

## **Full Official Rules and Regulations**

### ***Ace Combat 6: Fires of Liberation Military vs. Civilian 2v2 Tournament***

#### **Game of Skill**

#### **Official Rules**

Competition registration accepted between Tuesday, October 9, 2007 at 12:01 AM EST and Sunday, December 9, 2007 at 11:59 PM EST. **THERE IS NO ENTRY FEE TO PARTICIPATE OR WIN THIS COMPETITION.**

#### **WARNING:**

ALL GAME MATCHES MAY BE MONITORED BY THE TOURNAMENT PRODUCER. IN ADDITION, THE TOURNAMENT PRODUCER MAY VERIFY AND/OR CONDUCT AN INVESTIGATION INTO ANY AND ALL ASPECTS OF THE TOURNAMENT TO VERIFY ELIGIBILITY AND/OR FULL COMPLIANCE WITH THE RULES. EACH COMPETITOR AGREES THAT ANY AND ALL GAME PLAY MAY BE RECORDED AND USED ON GAMEPLAY HD, ITS WEBSITES, AND AFFILIATED NETWORKS.

**IN THE EVENT OF ANY OF THE FOLLOWING, ANY PLAYER (AND THE PLAYER'S ENTIRE TEAM) MAY HAVE THEIR REGISTRATION(S) DELETED, MAY BE DISQUALIFIED AND/OR MAY FORFEIT THEIR ELIGIBILITY, PRIZES AND/OR TOURNAMENT STATUS IN THE SOLE DISCRETION OF THE TOURNAMENT PRODUCER WITH OR WITHOUT WARNING:**

- Providing inaccurate, improper, and/or incomplete information in connection with the process(es) of registration, logging in, game setup, issuing or receiving challenges, match scheduling, gameplay, statistical reporting, normal operation of software and/or hardware, score reporting, rankings, brackets, any tournament logistics and/or other aspects of the Tournament (the "Processes").
- Duplicate registrations and/or other abuse of the Processes.
- Players selecting USERNAMES and/or providing any information, text, and/or other content that the Tournament Producer, in its sole discretion, determines are offensive and/or otherwise inappropriate.
- Any successful and/or unsuccessful attempt to cheat, tamper, gain an unfair advantage, manipulate, hack, stall, delay, expedite, bypass, modify or make any unauthorized and/or improper modifications to the Processes and/or the gameplay.
- Any intentional or unintentional disconnecting of an internet connection, power source or other electronic malfunction, power outage or other natural or unnatural act which causes the Processes and/or gameplay to be interrupted, delayed or otherwise adversely affected.
- Any utilization of 3rd party hardware peripherals to gain an unfair advantage, or acting in an unsportsmanlike and/or disruptive manner, as determined in the sole discretion of the Tournament Producer.
- Any player's inability, failure and/or refusal to provide verification of full compliance with the Rules and the Processes.
- Any player's inability, failure and/or refusal to fully participate in and/or cooperate in connection with any investigation or inquiry into compliance with the Rules and Processes which may be undertaken by the

Tournament Producer in its unrestricted and sole discretion. The foregoing shall include, without limitation, any request by the Tournament Producer that any player provide a written, notarized declaration under penalty of perjury of the laws of the State of California and the United States of America.

- The existence, adoption, modification, legislation, amendment, and/or enforcement of any applicable statute, ordinance, regulation, administrative and/or judicial ruling and/or determination by any government entity that the Tournament, any of the Rules herein, or any of the Processes, are unlawful, restricted by applicable law and/or contrary to the public policy of any applicable governing body. In event of the foregoing, the Tournament Producer shall have the option of disqualifying any and/or all players, and terminating the Tournament and not awarding Prizes with or without notice in the Tournament Producer's absolute and sole discretion.

