

IML Games Tournament/Spring '04



Richard Edwards

CTCS 478 – Culture, Technology and Communication

Tracy Fullerton

Interactive Media Program, USC School of Cinema-Television

Hosted by Janine Fron and David Lopez, IML

Friday, April 16

3-7 pm

Institute for Multimedia Literacy

USC Annenberg Center for Communication

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Street parking available. See attached map for directions.

Introduction

The IML would like to welcome students from Richard Edwards' CTCS 478 and Tracy Fullerton's classes in the Interactive Media Program to the first *IML Games Tournament*, on Friday April 16 from 3 to 7 pm. The event will be split into two different parts. The first event includes a series of warm-up matches. The games used will be varied, ranging from arcade racers to board games. These matches are open to anyone who wishes to compete. The second event will be a Halo Tournament in the blue and the green labs, featuring two linked Xboxes. **The winner of the Halo Tournament will receive two movie passes.** Pizza will be served in between both events.

Warm-Up Matches

Upon arrival, please add your name to the sign-up sheets for all of the games you will like to play. Results of these matches will be released to all participants at a later date. The



matches will feature several different games on all three consoles: Xbox, PS2, and Gamecube.

All three consoles will be set up simultaneously in the blue lab, the green lab and the gallery. Each console will feature a sign up sheet and list of available games. There is no limit to the amount of players that can sign up for these matches. Just walk up to a console, sign up with the Moderator and start playing away.

Performance in these matches will not affect eligibility for the Halo Tournament.

Game Roster

Board Games – Location: Library

Carcassonne – The Castle

An exciting tile laying competition between two players. Inside the castle walls, the city grows as the players place tiles and their followers: knights to guard the towers, heralds to spread the news, and merchants to sell their wares in the markets. The player who makes better use of his followers will lead the race around the castle wall, which is also the scoring track for the game. There are several items waiting on the castle wall for the first player to reach them. Each will prove useful to the player who acquires.

Xbox – Location: Green Lab

Kung-Fu Chaos

Kung-Fu Chaos is a funny and broadly appealing brawler game, inspired by the '70s Kung Fu movie era. You fight as one of nine characters (three of which are un-lockable), whose looks, moves, and taunts are derived from the movie icons they represent. Your quest for movie stardom places you on the dynamic set, and when the cameras start to roll, you fight with over-the-top, Hong-Kong-style combat, including leaps, flying limbs, and multiple-opponent-style action.

URL: <http://www.xbox.com/en-US/kungfuchaos/>

Standby Game -- Project Gotham Racing 2

Project Gotham Racing 2 is the ultimate test of racing skill, style, and daring that rewards you not only for how fast you drive, but also for how you drive fast. Earn Kudos and gain recognition for cornering on two wheels around the Sears Tower in Chicago; power sliding through the ancient streets of Florence, Italy; or maneuvering along the racing line through the slick streets of Edinburgh, Scotland—all while racing some of the most exotic high-performance vehicles available. URL: <http://www.xbox.com/en-us/pgr2/default.htm>



Playstation 2 – Location: Blue Lab

Dance Dance Revolution – DDR Max

Dance Dance Revolution brings the dance floor to the home floor. Straight from the arcades, the hottest dancing game lets you step into the spotlight and show your moves. Heat up the dance floor and put your skills to the test as you move to the groove. Let the pulsating music and colorful graphics excite your senses while you become a star. URL: <http://www.konami.com/ddr/>

Standby Game -- SSX Tricky

Grab your board and take on the slopes of SSX as you've never seen them before. Two brand-new runs, six never-before-seen riders, and tons of original tricks, shortcuts, and jumps make SSX Tricky the ultimate snowboarding experience. URL: <http://www.easportsbig.com/games/ssxtricky/home.jsp>

Standby Game -- Tekken Tag Tournament

The console version of *Tekken Tag Tournament* features at least 20 fighters who have appeared throughout the Tekken series since the first arcade game debuted in December 1994. In the true Namco tradition of bringing arcade games into the home, you will find that the console version includes all the excitement of the original arcade game, plus plenty of all-new surprises. URL: <http://www.namco.com/games/tekkentag>

Nintendo Gamecube – Location: Gallery

Mario Kart: Double Dash

Speed. Power. Attitude. Only the best drivers in the Mushroom Kingdom can compete on the Mario Kart circuit. Now, for the first time ever, you will pair up two characters – one drives, the other furiously hurls items at other racers. It's double the mayhem, double the action, double the dash!! URL: <http://www.mariokart.com/launch/index.html>

