

Official Rules of the Classic Tetris World Championship

1. Eligibility.

Player must be 18 years old or over with proof of age on hand.

2. Use of Winner's Name, Likeness, etc. Except where prohibited by law, entry into the CTWC constitutes permission to use the winners' name, likeness, biographical data and/or prize information, without limitation, for promotional purposes and for the documentary about the CTWC tentitively titled Ecstasy of Order without further permission or compensation. Winners may be required to execute and deliver to CTWC staff a consent to the use of their name, likeness, biographical data and/or prize information, without limitation, for advertising or promotional purposes without further permission or compensation.

3. Affidavit & Release. As a condition of being awarded any prize, winners will be required to execute and deliver to CTWC staff a signed affidavit of eligibility and acceptance of these Official Rules and release of liability, and any other legal, regulatory, or tax-related documents required by CTWC staff in its sole discretion.

4. Miscellaneous. These Official Rules will be governed, construed and interpreted under the laws of the State of California. Entrants agree to be bound by these Official Rules and by the decisions of CTWC staff, which are final and binding in all respects. CTWC staff reserves the right to change these Official Rules at any time, in its sole discretion, and to suspend or cancel the CTWC or any entrant's participation in the CTWC should viruses, bugs, unauthorized human intervention or other causes beyond CTWC staff's control affect the administration, security or proper play of the CTWC, or CTWC staff otherwise becomes (as determined in its sole discretion) incapable of running the contest as planned. Entrants who violate these Official Rules, violate any law, rule or regulation in connection with participation in the CTWC, tamper with the operation of the CTWC or engage in any conduct that is detrimental or unfair to CTWC staff, the CTWC or any other entrant (in each case as determined in CTWC staff's sole discretion) are subject to disqualification from entry into the CTWC. CTWC staff reserves the right to lock out persons whose eligibility is in question or who have been disqualified or are otherwise ineligible to enter the CTWC.

5. Prizes. ALL FEDERAL, STATE AND LOCAL TAXES ASSOCIATED WITH THE RECEIPT OR USE OF ANY PRIZES ARE THE SOLE RESPONSIBILITY OF THE WINNER. All prizes will be awarded. Prizes returned as undeliverable or otherwise not claimed within three (3) business days after delivery of notification may be forfeited and awarded to an alternate winner. Prizes are not transferable. No substitutions or exchanges (including for cash) of any prizes will be permitted, except that Sponsor reserves the right to substitute a prize of equal or greater value for any prize.

6. Contest Rules. The QUALIFYING ROUND will be a "type-B" format starting at **any level** where the highest scorers will be recorded with a 25 line limit. If the A button is held down when selecting a level, 10 levels are added to that number. (Example: player holds down the A button when selecting level 1, and it starts him/her on level 11)

If a player has 24 lines and gets a Tetris he/she will score the Tetris even though he/she has surpassed the 25 line mark. A perfect "type-B" format has 7 Tetrises scored with no other lines, doubles or triples.

The SEMI-FINALS will consist of 3 rounds of complete Tetris games starting from level 9. Round 1 will be an attempt for the most lines, and rounds 2 and 3 will be attempts for most points. Top two combined scores will meet in the finals. The scoring for determining the finalists will go as follows: The highest score or lines mark in a given round will "set the bar" and score 100 points. The scores below the leader will be calculated as a percentage of the high score for that round, rounded to the nearest 10th of a point. The most a player can score is 300, and the top 2 scores are our finalists.

Example:

John scores 200,000 in the 1st scoring round

Mary scores 180,000 in the 1st scoring round

John has **100 pts.** for his 1st score (being the highest score in that round)

Mary has 90 pts. for her 1st (180/200 = 90% of John's winning score)

John and Mary add their 1st round score to their 2nd and 3rd for their semi-final score.

The top 2 semi-finalist scores advance to the finals.

The Finals is a best of 3 head to head contest starting at any level the players please for **score only**. In any given round, if a player "tops out" or dies, the other player may end their game prematurely once the score of the losing player's score has been surmounted. The 1st player to win 2 games is our 2010 Classic Tetris World Champion and will receive the trophy.

Pausing the game or yanking the cord or any method of manipulating any game or score will result in disqualification.

