

# Wii Tournament Rules

June 7 – September 20, 2008

- 1) The Racine Public Library Wii Gaming Tournament is open to ages 11-18.
- 2) All participants must register, in person, at the Racine Public Library, 75 7<sup>th</sup> Street, Racine, WI 53403.
- 3) Tournament play will take place from 1:30 – 4:30 on the 1<sup>st</sup> & 3<sup>rd</sup> Saturdays of June, July, August, and September. Participants will have the opportunity to play and record their game scores at their convenience during these times. **Note: Open game play will also occur at these times, so tournament participants will need to register for time slot.**
- 4) Each tournament participant will compete in seven (7) Wii Games over the course of eight (8) weeks. The games will be: Baseball (Wii Sport), Bowling (Wii Sport), Tennis (Wii Sport), Shooting Range (Wii Play), Charge! (Wii Play), Guitar Hero, & Super Smash Brothers.
- 5) Participants will play each game twice. The two scores will be added together to make the final game score for each participant. The participant with the highest combined score of all seven games is the tournament winner.
- 6) Tournament participants must alert library staff, BEFORE, they begin tournament play. Library staff will record and post participant scores both online and in the library.
- 7) The top three scoring participants will be recognized at the library Wii Tournament Awards Ceremony to be held in October 2008. All tournament participants are invited to the ceremony.
- 8) The library reserves the right to alter tournament rules at any time. If the rules are altered, participants will have the option to redo any tournament scores already recorded. The library also reserves the right to eliminate any tournament participants for unsportsmanlike conduct at any time.

## Tournament Game Dates

| Date               | Time        | Game                  |
|--------------------|-------------|-----------------------|
| June 7, 2008       | 1:30 – 4:30 | Wii Play & Wii Sport  |
| June 21, 2008      | 1:30 – 3:00 | Guitar Hero*          |
|                    | 3:00 – 4:30 | Super Smash Brothers* |
| July 5, 2008       | 1:30 – 4:30 | Wii Play & Wii Sport  |
| July 19, 2008      | 1:30 – 3:00 | Guitar Hero*          |
|                    | 3:00 – 4:30 | Super Smash Brothers* |
| August 2, 2008     | 1:30 – 4:30 | Wii Play & Wii Sport  |
| August 16, 2008    | 1:30 – 3:00 | Guitar Hero*          |
|                    | 3:00 – 4:30 | Super Smash Brothers* |
| September 6, 2008  | 1:30 – 4:30 | Wii Play & Wii Sport  |
| September 20, 2008 | 1:30 – 3:00 | Guitar Hero*          |
|                    | 3:00 – 4:30 | Super Smash Brothers* |

*\*Guitar Hero & Super Smash Brothers may be other dates at the library's discretion.*

## Scoring Rules

- 1) Participants will play each game twice. The highest of the two scores will be used for tournament play.
- 2) Scoring will occur as follows:
  - Bowling: Total score after 10 frames (*highest possible score: 300*)
  - Baseball: Final runs scored after three innings of play (*highest possible score: unlimited*) **Mercy Rule: After a seven run lead is established, the game ends.**
  - Tennis: Participants will participate in a 3-game match against another player or against the computer. Winner of the match will receive 1 point. (*highest possible score: 1*)
  - Shooting Gallery: Final score at the end of five rounds of shooting (*highest possible score: unlimited*)
  - Charge!:
  - Super Smash Brothers: Tournament players will play against each other or the computer at the easy level. Winner of the match will receive 1 point. (*highest possible score: 1*)
  - Guitar Hero: Final score of one song divided by 10,000. **Note: Players will be allowed to choose both the song and the level of play they wish to compete at. Players who compete at a more difficult level and/or a longer song will have the ability to attain a higher score.** (*Highest possible score: unlimited*)