AURORA 2011

LAN Gaming

Introduction:

Start the engine! Gear up! Get ready to compete in a high speed performance driven car with cops behind you. Yes, we bring you **Need for Speed: Most Wanted**, the award winning racing game… Come n' show your talent behind the wheel.

Event Description:

1. This event consists of four rounds viz. qualification round,competetive round,semis and finals.

2. Those who qualify the first round will enter the next round and so on.

3. Every round has its rules and regulations supposed to be followed accordingly.

4. At the end of each match, players must maintain the final screens and receive confirmation from a referee.

5. Participants should complete the race to be in the competition.

Rules and regulations:

Qualification Round

1. All Tournament participants will play 1 lap and the qualifier for further rounds will be decided by best time basis!

2. There is only one car allowed with no modifications for this race.

3. At the end of each match, players must maintain the final screens.

4. Any participant failing to complete the race will be disqualified.

5. Common Rules for Competitive rounds, Semi-finals and Finals:

Game Type: Circuit

1. No. of Laps: 2 for Competitive ones, 3 for Semi-Final, 3 for Final.

2. Other controllers, Gamepads, Steering Wheels are allowed. You can bring your own keyboard (Should be USB; No PS2s are allowed). We are not going to provide any kind of headphones. Please bring your own headphones.

Competitive Rounds:

1. Competition: All qualifying participants will compete in a "Circuit" mode in groups of 4.

2. Winning a race: The winner of a race is the first player to complete 2 laps of the circuit course and cross the finish line.

Semi-Finals:

1. Competition: All qualifying participants will compete 1 vs. 1 in 3 races in "Circuit" mode.

2. Winning a race: The winner of a race is the first player to complete 3 laps of the circuit course and cross the finish line.

3. Qualifying: A player winning 2 races out of 3 will be qualified for the finals.

Finals

1. Competition: All qualifying participants will compete 1 vs. 1 in "Circuit" mode.

2. Winning a race: The winner of a race is the first player to complete 3 laps of the circuit course and cross the finish line.

3. Winning the tournament: A player winning 3 races out of 5 will be the "winner" of the tournament.

Unfair Play

1. Use of any cheat program

2. Intentional disconnection

3. Use of any settings exceeding standard and permitted settings

4. If the match is disrupted due to unnecessary chatting, the player may be given a warning or lose by default at the referee's sole discretion. Two warnings constitute being disqualified from the tournament.

5. Disconnection: Any disconnection of the connection between matches players due to System, Network, PC, and/or Power problems/issues results into a restart of match. If any player does not agree to a match restart, that player will lose by default.

6. Intentional Disconnection: Upon judgment by the referee, any offending player will be charged with a loss by forfeit.

Judging Criteria:

The judgement will be based on the results of the races according to the final screens.

Counter Strike Championship rules

General Introduction

Show you metal in the award winning shooting game counterstrike 1.6.Compete against each other and lead yourself to the victory on the battlegrounds.

Event Description:

1. Each team should submit a full list of its members prior to the tournament beginning. These lists should include all the members of the team.

2. The teams may include up to 6 players into the submitted list (5 general and 1 reserve players).

3. Player can be replaced only before the match starts, otherwise replacements are forbidden during the match.

4. One player is not allowed to participate in several teams.

5. During the match, all team players should use nicknames and clan tag stated during the registration procedure. Else penalties might be applied.

6. The players not included into the team list are not admitted to play.

7. Usage of clan tag which has been already registered in tournament isn't allowed.

Tournament rules and procedure

1.   Each team should choose its captain, who will be responsible for team discipline and members coming to the matches in proper time. Only captain is eligible for receiving information from the Admins and lodging complaints.

2.   A game consists of 2 periods. A round lasts 2.00 minutes. One period as terrorists, the other – as counter-terrorists for each team. The maximum number of rounds will be 21. The winner of the knife match will decide the map to be played. Then a coin toss is used to decide which team plays Counter-Terrorist and which team plays Terrorist.

3.   The winner of the knife match will do the call for the toss. The winner of the coin toss picks their role before the first period of the match. Roles switch in the second period of the match after a total of 11 rounds.

4.   The team who will first win a total of 11 rounds in both the periods will win the match.

5.   If a team is not present in the tournament area at the start of a designated warm-up time, the other team chooses map and side.

6.   Team members may not communicate (speak) when he or she is "dead" in the game. The only exception is when all team members are eliminated in the game.

7.   Only the team captains are allowed to send public messages (messagemode1) during the game. The rest of the players are not allowed to use messagemode1; failure to meet this rule would lead to team penalties. The players can send only team messages (messagemode2) during the match.

In cases of disconnections and PC crashes

1.   Disconnection is any network connection break occurring during the match and caused by system faults, network problems, PC errors or power failure etc.

2.   After third similar disconnection player may request a new PC

3.   In case of disconnection in first round while none of players were "killed" round is restart.

4.   In case of disconnection in any other round, game is paused until the last player has connected.

5.   In case of disconnection of two or more players before 6th round game period is restarted; on 7th round or later – game score is recorded and game period is restarted.

6.   In case of an intentional disconnection, the offending team might be announced the non winning team.

Unfair Play

1. Using cheat software.

2. Intentional disconnection.

3. Using any settings other than standard and permitted.

4. Using game map bugs.

For any further query and registration contact:

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