

Tournament Rules

- All interested players must first register at www.gamepro.com/medalofhonor/. A list of eligible players will be provided to iGames, and those eligible players will be directed to the iGames website to register for the tournament. Players will be required to create an iGames player account to register.
- The first 32 players from the eligible player list to register will be guaranteed a seat in the tournament.
- All other players from the eligible player list will be put on a standby list for the day of the tournament.
- All registered players must check in at the tournament by 12:30 PM on November 11, 2006. Any guaranteed players who do not check in by 12:30 PM will lose their seat in the tournament, and standby players will be given seats based on a first-come first-served basis from the time they checked in on the day of the tournament.
- **Players must bring their own PSP® system. Game copies will be provided.**
- All players must have an EA Nation account and sign into that account to compete in the tournament. Accounts can be created using a PSP on site, but players are encouraged to create their accounts in advance.
- The Tournament is a competition using Medal of Honor Heroes game for the PSP® system game. The tournament is held on the USS Hornet aircraft carrier, anchored at the Alameda Naval Air Station.
- The tournament format is single elimination deathmatch. The 8 players with the lowest score (kills-deaths) after each match will be eliminated. If more than 8 players have the same low score or at the 8-player cutoff threshold there are more players with the same score as below the cutoff point, then all players at that low score threshold are eliminated. If there is a tie after the end of Match 4 (kills-deaths), then the cumulative score of Matches 1-4 will determine the winner. If multiple players have the exact same score, then a 10-minute deathmatch will determine the ultimate winner.
- Game Settings: Aim Assist – On; Deathmatch; Number of Rounds – 1; Score Limit – Off; Round Time – 20; Max Players – determined per match; Maps – TBD

Tournament Schedule

Saturday, November 11, 2006

Players must arrive before 12:30 am

| | |
|----------|---|
| 12:30 PM | Registration closes, standby players are selected |
| 1:30 PM | Match 1: 32 players |
| 1:50 PM | BREAK/reset for Match 2 |
| 2:00 PM | Match 2: 24 players |
| 2:20 PM | BREAK/reset for Match 3 |
| 2:30 PM | Match 3: 16 players |
| 2:50 PM | BREAK/reset for Match 4 |
| 3:00 PM | Match 4: 8 players |
| 3:20 PM | Tournament winner announced |

Tournament Prizes

One Grand Prize Winner will receive:

- One Medal of Honor: Heroes for the PSP® (Playstation® Portable) video game
- One Logitech® PSP® system PlayGear accessory package
- One SanDisk Gaming Memory Stick PRO Duo 2GB for the PSP® system
- One Shure® E2c-n Sound Isolating Earphones
- One 12-month subscription to GamePro magazine
- One GamePro baseball cap
- One interview with GamePro editor for story to appear in future issue of GamePro magazine and on www.GamePro.com.

Three Runners Up will each receive:

- One Medal of Honor: Heroes for the PSP® (Playstation® Portable) video game
- One Logitech® PSP® system PlayGear accessory package
- One SanDisk Gaming Memory Stick PRO Duo 2GB for the PSP® system
- One Shure® E2c-n Sound Isolating Earphones

Must be age 13+ to enter.

Must bring your own SONY PSP® (Playstation® Portable) game system.

To register go to:

www.GamePro.com/MedalofHonor/

You will then receive an email from GamePro with additional instructions about signing-up for the tournament

Questions? Email us at moh@gamepro.com