

LAN SLAM

EVENT OBJECTIVE:

Think of yourself as the master of CS GO? LAN SLAM gives you the opportunity to prove that you are better than others. Here you compete against the likes of yourself, who consider themselves the best. Fight against them to prove your dominance and emerge victorious.

Role of Terrorists: Plant the bomb (in Rounds 1, 2 and Final) and/or eliminate the opposing team (in all Rounds).

Role of Counter-Terrorists: Prevent the terrorist from carrying out their objective (in Rounds 1, 2 and Final) or eliminate the opposing team (in all Rounds).

EVENT STRUCTURE:

Round 1:

6 rounds.

Map: Mirage

Sides (Terrorist / Counter-Terrorist): Coin toss. After 3 rounds, teams will be swapped.

The top eight teams (based on their high scores will qualify to the next round).

Round 2: (Eight Teams)

10 rounds.

Map: Awp_lego

Sides (Terrorist / Counter-Terrorist): Coin toss. After 5 rounds, teams will be swapped.

Round 3: (Four Teams)

10 rounds.

Map: Inferno

Sides (Terrorist / Counter-Terrorist): Coin toss. After 5 rounds, teams will be swapped.

Final Round: (Two Teams)

30 rounds.

Map: De_dust2

Sides (Terrorist / Counter-Terrorist): Coin toss. After 15 rounds, teams will be swapped.

RULES:

1. Counter Strike: Global Offensive will be played in competitive mode.
2. Participants must not mishandle the computer system. Any damage caused, will lead to direct disqualification and the cost of the damage if any will be paid by the participants.
3. Use of cheats or any deceitful means will lead to immediate team disqualification.
4. Use of offensive language by any participant will lead to team disqualification.
5. Selection procedure will be decided by the organizers and their decision will be final and binding to all.
6. Participants are requested to bring their own headphones/earphones to the event. Consoles and personal keyboards are also allowed.
7. Time slots will be given and participants are expected to follow it strictly. If the teams are not punctual and are not present on time, they will be disqualified and the opposing teams will be given a bye.
8. Participants are expected to give their correct contact details, so as to inform them about the round timings.
9. Some match rules will be decided by the event heads at that time and will be declared on the spot.
10. A match draw will be decided by an extra round. Whichever team wins this round will be declared the winner.
11. Team members can be from same as well as different institutes. But there can be no change of players within teams during the rounds and one person cannot be a part of multiple teams.
12. Rules may be changed without prior intimation. Participants are, therefore, requested to check our official MindSpark'16 website (www.mind-spark.org) regularly for updates.

TEAM AND FEE STRUCTURE:

Team Size	:	4 participants per team.
Registration Fee	:	₹200/- per team.

FAQs:

Q. Do we have to bring our own laptops?

A. No, we will provide you with all the **necessary** accessories. However, participants are free to bring their own keyboards or mouse if they so please.

Q. Can we use our personal console, keyboard or mouse?

A. Yes, you can use your own devices.

Q. What all do we need to bring on the day of the event?

A. Participants should bring their registration receipt and valid college ID cards.

Q. Can we register on the day of the event?

A. Registrations are open even on the event day. But if the number of teams exceeds the limit set by us, on-the-spot registrations may be closed. It is highly recommended that registration be done prior to the event day.

Q. Is it possible to participate in other events of MindSpark'16?

A. Yes, you are free to participate in as many events as you want. However, you have to manage your own schedule.

EVENT HEADS:

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