

A Halo Spartan in green armor holding a M400 assault rifle. The Spartan is the central focus, shown from the waist up, holding the rifle with both hands. The armor is a mix of light green and yellowish-green. The background is plain white.

HALO

iGames FALL SEASON 2003

Official Rules

Revised September 20, 2003

GameJockeys

<http://www.gamejockeys.net/>

tel: 562-365-9695

1 GENERAL TOURNAMENT RULES

1.1 ELIGIBILITY

iGames competitions are open to all players regardless of their race, sex, or religion. All players must provide identification at the time of the event that details both age and residency. Employees of sponsors ("Sponsor") and iGames ("Host"), and their respective parent companies, affiliates, subsidiaries, distributors, retailers, advertisers, advertising and promotion agencies and members of the immediate families of each are not eligible to win prizes from any of the events.

All international, federal, state, local, provincial and municipal laws and regulations apply. All hosting centers can deny or remove players from their competition if the players do not follow the hosting centers' rules in addition to the iGames official rules.

You (the "Registrant") must accept without modification all of the Official Rules contained herein in order to register or participate in the competition. If you do not accept the Official Rules in their entirety, you may not register or participate in the competition.

If you have special needs within the meaning of the Americans with Disabilities Act and require assistance to participate, please contact the iGames Operations Director, Sanford Betz, at sanford@igames.org.

1.2 RELEASE

Host reserves the right at all times to disclose any registration information, including biographical information, as Host deems necessary to satisfy any applicable law, regulation, legal process or governmental authority request, or to edit, refuse, or remove any such information, in whole or in part, at the sole discretion of Host.

By registering, Registrant hereby grants to Host and Sponsor, a royalty-free right and license to the use of his/her name, alias, city and state of residence, biographical data, and likeness, for advertising and publicity purposes, including the right to modify, reproduce, use, disclose, display, exhibit, transmit, create derivative works of, publicly perform and display and distribute the data and images in any and all media, without compensation or notification to Registrant.

Registrant agrees to release and hold harmless Host and Sponsor, their parent companies, affiliates, subsidiaries, divisions, directors, officers, employees, agents, and assigns for any equipment malfunction that results in the disqualification or loss of ranking status of Registrant. Registrant agrees to release and hold harmless Host and Sponsor, their parent companies, affiliates, subsidiaries, divisions, directors, officers, employees, agents, and assigns, for any error, bug or malfunction caused by the game software that results in the disqualification or loss of ranking status of the competition.

Host provides no specialized security for the protection of personal property belonging to Registrant. Registrant agrees to release and hold harmless, Host and Sponsor, their parent companies, affiliates, subsidiaries, divisions, directors, officers, employees, agents, and assigns, for any property that is lost, stolen, or damaged at the competition.

The competition is subject to all federal, state, and local laws. By registering, Registrant releases Host, Sponsor and their respective parent companies, affiliates, prize providers, promotion agencies and their respective officers, directors, shareholders, affiliates, agencies, employees, agents and representatives from and against all claims, actions, injury, loss or damage of any kind resulting from or arising out of Registrant's participation in the competition and/or from acceptance or use of the prizes awarded.

1.3 REGISTRATION

By registering for this competition, Registrants agree to be bound by these Official Rules.

a) to abide by the Official Rules, and to the decisions of Host, Sponsor and the judges, which shall be final in all respects; and b) that Host, Sponsor and their respective parent companies, affiliates, prize providers, promotion agencies and their respective officers, directors, shareholders, affiliates, agencies, employees, agents and representatives shall have absolutely no liability and shall be held harmless for any damage, loss or injury to winner or any third party resulting from participation in this competition or the use or misuse of any prize, including any travel or activity of any winner.

Host, Sponsor and their respective parent companies, affiliates, prize providers, promotion agencies and their respective officers, directors, shareholders, affiliates, agencies, employees, agents and representatives are not responsible for lost, interrupted or unavailable network, server or other connections, miscommunications, failed phone, computer or telephone transmissions or technical failure, jumbled, scrambled or misdirected transmissions, or other errors of any kind whether human, mechanical, electronic or otherwise. Persons found tampering with or abusing any aspect of the competition as solely determined by Host, Sponsor or the judges will be disqualified.

In the event the competition is compromised by virus, bugs, non-authorized human intervention or other causes beyond the control of Host or Sponsor which corrupt or impair the administration, security, fairness or proper play of the competition, Host and Sponsor reserve the right in their sole discretion to suspend or terminate the competition or any portion thereof and/or terminate the participation of any participant whose conduct potentially compromises the competition. Registrants agree to abide by the terms of these Official Rules and by the decisions of Host, which are final and binding on all matters pertaining to the competition. The laws of the United States and the countries of the respective participating countries govern this competition. All international, federal, state and local laws and regulations apply.

