



K&K Classic Arcade - Halo 3 Rules

We will be starting at 1 p.m. with the FFA, when the FFA finishes we will begin doubles.

FFA will be done in rounds 6 people per round. Top 3 of each round will continue on. Single elimination.

2v2 will be done double elimination in a bracket system. 2v2 will be played split screen running 2 games at a time the finals will be played on full screen, teams may still choose to play split screen.

It will be best 2 out of 3.

First game team 1 will host and team 2 will choose map/game type.

Then every game after will alternate.

Exp. team 2 Will host team 1 will choose map/game type

Bringing your own control is allowed

(No aftermarket controllers allowed).

Bringing your own tv/box will be monitored and only allowed up to 27".

For pre register go to <http://www.klassicarcade.com/halo/halo.htm>

Any questions contact Andy at 269-271-2064

ALL MAPS HAVE BEEN EDITED WEAPONS MOVED/REMOVED, OBJECTS ADDED, AND SPAWNS CHANGED. THESE ARE THE MLG MAPS THE SAME MAPS PLAYED IN THE PRO CIRCUIT YOU CAN DOWNLOAD THEM AT

<http://www.bungie.net/stats/Halo3/FileShare.aspx?gamertag=MLG%20Gametypes>

(NOT PLAYING ONLINE CHECK WWW.MLGPRO.COM FOR MORE INFO)

IF YOU COME EXPECTING EVERYTHING ON THE MAPS TO BE THE SAME, YOU WILL BE MISTAKEN. MLG HAS DONE WHAT THEY CAN TO MAKE THE LEVELS MORE APPROPRIATE FOR TOURNAMENT PLAY.

General Rules

1. No leaving the normal boundaries of a map.
2. No going onto the ledges behind the glass on Construct.
3. No going onto the top center structure on Guardian.
4. No going onto the high ledge at the sniper tower on Guardian.
5. No taking the oddball onto the ledge behind the blue ramp on Guardian.
6. No going onto the ledge around the edges of top yellow on Guardian.
7. No going into the small crack in front of blue entrance on Guardian.
8. No going onto the tree between bottom yellow and bottom blue on Guardian.
9. No taking the oddball onto the ledge facing elbow on Guardian.
10. No going under the short ramp on The Pit.
11. No going into the attic above the bases on the Pit.
12. No use of the Elite Armor Classification.
13. No looking at an opposing Team's TV or projected screens by Players or Coaches.
14. No quitting out of a Team Slayer Game.
15. No placing the oddball out of reach. Throwing the oddball below the Map(Guardian) in order to cause a "Play Ball" is legal.
16. Incorrectly ending a Game without referee's permission will result in a Forfeit.
17. No Warm-Up Games may be played outside of scheduled Warm-Up periods.
18. In the case of an Xbox 360/TV malfunction, the Game will be restarted from the beginning unless a Team was winning a Team Ball Game by more than the time remaining in the Game.
19. Games started without the approval of a referee will be restarted.

Disqualification

1. Breaking any of Rules #1-16 will result in a Forfeit of the Game.
2. Breaking any of Rules will result in a Foul. Fouls stay with a Team throughout the Event. Two Fouls during one Game will result in a Forfeit of the Game. Once a Team reaches two Fouls, each additional Foul will result in a Forfeit of the Game.
3. Any sign of cheating may result in a Forfeit of the Game and possible ejection.

FFA Rules

Any ties will be determined by deaths, if a tie in score and deaths occurs we will use assists. If somehow all three are a tie 1v1 on guardian will then occur. 7 minute game or first to 10.

MLG TS v5

Time Limit = 15 Minutes
Vehicle Set = No Vehicles

Primary Weapon = Battle Rifle

Custom Powerup Traits, Duration = 3 Seconds

Custom Powerup Traits, Damage Resistance = Invulnerable

Custom Powerup Traits, Shield Multiplier = 3X Overshields

Custom Powerup Traits, Shield Recharge Rate = 200%

Custom Powerup Traits, Player Speed = Unchanged

Shield Recharge Rate = 90%

Damage Modifier = 110%

Player Speed = 110%

Motion Tracker Mode = Off

Suicide Penalty = None

Penalty = None

Team Changing = Not Allowed

Maps

Guardian

The Pit

The maps are Teamslayer v5 setting.

Everyone first round will be played on Guardian

Second round will be The Pit

Third Guardian

Etc.

All Games for2v2

Team Slayer

Construct

Guardian

Narrows

The Pit

Multi Flag

Narrows

The Pit

Team Oddball

Guardian

All Game Rules

Primary Weapon = Battle Rifle

Custom Powerup Traits, Duration = 3 Seconds

Custom Powerup Traits, Damage Resistance = Invulnerable

Custom Powerup Traits, Shield Multiplier = 3X Overshields

Custom Powerup Traits, Shield Recharge Rate = 200%

Custom Powerup Traits, Player Speed = Unchanged

Shield Recharge Rate = 90%

Damage Modifier = 110%

Player Speed = 110%

Motion Tracker Mode = Off

Suicide Penalty = None

Penalty = None

Team Changing = Not Allowed

GB CTF Nar v5

Sudden Death = 30 Seconds

Flag At Home to Score = Enabled

Flag Return Time = 3 Seconds

Flag Reset Time = 15 Seconds

Flag Carrier Traits, Damage Modifier = 50%

Time Limit = 15 Minutes

GB CTF Pit v5

Sudden Death = 30 Seconds

Flag Return Time = Disabled

Flag Reset Time = 15 Seconds

Flag Carrier Traits, Damage Modifier = 50%

Time Limit = 15 Minutes

MLG Ball v5

Score to Win = 250

Ball Carrier Traits, Damage Modifier = 50%

Time Limit = 15 Minutes

MLG CTF Nar v5

Flag At Home to Score = Enabled

Flag Return Time = 3 Seconds

Flag Reset Time = 15 Seconds

Flag Carrier Traits, Damage Modifier = 50%

Time Limit = 15 Minutes

MLG CTF Pit v5

Flag Return Time = Disabled

Flag Reset Time = 15 Seconds

Flag Carrier Traits, Damage Modifier = 50%

Time Limit = 30 Minutes

MLG TS v5

Time Limit = 15 Minutes

Vehicle Set = No Vehicles

ALL RULES SUBJECT TO CHANGE!