



Gamers for Giving 2011 Halo: Reach Tournament

An integral part of the Gamers for Giving story, the Halo franchise will once again have a strong presence at our annual fundraising event through Halo:Reach. The tournament will be a double elimination, 2 vs 2 slayer tournament. \$1,000.00 will be awarded to the team that finishes in 1st place*. \$500.00 will be awarded to the team that finishes in second place*. Registration for the tournament costs \$50.00 per team.

Players may check-in for the event at 10:00 AM. Once checked in, players will be able to warm up on the tournament stations until 12:30 PM. The tournament will begin promptly at 1:00 PM.

The tournament will be a double elimination tournament (teams must lose two matches to be eliminated). Each match will be based on a “best of three games” format. The first team to win 2 of 3 slayer games will advance through the tournament. The team that loses its match will be placed in the loser’s bracket, or face elimination if already in the loser’s bracket.

Players must bring their own WIRED Xbox 360 controllers. Controllers will not be provided at the event.
Game discs, consoles & monitors and other equipment will be provided.

The first four rounds of the tournament will be played on split screen. At the start of the fifth round, all stations will be converted to full screen.

*Prize pool is based on a minimum number of 40 teams competing in the Halo:Reach tournament. If the minimum is not met, the prize pool will be re-adjusted. Prize pool is derived from player entry fees.

Settings and round by round map selection are as follows...

Game Settings

- + The latest version of MLG settings will be used. MLG Maps & Slayer game type can be downloaded at <http://www.bungie.net/stats/reach/fileshare.aspx?player=MLG+Gametypes>
- + Score to win = 25
- + Time limit = 10 minutes

Map Pool (Maps will be rotated every round).

MLG Countdown (Starting map for rounds 1, 4, 7, 10 | Second map is MLG Sanctuary | Third map is MLG Zealot)

MLG Sanctuary (Starting map for rounds 2, 5, 8 | Second map is MLG Zealot | Third map is MLG Countdown)

MLG Zealot (Starting map for rounds 3, 6, 9 | Second map is MLG Countdown | Third map is MLG Sanctuary)

Settings

Health Recharge Rate = 0% (No Recharge)

Melee Modifier = 75%

Primary Weapon = DMR

Secondary Weapon = None

Starting Equipment = Sprint

Player Speed = 110%

Jump Height = 110%

Player Gravity = 150%

Motion Tracker Mode = Off

Spartan Loadout 1, Name = Marksman

Spartan Loadout 1, Primary Weapon = DMR

Spartan Loadout 2, Name = Warden

Spartan Loadout 2, Primary Weapon = Needle Rifle

Spartan Loadout 2, Equipment = Sprint

Spartan Loadout 3-5 = Hidden

Suicide Penalty = None

Betrayal Penalty = None

Respawn Traits, Equipment Usage = Disabled

Team Changing = Not Allowed

Betrayal Booting = Disabled

Event Rules

- + Don't do anything illegal. Drugs and alcohol are not allowed!
- + Please don't smoke inside. Cigarettes must be disposed of properly outside the venue.
- + Food and drinks are not allowed to be placed on the tables next to gaming consoles.
- + Don't touch other people's stuff!
- + Only individuals who are scheduled to play their matches or are warming up are allowed in the tournament area.
- + Be nice to others. Conduct that is deemed to be unfriendly or threatening by tournament staff could result in you being kicked out.
- + Be respectful of the tournament volunteers.

Things you need to bring...

- + Xbox 360 WIRED controller (controllers will not be provided).
- + Headset (optional)
- + Money if you plan on purchasing food
- + Parental consent form (if under 17)

Additional Information / FAQ

+ If you sign up for the Halo Reach tournament but need to cancel your registration, visit the contact page of GamersforGiving.org and let us know. We'll issue you a full refund. Please note however, refunds will not be issued less than 72 hours prior to the event.

+ If you'd like to discuss the Halo Reach tournament with Gamers Outreach staff or other attendees, you can register on the Gamers Outreach forums at forums.gamersoutreach.org.

+ Professional Halo players are not allowed to compete in the Halo Reach tournament.

+ While Gamers Outreach & Gamers for Giving volunteers take as many precautions as possible to ensure the safety and protection of equipment during the event, ultimately, your belongings are your responsibility. Gamers Outreach takes no responsibility for lost or stolen items.

+ Players competing in the Halo Reach tournament are also eligible to play in the LAN! The LAN is a separate activity that takes place within the same room as everything else, so you don't have to worry about missing out if your name gets called to play in a match. If you'd like to also play in the LAN, all you need to do is sign yourself up. That's it! Be sure to check out the LAN information packet to ensure you have everything needed to participate in the LAN as well.

If you have any questions, swing by the contact page of GamersforGiving.org and shoot us a message!

We'll see you on June 18th!