Registrants will be solely responsible for any access fees charged by the Hosting Centers. The cost of participation will be determined by the Hosting Center. Details will be provided on the registration page for each participating center.

All players must register online to be eligible to participate in this event. Players must use their real names in registration, so that their identity may be verified. Correct email addresses are vital for event updates and player seeding notifications. Players may only pre-register at one center. Players who register at two centers will be disqualified. Final approval and pre-payment of access fees is dependent on the Hosting Center. Players must be approved by their Hosting Center to participate in the competition. Please contact your Hosting Center for details.

Players must provide identification prior to participating in the competition. If a player is found to be using false ID, then they will be disqualified from the event. Through registering, players give Host, Sponsor, Hosting Centers, and all other competition sponsors the right to use their name, photos or likeness for any and all promotion of this event.

If for some reason a competitor cannot attend a game, they should notify the store manager at the Host Center or iGames as soon as possible to see if a reschedule is possible or to forfeit. Players have 15 minutes to get into server after the announced time of the game. Players that do not appear or connect to the server after 15 minutes will forfeit, and a win will be granted to the attending competitor. Players that are hosting the server have 15 minutes to create server after the announced time of the game. Players that do not create the server after the 15 minutes will forfeit, and a win will be granted to the attending competitor. If neither competitor has attended, the game will be considered a double forfeit.

1.4 RULES OF CONDUCT

Players will conduct themselves in a reasonable manner, maintaining a friendly and polite demeanor to spectators, competitors, members of the press, competition officials, and to other participants of the event. Players must remain quiet when inside the designated competition area. Talking is permitted, but must be kept at a reasonable level, and away from other competing players. It is strictly forbidden for spectators to communicate with a player while he or she is competing. Spectators are not allowed in the competition area. Players are expected to compete in a professional manner. Any instances of cheating will result in the competitor being removed from the competition.

Spectators are defined as all those who are not currently playing. As soon as a player finishes a game, he/she becomes a spectator. Spectators may only cheer. Spectators may not comment, boo, or communicate with the active players. Spectators judged to be interfering with game play will be asked to leave permanently or until their next scheduled game.

Profanity, racial comments, threats, physical aggression, or any other un-sportsman-like conduct directed towards players, spectators, or competition officials will not be tolerated. Participating game centers and iGames reserve the right to disqualify any player or team guilty of misconduct. An entire team may be disqualified by the actions of one team member.

Trash-talking should be done with extreme discretion and is generally discouraged.

Wagering or gambling on the outcome or any other element of games in tournaments by spectators or participants is strictly prohibited.

TVs will be set up where players are not able to view their opponent's screen. Players attempting to view their opponent's screen will be disqualified.

Additional local game center rules and conduct policies may apply, but do not supersede these rules.

1.5 DISPUTES

Host and Sponsor reserve the right to change or modify the Official Rules if necessary. If possible any Official Rule changes will be posted on the iGames website. If a player feels there is a problem with a game because of some form of rules offense, they must contact an official iGames judge immediately. Disputes must be made at the time of an offense. Disputes should not be brought up publicly. Instead please use private message, e-mail, or communicate directly with an iGames official or Judge. Please be ready to provide proof of the infraction. If there is a real infraction, the judges may, at their sole discretion, issue anything from a warning to a game loss for the infraction and its severity.

Please mail disputes and all evidence corroborating your disputes to events@igames.org. The conduct of this competition and the interpretation and enforcement of these Official Rules is governed by the laws of the United States. In the event that any dispute arises regarding the competition, Registrant agrees that the disputes shall be resolved in accordance with the laws of the State of California without regard to conflicts of law provisions and that such disputes shall be resolved within and by the courts of the State of California, USA. All federal, state and local laws, rules and regulations apply.

1.6 TECHNOLOGY

If for any reason the technology portion of the program is not capable of running as planned, including infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failures, or any other causes beyond the control of Host and/or Sponsor which corrupt or affect the administration, security, fairness, integrity, or proper conduct of this competition, Host reserves the right at its sole discretion, to disqualify any individual who tampers with the entry process, and to cancel, terminate, modify, or suspend the competition.