**Eligibility:** Competition is OPEN TO LEGAL RESIDENTS OF THE UNITED STATES OF AMERICA ("U.S.") ONLY, residing in the U.S. including the District of Columbia, who are 18 years of age or older at the time of registration. The following are NOT eligible to participate or win prizes: Employees of NAMCO BANDAI Games America Inc. ("Sponsor"), Ayzenberg Group ("Ayzenberg"), GamePlay HD ("GamePlay HD") or Professional Interactive Entertainment, Inc. dba GGL ("Tournament Producer"), and their respective parent companies, affiliates and subsidiaries, their participating retail stores, their advertising and promotion agencies, their licensors, and their respective employees, individuals engaged in the development, production or distribution of materials for this Competition, persons who are immediate family of, dependents of (as defined by IRS regulations), or who live in the same household as any person in any of the above categories. All federal, state and local laws and regulations apply. Void where prohibited by law or regulation.

**How to Register to Play:** Registration begins at 12:01 AM (EST) on October 9, 2007 and ends at 11:59 PM (EST) on December 9, 2007. You must register online at <http://acecombat6.ggl.com>. Each participant MUST register individually and must accurately complete all required registration information. Once registered, individuals must form teams of two (2) players (maximum of 2 – no alternates allowed) before they can officially join the competition and begin competing with other teams. The Competition will initially be split into a "Military" side and a "Civilian" side – members or former members in good standing of one of the four branches of the military, and/or their immediate family members (spouse, child, parent or sibling) will be placed in the "Military" side, and all other registrants will be placed in the "Civilian" side. The two sides will compete separately (i.e. in a Civilian Ladder and a Military Ladder) until the final stage of the competition. Registrants who misrepresent themselves and join the incorrect side of the Competition may be disqualified and banned from the Competition. Teams must consist of either all Civilian or all Military participants; there can be no mixed teams. NOTE – due to the "ladder" format of the Competition, players and teams may register and join the Competition after the Competition has begun, up to the end of the ladder stage of the Competition. Each team must select a team captain prior to joining the Competition who will be the primary point of contact for Competition logistics. LIMIT: One (1) registration per person. All registration information submitted becomes the property of Tournament Producer, Sponsor, and Ayzenberg and will not be returned. Tournament Producer's computer will be the official time clock for registration, and the official time zone for the Competition will be Eastern Standard Time.

**How to Play:** The Competition will begin on Monday, November 5, 2007 at 12:01 AM EST and will end with the last match on Sunday, January 13, 2008 or when there is only one (1) team remaining. Only **valid registered participants with full two-person teams** will be eligible to compete. Tournament Producer's decisions are final and legally binding as they pertain to this Competition.

**Game and Platform:** Players will compete by playing the videogame *Ace Combat® 6: Fires of Liberation™* on the Microsoft Xbox 360™ platform in an online match via the Microsoft Xbox Live® Gold service.

**Tournament Stages:** On Friday, October 19, 2007, valid registered teams will be able to begin joining the Competition Ladders, and will be able to begin playing practice matches once the game is released on October 23, 2007. Practice matches will not count towards the final standings, but will be used to allow players to practice playing the game and using the GGL competition system.

**Stage 1 (Ladder Stage):** On Monday, November 5, 2007, all teams' point totals from the practice ladder will be reset, and the official ladder competition will begin. Players will start with 1000 points and will gain points for playing and winning matches. Matches are best of 3. At the end of the Stage 1 ladder competition on Sunday, December 9, 2007, the top 64 teams from the Civilian Ladder and the top 64 teams from the Military Ladder will advance to the Stage 2 Bracket.

**Ladder Settings:**

- 80 points awarded for a win (regular win or forfeit win)
- 20 points awarded for playing (win or lose)
- \$ i.e. if you play and win you get a total of 100 points (80 + 20), if you play and lose you get 20 points.
- 25 points LOST if you decline a regular challenge (but there is NO penalty for declining an Instant Challenge)
- 50 points LOST if you forfeit a match
- 3-day "Challenge Active" period – this means that if you receive a challenge, you must respond (either by accepting or proposing alternate times) within 3 days or the challenge is automatically marked as a "Decline" and you lose 25 points.
- If you don't play a match within 7 days, your squad is marked as inactive and you lose 100 points. You will continue to lose 100 points every 7 days that your squad remains inactive. Once inactive, you can re-join the competition, but you will not be given back the points lost while inactive.
- You can only challenge a particular squad once within 7 days.
- You can only challenge other squads within a certain range of your squad in the ladder: either 10 spots up or 5 spots down in the ladder, OR with 20% of your squad's points up the ladder or 10% of your squad's points down in the ladder (in other words if your squad had 1000 points you can challenge squads up to 1200 points or down to 900 points).

