

Counter-Strike 1.6 :

Game Version: Counter-Strike: (No Steam Version)

General

- Competition Method: 5 vs. 5 (Team Play, 5 players per team).
- Rounds: 20 Rounds (Max rounds format): 10 rounds as Terrorists and 10 rounds as Counter-Terrorists per team (If a team scores 11 rounds first, the match is ended immediately).
- Victory Condition: The first team to win 11 rounds.
- Round Time: 1 minute 45 seconds.
- Sides will be decided by knife round. No boosting is allowed in knife round. Use of pistol will result in the team losing the knife round.
- In the case of a tie after the regulation rounds end, 6 extra rounds will be played (3 rounds as Terrorists / 3 rounds as Counter-Terrorists per team).
- Extra Round restart money: \$5,000
- In the case of yet another tie after the 6 extra rounds, as stated above, 6 additional extra rounds will be played until the tie is broken.
- Official Maps : **De_Dust2, De_Inferno, De_Nuke, De_Train.**
- Maps will be decided by elimination.
- Binding Duck to scroll wheel is **NOT** permitted.
- Use of **BUG SPOTS** and silent planting or else planting at unreachable places is strictly prohibited. The opponent should be able to see a part of the bomb after it has been planted.
- In case of any disputes, decision taken by the administrator is final.

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 ends: Restart the match.
- If 3 Rounds are played completely, then each team shall start again with a STARTMONEY of \$5000.

*** All the rules are subjected to last minute changes by the organisers. The players will be notified immediately after the changes are effective.**

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