Host and Sponsor assume no responsibility for any error, omission, interruption, deletion, defect, delay in operation or transmission, communications line failure, theft or destruction or unauthorized access to, or alteration of, entries. Host and Sponsor are not responsible for any problems or technical malfunction of any telephone network or lines, computer online systems, servers, or providers, computer equipment, software, failure of any email or entry to be received by Host on account of technical problems or traffic congestion on the Internet or at any website, LAN, or any combination thereof, including any injury or damage to participant's or any other person's computer related to or resulting from participation or downloading any materials in this competition.

CAUTION: ANY ATTEMPT BY A CONTESTANT TO DELIBERATELY DAMAGE ANY WEBSITE OR UNDERMINE THE LEGITIMATE OPERATION OF THE GAME IS A VIOLATION OF CRIMINAL AND CIVIL LAWS AND SHOULD SUCH AN ATTEMPT BE MADE, SPONSOR RESERVES THE RIGHT TO SEEK DAMAGES FROM ANY SUCH CONTESTANT TO THE FULLEST EXTENT PERMITTED BY LAW.

Entries made by Internet will be declared made by the authorized account holder of the email address submitted at time of entry. "Authorized account holder" is defined as the natural person who is assigned to an email address by an Internet access provider, online service provider or other organization (e.g., business, educational, institution, etc.) that is responsible for assigning email addresses for the domain associated with the submitted email address.

2 HALO FALL SEASON 2003 RULES

2.1 DEFINITIONS

Halo Fall Season 2003	Official name of this series of events.
Games	Used to describe the individual contests between competitors (e.g., "Game 2 of Round 3 at the Regional Tournament was so much fun!").
Match	A contest won by the team that wins a specified number of games, usually two out of three (e.g., "Our team was victorious in the match when we won two out of three games.").
Round	Used to describe the progression in a tournament that defines best two out of three games as one round at Divisional and Regional tournaments (e.g. "We lost in the second round of the Divisional Tournament.").
Open Event	Where all competitors are welcome and no previous participation is required.
LAN Event	Where an event takes place at a single location and all competitors are present at that location.
2 vs 2	When 2 teams, consisting of 2 people, compete against each other on 2 different Xboxes.

4 vs 4	When 2 teams, consisting of 4 people, compete against each other on 2 or 4 different Xboxes.
Divisional	A series of 2 vs 2 or 4 vs 4 tournaments held at game centers to gain rankings points that determine seeding at regionals, may result in a bye at regional, and may earn a rank on iGames rankings for a region. Divisionals are an open event. http://www.igames.org/Rankings/RankingsPublic1.asp
Regional	A series of 4 vs 4 tournaments hosted by regional game centers where one team from each of the regional centers will be declared the “Best in the Region.” The top two finishers at each regional will receive an invitation to the North American Championships. Regionals are an open event.
North American Championships	A 4 vs 4 tournament where the best players from North America will compete in one location. Participation is by invitation only.
Competitor	A player that has registered and been confirmed for an iGames event.
Reserve Player	A player, who registers to play, but is not on the starting line-up of players. A participation fee may or may not be applied to this player.
Substitutions	Where a reserve player takes the place of another player between matches who is already playing in the event.
Seed	A team's placement within the tournament bracket. Ranking points will be used to determine a seed.
Bye	An automatic entry into the next level of competition without having to compete in an open format.
Forfeit	When one team/player does not compete in their scheduled match.
FFA	Free For All: A game where it is every player for themselves.
Pool Play	When teams are divided into groups (or “pools”), and all teams within a pool play each other once in the round.
Single Elimination	When a team/player loses their match, they are eliminated from the tournament.
Double Elimination	A team/player must lose two matches to be eliminated from the tournament.

2.2 PLAYER ELIGIBILITY

Game’s ESRB Rating	M-Mature 17+ (Blood and Gore, Violence)
Parental Consent Form	Required for players 17 and younger. Players under the age of 18 must have a consent form signed by a parent or guardian with no exceptions. A consent form may be found at the end of this document.
Legal Identification	Must have either Photo ID with birth date or 2 pieces of ID that include birth date on one and photo on other.
Geographical Restriction	Open to all iGames players in North America.

2.3 REGISTRATION

Online registration	www.igames.org/programs/halo_news.asp?nav=signup
Final Day for Registration	Players can register anytime prior to event start time.

Event Fees	Divisonal \$60 team/\$15 person Regional \$80 team/\$20 person Championships \$120 team/\$40 person
Refunds	No refunds after event start time.