**Stage 2 (Bracket Stage):** At the conclusion of the Stage 1 Ladder Competition, the top 64 teams from the Civilian Ladder will be placed in a 64-team Civilian Bracket, seeded according to their standing in the Ladder Competition. At the same time, the top 64 players from the Military Ladder will be placed in a 64-team Military Bracket, also seeded according to their standing in the Ladder Competition. The Civilian and Military Brackets will be played in single elimination format until two (2) teams remain in each. Matches are best of 3.

**Stage 3 (Finals):** At the conclusion of the Stage 2 Brackets, there will be four (4) teams remaining, two (2) Military and two (2) Civilian. The remaining teams will be flown to New York for a live final in the GamePlay HD television studio on the weekend of January 12-13, 2008 (date for live final may be changed pending studio availability). The live final will consist of several different championship matches. First, the final two (2) Military teams will compete to determine the Military Team Champion, and the two (2) Civilian teams will compete to determine the Civilian Team Champion. Next, the Military Team Champion will compete against the Civilian Team Champion to determine an overall Tournament Team Champion. Finally, the four (4) teams at the live final will be broken up in to eight (8) individuals, who will compete in an 8-person Battle Royal match to determine the Tournament Individual Champion.

**Match Scheduling (Ladders):** During the Stage 1 Ladder Competition, competitors schedule matches themselves through GGL's ladder challenge tools. First, one team challenges another team in the ladder, proposing three dates/times for the match. The team that receives the challenge then has the option of either accepting one of the proposed times, in which case the match is officially scheduled, or responding with three alternate times. If the original challenger does not agree to any of the alternate times, they may drop the challenge with no penalty, but if they accept one of the alternate times then the match is officially scheduled. Matches once scheduled can not be altered without the agreement of both teams and without notifying the Tournament Producer. Failure to show up to compete within 10 minutes of a scheduled match time will result in a forfeit loss (with point penalty) for the team that does not show up, and a forfeit win for the team that does. Declining a challenge without proposing alternate times will also result in a point penalty. Teams can challenge and play as often as they wish, within the guidelines of the ladder rules.

**Match Scheduling (Brackets):** Tournament game matches during the Stage 2 Brackets will be scheduled as follows. Each match will be assigned a time and date to be completed ("Completion Time"), which will be listed in the tournament brackets at <http://acecombat6.ggl.com>. The two (2) opponents can complete their match at any time up to the Completion Time, or if they can't agree on a time of their own, the Completion Time becomes the default time at which they must play their match. The teams can negotiate on the match time using the comments section of the "Match Details" page for their particular match at <http://acecombat6.ggl.com>. The Tournament Producer will facilitate scheduling of all game matches as needed. Tournament game matches once scheduled will be FINAL and matches may only be rescheduled or delayed as allowed by the Tournament Producer in its sole discretion.

Players will forfeit their scheduled match if they are not present and ready to compete within ten (10) minutes of the scheduled time. The Tournament Producer will be the timekeeper, and the official time zone for the tournament will be Eastern Standard Time.

**Match Interruption:** In the case of a server malfunction or other technical problems which interrupts a match, please follow the following procedures. If there are more than 5 minutes remaining in the match, the game will should be restarted on a new host after the previous results (from before the malfunction) have been recorded, and a new 10-minute match will proceed from there. If there are 5 minutes or less remaining in the match, the game will should be restarted on a new host after the previous results (from before the malfunction) have been recorded, and a new 5-minute match will proceed from there. The results from before the malfunction and after the malfunction will be combined to determine the match winner. Competitors are strongly encouraged to take a digital photograph of the time and score at the time of the malfunction, to be provided to Tournament Producer in case of dispute.

**Match Hosting:** During the Stage 1 Ladders, the player who received the challenge will host the match. During the Stage 2 Brackets, the higher seed in the bracket will host the first map, the lower seed will host the second, and the higher seed will host the third, if necessary.