Standby Game -- Super Smash Bros. Melee

Super Smash Bros. Melee is the ultimate four-player fighting game with unpredictable action and non-stop animated onslaughts. Easy to pick up and play but extremely difficult to master, *Super Smash Bros. Melee* is the ultimate party game. After all, what's more fun than humiliating your best friend by hurling him 200 feet into the sky with a Jigglypuff Smash attack? URL: <http://www.smashbros.com/battle/index.html>

Standby Game -- WarioWare

Wario is back in the video game biz, and this time the tightfisted microgame master is servin' up some insane party games on Nintendo GameCube. The 200+ hysterical microgames from Wario Ware, Inc.: Mega Microgame\$ are making a triumphant return on the big screen, supported by wildly creative multiplayer matches starring Wario's crazy crew of video game developers. URL: <http://www.warioware.biz/>



Second Event – Halo Tournament

This event will be held in both the blue and green labs. At least 8 players should sign up for this tournament for maximum gameplay. This game will be a series of free for all deathmatches with two movie tickets awarded to the final victor.

Visit the official game site: <http://www.xbox.com/en-US/halo/>

Preliminary and Semifinal Match Rules

- Free-for-All match (basically a battle royale)
- No death penalty (if you die, you will be out of the game for about 2 seconds)
- 10 second suicide penalty (if you commit suicide, you will be out of the game for about 10 seconds)
- 25 kill limit (when the first player scores 25 kills, the match will end for everyone)
- Default weapon set (all weapons available on each level)
- All vehicles available
- Arenas will start large and get progressively smaller and smaller as players are eliminated
- Motion Detector will be available (a radar displays nearby moving enemies)
- Regenerating shields and health will be set to default levels (shields regenerate while you are not being hit)

Final Match Rules

- Free-for-All match (basically a battle royale)
- No death penalty (if you die, you will be out of the game for about 2 seconds)
- 10 second suicide penalty (if you commit suicide, you will be out of the game for about 10 seconds)
- 15 kill limit (when the first player scores 15 kills, the match will end for everyone)
- Default weapon set (all weapons available on each level)
- All vehicles available
- Arena will be the smallest in the game.(two players don't need much room)
- No Motion Detector will be available (you got this far, you must be good)
- No shields (you got this far, you must be good)
- 200% health (this will compensate for the loss of shields)

Tournament Elimination and Advancement Rules

- These will depend on the amount of players signed up.
- If many players sign up, then one loss and you are out. If only a few sign up, then participants may receive two turns.
- Failure to appear for the match after signing up will result in a forfeit of your position.
- Top four in eight player match advance to the next round.
- Top two in a four player match advance to the next round.
- Winner out of top two is the victor.



Halo Tournament – Microsoft Xbox Prize: 2 movie passes

Each player has three forms of attack: melee, weapon or grenade. Each player can only carry two weapons at a time, so choose well. Eight players at a time will compete in a fight to the finish. The top four will advance to the next round. Of those, the top two will fight to determine who is the best warrior.

Minimum of 8 players. **No maximum limit.** No previous gaming experience required to participate. Please print out your full name and indicate your skill level with this game.

Name	Skill Level
1.	Novice <input type="checkbox"/> Advanced <input type="checkbox"/>
2.	Novice <input type="checkbox"/> Advanced <input type="checkbox"/>
3.	Novice <input type="checkbox"/> Advanced <input type="checkbox"/>
4.	Novice <input type="checkbox"/> Advanced <input type="checkbox"/>
5.	Novice <input type="checkbox"/> Advanced <input type="checkbox"/>
6.	Novice <input type="checkbox"/> Advanced <input type="checkbox"/>
7.	Novice <input type="checkbox"/> Advanced <input type="checkbox"/>
8.	Novice <input type="checkbox"/> Advanced <input type="checkbox"/>
9.	Novice <input type="checkbox"/> Advanced <input type="checkbox"/>
10.	Novice <input type="checkbox"/> Advanced <input type="checkbox"/>
11.	Novice <input type="checkbox"/> Advanced <input type="checkbox"/>
12.	Novice <input type="checkbox"/> Advanced <input type="checkbox"/>
13.	Novice <input type="checkbox"/> Advanced <input type="checkbox"/>
14.	Novice <input type="checkbox"/> Advanced <input type="checkbox"/>
15.	Novice <input type="checkbox"/> Advanced <input type="checkbox"/>
16.	Novice <input type="checkbox"/> Advanced <input type="checkbox"/>
17.	Novice <input type="checkbox"/> Advanced <input type="checkbox"/>
18.	Novice <input type="checkbox"/> Advanced <input type="checkbox"/>
19.	Novice <input type="checkbox"/> Advanced <input type="checkbox"/>
20.	Novice <input type="checkbox"/> Advanced <input type="checkbox"/>