2.4 EVENT STRUCTURE

Overview	<p>The Halo Fall Season 2003 will consist of two divisional events, one regional event and the North American Championships. All events are LAN events. The divisional events will be either 2 vs 2 or 4 vs 4 (depending on the game center) and are open events. Seeding will be determined by iGames ranking points. The regionals will be 4 vs 4 open events and seeding will be determined by iGames ranking points. The North American Championship will be open by invitation only. The top two teams from each regional will be invited to the Championship and additional teams will be invited based upon their iGames ranking points.</p>
Divisional and Regional Events	<p>Overall These events will have three phases: Free For All, Team Pool Play and Team Single Elimination. Players will earn ranking points for team pool play and team single elimination. There will be a guaranteed cash or cash value equivalent prize for 1st and 2nd place winners from the entrance fees. iGames ranking points will be used to determine seeds. These are open to all participants. Divisionals will be run in up to 70 different locations throughout North America. Regionals will be held in one location for each of iGames' sixteen regions.</p> <p>Free For All A Free For All single player warm-up will begin each event. Players will be grouped together randomly in heats of up to 8. Players will advance, depending on the total number of participants. The entire FFA will be played with one game type and level.</p> <p>Team Pool Play The team tournament will begin with pool play. In pool play, the total number of teams is divided into pools. Each team will play all other teams in the pool. Generally 4 teams will make up a pool, and each team will play one game against each of the other 3 teams. Each game will last a maximum of 20 minutes. The top 50% of each pool advance. Advancing teams will compete in single elimination rounds. Game type and map will be determined by coin flip.</p> <p>Team Single Elimination Teams advancing out of pool play will compete in single elimination rounds; best 2 out of 3 games. The first two games will be a single game type held on a single map. Teams will alternate colors. Color will be determined by coin flip for the tie breaking third game if necessary.</p>

<p>North American Championship</p>	<p>Overall The North American Championships will have two phases a Free For All and Team Double Elimination. Players will earn ranking points for the team double elimination. There will be a guaranteed cash or cash value equivalent prizes for 1st and 2nd place and others to be determined. The Championship is by invitation only and iGames Rankings will be used to determine seeds. The North American Championships will be held in a single location.</p> <p>Free For All A Free For All single player warm-up will begin the event. Players will be grouped together randomly in groups of up to 8. Players will advance, depending on the total number of participants. Game types and maps TBD.</p> <p>Team Double Elimination Teams will compete in double elimination rounds; best 2 out of 3 games. Game types and maps TBD.</p>
---	---

2.5 COMPETITION RULES - GENERAL

<p>Missing Players</p>	<p>Teams with fewer than the required number of players (2 players for 2 vs 2 or 4 players for 4 vs 4) present on the day of the tournament will be disqualified. Teams playing with non-registered players will be disqualified.</p>
<p>Substitutions Allowed</p>	<p>Teams with reserve players may substitute registered reserve players in between matches, but NOT during the course of a match. Team members not actually playing are considered spectators when their team is competing, and may not interfere with game play.</p>
<p>Cheat Issues</p>	<p>Players may not exploit the maps, weapons or any other facet of the game (i.e. unlimited ammo, walking through walls, getting on top of the level, etc.). During all tournament play, players must stay within the intended arena of game play. Players found exploiting any part of the game will be disqualified from the tournament.</p>
<p>Allowed Hardware</p>	<p>Game centers will provide the Xbox systems. In the case of a shortage or by personal preference, players may use their own unmodified Microsoft Xbox Regular or S-Type Controllers. All other controllers, including 3rd party controllers, "Trick" controllers, imported controllers and modified Microsoft controllers will not be allowed.</p>
<p>Xbox malfunctions</p>	<p>Games can be restarted at any time in the case of mechanical Xbox failure, game center error, or extreme extenuating circumstances.</p>
<p>Player Error</p>	<p>Games may be restarted within the first 15 seconds of play for players with unplugged controllers, incorrect profiles, or incorrect controller settings. The player must notify the game center officials IMMEDIATELY. Accidental quits are NOT to restart a game.</p>
<p>Viewing Opponent Screens</p>	<p>TVs will be set up where players are not able to view their opponent's screen. Players attempting to view their opponent's screen will be disqualified.</p>

