



www.thegameland.net

Gears of War 2 [5 vs 5]

Console: Xbox 360

Game Version: Gears of War 2 (with the most recent Xbox Live update).

Competition Mode: 5 vs 5

Type of Tournament: Winner-Loser Bracket (double elimination).

Winning Conditions: 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.

Total Prize Pool: 18.000 euros in gold coins.

Prize Pool Distribution: 7.000, 4.000, 2.000, 1.000, 500, 500, 500, 500, 200, 200, 200, 200, 200, 200, 200, 200. (first 16 teams win prize)

Slot: 320 (64 teams)

-Game Settings-

Match Type: Multiplayer - System Link

Gametype: Execution

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

Starting Weapon: Hammerbust

-Execution Settings-

Total Rounds: 5

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: 1 Map hosted by Team A, same map hosted by Team B. And eventual third map for ties.

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.

-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:

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

PLAYOFF

1&2) Pavillon

3) Jacinto

1ST ROUND LOSER

1&2) River

3) Blood Drive

1ND ROUND WINNER

1&2) River

3) Stasis

2ND ROUND LOSER

1&2) Jacinto

3) River

2RD ROUND WINNER AND 3RD ROUND LOSER

1&2) Blood Drive

3) Pavillon

4TH ROUND LOSER

1&2) Stasis

3) Jacinto

3TH WINNER AND 5TH LOSER

1&2) Stasis

3) Jacinto

6TH LOSER

1&2) Pavillon

3) Blood Drive

4TH WINNER AND 7TH LOSER

1&2) Jacinto

3) River

8TH LOSER

1&2) Pavillon

3) Stasis

CHAMPIONSHIP FINAL

1&2) Pavillon

3) Jacinto

(in case of 2nd match)

1&2) River

3) Pavillon

