



GAMEFEST RULES:

Call of Duty 4:

Definitions:

COD4: MW:	Call of Duty 4: Modern Warfare
Round:	1 of 10 Potential rounds played.
Half:	5 rounds of play on a defending or offensive side.
Half time:	The period of time in which teams swap defensive and offensive positions.
Match:	First team to win 6 rounds.
Overtime:	In case of a 5-5 score at the end of regulation play, a best of 4 rounds of overtime will be played with each team playing 2 rounds on each side. The first team to win 3 total rounds will win the match.

Game Format:

Competition method:	4 vs. 4
Game Type:	Search & Destroy
Mode:	Mod Warfare
Players:	8
Rounds:	10 rounds for regulation
(Max rounds format):	5 rounds as offense and 5 rounds as defense per team. Up to 4 rounds of overtime.
Victory Condition:	The first team to win 6 rounds in regulation or the team that wins 3 in overtime.
Round Time:	2 minutes
Strategy Time:	10 seconds
Friendly Fire:	On
Kill Cam:	Off
Multi-bomb:	1
Health:	115
Perks:	Perk #1 – Bandolier Perk #2 – Sleight of Hand, Stopping Power Perk #3 – Steady Aim, Deep Impact, Iron Lungs

Map Selection:

City Streets
Crash
Pipeline
Blacklot
Strike
Crossfire

The map selection may be changed prior to the tournament. Players will be informed of any such changes as soon as possible.

Side Selection:

1. Computer Selection will be used to choose the team of first choice of either being on offense or defense to start the game. At half time, teams will switch sides.
2. Half time will be a maximum of two minutes, at which point both teams must be ready.
3. In the event of overtime, teams will remain on the same side that they played.
4. In an overtime scenario, the judge (admin) will be responsible for the final score.
5. Any dispute as to GUID or game settings must be made BEFORE the match goes live; Any dispute regarding GUIDs or game settings will not be valid after the match is finished.

Setup and Configuration:

1. No non-standard game settings or third party applications that affect game play may be used. Teams being caught using either will be punished at an administrator's discretion.
2. Demos (replays) of each match will be required by every player. In the event of a dispute, a tournament administrator may need to review a particular match demo. If a player is found to not have a demo, the team is subject to penalties up to and including disqualification at the administrator's discretion.
3. Use of Punkbuster will be mandatory.
4. Two Platforms will be used: PC and Xbox 360 i.e. two separate Tournaments.

All match disputes must be filed by a team captain with a tournament administrator at half, or within 5 minutes of the match ending.

The winning team will move further on to challenge other teams who are undefeated until there are only two existing teams left for the finals. The team that wins 6 of ten consecutive rounds will be declared the winner and will take the \$10,000 prize.

All participants must be **17 years** of age or older by **March 23rd 2008** in order to participate in the tournament. Age verification will be performed at the conclusion of the tournament.

Tekken 5:

Definitions:

TK5: **Tekken 5: Dark Resurrection**
Round: 2 to 3 Potential rounds played.
Match: First Player to win 2 rounds.
Overtime: In case of a draw (2-2) at the end of regulation play, a knockout round will be played.

Game Format:

Competition method: 1 vs. 1
Game Type: Hand to hand combat (Fighter)
Mode: Martial Arts
Players: 2
Rounds: 3 rounds for regulation
Round Time: 1 minute and a half (90seconds)
Strategy Time: 10 seconds
Health: 100
Perks: 0

All match disputes must be filed by the player with a tournament administrator at half, or within 5 minutes of the match ending.

The winner will move further on to challenge other players who are undefeated until there are only two existing players left for the finals. The player that wins 2 of 3 consecutive rounds will be declared the winner and will take the \$10,000 prize.

All participants must be **15 years** of age or older by **March 23rd 2008** in order to participate in the tournament. Age verification will be performed at the conclusion of the tournament.

FIFA 2007:

Definitions:

FIFA 2K7: **FIFA 2007**
Round: 10 minutes of time with sudden death play.
Match: First Player to win 2 rounds.
Overtime: In case of a draw (2-2) at the end of regulation play, sudden death rounds will be played.

