

## **SBK'08: Superbike World Championship**

Console: Xbox 360

Game Version: SBK'08: Superbike World Championship (with the latest Xbox Live update).

Competition Mode: 1.000 euros pool prize and Advanced settings for Saturday, December the 6<sup>th</sup>. For fun tournaments have 2 SBK Paddock Pass given to the winner (value 320 euros)

Type of Tournament: Saturday there will be Mini Championship Rounds for 128 players max and then Final Main Championship with 8 players. For the for-fun tournaments during Sunday and Monday the type of tournament will be similar, but at the Staff discretion the rules may vary.

Winning Conditions: Win the Mini-Championship to advance at the Final one; win the Final Main Championship to win the Title..

Total Prize Pool: 1.000 euros in gold coins.

Prize Pool Distribution: (Only for the 6th of December) 500, 250, 125, 65, 15, 15, 15, 15. (First 8 win prize)

Slot: 128 for the Simulation tournament. For the next 2 days slots will be open.

### *-Game Settings-*

Type of Multiplayer: Xbox-Live, Player Match (Custom Match)

Game Style: Advanced (not customizable)

Track Selection: Track pool of all the 12 tracks; Mini Championships are from 3 to 6 tracks; the Final Main Championship will be from 6 to 12 tracks.

Max Laps: 30% - 50% depending on the track.

Weather: Free

Max Players: 8

Force Cockpit: No

Force Manual Transmission: No

Collisions: No

Room Language: Default

Private Slots: 7 (For The Gameland profiles)

Team Selection: Free choice

Pilot Selection: Free choice

Host Management: For the Mini Championship the host will be picked randomly, from the second race the host will be the last ranked in the previous race; for the Final Main Championship, if there will not be 8 players, the host will be neutral, while if there are 8 competitors, the host will be the highest player in points before the first Race of the Final; and from the second race the host will be the player arriving first in the previous race.

Note: Before the beginning of every Race; 10 minutes will be given to the players in order to allow them to set all the necessary things: Bike set-up, warm-up laps, saving the bike set-up in order to import them later for the real race, and all the other things that the player wishes to do in order to prepare himself better for the real race. This time is considered as Warm-up time.