**Competition Entry Requirements:** In order to compete in the Competition, participants must have a retail copy of *Ace Combat® 6: Fires of Liberation™*, and an active Xbox Live® Gold service account. No other versions of the game will be allowed. Participants must also be able and willing to travel to New York, NY to participate in the live finals. See eligibility section above for the complete list of requirements.

### **Game Settings & Specifications:**

#### **Settings:**

***Any setting not listed below should be left at default***

Match Format: All matches will be best of 3

No. of Players: 4

Reserved Space: 3

Stage: Team Battle - *see below*

NPC: Off

Time Limit: 10 minutes

Aircraft Rank: Any

Aircraft Type: Any

Weapon Handicap Limit: Off

Weapon Level: Level 3 (default)

Voice Chat: Team Communication

**Stage (Map) Selection:** During the Stage 1 Ladders, the GGL Competition system will randomly assign a Stage (Map) from the Stage (Map) Pool below to each officially scheduled match. During the Stage 2 Brackets, the Tournament Producer will pre-determine the Stages (Maps) from the Stage (Map) Pool below for each round of the

bracket. Stages (Maps) will be posted on the "Match Details" page for each match.

**Stage (Map) Pool:** Team Battle 1, Team Battle 2, Team Battle 3, Team Battle 4

\*\*\* Tournament Producer may change the Game Settings & Specifications as needed. Since registration begins before the retail release of the game, there may be several modifications to the Game Settings and Specifications between retail release of the game and the start of the Stage 1 Ladders.

\*\*\* NOTE – suicide crashes to avoid being shot down are considered a game exploit and are forbidden. Using suicide crashes or any other exploit may result in immediate disqualification from the Competition.

### **Prizes and Approximate Retail Values ("ARV"):**

#### **Finalists (eight players (four military and four civilian)):**

- Xbox 360™ Elite console system (ARV \$450)
- *Ace Combat® 6* ACE-EDGE Flightstick bundle, including a signed copy of *Ace Combat® 6: Fires of Liberation™* (signed by the game developers) (ARV \$150)
- Round Trip to New York, NY for live Final, from January 12-13, 2008 (dates may be changed pending studio availability), including round trip coach airfare for winner from a major commercial U.S. airport near winner's residence, hotel accommodations for two (2) nights/three (3) days (one room, single occupancy), ground transportation between airport and hotel, and \$100 spending money (ARV \$1,200)

Total ARV: \$1,800 per player.

Finalists must be able to travel to New York, New York for the live finals, and must participate in the live finals. All travel arrangements will be made by Tournament Producer and hotel accommodations cannot be used independently from air travel. No travel date substitutions allowed. Tournament Producer may change travel dates depending on studio availability. If a winner (either member of a team) is unable to travel on the dates specified by Tournament Producer, prize for the whole team will be forfeited and the team who was eliminated last prior to the prize winner will be declared the alternate winner, provided sufficient time remains to verify alternate winner and ticket prize, otherwise prize will not be awarded. Actual value of trip prizes may vary based upon point of departure, destination and airfare fluctuations. Any difference between stated ARV and actual value of trip will not be awarded. Travel and accommodations are subject to change and availability and restrictions may apply. In the event that either event is cancelled or postponed for any reason, awarding of the remaining elements of prize shall constitute full satisfaction of Sponsor's prize obligation to winner and no substitute or additional compensation will be awarded.

**Military Team Champion (2 players): \$3,000**

**Civilian Team Champion (2 players): \$3,000**

**Overall Team Champion (2 players): \$5,000**

**Individual Battle Royal Champion (1 player): \$2,500**

**Individual Battle Royal Second Place (1 player): \$1,000**

**Individual Battle Royal Third Place (1 player): \$500**

**Stage 2 Bracket Qualifiers (256 players (128 military and 128 civilian)):** Ace Combat t-shirt and Ace Combat hat. ARV: \$20 per player.