Forfeit Conditions	<p>When a player/team is more than 10 minutes late for their match. If both players/teams are not present, it will be considered a double forfeit and marked as a loss for both teams.</p> <p>When a player/team is caught cheating, violating these rules or disregarding a game center official.</p>
Administrators Not Permitted to Participate	Game center officials and iGames officials may not participate in the events they administer. Any administrator doing so will be removed from the event and/or iGames staff.
Conduct of Players	Profanity, racial comments, threats, physical aggression, or any other unsportsman-like conduct directed towards players, spectators, or tournament officials will not be tolerated. Participating game centers and iGames reserves the right to disqualify any player or team guilty of misconduct. An entire team may be disqualified by the actions of one team member. Trash-talking should be done with extreme discretion and is generally discouraged.
Conduct of Spectators	Spectators are defined as all those who are not currently playing. As soon as a player finishes a game, he/she becomes a spectator. Spectators may only cheer. Spectators may not comment, boo, or communicate with the active players. Spectators judged to be interfering with game play will be asked to leave permanently or until their next scheduled game.
Local Game Center Rules	Additional local game center rules and conduct policies may apply, but do not supersede these rules.
Seeding	iGames rankings will be used to seed players in all events for the Fall Season 2003.
Profile Names	All profile names for competitor's avatars must be easily and readily distinguishable as determined by the game center officials. For example, the two profile names ".!!" and "..!!" are not easily and readily distinguishable. Players are encouraged to include their team or clan tag in their profile name, for example, name clan, i.e. Synth MGD.

2.6 COMPETITION RULES – FREE FOR ALL

Overview	Players will be grouped together randomly in groups of up to 8. Players will advance, depending on the total number of participants.
Game Play	Games shall not last longer than 15 minutes. Winners will be determined by the HALO Carnage Report rankings.
Tie-Breaker	If there is a tie for first place in the final round of FFA, tied players will play the game again.

2.7 COMPETITION RULES – POOL PLAY

Overview	In pool play, the total number of teams is divided into pools. Each team will play all other teams in the pool. Generally 4 teams will make up a pool, and each team will play one game against each of the other 3 teams. Each game is a maximum of 20 minutes. After pool play is finished, the advancing teams will compete in single elimination rounds. The top 50% of each pool advance to the single elimination rounds.
Game Start	Game type will be determined by coin flip; the winner has choice of game and will host (create) game. The opposing team has choice of color. Winner may also decline choice and permit the opposing team the choice as if the opposing team had won the flip.
Game Play	Games shall not last longer than 20 minutes. If time expires on any game without either team meeting the victory condition, the game will be considered a tie. Win: 2 points Tie: 1 point Loss: 0 points
How to Advance to Single Elimination	Top 50% (round up) of teams in a pool advance to single elimination. Top teams will be determined by number of points earned in pool play. In the event of a tie, all tied teams advance.

2.8 COMPETITION RULES – SINGLE ELIMINATION

Game Start	For the first and third games initial team color will be determined by coin flip; the winner has choice of color. The opposing team will host (create) the game. For the second game, color and hosting will be reverse of the first game.
Game Play	Games shall not last longer than 20 minutes. If time expires on any game, the team closer to completing that game's objective (kills, captures, or time) will win that game. In the case of a tie, a tie-breaker will be played. Optional Rule If the game center and teams agree, in the case of finals, game play may continue without time limit until the game objectives are met.
How to Win	Win best of three games to move on to next round.

2.9 GAME TYPES AND MAPS

General	All Game Types will be default settings with the following exceptions (unless otherwise noted): * No Radar * No Kill Penalty * No Death Bonus * Item Type Generic * Re-spawn Times will consist of the following: Capture the Flag - 10 Seconds; Team Slayer - 5 Seconds King of the Hill - 5 Seconds; Team Ball - 5 Seconds
----------------	---

**Divisional 1
Oct 4, 2003**

Free For All

Map	Game Type	Victory Condition
Hang 'Em High	Slayer	50 Kills

Team Pool Play

Team play is the same for 2vs2 and 4vs4.

Map	Game Type	Victory Condition
Derelict	Team Slayer	50 Kills
Damnation	Team King of the Hill (Crazy)	5 Minutes
Hang 'Em High	Team Ball	5 Minutes

Team Single Elimination

Maps will be different for 2vs2 and 4vs4 CTF single elimination. Tiebreakers will be the same.

2 vs 2

Map	Game Type	Victory Condition
Longest	Capture the Flag Pro	3 Captures

4 vs 4

Map	Game Type	Victory Condition
Blood Gulch (Warthog)	Capture the Flag Pro	3 Captures

Tiebreaker

Map	Game Type	Victory Condition
Chill Out	Team Slayer	50 Kills

Divisional 2
Nov 2, 2003

Free For All

Map	Game Type	Victory Condition
Damnation	Slayer	50 Kills

Team Pool Play

Maps will be different for 2vs2 and 4vs4 pool play.

