamers of these consoles, solemnly publish and declare, That The Guild and its Gamers shall uphold and enforce this Constitution. And for the support of this Declaration, with a firm reliance on the protection of divine Providence, we mutually pledge to each other our Lives, our Fortunes and our sacred Honor.

In short, we the Gamers of the Senior Lounge Gaming Guild (The Guild), in order to form a more perfect gaming experience, establish justice, provide for the idiotic defense, the helpless defense, promote the general welfare, and secure the blessings of liberty to ourselves and our posterity, do ordain and establish this Constitution for The Guild and its Gamers. We (The Guild) thus hereby proclaim our independence and sovereignty over registered game cartridges, and bind all conduct therein to this Constitution and its amendments.

Done in convention by the unanimous consent of the members present the sixteenth day of May in the Year of two thousand and five and of the independence of the bystanders of the Senior Lounge in witness whereof we have hereunto subscribed our names, (Article 7:B)

**Section B (Founding Signers):**

Bundschuh, Johnny  
Character: \_\_\_\_\_  
Nick Name: \_\_\_\_\_  
Signature: \_\_\_\_\_  
X\_\_\_\_\_

Daly, Liam  
Character: \_\_\_\_\_  
Nick Name: \_\_\_\_\_  
Signature: \_\_\_\_\_  
X\_\_\_\_\_

Dutile, Kevin  
Character: \_\_\_\_\_  
Nick Name: \_\_\_\_\_  
Signature: \_\_\_\_\_  
X\_\_\_\_\_

Faska, Ross  
Character: \_\_\_\_\_  
Nick Name: \_\_\_\_\_  
Signature: \_\_\_\_\_  
X\_\_\_\_\_

Fitton, Ryan  
Character: \_\_\_\_\_  
Nick Name: \_\_\_\_\_  
Signature: \_\_\_\_\_  
X\_\_\_\_\_

Galloway, Gavin  
Character: \_\_\_\_\_  
Nick Name: \_\_\_\_\_  
Signature: \_\_\_\_\_  
X\_\_\_\_\_

Gillis, Cory  
Character: \_\_\_\_\_  
Nick Name: \_\_\_\_\_  
Signature: \_\_\_\_\_  
X\_\_\_\_\_

Hyde, Mike  
Character: \_\_\_\_\_  
Nick Name: \_\_\_\_\_  
Signature: \_\_\_\_\_  
X\_\_\_\_\_

Zapp, Matt  
Character: \_\_\_\_\_  
Nick Name: \_\_\_\_\_  
Signature: \_\_\_\_\_  
X\_\_\_\_\_

Mahoney, Brian  
Character: \_\_\_\_\_  
Nick Name: \_\_\_\_\_  
Signature: \_\_\_\_\_  
X\_\_\_\_\_

Matthei, Ross  
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Nick Name: \_\_\_\_\_  
Signature: \_\_\_\_\_  
X\_\_\_\_\_

Perry, Pat  
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Nick Name: \_\_\_\_\_  
Signature: \_\_\_\_\_  
X\_\_\_\_\_

Rahman, Ebad  
Character: \_\_\_\_\_  
Nick Name: \_\_\_\_\_  
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X\_\_\_\_\_

Stevens, Robin  
Character: \_\_\_\_\_  
Nick Name: \_\_\_\_\_  
Signature: \_\_\_\_\_  
X\_\_\_\_\_

Van Veen, James  
Character: \_\_\_\_\_  
Nick Name: \_\_\_\_\_  
Signature: \_\_\_\_\_  
X\_\_\_\_\_

Watt, Rob  
Character: \_\_\_\_\_  
Nick Name: \_\_\_\_\_  
Signature: \_\_\_\_\_  
X\_\_\_\_\_

Wilson, Dan  
Character: \_\_\_\_\_  
Nick Name: \_\_\_\_\_  
Signature: \_\_\_\_\_  
X\_\_\_\_\_

All Signing founders are hereby inducted into The Guild as no less than a legal member, and no more than what rights a founder is given.