All expenses not stated in these Official Rules are solely the responsibility of the winner. Winners may not substitute, assign or transfer prizes, but Sponsor reserves the right, in its sole discretion to substitute prize with another prize of equal or greater value should the advertised prize become unavailable for any reason. Prizes will not be fulfilled outside the U.S. Prizes will not be awarded to minors or any other person who participated without meeting the Competition's eligibility requirements. Should a prize be won by an eligible minor in his/her jurisdiction of primary residence, all affidavits, releases and undertakings, set forth in these Official Rules must be executed and undertaken by the parent/legal guardian of the minor, both on behalf of themselves and the minor, or the prize will be forfeited and awarded to an alternate winner. Prizes may be awarded to, or in the name of, minor's parent/legal guardian. Total ARV of all prizes: \$34,520.

**Winner Releases:** Each prize winner will be required to complete and return an Affidavit of Eligibility, any proof of eligibility requested by Tournament Producer, Liability Release and, where lawful, Publicity Release forms and W-9 request for tax payer's identification number. All executed documents must be received by Tournament Producer or its designated agent within three (3) days of notification or an alternate winner may be selected. If this is the case, the player who was eliminated last prior to the prize winner will be declared the alternate winner. If a prize winner fails to comply with these Official Rules, cannot be located or reached, has provided an incorrect email or mailing address, is determined to be ineligible or not in compliance with these Official Rules, declines or fails to claim the prize for any reason, or if the prize notification is returned as undeliverable, such entrant will forfeit his or her opportunity to collect the prize and an alternate winner will be selected. Acceptance of a prize constitutes permission for Sponsor, Tournament Producer, Ayzenberg, GamePlay HD, and their respective advertising and promotion agencies to use winner's name, voice and likeness, along with his or her address (limited solely to city and state) and the right to use and publish their scores, proper name and any statements made or attributed to such winner (collectively, the "Attributes") in any and all media, unless prohibited by law. This will include but is not limited to media now known or hereafter devised, without notice, review or approval, in perpetuity and throughout the universe for advertising and promotional purposes in connection with the Competition without further compensation, and releases Sponsor, Tournament Producer, Ayzenberg, and GamePlay HD from all claims arising out of the use of such Attributes.

By entering this Competition, entrants release and hold harmless Sponsor, Tournament Producer, Ayzenberg, and GamePlay HD and their respective parent companies, subsidiaries, affiliates, franchisees, directors, officers, share holders, employees, agents and advertising and promotional agencies from any and all

liability or any injuries, loss or damage of any kind arising in whole or in part, directly or indirectly, from or in connection with this Competition or any related activity, or the use, misuse of any prize received, or for any typographical or other error in the printing, offering or announcement of any prize. Entrants agree to abide by these official rules and the Tournament Producer's decisions, which are final.

**Online General Rules & Miscellaneous:**

All players/teams who are invited to participate in the live Final are required to participate in order to be eligible to receive any prizes. Players/teams who fail to attend forfeit any prizes and an alternate winner will be selected. Subject to Tournament Producer's discretion, all players/teams who qualify for the live Final may be required to wear a Sponsor logo shirt (provided by Tournament Producer) during the live Final. Competitors shall not obstruct, hide or cover the logo/decal in any manner whatsoever. Refusing to wear the Sponsor logo shirt may result in immediate disqualification.

All players who advance to the Stage 2 Brackets of the competition may be required to complete additional profile information for use in publicity, online broadcasts, and television broadcasts related to the Competition. The profile information will not be distributed, sold, or released for any reason other than the creation of television programs, web broadcasts, and/or publicity. All players who advance to Stage 2 will also be required to sign a release waiver agreeing to appear on GamePlay HD, its websites, and affiliated websites and networks, allowing GamePlay HD and its affiliates to use their name, likeness and voice from the live semifinal and final event, should the player advance that far. Any player who fails or refuses to complete this information may be removed from the tournament, and that player's entire team may be removed, making that player and team ineligible for any tournament prizes. In such a case, Tournament Producer will select an alternate player to replace the player removed.