2vs2

Map	Game Type	Victory Condition
Prisoner	Team Slayer	50 Kills
Longest	Team King of the Hill (Crazy)	5 Minutes
Wizard	Team Ball	5 Minutes

4vs4

Map	Game Type	Victory Condition
Prisoner	Team Slayer	50 Kills
Longest	Team King of the Hill (Crazy)	5 Minutes
Blood Gulch (Warthog)	Team Ball	5 Minutes

Team Single Elimination

Maps will be different for 2vs2 and 4vs4 CTF single elimination and tiebreakers.

2 vs 2

Map	Game Type	Victory Condition
Battle Creek	Capture the Flag Pro	3 Captures

4 vs 4

Map	Game Type	Victory Condition
Sidewinder (All Vehicles)	Capture the Flag Pro	3 Captures

2vs2 Tiebreaker

Map	Game Type	Victory Condition
------------	------------------	--------------------------

	<table border="1"> <tr> <td>Damnation</td> <td>Team Slayer</td> <td>50 Kills</td> </tr> </table>	Damnation	Team Slayer	50 Kills																																	
Damnation	Team Slayer	50 Kills																																			
Regional Nov 22, 2003	<p>4vs4 Tiebreaker</p> <table border="1"> <thead> <tr> <th>Map</th> <th>Game Type</th> <th>Victory Condition</th> </tr> </thead> <tbody> <tr> <td>Hang 'Em High</td> <td>Team Slayer</td> <td>50 Kills</td> </tr> </tbody> </table> <p>Free For All</p> <table border="1"> <thead> <tr> <th>Map</th> <th>Game Type</th> <th>Victory Condition</th> </tr> </thead> <tbody> <tr> <td>Derelict</td> <td>Slayer</td> <td>50 Kills</td> </tr> </tbody> </table> <p>Team Pool Play</p> <table border="1"> <thead> <tr> <th>Map</th> <th>Game Type</th> <th>Victory Condition</th> </tr> </thead> <tbody> <tr> <td>Hang 'Em High</td> <td>Team Slayer</td> <td>50 Kills</td> </tr> <tr> <td>Prisoner</td> <td>Team King of the Hill (Crazy)</td> <td>5 Minutes</td> </tr> <tr> <td>Battle Creek</td> <td>Team Ball</td> <td>5 Minutes</td> </tr> </tbody> </table> <p>Team Single Elimination</p> <table border="1"> <thead> <tr> <th>Map</th> <th>Game Type</th> <th>Victory Condition</th> </tr> </thead> <tbody> <tr> <td>Damnation</td> <td>Capture the Flag Pro</td> <td>3 Captures</td> </tr> </tbody> </table> <p>Tiebreaker</p> <table border="1"> <thead> <tr> <th>Map</th> <th>Game Type</th> <th>Victory Condition</th> </tr> </thead> <tbody> <tr> <td>Rat Race</td> <td>Team Slayer</td> <td>50 Kills</td> </tr> </tbody> </table>	Map	Game Type	Victory Condition	Hang 'Em High	Team Slayer	50 Kills	Map	Game Type	Victory Condition	Derelict	Slayer	50 Kills	Map	Game Type	Victory Condition	Hang 'Em High	Team Slayer	50 Kills	Prisoner	Team King of the Hill (Crazy)	5 Minutes	Battle Creek	Team Ball	5 Minutes	Map	Game Type	Victory Condition	Damnation	Capture the Flag Pro	3 Captures	Map	Game Type	Victory Condition	Rat Race	Team Slayer	50 Kills
Map	Game Type	Victory Condition																																			
Hang 'Em High	Team Slayer	50 Kills																																			
Map	Game Type	Victory Condition																																			
Derelict	Slayer	50 Kills																																			
Map	Game Type	Victory Condition																																			
Hang 'Em High	Team Slayer	50 Kills																																			
Prisoner	Team King of the Hill (Crazy)	5 Minutes																																			
Battle Creek	Team Ball	5 Minutes																																			
Map	Game Type	Victory Condition																																			
Damnation	Capture the Flag Pro	3 Captures																																			
Map	Game Type	Victory Condition																																			
Rat Race	Team Slayer	50 Kills																																			
North American Championships Dec 13, 2003	TBD																																				

