

Asphalt 5

- ❑ **Game Version: Asphalt 5 (With the latest online update applied)**
- ❑ **ESRB Rating: TBD**
- ❑ **Online Preliminary**
 - Competition Method : Single Player
 - Race length: 3 Laps
 - Car: Samsung Mobile Car
 - Course: San Francisco
 - Participants need to register their rankings after 3 Laps to be qualified to move next tournament round.
(No. of qualifiers thru online preliminary will be decided by each countries conditions.)
 - Rankings can be checked on <http://mobile.wcg.com>
 - Remarks
 - : Participants need to have official phones (Galaxy S or Wave) to participate in online preliminary.
 - : Participating thru Asphalt 4 will be also available in some countries. Participants need to check available feature phones on <http://mobile.wcg.com>
- ❑ **Offline Preliminary**
 - Competition Method : Single Player
 - Race length: 3 Laps
 - Car: Samsung Mobile Car
 - Course: San Francisco
 - Participants need to register their rankings after 3 Laps to be qualified to move next tournament round.
(No. of qualifiers thru online preliminary will be decided by each countries conditions.)
 - Rankings can be checked on <http://mobile.wcg.com>
 - Remarks
 - : National Final visitors can participate in the league at Samsung Mobile Challenge zone.
- ❑ **Round 16 Tournament**

- Competition Method : 1 vs. 1
 - Race length: 3 Laps
 - Car: Samsung Mobile Car
 - Course: San Francisco
 - Race winner: the first player to complete three laps.
 - At the end of each race, the players must remain seated, remain at the victory/defeat screen and await a referee to record the results. Closing the victory/defeat screen without the score being registered by a referee may result in a default loss.
 - WCG reserves the right to install additional software and/or join as an observer for tournament operations purposes, such as verifying match results or gathering match data.
- ❑ **Unfair play**
- A warning will be given when, during a race, a wrong key is pressed bringing the phone to its menu screen. Three warnings will equal a default loss.
 - A default loss will be given if, during a race, a player presses the “end” button to end the game.
 - The following actions will be considered unfair play:
 - 1) the use of any cheat program and/or map hack program.
 - 2) an intentional disconnection
 - 3) the use of any settings exceeding the standard and permitted settings
 - 4) clearly allowing one’s opponent to win a match.
 - 5) if a referee decides that external conditions (Press, Team Leader, Player, Spectator, etc) are giving or have given an unfair advantage to a player, the player may be given a warning or lose by default at the referee’s sole discretion.
 - 6) unsportsmanlike behavior or, in general, disruptive (i.e.: shouting), inappropriate and/or unprofessional actions directed towards another player (even inside the game).
 - 7) the use of a program bug that is determined by the board of referees as being unfair.
 - Upon discovery of any player committing any violations regarded as unfair play, the offending player, at the sole discretion of the board of referees, may receive a warning, a forfeit loss or, in extreme cases, be disqualified from the tournament.
 - During the course of the Grand Final, the board of referees may determine other actions to embody unfair play.

❑ **Final provisions**

- The above-mentioned rules may be amended in the following cases:
 - 1) Should the WCG Committee, at its sole discretion, decide to adopt the latest patch/version release of each official game;
 - 2) Should the WCG Committee, at its sole discretion, decide to modify in-game settings and options required by the use of most recent patch version/release
 - 3) Should the WCG Committee, at its sole discretion, decide to use a newly released Cheat Protection Program and/or cheat protection functions
 - 4) Should the WCG Committee, at its sole discretion, decide to change game settings and/or operations guidelines due to differences between online and offline tournaments.