

Kill'em All

Counter Strike 1.6

Team size: 3

Rules for Prelims:

1. There would be 2 servers of CS 1.6 of 6 slots each. 6 players would randomly play on these servers. The players may be of the same team or different teams, depending on the choice of the participants (whether they want to play on the same server together or one after the other and so on). The number of kills for each player would be noted and these would be added up to get the total for each team.
2. Top 8 teams, scoring the highest number of total kills would advance to the second round.

Rules for Mains:

This would be tournament style knockout round.

1. **Quarter-finals:**
The round will start with 8 teams. A team would play against another team. The winner would advance to the semi-finals, i.e. out of 8 teams 4 teams would advance to the semi-finals.
2. **Semi-finals:**
Same as above.
This time out of 4 teams 2 will advance to the finals.
3. **Finals:**
The final would be clan match between the two teams. The rules of the clan match would be disclosed on the spot.

NOTE:

1. All the detailed rules and maps would be disclosed on the day of the event.
2. External hardware is allowed. Each team would be allowed to use a maximum of 2 USB ports, a microphone jack and a headphone jack. No other ports would be available for use. USB Hubs would NOT be allowed.
3. Gaming mouse pads would also be allowed.
4. In case the team does not bring any hardware, they would be provided with a mouse and a keyboard from our side. No headphones would be provided.
5. Team size is strictly 3 and NOT maximum 3. No relaxation would be given on this part.