



Frag For Cancer 6 **EVENTS INFO**

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Event Layout & Schedule

Public Schedule

11:00am - 12:00pm	Doors open and Registration
12pm - 12:15pm	Introduction Ceremony
12:15pm - 6:30pm	Tournaments Begin
6:30pm - 7:00pm	Intermission and Pizza served
7:00pm - 7:30pm	Comedy show
8:00pm - 11:00pm	Tournament Finals

Games - StarCraft 2

Registration

- Bracket will be handled and pre-registered on www.fragforcancer.com, on-site registrations will be possible
- Players will be checked in at the main doors, and when we are ready to begin bracket, checked in players will be seeded.

Format

- 128 man bracket (if there are less than 128, top 128-n by ladder rank get byes)
- Single Elimination (math done with 16 comps)
 - Round 128: Bo1 (MLG Xel'Naga Caverns)
 - Round 64: Bo1 (MLG Shattered Temple) (4 x average 30minute = 120m)
 - Round 32: Bo1 (MLG Metalopolis) (2 x average 30minute = 60m)
 - Round 16: Bo3 (MLG Antiga Shipyard) (Average 75 min)
 - Round 8: Bo3 (MLG Shakuras Plateau) (Average 75 min)
 - Round 4: Bo3 (MLG Tal'darim Altar) (Average 75 min) (Total before finals = 6 hours 45 minutes)
 - Third place match: Bo3 (uncasted)
 - Final match: Bo5 (Veto system to determine starting map) (casted)
- Map pool (MLG)
 - MLG Shakuras Plateau
 - MLG Shattered Temple
 - MLG Tal'darim Altar
 - MLG Antiga Shipyard
 - MLG Dual Sight
 - MLG Metalopolis
 - MLG Xel'Naga Caverns
- **Schedule**
 - Starting at 12:15PM
 - Finals after 8PM, suitable time when everyone can watch Jarett casting on screen

Rules

- Failure to adhere to any of these rules may be grounds for disqualification from the tournament, at the discretion of a referee.
- Players must play on the computers specified by the admins.
- Players must use their own North American server Battle.net accounts.
- Players may not use graphics settings that can cause the game to lag, and in addition cannot use Windowed or Windowed (Fullscreen) modes.
- Players may not use any form of third party addons or game modifications.
- Players must be seated and ready to play their match within **10 minutes** of being called to play their match (name will go up on main projector), or they will forfeit their match.
- Players must play with the race they specified when registering for the tournament. This means race picking (playing ZvT, ZvP, TvZ for instance) is not allowed.
- Players may not pause the game without requesting it from their opponents (standard syntax is “pp”, for “pause please”).
- Players must treat their opponents with respect.
- In the event of a disconnect or other technical failure, pause the game if possible, then call a referee. If the game cannot be continued, the referee will determine, at their own discretion, whether one player had clearly won the game, or if a re-game is necessary.

Games - Super Street Fighter 4:Arcade Edition

Registration: Tournament registration will be handled at the main entrance. Players must register between the times of 11:00am and 12:00pm. Punctuality is important as the tournaments are scheduled to begin at 12:15pm.

Scheduling: The final match ups of both the winners and losers brackets must be determined no later than 6:30pm. This gives roughly 6 hours to complete the majority of the matches. To keep things on track, players will be given a **10 minute** window to report to their stations when called for a match. The finals of the tournament will be played on the main stage and will take place between 8:00pm and 11:00pm.

Tournament Format: The SSFIV:AE tournament will be a double elimination bracket. Basically, when you lose your first match, you get sent to the losers bracket. This way, everyone has to lose twice to be eliminated. In the end, the winner of the winners bracket faces the winner of the losers bracket. To win, the player from the winners bracket only has to win one match while his opponent must win two.

Match Format: Matches are best 2 out of 3 games. Games are best 2 out of 3 rounds.

Equipment: All players are responsible for bringing their own equipment. Sharing equipment is not recommended since two people may end up needing the same fight stick/pad at the same time.

General Rules:

- No pausing during a game. Pausing a game mid round will give your opponent the chance to either take that round or restart the current game.
- Only the player who lost the previous game is allowed changing characters in between two games.
- If a game ends in a draw, it is replayed.
- Treat everyone with respect. This is a Charity tournament after all.

Additional rules: This tournament is largely based on the Evo 2011 rules which can be found at

<http://evo2k.com/player-guide/tournament-rules/>

Please note that these rules are being used as a guideline. However, elements such as the yellow/red card system will not be used. Instead, the tournament directors will use their own discretion.

