

# SteelSeries KING OF THE HILL

## King of the Hill Rules Counter-Strike 1.6 Online

### Definitions:

Game:	Counter-Strike: 1.6
Offense:	Terrorist Side
Defense:	Counter-Terrorist Side
Round:	1 of 30 potential rounds played.
Time limit:	1:45 seconds.
Half:	15 rounds of play on a defending or offensive side.
Half time:	The period of time in which teams swap defensive and offensive positions.
Match:	First team to win 16 rounds.
Overtime:	In case of a 15-15 score at the end of regulation play, overtime will consist of two 3 round halves. The start money for each team will be set at \$10,000 per player for overtime. Teams will remain on the same side that they played the last half.



### Game Format:

Competition Method:	5 vs. 5
Competition Format:	Best of 3 Format. There is one match every 2 weeks with the teams playing being voted on by the community.
Prize:	\$250 per match won
Players:	10
Rounds:	30 rounds for regulation
(Max rounds format):	15 rounds as Offense (Terrorist) and 15 rounds as Defense (Counter-Terrorist) per team.
Victory Condition:	The first team to win 16 rounds in regulation or the team that wins the first four overtime rounds.
Round Time:	1 minute 45 seconds
Freeze Time:	15 seconds
C4 Timer:	35 seconds

### Map Selection:

de\_dust2  
de\_inferno  
de\_nuke  
de\_train

### Side Selection:

- The team with the most votes (week 1/sub-weeks) or the current King of the Hill will have the first choice of either being on offense or defense to start the game. At half time, teams will switch sides.
- Half time will be a maximum of two minutes, at which point both teams must be ready.
- In the event of overtime, teams will remain on the same side that they played the last half and play three rounds on each half with \$10,000 starting money. Should OT result in a tie, the OT period will be repeated until a winner is declared. Teams will start with \$10,000 in OT.
- All players' names must be in the format of their team tag + gaming alias.

### Setup and Configuration:

- No non-standard game settings or third party applications that affect game play may be used. Teams being caught using either will be punished at an administrator's discretion.
- Use of the ESEA anti-cheat client will be mandatory.
- The ESEA anti-cheat client locks the following settings:

gl_polyoffset, 0.1	fakelag, 0
gl_max_size, 512	fakeloss, 0
gl_overbright, 0	fastsprites, 0
gl_palette_tex, 1	ambient_fade, 100
gl_keeptjunctions, 1	ambient_level, 0.3
gl_picmip, 0	cl_fixtimerate, 7.5
gl_playermip, 0	cl_gaitestimation, 1.0
gl_round_down, 3	cl_solid_players, 1.0
gl_wateramp, 0.3	d_spriteskip, 0
gl_ztrick, 0	default_fov, 90
gl_alphamin, 0.25	ex_extrapmax, 1.2
gl_affinemodels, 0	lambert, 1.5
gl_clear, 0	lightgamma, 2.5
gl_cull, 1	max_smokepuffs, 120
gl_zmax, 4096	r_decals, 4096
r_dynamic, 1	r_drawviewmodel, 1
cl_bob, 0.01	r_glowshellfreq, 2.2
cl_bobcycle, 0.8	r_drawentities, 1
cl_bobup, 0.5	

\* interp, command rate, and updatarate are locked to reasonable values

**Note: Many additional commands/cvars are locked with sv\_cheats set to zero.**

### **In-Game Messaging and Communication:**

- Competitors are not allowed to use global in-game chat in an abusive, offensive, vulgar or spamming manner at any point during a match. This includes pre-match, intermission and post-match periods as well.
- When a match is live, only team captains are allowed to use global in-game messages between rounds or at half time. Other players must use team-only in-game messages.
- The first team to win 16 rounds over the course of two halves will be declared the winner of the match. Teams/Players may not leave the tournament area until a winner is determined.
- Violators of these rules are subject to punishment at an administrators' discretion, which may include player suspensions(s) or forfeiture of the match.

All match disputes must be filed by a team captain with a tournament administrator at half, or within 5 minutes of the match ending. Methods of contacting an admin include website support through the Event Management System, and IRC.

### **Violations:**

Players are permitted to adjust monitor brightness, contrast, and size up to and including the allowed maximum settings:

Brightness – 100%

Digital Vibrance – Lowest Medium

Gamma – 1.2

Video must be set to 32-bit.

Do not intentionally use any exploits, an admin will use his discretion to determine the outcome of any exploit disputes.

### **Unintentional Issues:**

**Server Crash** – The server machine crashes/freezes/etc. causing the match server to stop responding.

An administrator will restart the server and use Match Medic to restore the relevant match information including score, player equipment, and money.

**Client Crash** – A player's machine crashes/freezes/etc. causing the participant to be unable to continue play.

The game will be paused at the beginning of the next full round following the client drop by a team captain. A grace period of two minutes will be allotted to allow the dropped client to reconnect. Once the client has reconnected, the match will be unpaused by a

team captain. Any abuse of the “pause” functionality will result in disciplinary action at the discretion of an admin

**Server Configuration:**

The following variables will make up the server configuration for all matches.

mp_autocrosshair 0	mp_startmoney 800
mp_autokick 0	mp_tkpunish 0
mp_autoteambalance 0	mp_winlimit 0
mp_buytime .25	sv_airaccelerate 10
mp_c4timer 35	sv_airmove
mp_chasecam 1	sv_bounce 1
mp_consistency 1	sv_cheats 0
mp_fadetoblack 0	sv_clienttrace 1
mp_falldamage 0	sv_clipmode 0
mp_flashlight 1	sv_friction 4.000
mp_forcecamera 2	sv_gravity 800
mp_forcechasecam 2	sv_maxrate 25000
mp_fraglimit 0	sv_maxspeed 320
mp_freezetime 15	sv_maxupdaterate 101
mp_friendly_grenade_damage 1	sv_stepsize 18
mp_friendlyfire 1	sv_stopspeed 75.000
mp_limitteams 0	sv_voicequality 5
mp_logdetail 3	sv_voicecodec voice_speex
mp_logfile 1	pausable 1
mp_logmessages 1	decalfrequency 60
mp_maxrounds 15	edgefriction 2
mp_playerid 0	host_framerate 0
mp_roundtime 1.75	log on

\*A lo3.cfg will be used to start all matches.

**Rule Changes:**

The Administrators reserve the right to modify the rules as needed. This includes changes due to software updates or releases, competition committee decisions and all other changes deemed necessary to online tournaments. Teams are responsible to check the rules on a regular basis and prior to every match to ensure they are in complete compliance. Teams must understand that rules listed are guidelines to ensure fair and competitive play and are subject to interpretation by the administrators based on the spirit of the game.