

# **GAME JAM [CS GO]**

## **DESCRIPTION**

Welcome to Game Jam, a thrilling esports competition where gamers of all skill levels can showcase their talent, compete for prizes, and connect with a passionate gaming community. Whether you're a casual player or a seasoned pro, this tournament offers a platform to test your skills and enjoy some exciting matches.

## **EVENT DETAILS**

### **-CS:GO**

TYPE: Intracollege (Only PCCE Students)

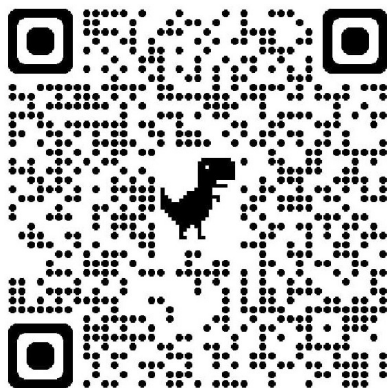
DATE: 11<sup>TH</sup> November 2023

TIME: 9:00AM

LOCATION: L35

## **REGISTRATION**

To be done on the google form provided via QR code.



## **SEQUENCE**

### **Day 2 (10<sup>th</sup> November 2023):**

Clash Royale will be held on day 2 on 10<sup>th</sup> November 1v1 classic format

Total of 32 players will play against each other.

Last player to clinch victory wins the tournament.

## **RULES:**

### **CS GO**

#### GENERAL RULES

- ONLY STUDENTS CURRENTLY PURSUING STUDIES IN PADRE CONCEICAO COLLEGE OF ENGINEERING ARE ALLOWED TO PARTICIPATE
- Registration to be done through the Google form provided via TECHYON website. Students from any department are allowed to participate (must be holding a valid student ID) Only upon successful verification of ID of player, the player will be allowed to compete.
- The decision of the admin team will be final and binding. No sorts of protests will be entertained. 25 entries will be filled on first come first serve basis. Any sort of inconvenience caused by any player will lead to straight disqualification without any warnings.
- No sort of foul language or abusive behavior will be tolerated. Trash Talking in-game will lead to disqualification.
- Every player will have to get their own peripherals, if not then player will have to play with the peripherals provided. Systems will be provided by the tournament organizer.
- A player will not be allowed to get their own monitor/own system.
- Cheating/hacking/exploit abuse of any sort will not be tolerated.
- Rough and improper use of equipment and peripherals will lead to three warnings if proceeded will lead to direct disqualification.

- No sort of software installation will be allowed. However, a player will be allowed to use their own CFG file, can be bought in a USB-drive but installed only under supervision of the organizer/volunteer.
- There will be a buffer of 5 minutes for each match. Past the buffer, will be disqualification. (Will be considered a forfeit).
- Player must meet the coordinators 5 minutes before the match for setting up peripherals, changing in-game settings and/or installing CFG file etc.
- It is considered the player's responsibility to be aware of when and where their match is to take place, and allowances will not be made for any players in breach of this rule.
- Both players must arrive to their scheduled match area no later than 5 minutes after their match is scheduled to start. Failure to arrive on time for a match will result in a player being awarded a match loss.
- Brackets will be provided to the players 30 minutes before the event commences.
- FPS will be locked on 120-130 fps on both the PCs, both the monitors will be of same feature/specs as well as the peripherals for a fair competition between the players.
- The tournament will be held in a knockout format.
- No re-entries will be allowed.
- No camping will be allowed by any player in-game, if done will be given one warning, after one warning will lead to disqualification.

## **INGAME RULES**

### **PRE SEMIS AND FINALS**

- All the matches before the semi-finals and finals will have only 1 map(aim\_map\_pro) to be played on The same map will be played for 3 times and the player with best out of 3, wins the match The map will be played till max rounds 30.
- The first player to reach 16 rounds wins the map. In case of a tie, OT will be played out. If incase of time constraint OT is not possible, then a sudden death round will be played. (Will be informed to the players).
- Only 2 timeouts will be provided to each player. The duration of each timeout will be 30 seconds.
- If incase of time constraint the timeouts are not allowed, then the admin will inform the players prior to the start of the match. The admin team reserves all the rights to carry out the tournament smoothly

### **SEMIS AND FINALS**

- Semi-finals and finals will have 3 maps to be played (aim\_map\_pro, AWP india, 1v1 Aim\_map). Every map will be played once.
- Player who wins best of 3 maps wins the match. The map will be played till max rounds 30. The first player to reach 16 rounds wins the map.
- In case of a tie, OT will be played out. If incase of time constraint OT is not possible, then a sudden death round will be played. (Will be informed to the players).
- Only 2 timeouts will be provided to each player. The duration of each timeout will be 30 seconds.
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## **1V1 MAPS**

### **PRE-SEMISANDFINALS:**

- 1. aim\_map\_pro (rifle only):

<https://steamcommunity.com/sharedfiles/filedetails/?id=1944591569&searchtext=aim+map+pro>

### **SEMISANDFINALS:**

1. aim\_map\_pro (rifle only):

<https://steamcommunity.com/sharedfiles/filedetails/?id=1944591569&searchtext=aim+map+pro>

2. AWP India (AWP only):

<https://steamcommunity.com/sharedfiles/filedetails/?id=1853956704&searchtext=awp+india>

3. 1v1 Aim\_map (desert eagle only):

[https://steamcommunity.com/sharedfiles/filedetails/?id=1209832280&searchtext=1v1+aim\\_map](https://steamcommunity.com/sharedfiles/filedetails/?id=1209832280&searchtext=1v1+aim_map)

### **CS GO:**

1<sup>ST</sup> PLACE: RS 2000

2<sup>ND</sup> PLACE: RS 1000

### **EVENT COORDINATORS:**

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