

Guitar Hero III: Legends of Rock

- ❑ **Game Version: Guitar Hero III (With the latest LIVE update applied)**
- ❑ **USK(German software rating): Everyone**
- ❑ **TV : 32" wide LCD TV (Model Name: Samsung LCD TV 32" LE32A557P)**
- ❑ **General**
 - Competition Method : 1 vs. 1
 - Winner Condition: The player with the highest score wins
 - "Guitar Hero III: Legends of Rock" tournament shall consist of two parts: 1) a first phase: league system (1 match against each group opponent); 2) a second phase: knock-out system (best 2 out of 3 matches)
- ❑ **First Phase**
 - A group draw, held on Oct. 2nd, 2008 shall determine the composition of each group.
 - Song cycle will be notified on Oct. 10th, 2008 through the WCG website.
 - In the first phase, each player plays on match against each of the other players in the same group, with three points for a win and none for a defeat.
 - The league system ranking in each group is determined as follows:
 - a) greater number of points obtained in all the group matches;
 - b) greater number of points obtained in the group matches between the players concerned in the tie breaker;
 - Should only two players be tied in their group after applying the above-mentioned rules, a single game rematch shall take place
 - Should three or more players be tied in their group after applying the league system ranking rules, another league system group ("rematch group") shall be played among the players concerned.
 - Ranking in the "rematch group" shall be determined as follows:
 - a) greater number of points obtained in all the group matches;
 - b) greater number of points obtained in the group matches between the players concerned;
 - c) rematch continues until winner determined

- The two players coming first and second in each group qualify for the second phase.

❑ **Second Phase**

- The second phase of the tournament shall consist in a single elimination tournament. The first player to win two out of three games wins the match.
- The song selection will utilize the 'Thumbs Down(Song Veto)' method:
 - a) Each player removes one song from the song pool by notifying the referee.
 - b) The referee announces the removed songs to both players.
 - c) The referee randomly draws the song order from the remaining songs.
 - d) In case both players decided to thumb down the same song, only that song will be removed for the order drawing.

❑ **Game Settings**

- Game Type : Pro Face-off
- Difficulty: Expert
- Hyperspeed Mode: On, 2 (Setting can be changed only if both players agree)
- Song
 - 1 . Metallica – One
 - 2 . Weezer – My name is Jonas
 - 3 . Guns N' Roses – Welcome to the Jungle
 - 4 . Heart – Barracuda
 - 5 . DragonForce – Through the Fire and Flames
 - 6 . Slipknot – Before I forget
 - 7 . Disturbed – Stricken
 - 8 . The Rolling Stones – Paint it Black
 - 9 . In Flames – Take This Life
 10. Scorpions – Rock You Like A Hurricane
- Character: Free Choice

❑ **Controller**

- The Official Guitar Hero controller must be used. (Wireless/Wired)
- 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.

❑ **These rules are for the WCG 2008 Grand Final and are subject to modification in the following aspects.**

- Use of most recent patch/version release of each official game within WCG committee's own discretion.
- Changes to in-game settings and options necessitated by the use of most recent patch version/release
- Cheat Protection Program release and/or cheat protection functions
- Game settings and/or operations guidelines dictated by differences between online and LAN Tournaments