
Subject: Re: GSA v WOL 15v15+
Posted by [fl00d3d](#) on Fri, 10 Nov 2006 19:59:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

COMMUNITY EVENT!

Who: GSA -vs- WOL
What: 12v12 AOW match (4 maps)
Where: <see below>
When: 18 November, 2006 at 4pm GMT
Why: Some business needs to be taken care of

Alright, let's lock this on the 18th. I'll bump it up to 4pm GMT since it is a weekend and that would better accommodate the euros.

We'll play a total of four maps; two maps -each team playing both sides.

Maps:
Field, Walls_flying

General Rules: Everyone will load into a staging map. Once everyone has loaded, all players will switch to the same team and the map will end. When the first map of the competition loads, all players will remain on the same time until every player has completely loaded. At this point, it will be up to one of the team captains to announce switching, thus starting the game. The rotation will be set to have a staging map between each round so this will be repeated for each map. Pedestal will be off.

Notices: The game will not stop for any circumstance, even if you have players that drop. It is the responsibility of the team captain to ensure reliable players are participating.

Map Rules: No ob walking/glitching (running/dodging/sacrifice is ok). Harv walking is OK. Buddy jumping is OK. "Flaming apcs" are not permitted.

Where to meet? Our clanwar teamspeak will be available to both teams. Channels will be passworded; and passwords will be given to the captains. The address is ts2.tsugaming.com:7331

I will set the server up with traditional settings (ie. no extra money per harvester dump, no crates, etc.) I will not have Renguard running on the server --for a variety of reasons-- but I think all of you are experienced enough to know when someone is cheating and has the ability to record someone with FRAPS, etc. if they are to show proof later. Hopefully no one would even consider it in a game like this. No advantageous skins will be permitted (such as any skins which permit you to see stealth easier, bright skins, clearscope, etc.).

If there are any other questions or issues to be address - say it now. The event will take place in one weeks time. These maps are popular maps that all of you have already had plenty of clanwar experience on.

If anyone has any specific concerns or needs to get a hold of me, you can add me on MSN:
cryptowizard@speakeasy.net