2.10 DETAILED GAME SETTINGS

TEAM BALL	<p>(1) OPENING SCREEN</p> <p>Campaign: Multiplayer _ (select)</p> <p>Settings: Game Demos</p> <p>(2) MULTIPLAYER SCREEN</p> <p>Cooperative Play, Split Screen, System Link Play</p> <p>Edit Game Types _ (select)</p> <p>(3) Find the game makers preloaded game titled “Team Ball” and identified with a little lock box in the bottom left hand corner of the icon. Select it.</p> <p>(4) CHANGE NAME</p> <p>(5) GAME OPTIONS _ ODDBALL _ <i>Trait with Ball = None, Trait without Ball= None, Speed with Ball = Slow, Ball Type = Normal, Random Start = No, Ball Spawn Count = 1, Minute/Points to Win = 5, Team Play=Yes, and PRESS A.</i></p> <p>(6) PLAYER OPTIONS _ <i>Set Number of Lives= Infinite, Maximum Health=100%, Shields=Yes, Respawn Time=5 Seconds, Respawn Time Growth=None, Odd Man Out=No, Invisible Players=No, Suicide Penalty=5 seconds</i></p> <p>(7) ITEM OPTIONS _ <i>Set Infinite Grenades=No, Vehicle Set=None, Weapons Set=Normal, Starting equipment=Generic</i></p> <p>(8) INDICATOR OPTIONS _ <i>Set Objectives Indicator=Nav Points, Other Players on Radar = No, Friends indicators on screen=Yes, and PRESS A.</i></p> <p>(9) SAVE CHANGES _ Select and PRESS A.</p>
TEAM SLAYER	<p>(1) OPENING SCREEN</p> <p>Campaign: Multiplayer _ (select)</p> <p>Settings: Game Demos</p> <p>(2) MULTIPLAYER SCREEN</p> <p>Cooperative Play, Split Screen, System Link Play</p> <p>Edit Game Types _ (select)</p> <p>(3) Find the game makers preloaded game titled “Team Slayer” and identified with a little lock box in the bottom left hand corner of the icon. Select it.</p> <p>(4) CHANGE NAME</p> <p>(5) GAME OPTIONS _ SLAYER _ <i>Set Death Bonus = No, Kill in Order=No, Kill Penalty = No. Kills to win=50 (NOTE: Single elimination tie breaker is 25). Team Play=Yes. and</i></p>

	<p>PRESS A.</p> <p>(6) PLAYER OPTIONS_ Set <i>Number of Lives= Infinite, Maximum Health=100%, Shields=Yes, Respawn Time=5seconds, Respawn Time Growth=None, Odd Man Out=No, Invisible Players=No, Suicide Penalty=10 seconds</i></p> <p>(7) ITEM OPTIONS_ Set <i>Infinite Grenades=No, Vehicle Set=Warthog, Weapons Set=Normal, Starting equipment=Generic</i></p> <p>(8) INDICATOR OPTIONS _ Set <i>Objectives Indicator=Motion Tracker, Other Players on Radar = No, Friends indicators on screen=Yes, and PRESS A.</i></p> <p>(9) SAVE CHANGES _ Select and PRESS A.</p> <p>Optional Rule If the game center and teams agree, in the case of finals, game play may continue without time limit until the game objectives are met.</p>
<p>TEAM KING OF THE HILL</p>	<p>(1) OPENING SCREEN</p> <p>Campaign: Multiplayer _ (select)</p> <p>Settings: Game Demos</p> <p>(2) MULTIPLAYER SCREEN</p> <p>Cooperative Play, Split Screen, System Link Play</p> <p>Edit Game Types _ (select)</p> <p>(3) Find the game makers preloaded game titled “Team King” and identified with a little lock box in the bottom left hand corner of the icon. Select it.</p> <p>(4) CHANGE NAME</p> <p>(5) GAME OPTIONS _King of the Hill _ Set <i>Moving Hill = Yes, Score to win=5 minutes, Team Play=Yes, and PRESS A.</i></p> <p>(6) PLAYER OPTIONS_ Set <i>Number of Lives= Infinite, Maximum Health=100%, Shields=Yes, Respawn Time=5seconds, Respawn Time Growth=None, Odd Man Out=No, Invisible Players=No, Suicide Penalty=5 seconds</i></p> <p>(7) ITEM OPTIONS_ Set <i>Infinite Grenades=No, Vehicle Set=Warthog, Weapons Set=Normal, Starting equipment=Generic</i></p> <p>(8) INDICATOR OPTIONS _ Set <i>Objectives Indicator=Nav Points, Other Players on Radar = No, Friends indicators on screen=Yes, and PRESS A.</i></p> <p>(9) SAVE CHANGES _ Select and PRESS A.</p>

