

Guitar Hero: World Tour

RULES, REGULATIONS, SCHEDULE, GUIDELINES

General

- Competition Method: 1 vs. 1
- Winner Condition: The player with the highest score wins

Game Settings

- Game Type: Pro Face-Off
- Difficulty: Expert
- Hyperspeed Mode: On, 1 (Setting can be changed only if both players agree)
- Slider bar: Off (Slider bar can be turned on if and only if both players agree to this change)
- Character: Free Choice

Songs

- 1 . Jimi Hendrix - Purple Haze
 - 2 . Van Halen – Hot For Teacher
 - 3 . Bullet For My Valentine - Scream, Aim, Fire
 - 4 . Metallica - Trapped Under Ice
 - 5 . Motorhead - Overkill
 - 6 . System of a Down - BYOB
 - 7 . Dream Theatre - Pull Me Under
 - 8 . The Living End - Prisoner of Society
 - 9 . Ozzy Osbourne - Mr Crowley
 10. Sting - Demolition Man
- Final Song: Joe Satriani - Satch Boogie

Controller

- The Official Guitar Hero controller must be used.
- Any controller supporting macros or auto repeat is NOT allowed

Disconnections

- Disconnection: Any disconnection of the connection between match players due to System, Network, XBOX 360 console, and/or Power problems/issues
- Intentional Disconnection: Upon judgment by the referee, any offending player will be charged with a loss by forfeit
- Unintentional Disconnection: If unintentional disconnection occurs, the match can be restarted by the referee's judgment.

In Case of Problems

- If any intentional hardware reset and problem occurs, the referee may decide to end the match with the offending player losing by forfeit.
- If any other problem occurs: Rematch if the two players conclude an agreement to have a rematch.

Penalty for unfair play

- 1) Use of any cheat program
- 2) Intentional disconnection
- 3) Use of any settings exceeding the standard and permitted settings
- 4) Any unnecessary chatting during the match.
- 5) If a referee decides that external conditions (Press, Team Leader, Player, Spectator, etc) are giving or have given an unfair advantage to a player, the player may be given a warning or lose by default at the referee's sole discretion.

- Upon discovery of any player committing any violations regarded as unfair play, that player will be disqualified from the tournament.
- During the course of any match, the operations staff and/or referee may determine other actions to embody unfair play at any time.

Reporting issues and details

- A participant has to report at the Venue with respect to the scheduled time table.
- No participant shall be allowed to participate if he/she does not report to the organizing authority within their reporting time
- A participant will be informed about the exact time of their match when they report.
- A participant might have to wait for a maximum of 2 hours before his/her round begins.
- If a participant is found missing before the round then the opponent shall be awarded a walkover to the next round.
- No participant shall be allowed to participate in a round after the round begins.
- Winners of Round 1 shall be informed about their next schedule at the venue after their match.

Schedule

First Round: 13th August, 2009 : 2:00 PM

General Code of Conduct

1. Gamers must switch off their cell-phones, PDA, Other communication devices before each gameplay.
2. Games are played in PC keyboards; other controllers (Wheels/Joysticks/Gamepads) are allowed only after approval by the organizers.
3. Food and drinks is prohibited during gameplay (except for chewing gums and breath fresheners etc.).
4. Smoking is prohibited in the gaming zone.
5. Players must need written permission from F1 IT to promote any sponsor at the venue premises.
6. FI Management Ltd., holds the right to change any rules anytime.
7. AGAIN A REFEREE'S DECISION HAS TO BE ACCEPTED BY THE PARTICIPANTS AND NO ARGUMENTS SHALL BE ACCEPTED.
8. Only USB Pen-Drive is allowed for copying setup files of GamePads. (NO CD-ROM Drive available).

NOTE:-

Please bring your personal Headphones since NO HEADPHONES shall be provided during the event.

ONLY USB Keyboards, Mouse or Gamepads shall be allowed to be connected.

NO PS2 Keyboards or Mouse shall be connected.