Verification of all game matches and conduct of all match games are under supervision of the Tournament Producer. Sponsor, Tournament Producer, Azyenberg, and GamePlay HD are not responsible for any problems or technical malfunction of any telephone network or lines, computer online systems, servers, or providers, computer equipment, software, failure of any email or registration to be received or sent by Sponsor, Tournament Producer, Azyenberg, and GamePlay HD as a result of technical problems or traffic congestion on the Internet or at any website or by human error which may occur in the ability to enter a participant's entry, or any combination thereof, or otherwise, including any injury or damage to entrant's or any other person's computer related to or resulting from participation or downloading any materials in the Competition. Persons found tampering with or abusing any aspect of this Competition, as solely determined by the Tournament Producer, will be disqualified. If disqualified for any of the above abuses, Sponsor and the Tournament Producer reserve the right to terminate entrant's eligibility and entrant's team's eligibility to participate in the Competition. **CAUTION: ANY ATTEMPT BY AN ENTRANT TO DELIBERATELY DAMAGE ANY WEBSITE OR UNDERMINE THE LEGITIMATE OPERATION OF THE COMPETITION MAY BE A VIOLATION OF CRIMINAL AND CIVIL LAWS AND SHOULD SUCH AN ATTEMPT BE MADE, SPONSOR, TOURNAMENT PRODUCER, AYZENBERG, AND GAMEPLAY HD RESERVE THE RIGHT TO SEEK DAMAGES FROM ANY SUCH PERSON TO THE FULLEST EXTENT PERMITTED BY LAW.** In the event any portion of the Competition is compromised by virus, bugs, non-authorized human intervention, fraud, technical failure or other causes beyond the control of the Sponsor or

Tournament Producer which, in the sole opinion of the Tournament Producer, corrupts or impairs the administration, security, fairness, integrity or proper play of the Competition, Sponsor and Tournament Producer reserve the right in their sole discretion to cancel, modify, suspend or terminate the Competition and not award Prizes.

**TAXES:** All taxes on prizes are solely the responsibility of the winner.

**WINNERS LIST/OFFICIAL RULES:** For a Winners List or a copy of these Official Rules, send a self-addressed stamped envelope in a separate first-class stamped envelope to: Winners List or Official Rules (designate which), *Ace Combat® 6: Fires of Liberation™* 2v2 Tournament, c/o GGL, 1522 Cloverfield Blvd., Suite C., Santa Monica, CA 90404. Requests must be received by January 31, 2008. Official Rules will also be available on <http://acecombat6.ggl.com>.

**English Language:** This Competition is conducted in English (which will be given its everyday ordinary meaning) and any and all disputes will be resolved subject to the laws of California.

**Sponsor:**

NAMCO BANDAI Games America Inc.  
4555 Great America Parkway, Suite 201  
Santa Clara, CA 95054

**Tournament Producer:**

GGL  
1522 Cloverfield Blvd., Suite C  
Santa Monica, CA 90404

**About NAMCO BANDAI Games America Inc.:**

NAMCO BANDAI Games America Inc., is a leading interactive entertainment software publisher and developer based in Santa Clara, CA. The company is a part of the NAMCO BANDAI group of companies known for creating and publishing many of the industry's top video game franchises including the PAC-MAN®, SOULCALIBUR®, Naruto™ and Tekken® brands. For more information about NAMCO BANDAI Games America Inc., and our products log onto [www.namcobandaigames.com](http://www.namcobandaigames.com).

**About Global Gaming League:**

GGL is the leading global media network dedicated to expanding and delivering the culture of videogaming to a worldwide audience. GGL represents the best in videogaming content and coverage providing a unique, personal and provocative point of view; the only social networking community for videogamers and a competition platform that enables online play putting GGL at the center of the online gaming universe. For more information visit [www.ggl.com](http://www.ggl.com).

**About GamePlay HD:**

The only 24/7 high-definition video game network, GAMEPLAY HD is a whole new experience in video-game television, using next-gen games to create next-gen TV. GAMEPLAY HD will host and air the finals of the (tournament name). Part of the

VOOM HD Networks suite of HD channels, GAMEPLAY HD is available nationally thru the DISH Network satellite service. For more, visit [www.gameplayhd.com](http://www.gameplayhd.com).

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