



# EFFULGENCE '17

10<sup>TH</sup> 13<sup>TH</sup> OCT  
BEATING THE INVINCIBLES

A techno-management fest



## COUNTER STRIKE

### Counter Strike 1.6 2k17-18

#### 1: Competition Will be of 5 vs 5 Team Play

#### 2: Few Official Maps will be

- 1 - De\_Dust2
- 2 - De\_Inferno
- 3 - De\_Nuke
- 4 - De\_Train

#: There Will be TOSS OR Single Player knife in De\_Dust2 map to decide which Map will be Played . Winner eliminate 2 maps and opponent eliminate 1 map . Remainder Map will be Played and Then

#: Knife Round Will be Occur in Remainder Map on 5 vs 5 to Decide CT/T side. Both teams drop their guns at base and move towards the center of the map.

#### 3 : Game Guide :-

- 1: ROUND TIME : 1 minute 45 seconds
- 2: Freeze Time : 10 Seconds
- 3: Starting Money : 800\$
- 4: Buy Time : 15 seconds

#### 4 : GENERAL GAME GUIDE :-

- # 1: Maximum 30 Round of Game Will be played For Both Side (15 rounds as Terrorists and 15 rounds as Counter-Terrorists per team).
- # 2: Semi Finals and Finals will Be Played in all 3 Maps (Excluding De\_train).
- #3: Approved Grenade Amounts Per Round Flashbangs: 2 Grenades: 1 Smoke Grenades: 1
- # 4: Boosting (stepping on top of own team player) is permitted.
- # 5: C4 must be planted at a viewable location. Planting C4 at a location where a boost is required is permitted.
- # 6: When defusing, the player must be able to see a part of the bomb. Defusing through objects is not permitted.
- #7: Silent C4 installation is considered illegal. This offense may result in a warning or loss of all remaining TR rounds at the sole discretion of the board of referees.
- #8: Throwing grenades over buildings on every map is permitted.
- #9: Use of personal model/skins (includes weapon skins) is NOT permitted.
- #10: Use of personal map texture is NOT permitted.
- #11: All 3rd party programs are NOT permitted unless stated otherwise.
- #12: Use of 3rd part voice communication is permitted.
- #13: Use of map bugs in play (e.g. map swimming, auto aim, sky box etc.) is not permitted.
- #14: Use of unfair but available scripts (e.g. silentrun, attack+use, centerview script, norecoil script, etc.) is not permitted.



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- #15: When a player has died, he may communicate verbally with other players, but he must remove his hands from his keyboard and mouse until the beginning of the next round. A player is deemed dead when the screen is completely faded to black. If a bug occurs and the screen does not fade to black, the player is deemed dead three seconds after he/she has fallen.
- #16: If a player touches his mouse or keyboard while dead, the team will be subject to either a warning, at the minimum, or a forfeit loss, at the discretion of the referee.
- #17: Only team leaders are allowed to use public in-game messages (messagemode1) within a match. The rule also applies when dead. Use of messagemode1 by any member other than the team leader shall result in a warning. Other team members must only use team message (messagemode2), while in a match.
- #18: Coach or team manager can coach the team from behind the team during freeze time. If Coach continues to talk to the players after the freeze time has ended, the team will be given A warning or lose by forfeit at the sole discretion of the referee. Coach must leave the tournament area if Referee asks him/her to leave.
- #19: Any player or team caught breaking a rule or performing an infraction will be subject to Either a warning, at the minimum, or a forfeit loss, at the discretion of the referee. Protests can only be filed by the team leader (eg. the player that represents the team).

### 5: If Disconnection occurs during a match :-

-: If all the players cannot play due to an unintended, unforeseen accident such as server stoppage Before the 3rd round starts: restart the match After the 3rd round starts: Round is restarted with mp\_startmoney \$10000.

-: If up to 3 players are unintentionally disconnected the score for that round is discarded. The game is paused after the round during the freeze time, and all players wait until the disconnected players are connected to the server. When all players are reconnected, The match may continue by un-pausing the game. In the case of intentional disconnection, the referee may decide to end the match with the offending team losing by forfeit.

### 6: Rules For Game Setting/Weapons/Maps :-

#### # : Allowed Setting Values for Client

cl\_updaterate 101  
cl\_cmdrate 101  
rate 25000  
hud\_fastswitch 1/0  
fps\_max 101  
gamme 1/3  
cl\_minmodels 1/0  
m\_filter 1/0  
zoom\_sensitivity ratio  
cl\_dynamiccrosshair 1/0  
brightness 1/3  
cl\_shadows 1/0





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**#: Following Client Settings May Not Be Changed**

cl\_weather  
mp\_decals  
max\_smokepuffs  
mp\_corpse\_stay  
max\_shells fastsprites

**#: Ban On Weapons/Equipment During Game Play**

- : Gay Gun (Kraig 550 Commando & D3/AU-1)
- : Bullp-UP and Scout
- : SHIELDS are strictly forbidden from being used for both teams.
- : In Any case of buying these any of above then drop to Base
- : Following Use Of Any Weapon During Match will result in 1 round Score for the opposite Team .



**de\_dust2:** Several players are allowed on this box, but they are not allowed to stand on top of each other.





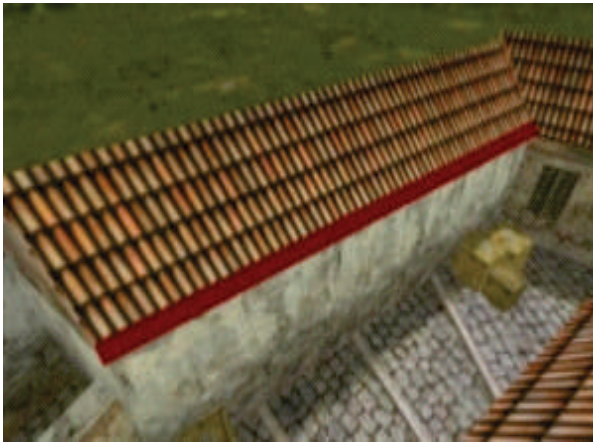
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de\_inferno: This Edge is forbidden



de\_nuke: Standing on the outside wall of terror side de\_nuke is strictly forbidden.

**Unfair Practices Subject to Penalty.**

### 7: Rules For WIN (Victory Condition)

#1: First Team to WIN 16 Rounds declared as Winner. No extra rounds after that will be played.

#2: If Score 15-0 for a team. Then Team Which achieve 15 round Win will be Declared as Winner

#3: If score Levels at 15-15 then

-: For Playoff Round

There will be an extra match of 6 round (3 rounds as Terrorists / 3 rounds as Counter Terrorists per team). First Team to WIN 4 Rounds Declared as Winner. In the case of another tie after the 6 extra rounds, as stated above. 6 additional extra rounds will be played until the tie is broken. Extra Round restart money : \$10,000

-: For Semifinal and Finals in a Single Map or all 3 map (1-1/0-0 score condition)

SemiFinals And Finals will Be Played in all 3 Maps (Excluding De\_train). Then Result Will Be Declared As Individuals one of Best Score in all 3 maps. The team achieve best Score then they will declare as Winner. There will be nothing any issue of playing extra De\_train Map.

-: For Semifinals and Finals in two of map

Then Remaining Single Map will be Declare as Winner.

#4: For Semifinals And Finals (in any condition other than above). Score Of Wining Map will Decided as Winner.

### CONTACTS:

#### Event Co-ordinators

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