<p>TEAM CTF PRO</p>	<p>(1) OPENING SCREEN</p> <p>Campaign: Multiplayer _ (select)</p> <p>Settings: Game Demos</p> <p>(2) MULTIPLAYER SCREEN</p> <p>Cooperative Play, Split Screen, System Link Play</p> <p>Edit Game Types _ (select)</p> <p>(3) Find the game makers preloaded game titled “<i>CTF</i>” and identified with a little lock box in the bottom left hand corner of the icon. Select it.</p> <p>(4) CHANGE NAME</p> <p>(5) GAME OPTIONS _ CTF _ Set <i>Assault = No, Single Flag=Off, Flag Must Reset = No, Flag at Home to Score=Yes, Captures to Win= 3</i>, and PRESS A.</p> <p>(6) PLAYER OPTIONS_ Set <i>Number of Lives= Infinite, Maximum Health=100%, Shields=Yes, Respawn Time=10seconds, Respawn Time Growth=None, Odd Man Out=No, Invisible Players=No, Suicide Penalty=5 seconds</i></p> <p>(7) ITEM OPTIONS_ Set <i>Infinite Grenades=No, Vehicle Set=Warthog (Except for Sidewinder - Vehicle Set = All), Weapons Set=Normal, Starting equipment=Generic</i></p> <p>(8) INDICATOR OPTIONS _ Set <i>Objectives Indicator=Nav Points, Other Players on Radar = No, Friends indicators on screen=Yes</i>, and PRESS A.</p> <p>(9) SAVE CHANGES _ Select and PRESS A.</p>
<p>FFA Slayer</p>	<p>TBD</p>

GameJockeys and iGames reserve the right to modify these rules at any time and will change the revision date when updated.

Last Revision Date: September 20, 2003

GameJockeys Parental Consent Form
HALO Fall Season 2003

GameJockeys is dedicated to protecting your child from any type of harm. Our events are maintained completely free of drugs, alcohol, and violence. Participants who fail to follow our rules will be asked to leave. We believe that the environment at a GameJockeys event encourages social interaction, friendly competition, and an entertaining experience. However, some games do depict graphical violence or suggestive sexual themes.

The Entertainment Software Review Board (ESRB) has established a rating system, similar to the movie rating system, that groups games by suggested age group. For more information, please see, <http://www.esrb.com>. GameJockeys enforces these standards, unless we receive direction otherwise from parents or guardians.

Name of Minor: _____ (please print) Date of Birth: _____

Acceptance of Responsibility/Release of Liability

GameJockeys strives to provide a safe gaming environment. We will do everything reasonably possible to ensure that all customers and employees are kept comfortable in a non-threatening environment. Anyone who disrupts the business, customer activities, or violates GameJockeys rules will be asked to leave our events, which may include a permanent ban. This includes, but is not limited to verbal or physical abusive behavior, possession or use of drugs or alcohol, viewing inappropriate, illegal, or pornographic material, violation of copyright or other laws and ordinances pertaining to console usage, or other disruptive or offensive behavior.

By signing below, you certify that you are the parent or legal guardian of the above named minor and agree to accept responsibility for any damages or loss incurred through the actions of your child. Your signature also indicates agreement not to hold GameJockeys or any of its employees liable for damage to or theft of any equipment brought in to the establishment by the minor indicated above.

GameJockeys will take every reasonable precaution to ensure that your child is not subject to inappropriate material. However, you agree to perpetually release GameJockeys, its employees, and sponsors from liability resulting from inadvertent or willful exposure to such material. You also understand that there is a risk of medical problems, such as seizure or carpal tunnel syndrome, resulting from viewing images on a TV screen or computer monitor and using game controllers, keyboards, or other input devices and perpetually release GameJockeys, its employees, and sponsors from any liability resulting from your child's use of equipment owned or operated by Game Jockeys.

HALO is rated M for Mature by the ESRB, for violence and blood and gore. M-rated games contain content that may be suitable for persons ages 17 and older. They may contain mature sexual themes or more intense violence or language.

By signing below you grant permission for your child to participate in the HALO Fall Season and perpetually release GameJockeys, its employees, and sponsors from any liability resulting from your child's access to the game HALO or other content associated with the game HALO.

Signature: _____

Name: _____ (please print) Date: _____

Phone number*: _____

* GameJockeys reserves the right, but does not have a responsibility, to call the provided phone number for the purpose of signature verification or an emergency. Names and phone numbers provided on this form will not be used for marketing, nor will they be sold or given to any third parties. If you have any questions or concerns regarding any part of this form, or any other aspect of GameJockeys, please do not hesitate to contact us:

GameJockeys
10740 Jordan Road
Whittier, CA 90603
Tel: 562-365-9695 Fax: 562-365-9696
info@gamejockeys.net
<http://www.gamejockeys.net/>