

Counter-Strike (Mixed/Women) Regulations Summary

Game Version: 1.6

Match Format:

- Round time: 2
- Freeze time: 10
- Max rounds: 15
- Start money: 800

Overtime Format:

- Max Rounds: 3
- Start money: 16000

Maps:

- de_dust2
- de_inferno
- de_nuke (drax version)
- de_train
- de_cbble

Particular rules:

- Tactical shield is forbidden
- Ghost talk authorized

Pro Evolution Soccer 5 Regulations Summary

Match Format:

- Team Selection: Club
- Difficulty: 5 stars
- Match length: 10 minutes
- Players condition: Random
- Camera type: Normal long (unless agreed differently by both players)
- Season: Summer
- Weather: Fine
- Substitution: 3 players per match
- Injuries: yes
- Referee: Random

Group Stage specific rules:

- Extra-time : no
- Penalty shoot-outs: no

Knock-out specific rules:

- Extra-time : golden goal
- Penalty shoot-outs: yes

Quake 4 Regulations Summary

Match Format:

- Mode: 1v1
- Time limit: 15 minutes
- Frag limit: none
- Forced re-spawn: 5 seconds
- Overtime: Sudden death
- Power-ups: none

Maps*:

- Phrantic
- Galang
- Pro-bliptourney1
- TMP2 The Lost Fleet
- TMP2 Over the Edge
- TMP2 Fragging Yard
- TMP2 No Doctors
- Railed
- Campgrounds Redux

* Warning! Due to the current situation with the game, the map list provided will probably change during the preliminary period. Only five maps will remain for the competition. The regulation updates will be provided to you as soon as they are set.

Warcraft III Regulations Summary

Game Settings:

- Game-play: Fast

Maps:

- Lost Temple
- Twisted Meadows
- Echo Isles
- Terenas Stand
- Turtle Rock

Warning: Due to the current situation with the game, the map list provided will probably change during the preliminary period. The regulation updates will be provided to you as soon as they are set.

Gran Turismo 4 Regulations Summary

Match Format:

- Race of 4 players
- Tyre wear: Strong
- Handicap: none
- Boost: none
- Car: JGTC Series 2000 & 2001 (Honda NSX, Nissan Skyline, Toyota Supra)

Tracks:

- Fuji Speedway 2005 (13 laps)
- Laguna Seca (15 laps)
- Suzuka Circuit (11 laps)
- El Capitan (13 laps)
- Apricot Hill (15 laps)
- Deep Forest (15 laps)
- Nurburgring (3 laps)

Trackmania Nations ESWC Regulations Summary

Game Version: Trackmania Nations ESWC

Match Format:

- 1v1
- Best of Five tracks (first player to win 3 tracks wins the match)

Track Format:

- Mode: Round
- Max Player: 2
- Point Limit: 3 or 4 (first player to win 3 or 4 races wins the match)
- Use alternate rules: yes
- Random Map Order: 1 *

*: Because you may not set this option manually, you have to load a setting file when creating a game. We strongly suggest you to use the ESWC setting files that we provide you each month that also includes the tracks list of the month

Tracks:

Each month a new track list is used for the competition.

The track list for February is:

- PRO-A1
- PRO-A2
- PRO-A3
- PRO-A4
- PRO-A5
- PRO-A6
- PRO-A7
- PRO-A8
- PRO-A9

The ESWC Committee will provide you the track list for the next months at the end of the preceding month.