Game Format:

Competition method: 1 vs. 1
Game Type: Sports
Mode: Football (sports)
Players: 2
Rounds: 3 rounds for regulation
Round Time: 20 minutes (10 minutes half time)
Strategy Time: 0
Health: 0
Perks: Standard Player Mode

All match disputes must be filed by the player with a tournament administrator at half, or within 5 minutes of the match ending.

The winner will move further on to challenge other players who are undefeated until there are only two existing players left for the finals. The player that wins 2 of 3 consecutive rounds will be declared the winner and will take the \$10,000 prize.

All participants must be **15 years** of age or older by **March 23rd 2008** in order to participate in the tournament. Age verification will be performed at the conclusion of the tournament.

Smash Brothers: Brawl

Definitions:

Smash B: **Smash Brothers: Brawl**
Round: 2 to 3 Potential rounds played.
Match: First Player/Team Players to win 2 rounds.
Overtime: In case of a draw (2-2) at the end of regulation play, a knockout round will be played.

Game Format:

Competition method: 1 vs. 1 or 2 vs. 2
Game Type: Hand to hand combat (Fighter)
Mode: Martial Arts
Players: 2 or 4
Rounds: 3 rounds for regulation
Round Time: 2 minutes
Strategy Time: 10 seconds
Health: 100
Perks: All characters on

All match disputes must be filed by the player with a tournament administrator at half, or within 5 minutes of the match ending.

The winner will move further on to challenge other players who are undefeated until there are only two existing players left for the finals. The player that wins 2 of 3 consecutive rounds will be declared the winner and will take the \$1500 prize.

All participants must be **10 years** of age or older by **March 23rd 2008** in order to participate in the tournament. Age verification will be performed at the conclusion of the tournament.

Grand Turismo: 4

Definitions:

Grand T: **Grand Turismo: 4**
Round: 2 to 3 Potential rounds played.
Match: First Player to win 2 rounds.
Overtime: In case of a draw (2-2) at the end of regulation play, a knockout round will be played.

Game Format:

Competition method: 1 vs. 1 or Free for all (4 Players)
Game Type: Sports
Mode: Racing
Players: 2 or 4
Rounds: 3 rounds for regulation
Round Time: 2 minutes
Strategy Time: 10 seconds
Health: 100
Perks: Damage on

All match disputes must be filed by the player with a tournament administrator at half, or within 5 minutes of the match ending.

The winner will move further on to challenge other players who are undefeated until there are only two existing players left for the finals. The player that wins 2 of 3 consecutive rounds will be declared the winner and will take the \$1500 prize.

All participants must be **10 years** of age or older by **March 23rd 2008** in order to participate in the tournament. Age verification will be performed at the conclusion of the tournament.

Soul Calibur 3:

Definitions:

SC3:	Soul Calibur 3:
Round:	2 to 3 Potential rounds played.
Match:	First Player to win 2 rounds.
Overtime:	In case of a draw (2-2) at the end of regulation play, a knockout round will be played.

Game Format:

Competition method:	1 vs. 1
Game Type:	Armoured combat (Sword Play)
Mode:	Martial Arts
Players:	2
Rounds:	3 rounds for regulation
Round Time:	1 minute and a half (90seconds)
Strategy Time:	10 seconds
Health:	100
Perks:	0

All match disputes must be filed by the player with a tournament administrator at half, or within 5 minutes of the match ending.

The winner will move further on to challenge other players who are undefeated until there are only two existing players left for the finals. The player that wins 2 of 3 consecutive rounds will be declared the winner and will take the \$1500 prize.

All participants must be **12 years** of age or older by **March 23rd 2008** in order to participate in the tournament. Age verification will be performed at the conclusion of the tournament.

Street Fighter 3: Third Strike

Definitions:

ST3:	Street Fighter 3:
Round:	2 to 3 Potential rounds played.
Match:	First Player to win 2 rounds.
Overtime:	In case of a draw (2-2) at the end of regulation play, a knockout round will be played.

Game Format:

Competition method:	1 vs. 1
Game Type:	Hand to hand combat (Fighter)
Mode:	Martial Arts
Players:	2
Rounds:	3 rounds for regulation
Round Time:	1 minute and a half (90seconds)
Strategy Time:	10 seconds
Health:	100
Perks:	0

All match disputes must be filed by the player with a tournament administrator at half, or within 5 minutes of the match ending.

The winner will move further on to challenge other players who are undefeated until there are only two existing players left for the finals. The player that wins 2 of 3 consecutive rounds will be declared the winner and will take the \$1500 prize.

