



Call of Duty: Infinite Warfare

1st Place: \$1,000.00

2nd Place: \$500.00

Register at <http://www.GamersforGiving.org>

Gamers for Giving 2017 will feature a double elimination 4 vs 4 Call of Duty: Infinite Warfare tournament, played on PS4. The tournament will be open to registered competitors.

A \$1,000.00 prize will be awarded to the team that finishes in first place. A \$500.00 prize will be awarded to the team that finishes in second place.

The tournament will be played on Sunday, April 2nd. Players may check-in for the event on Sunday, April 2nd at 10:00 AM. Once checked in, players will be able to warm up on the tournament stations until 11:30 AM. The tournament will begin promptly at 12:00 PM.

The tournament will be a double elimination tournament (teams must lose two matches to be eliminated). Each match will be based on a 'best of three games' format. The first team to win 2 of 3 games will move on through the tournament. The team that loses its match will be placed in the loser's bracket, or will face elimination if already in the loser's bracket.

Players must bring their own PS4 controller with the wired Micro USB Cable. All controllers will need to be used in the WIRED mode. Wireless controllers are not allowed.

PS4 consoles and BenQ monitors will be provided at the event. Players must bring their own headsets and necessary peripherals. The entire tournament will be full screen. Players will be able to create

custom classes prior to their match.

Game Settings

All of the required settings are listed below. If a setting is not listed, it should not be changed from its default state.

General Settings:

- CODCaster: Enabled
- Spectating: Team Only
- 3rd Person Spectating: Disabled
- Killcam: Enabled
- Radar Always On: No
- Respawn Delay: Check Gametype
- Wave Spawn Delay: None
- Force Respawn: Enabled
- Friendly Fire: Enabled
- Number of Lives: Mode Specific
- Max Health: Normal
- Health Regeneration: Normal
- Hardcore Mode: Disabled
- Tactical Rules: Disabled
- CWL Tuning: Enabled
- Headshots Only: Disabled
- Double Jump: Enabled
- Wallrun: Enabled
- Allow Payloads: Enabled
- Payload Charge Rate: Disabled
- Payload Score Modifier: Check Gametype
- Perks: Enabled
- Scorestreaks: Enabled
- Persistent Streaks: Disabled

Game Modes:

HardPoint

- Time Limit: 5 Minutes
- Score Limit: 250 Points
- Time to Capture Zone: Instant
- Zone Lifetime: 1 Minute
- Activation Delay Time: Disabled
- Location Order: Linear

- Scoring: Constant
- Pause Time: Enabled
- Capture Team Spawn Delay: Disabled
- Use HQ Rules: Disabled
- Number of Lives: Unlimited
- Respawn Delay: 2.5 Seconds
- Payload Score Modifier: x1.25

Search & Destroy

- Round Length: 1.5 Minutes
- Score Limit: 6 Rounds
- Win By Two Rule: Disabled
- Win By Two Max Rounds: Disabled
- Round Switch: Every Round
- Bomb Timer: 45 Seconds
- Plant Time: 5 Seconds
- Defuse Time: 7.5 Seconds
- Multi Bomb: Disabled
- Silent Plant: Enabled
- Number of Lives: 1 Life
- Respawn Delay: None
- Payload Score Modifier: x8

Uplink

- Time Limit: 5 Minutes
- Score Limit: Unlimited
- Carry Score: 2 Points
- Throw Score: 1 Point
- Satellite Count: 1
- Practice Mode: Disabled
- Drone Reset Condition: Never
- Drone Reset Timeout: Unlimited
- Idle Timeout: 15 Seconds
- Explode on Timeout: Disabled
- Carrier Armor: x0.75
- Show Enemy Carrier: 3 Seconds
- Number of Lives: Unlimited
- Respawn Delay: 5 Seconds
- Payload Score Modifier: Normal

Modes & Maps:

- Hardpoint - Breakout
- Hardpoint - Retaliation
- Hardpoint - Scorch
- Hardpoint - Throwback

- Search and Destroy - Crusher
- Search and Destroy - Retaliation
- Search and Destroy - Scorch
- Search and Destroy - Throwback

- Uplink - Frost
- Uplink - Precinct
- Uplink – Throwback

Banned Items:

Rigs

- Synaptic
- Each player on a team must use a different Combat Rig

Payloads

- Reaper
- Micro Turret
- Phase Shift

Traits

- Ping
- Persistence
- Infusion
- Supercharge
- Perception
- Relay
- Marked Target
- Heightened Senses
- Rushdown

Lethals

- Plasma Grenade
- Seeker Grenade
- Trip Mine
- Exploding Drone
- Black Hole Projector
- C4

Tacticals

- Personal Radar
- Dome Shield
- Cryo Mine
- Nano Shot

Perks

- Perk 1
 - Overclock
- Perk 2
 - Tracker
- Perk 3
 - Pinpoint
- Wildcards
 - Overkill

Attachments

- Fusion Mag
- Faraday Slug
- Hollow Point
- Ram Servo
- Akimbo
- Auto Sear
- Tracking Chip
- Trojan

Weapons

- The following Hybrid Weapons may only be used in the Default Primary Mode
 - Type 2 – Assault Rifle only
 - RPR Evo – SMG only
 - EBR-800 – Sniper Rifle only
- All Weapon Variants
 - Assault Rifles
 - M1
 - OSA
 - LMGs
 - R.A.W.
 - Mauler
 - Titan
 - Shotguns
 - Reaver
 - DCM-8
 - Banshee

- Rack-9
 - S-Ravage
- Launchers
 - Spartan SA3
 - P-LAW
 - Howitzer
- Sidearms
- Hornet

Scorestreaks

- UAV
- Drone Package
- CUAV
- Vulture
- Shock Sentry
- Advanced UAV

Round by Round Schedule:

Round 1: Hardpoint, Uplink, SND
 Round 2: Hardpoint, SND , Uplink
 Round 3: Hardpoint, Uplink, SND
 Round 4: Hardpoint, SND , Uplink

Rounds 5, 6, 7, etc... will repeat the above rotation until the tournament end.

The tournament format will switch to a best of 5 series when 8 teams remain.

Penalties & Disputes:

- Using any of the banned items listed above will result in either the restart of a match, or the forfeit of a match, depending on the length of time that has transpired since the beginning of the match. Station referees will decide the appropriate action. All referee decisions are final.
- If for any reason a technical issue prevents a game from being completed (such as a power outage) the match will be restarted. Note: players who intentionally attempt to delay a match will be disqualified.
- Any form of cheating, glitching, abusing in-game mechanics, or unsportsmanlike behavior may result in the forfeit of a map, match, or disqualification from Gamers for Giving.
- All decisions of the Call of Duty tournament manager are final. Players must respect referees and event staff at all times. Failure to do so will result in disqualification from Gamers for Giving.

Questions / Feedback:

To submit a suggestion for the CS: GO tournament, email us via contact@gamersoutreach.org.