Games - Super Smash Bros Brawl

Registration: Tournament registration will be handled at the main entrance. Players must register between the times of 11:00am and 12:00pm. Punctuality is important as the tournaments are scheduled to begin at 12:15pm.

Scheduling: The final match ups of both the winners and losers brackets must be determined no later than 6:30pm. This gives roughly 6 hours to complete the majority of the matches. To keep things on track, players will be given a **10 minute** window to report to their stations when called for a match. The finals of the tournament will be played on the main stage and will take place between 8:00pm and 11:00pm.

Tournament Format: The Super Smash Bros. Brawl (SSBB) tournament format will vary depending on the number of entrants. It will be double elimination if there are less than 32 entrants, otherwise it will be single-elimination until there are 32 players remaining in the bracket, at which point it will become double-elimination.

Match Format: Matches are best 2 out of 3 games, 3 stocks per player, per game. Finals will be best 3 of 5 games. See additional rules for stage/character selection format.

Equipment: It is recommended you bring your own controller, as extras will not be provided at the venue. If you are using a wiimote + nunchuk or classic controller, we ask you remove the batteries from it between your matches so that it does not interfere with other stations.

General Rules

3 Stock

8 minute timer

Items are set to "off" and "none"

- All sets are best 2 of 3 matches. Bracket Finals and Grand Finals are Best 3 of 5.
- If the timer runs out, the victor is determined first by stock and then by percentage.
- Resolving Ties: If percents are the same or both players die simultaneously (Causing Sudden Death. If you Dedede/Ganoncide and you LOSE, that is the result. Be aware of the risk.), there will be a 1 stock, 3 minute, same characters, same stage rematch.
- In the event of a dispute, controller ports will be selected by ONE ROUND of Rock-Paper-Scissors. In teams, controller ports shall be used in a 1221 fashion.
- You are responsible for your own controller and name tag. If a match is to be restarted due to controller functions, it must be agreed upon by both parties.

- Stalling is banned. Stalling: The act of deliberately avoiding any and all conflict so that one may make the game unplayable. Running away from an opponent to reach a better position is not stalling, while using an infinite to run out the timer rather than to score a KO is. As such, any infinite chain-grabs, locks, etc. cannot exceed 300%.
- Any action which prevents the game from continuing (i.e. by causing the game to crash or causing all characters to freeze indefinitely) is banned. If the Tournament Organizer or a judge can conclusively determine the player responsible for the failure, that player loses the interrupted game. Players are expected to know their characters and prevent this from happening.
- No player may choose a stage they have already won on in that set unless agreed upon by both players.
- The character MetaKnight is banned from play and may not be selected unless both players/teams agree to allow it.

Set Format

- Opponents make their character select screen choices for the first match, DOUBLE BLIND PICKS OPTIONAL.
- Opponents start the stage striking procedure. The stage striking order changes depending on the number of stages allowed. When reading this order, "1" is player 1 and "2" is player 2. The optimal striking orders are as follows: 9 Stages: 1-1-1-2-2-2-2-1 (Read: Player 1 strikes 3, P2 strikes 4, then P1 picks the last stage)
- The first game is played, using the stage chosen during step 2.
- The winner of the previous match announces his 2 stage bans.
- The loser of the previous match announces the next match's stage from either the Starter Stage List or the Counter Stage List.
- The winner of the previous match chooses their character.
- The loser of the previous match chooses their character.
- Repeat steps 5-7 for all proceeding matches.

STAGE LIST

Starter	Counterpick
Battlefield	Final Destination
Smashville	Luigi's Mansion
Yoshi's Island (Brawl)	Pirate Ship
Lylat Cruise	Frigate Orpheon
Pokemon Stadium 1	Pictochat
Halberd	Rainbow Cruise
Castle Siege	Jungle Japes
Delfino Plaza	Norfair
Pokemon Stadium	Distant Planet
	Port Town Aero Dive

Games - Halo Reach

Registration/Schedule:

- Tournament registration will be handled at the main entrance. All Players must register between the times of 11:00am and 12:00pm.
- Teams that have signified attendance via Phax-gaming forums will have consideration made in seeding.
- Players not already on teams must form a team of four on site.
- Teams made on site need to give team name and gamertags to Stream table personnel.
- The FFA will start as soon as enough players are registered after 11am.
- The Pool Play will begin approx. at 12:30 based upon the end of the FFA.
- Finals are designated to begin at 8:00pm, hence pool play must complete between 12:30pm - 7:00pm

Halo Reach FFA for 4v4 Seeding and Lone Players

- We plan on having at least one main stage set up, that will be hooked up to the stream.
- The FFA would immediately begin heats of 8.
- The FFA will be FREE play, the results will be recorded and the best 8 people from the first few heats will be put into 1 final Free for All (8 people) to determine the FFA Winner.
- There will be 8 Qualifying Heats, 4 on each Set up requiring a total of 60 minutes (10 minute FFAs=15 min for game type set up x 4).
- The final FFA will either be 10 or 15 minutes in length depending on Time Restraints.