All participants must be **12 years** of age or older by **March 23rd 2008** in order to participate in the tournament. Age verification will be performed at the conclusion of the tournament.

Halo 3:

Definitions:

H3:	Halo 3: For Xbox 360 and PC Rules
Round:	1
Match:	Last man Standing
Overtime:	In case of a in case of time running out or draw in kills at the end of regulation play, a sudden death round of 5 kills will commence.

Game Format:

Competition method:	Free for all / Last man standing (LMS)
Game Type:	Search & Destroy
Mode:	Warfare
Players:	8
Rounds:	top kill knockout
Round Time:	20 minutes
Strategy Time:	10 seconds
Kill Cam:	Off
Health:	115
Perks:	All weapons active

Map Selection:

Battlefield

The map selection may be changed prior to the tournament. Players will be informed of any such changes as soon as possible.

1. In the event of overtime, players will remain on the same side that they played.
2. In an overtime scenario, the judge (admin) will be responsible for the final score.
3. Any dispute as to GUID or game settings must be made BEFORE the match goes live; Any dispute regarding GUIDs or game settings will not be valid after the match is finished.
4. Two Platforms will be used: PC and Xbox 360 i.e. two separate Tournaments.

All match disputes must be filed by a team captain with a tournament administrator at half, or within 5 minutes of the match ending.

The winning team will move further on to challenge other teams who are undefeated until there are only two existing teams left for the finals. The team that wins 6 of ten consecutive rounds will be declared the winner and will take the \$1500 prize.

All participants must be **15 years** of age or older by **March 23rd 2008** in order to participate in the tournament. Age verification will be performed at the conclusion of the tournament.

2nd and 3rd Prize Winnings:

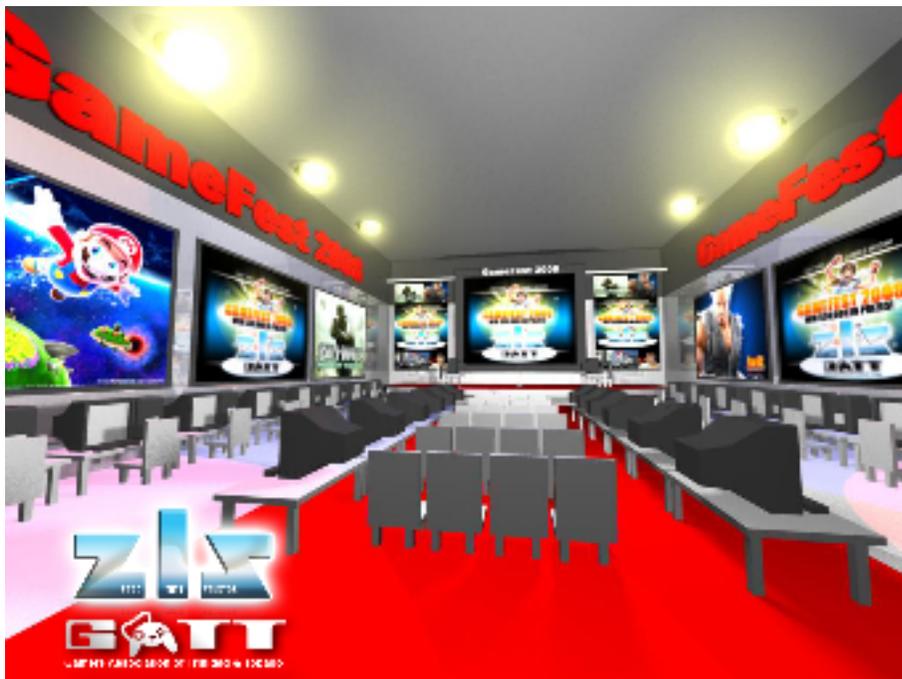
\$10,000 Competition: 2nd prize: Xbox 360 and 5 games
3rd prize: Nvidia BFG Tech GeForce 8800GTX
BFGR88768GTXOCE **Video Card**

\$1500 Competitions: 2nd prize: 2 games of your choice
3rd prize: 1 game of your choice

Number of Festivals: 5

Dates of festivals: March 24th
July 6th, 20th
August 10th, 24th

Game Fest 2008 3d layout: PG1



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