

# DreamHack: Quake 3 CPM – Rules

## §1. Introduction

These are the rules for the Quake 3 CPM 1on1 tournament at DreamHack Winter 2008.

All contestants are expected to have read and understood the rules stated in this document.

The tournament will be divided into a group stage and a single elimination stage.

## §2. Registration

All players must register in advance via mail. When the registration is complete the applicant will receive a mail to the address stated in the application. This mail confirms the application and states that one spot in the tournament is for that player and that player only.

All registered players must register once again on-site at DreamHack in order to get their "Player Badge". The entry fee of 100 SEK will be paid here. Players with a BYOC-seat will not have to pay the fee of 100 SEK.

The "Player Badge" gives the attending player access to the event and to the tournament area.

If a player fails to register on-site that spot will be reopened for other players.

## §3. Client setup

Challenge Promode Arena (CPMA) 1.46 will be installed on all computers along with two different executables:

- Id Softwares Quake3.exe

- Challenge Quake 3 executable

Players are expected to bring the following to the tournament:

- Mouse + Mousepad

- Keyboard

- Headset

- Drivers for peripherals

- Configuration file

All files should be stored on a USB-stick or CD-ROM.

## §4. Game settings

Default CPM gameplay settings

Timelimit: 10 minutes

Overtime: 2 minutes

Weaponrespawns

- Cpm1a: 5 seconds

- Cpm3a: 15 seconds

- Cpm15: 15 seconds

- Cpm22: 5 seconds

- Cpm24: 5 seconds

Configs

- Cl\_maxpackets must be set to 125

- Rate must be set to 25000

- Snaps must be set to 30 (due to sv\_fps 30)

- Cg\_nudge must remain at 0

- R\_picmip must be set to 5 or lower

## **§5. Maps**

The maplist contains the following maps:

- Cpm1a
- Cpm3a
- Cpm15
- Cpm22
- Cpm24

## **§6. Group stage**

Matches are divided into two maps. If one player wins both maps he will be given the win in that match. If both players win one map each the match is a tie. 3 points are given for each win, 1 point is given for each tie.

Group rankings will be based in the following order:

1. Number of points.
2. Internal encounters
3. Internal frag difference
4. Frag difference
5. Random order

Map picking procedure:

A coin toss will decide who is player A and player B

- Player A removes one of the 5 maps.

- Player B removes one of the 4 remaining maps.

- Player B picks one of the 3 remaining maps.

- Player A picks one of the 2 remaining maps.

The same map can't be removed or picked twice.

## **§7. Single Elimination stage**

Matches are played in best of three maps. The player who reaches two maps won will be declared winner of the match.

Map picking procedure:

A coin toss will decide who is player A and player B

- Player A removes one of the 5 maps.

- Player B removes one of the 4 remaining maps.

- Player B picks one of the 3 remaining maps.

- Player A picks one of the 2 remaining maps.

- In the event of a tie, the last map remaining will be used as a tie-breaker.

The same map can't be removed or picked twice.

## **§8. Administrators**

There are two types of administrators: Game administrators(GA) and Head administrators(HA).

GA:s are available to solve any conflicts and give support to the players. They have the authority to give out default losses of both maps and single matches in the event of an incident conflicting with these rules. The decision of a GA can only be overruled by a HA.

HA:s decisions are final and can even overrule the rules stated in this document.

HA:s have the authority to give out default losses for single maps and matches. HA:s can also ban a player from the tournament if deemed necessary.

## **§9. Disclaimer**

DreamHack reserves the right to change these rules at any time.