



Gamers for Giving 2018

Halo 5 Tournament

1st Place: \$1000

2nd Place: \$500

Gamers for Giving 2018 will feature a 4 vs 4 Halo 5 tournament, played on Xbox One. The tournament will be open to registered competitors.

The tournament will last over the course of both Saturday, April 28th and Sunday, April 29th. Players may check-in for the event on Saturday, April 28th 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 second day of the tournament will begin on Sunday, April 29th. Players will be able to check in and warm up at 9:00 AM until 9:45 AM. The tournament will resume at 10:00 AM.

The tournament will be a double elimination tournament (teams must lose two matches to be eliminated). Matches will be based on a best-of-five games (Bo5) format. The first team to win 3 of 5 games during the Bo5 portion of the event 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. Teams that lose their match will be placed in the loser's bracket, or will face elimination if already in the loser's bracket.

This format may change based on time constraints. We will do our best to stick to the planned schedule.

Players must bring their own Xbox One controller with a Wired micro USB cable. All controllers will need to be used in the WIRED mode. Wireless controllers are not allowed.

Xbox One consoles, Astro MixAmps, and BenQ monitors will be provided at the event. Players must provide their own headsets. The entire tournament will be full screen. Profiles with Halo 5 unlocked will already be loaded on the console.

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

- Time Limit: 12 Minutes
- Overtime Duration: 3 Minutes

TEAM

- Friendly Fire: On
- Friendly Fire Damage: 100%

ROUND SETTINGS

- Round Limit: 1 Round
- Rounds To Win: Disabled
- Rounds Tied Limit: Unlimited
- Lives Per Round: Unlimited

STARTING WEAPONS

- Primary Weapon: Magnum
- Secondary Weapon: None
- Initial Frags Grenades: 2
- Max Frag Grenades: 2
- Initial Plasma Grenades: 0
- Max Plasma Grenades: 2
- Initial Splinter Grenades: 0
- Max Splinter Grenades: 0

MAP

- Placed Weapons: On

- Placed Weapon Pads: On
- Placed Vehicles: On
- Indestructible Vehicles: Off
- Placed Grenades: On
- Placed Powerups: On

RESPAWN

- Time: 8 Seconds
- Suicide Penalty Time: None
- Betrayal Penalty Time: None
- Suppress Follow Camera Control: Off

SHIELDS

- Shield Percentage: 100%
- Shield Recharge Speed: 100%
- Shield Recharge Wait Time: 100%
- Shield HUD Visibility: On
- Shield Effects: On
- Shield Vampirism: 0%

HEALTH

- Health Percentage: 100%
- Health Recharge Speed: 100%
- Health Recharge Wait Time: 100%
- Health Vampirism: 0%

DAMAGE RESISTANCE

- Damage Resistance: 100%
- Damage Indicators: On
- Deathless: Off

MOTION SENSOR

- Motion Sensor: On
- Inner Range: 60%
- Smart-Link Motion Sensor: Off
- Based Mobility Speed Visibility: Off
- Visible When Sprinting: On
- Visible When Clambering: Off
- Visible When Thrusting: On
- Visible When Stabilizing: On
- Visible When Ground Pounding: On

- Visible When Spartan Charging: On
- Visible When Meleeing: Off
- Visible When Shooting: On

MELEE

- Melee Damage: 100%
- Melee Knockback: 100%
- Assassination Speed: 100%
- Assassination Immunity: Off

THRUSTER PACK

- Thruster Pack: On
- Speed: 100%
- Recharge Delay: 100%
- Activation Cost: 100%

GRENADES

- Damage: 100%
- Grenade Knockback: 100%
- Grenade Throw Speed: 100%
- Explosion Radius: 100%

SPARTAN CHARGE

- Spartan Charge: On
- Damage: 100%
- Knockback: 100%

GROUND POUND

- Ground Pound: On
- Damage: 100%
- Knockback: 100%
- Auto Activate Time: 100%
- Fall Speed: 100%

SPRINT

- Sprint: On
- Time to Max Sprint Speed: 100%
- Max Sprint Speed: 100%
- Reload While Sprinting: Off
- Reset Shield Recharge: On

- Stopping Power: On
- Max Slide Distance: 100%
- Slide Speed: 100%

STABILIZER

- Stabilizer: On
- Duration: 100%
- Anti-Gravity: 100%

BASE MOVEMENT

- Movement Speed: 100%
- Forward Speed: 100%
- Strafe Speed: 100%
- Forward Acceleration: 100%
- Strafe Acceleration: 100%

JUMP

- Jump Height: 100%
- Clamber: On
- Clamber Speed: 100%
- Jump Gravity: 100%

POWER UPS

- Camo: Off

SLAYER

- Score to Win: 50 Points
- Teams: On
- Score Per Kill: 1 Point
- Score per Suicide: -1 Point
- Score per Betrayal: -1 Point

STRONGHOLDS

- Score to Win: 100 Points
- Score Earned per Interval: 1 Point
- Scoring Frequency: 3 Seconds
- Scoring Threshold: 2 Bases
- Time to Capture: 10 Seconds
- Capture Rate with Multiple Players: Decreasing

- Prevent Spawning in Strongholds: On

CAPTURE THE FLAG

- Score to Win: 3 Points
- Instant Touch Return: Off
- Flag Return Time: 30 Seconds
- Return Speed Influence: On
- Near Flag Return influence: 10x
- Flag At Home Scoring: On
- Flag Icon Behavior: When Spotted
- Spotted Duration: 5 Seconds

CAPTURE THE FLAG

- Capture the Flag - Coliseum
- Capture the Flag - Fathom
- Capture the Flag - Truth

STRONGHOLDS

- Strongholds - Eden
- Strongholds - Empire
- Strongholds - Plaza
- Strongholds - The Rig

TEAM SLAYER

- Team Slayer - Coliseum
- Team Slayer - Plaza
- Team Slayer - Regret
- Team Slayer - The Rig
- Team Slayer - Truth

Penalties & Disputes:

- 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. Players must not use obscene gestures, language, or offensive comments during tournament activity. These include:
 - Profane words or phrases
 - Hate speech
 - Illegal drugs or controlled substances
 - Illegal activities
 - Controversial religious topics

- Any “sound-alike” or “lookalike” words or phrases that reference these topics.
- Any other conduct deemed inappropriate at the discretion of tournament mods.

- All decisions of the Halo tournament manager. 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 Gamers for Giving Halo tournament, email us via contact@gamersoutreach.org.