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Gears of War 2 [Wingman]

Console: Xbox 360

Game Version: Gears of War 2.

Competition Mode: 5 vs 5

Type of Tournament: 2vs2 Wingman, with direct elimination until 4 teams are left. Then the 4 finalists, switch to 2vs2vs2vs2 mode, with alternated host. The team with more points after the host cycle has finished it's going to be The Gameland Champion.

Winning Conditions: For the 2vs2 mode: Best of 3, who wins 2 maps out of 3 wins the match. The first 2 maps will be played on the same map (alternating host). The third map will be a different one. For the 2vs2vs2vs2 Round: The team that will score a superior total of points for the 4 maps will win the Title.

Total Prize Pool: 2.050 euros in gold coins.

Prize Pool Distribution: 1.000, 500, 250, 100, 50 from 5th to 8th.

Slot: 128 (64 teams)

-Game Settings-

Match Type: Multiplayer - System Link

Gametype: Wingman

Map Pool: Blodd Drive, Jacinto, Pavillon, River, Stasis.

Starting Weapon: Lancer, Hummerbust.

-Wingman Settings for the 2vs2-

Points Limit: 10

Rounds Time Limit: 4

Number of Bots: 0

Bot Difficulty: Casual

Bleed-out Time: 15 seconds

Friendly Fire: On
Maps Selection: Host
Weapon Spawning: Customize

-Wingman Settings for the 2vs2vs2vs2-

Points Limit: 20 (15 in case of a draw between the teams by the end of the round)
Rounds Time Limit: 4
Number of Bots: 0
Bot Difficulty: Casual
Bleed-out Time: 15 seconds
Friendly Fire: On
Maps Selection: Host
Weapon Spawning: Customize

-Weapon Swaps-

Boltok: Boltok
Boomshot: Boomshot
Frag Grenade: Ink Grenade
Gorgon Pistol: Gorgon Pistol
Hammer of Dawn: Hammer of Dawn
Ink Grenade: COG Pistol
Longshot Sniper Rifle: Longshot Sniper Rifle
Mortar: Disabled
Mulcher: Torque Bow
Scorcher Flamethrower: Frag Grenade
Torque Bow: Torque Bow
Boomshield: Ink Grenade

Best of 3 tie settings: In case there is a tie on the maps (1-1), a new map will be played in order to decide the winner. The third map will be hosted by the team who scored more rounds. In case the round count is on a tie (like 5-4, 4-5) coin toss will be used in order to determine the team hosting the third and deciding map.

Character: free choice. More characters of one kind are allowed in the same team.

Warm-up Rounds: warm-up rounds are not allowed after the warm-up time, so when the map starts there won't be any warm-up rounds.

Maps for Match (2vs2): 1 Map hosted by Team A, same map hosted by Team B. In case of a draw (1-1), read Best of 3 tie settings.

Maps will be chosen by the Gameland Staff. The matches will be Best of 3. If a third map has to be played, meaning the teams tied 1-1, read best of 3 tie settings.

Maps for Match (2vs2vs2vs2): 1 Map hosted by each finalist team, for a total of 4 maps. The maps will be all Blood Drive.

-Extra-

The following bug/glitches are not allowed, and may be a reason to be carded, if used:

- 1. Getting out of the normal boundaries of the map.
- 2. Land Surfing, Skydiving, Airwalking and equivalents.
- 3. Moving when grabbing items (Weapon-slide).
- 4. Weapon-sliding.

The Host will always have to wait until all the players are ready before starting any map. For the first map of a Match, the Host will also have to wait for the Admin's permission.

Ghost-camming is not allowed; when a player dies he must set his view to one of his teammates point of view. Cards will be given to those who use the ghost cam.

The not-hosting team will be able to choose either COG or LOCUST.

Championship Final: the Winner Bracket team will have to lose twice in order to lose, while if the Loser Bracket team loses once, they will be out of the competition. The Staff may decide to slightly change the settings for the Finals.

MAPS

1ST ROUND WINNER

1&2)Blood Drive

3)Pavillon

1ST ROUND LOSER

1&2)Jacinto

3)Stasis

2ND ROUND WINNER

1&2)Pavillon

3)Jacinto

2ND ROUND LOSER

1&2)Blood Drive

3)Stasis

3RD ROUND WINNER AND 3RD ROUND LOSER

1&2)Stasis

3)Pavillon

4TH ROUND LOSER

1&2)Jacinto

3)Blood Drive

4TH WINNER AND 5TH LOSER

1&2)Pavillon

3) Jacinto

6TH LOSER

1&2)Stasis

3)Blood Drive

5TH WINNER AND 7TH LOSER

1&2)Blood Drive

3)Pavillon

8TH LOSER

1&2)Jacinto

3)Stasis

CHAMPIONSHIP ROUND

1,2,3,4)Blood Drive 4 times

(in case 2 teams finish even in points, Jacinto Hosted by each team)

