



## **GENERAL**

Competition method: 5 vs. 5

Game version: 1.6

Number of rounds: 30

GUI: GameGune CS GUI ([www.gamegune.org](http://www.gamegune.org))

Game Language: English

## **GENERAL GAME SETTINGS**

Rounds: groups stage, 30 rounds played; brackets, 16 rounds played.

Team choosing: coin toss.

Group stage teams with same points, this rules in order:

- 1- The round average of the drawn teams.
- 2- The round average of the complete group.
- 3- If still drawn, match overtimes in same they played map (only drawn teams).

Brackets overtime team choosing: same as match beginning.

In case of tie: 6 round overtime (3 rounds as CT / 3 rounds as T).

Overtime beginning money: 16.000\$.

Maps: dust2, inferno, nuke and train (drax versions).

Use of messagemode1 (say) restricted to team leaders.

No need to record match or change team, server will do it automatically.

Grenades per round: 2 FB, 1 HE and 1 SG.

The use of a BUG or DUCK MWHEELBIND will result in a "3 round less" to that team (that 3 rounds WONT be added to other team).

Gamma rate can be changed in the video graphic driver (ATI).

## **WHAT TO DO AND NOT TO DO IN GAMEGUNE**

Do not shout, other teams are playing. This can carry a warning.

Accumulation of 3 warnings = out of the tournament.

Players CANT speak while they are dead. Players CAN speak when they die, but they can't continue speaking when the screen is completely faded to black. FB bug also means that screen is black. Warning if a team member does this.

Boosting and grenade over buildings is allowed.

C4 must be planted at a viewable location, with sound and defused normally. Bug here will take 3 rounds of the using team AFTER FINISHING THE MATCH!

Use of personal models, textures, programs, drivers,... will result in a lost match.

The most important thing: if something occurs, everybody is there to help. Do not shout, do not lose patience, we are doing our best.

## **DISCONNECTION DURING A MATCH**

Before the 3<sup>rd</sup> round STARTS, restart match.

After starting the 3<sup>rd</sup> round, pause AT THE END OF THE ROUND.

Intentional disconnection will result in a lost match.

Please, follow the admins decisions.