FFA Summary

- - 8 Heats, 64 players (32 from pre-registered teams, 32 random FFC participants)
- - 4 Set Ups, 60 minutes in length (8-10 Minute Heats on 2 Set ups = Four 10 minute Heats) + added 5 min per Heat in for gametype/profile making.
- - Final FFA will be played with the 8 best individual performers from the past Heats.

***NOTE:** If there are not 8 teams pre-registered, and we only have 7 or 8, the best performing members of the FFA may choose other players to be on their team for the 4v4 Pool Play!

To This Point Assuming everything starts at 11 at the latest. It is now 12:30 pm.

Halo Pool Play

Pool A

1v2 3v4 1v3 2v4 1v4 2v3

Pool B

1v2 3v4 1v3 2v4 1v4 2v3

- All Pool Play Series will be Best of 3 Games; Series should take no more than 45 minutes. 6 series per pool resulting in $6 \times 45 = 270$ minutes or 4.5 hrs.
- We have 2 full set ups (16 monitors and Xboxes) allowing us to complete both Pools in this time.
- End of Pool Play Start of Playoffs.

Playoff Format

- Best of 5 Series, maximum of 70 minutes per series if they go 5 games, which may not be the case. Top 2 teams from each Pool Advance
- Semi # 1: #1 **Pool A** vs #2 **Pool B**
- Semi# 2: #1 **Pool B** vs #2 **Pool A**

FINALS

- This Series will be Best of 7 or Best of 11 continuation series, due to past victories/losses.
- The team who won the past series will have a 3-0 lead on the lower ranked team.
- **Semi #1** vs **Semi #2**

Miscellaneous

- V5/V6 Game types for Halo: Reach at Frag
 - Slayers
 - Countdown Slayer
 - Zealot Slayer
 - Sanctuary Slayer
 - Oasis Slayer
 - Element Slayer
 - Flags
 - Sanctuary 3 Flag
 - Countdown 5 Flag
 - Zealot 5 Flag
 - Android CTF
 - King of the Hill
 - Nexus KOTH
 - Oasis KOTH
- Best of 3 Pool Play series will be Slayer/flag/slayer
- Best of 5 Winners Semis will be Flag/slayer/KOTH/slayer/flag
- Best of 11 will play all game types.
- As of Sept. 14, 2011, with the exception of 2 players, we have 8 teams of 4 planning on attending.
- Links to MLG rulesets:
 - http://pro.majorleaguegaming.com/competitions/23#event_64_conduct_rules
 - http://pro.majorleaguegaming.com/competitions/23#event_64_event_rules

Challenges - Angry Birds iPad 2

- Will be played on an iPad 2
- Levels will be announced at event
- Players will have be allowed to play one round, and any additional rounds will cost \$1.
- The player(s) with the most points for the level by the end of the day will receive the prize(s).

Challenges - Dance Dance Rev PC

Layout

- Free play area with two soft mats
- Challenge area with one Arcade style mat

Rules

- People must sign up to play, first come first serve
- Feet and socks only on the Arcade style mat
- Anything goes for the regular mat
- Beginners are just for fun
- Son will be chosen based on the ability of the group that signs up. (1st attempt is free each addition attempt is \$2)

Challenges - Left 4 Dead 2 Challenge

- 1 player survival mode (with 3 bots), on the final round of Dark Carnival.
- Players may only play once, and if they wish to try again they must both pay \$2.
- It is acceptable for players to use their own Steam as long as an FFC staff member is there to write down their final score and names.

Challenges - Rock Band 3

- Highest score on Elton John - Saturday Night's Alright (For Fighting) with all instruments on expert, with "No Fail Mode" on
- Only 1 free attempt per band, subsequent attempts are \$2 per band
 - Bands must stay the same between attempts (cannot swap/change players unless deemed okay by FFC Staff)
- Individuals can only be in one band (i.e. cannot be part of multiple bands to have multiple attempts)
- Does not have to be a full band (i.e. you can play even if you are missing an instrument)
- Station can be used as free play in between challenge attempts, but players must yield to bands who wish to do the challenge