



Halo Infinite Official Ruleset

Armageddon 2022

Introduction

This ruleset serves as the primary governing document for all elements of the Armageddon Esports Open and applies to all Teams, Players, Coaches, Team Owners, or any other affiliates or persons participating in any element of the Program (each a “Participant” and collectively the “Participants”).

This ruleset will govern all aspects and competitive elements of the event as described in this document.

Changes

The Administration, as defined in Section II. may add to, alter, change, or otherwise modify this ruleset, either in portions or in its entirety, at any time and without advance notice to Participants.

Administration

The Administration of Armageddon reserves the right to oversee and facilitate all elements of the program, while also being the sole decision-making body behind any changes made to any element of the Program.

As the main governing body of the overall Program, the Administration’s responsibilities include, but are not limited to:

- Seeking and approving any and all third-party operators for all elements of the event
- Having the final authority to grant or deny any Participant eligibility in the event
- Levying final judgement on the outcome of all match disputes or tournament contentions
- Creating, updating, and maintaining these Official Rules

In addition to the above responsibilities the Administration reserves the right to oversee and maintain any and all decisions regarding the general operation of the Program.

Player Eligibility

The Administration reserves the right of final approval over any persons seeking eligibility in the Program and may grant or deny eligibility at its discretion.

Required Accounts

Participants are required to maintain ownership of the following accounts.

Microsoft Accounts

Players must have a Microsoft account linked to an Xbox Live account in good standing. These Rules are in addition to the Microsoft Services Agreement, the Microsoft Privacy Statement, and any other policies or terms applicable to the use of Xbox Live in connection with any portion of the Competition (“Xbox Live Terms”). Players must be able to access and use their personal

Xbox Live and Microsoft accounts as they will require them for the event.

The current versions of the Xbox Live Terms are at:

- Microsoft Services Agreement: <https://www.microsoft.com/en-us/servicesagreement>
- Microsoft Privacy Statement: <https://privacy.microsoft.com/en-us/privacystatement>

Age

To compete in this Program, Participants must meet minimum age requirements for the event. Any prospective Player must have reached the minimum age requirement on or before the first day of the event they are competing in.

Competition Eligibility

Team Competition

Teams are defined as a roster made up of four (4) Players (required) and one (1) Coach (optional) that participate together in team competitions within the event. Participants are prohibited from competing on more than one (1) Team within a single competition.

FFA Competition

Solo Competitions require Participants to compete as an individual. Participants are eligible to compete in Solo Competitions without joining or owning a Team.

Code of Conduct

General Philosophy

All Participants are expected to exercise courtesy, professionalism, and respect while participating in the event. All Participants are expected to conduct themselves in a manner which reflects positively on their Team or Organization, the event, Administration, affiliates, members of the press, and any other Participants, affiliates, or fans of the event. Failure to comply with this philosophy may result in exclusion from the event.

This Code of Conduct applies to all Participants and all Participants are expected to adhere to these standards, including when not participating in the competition. In addition to this Code of Conduct, all Participants are expected to follow applicable laws. Violations of this Code of Conduct, either suspected by or made known to the Administration, will be investigated and appropriate action will be taken in accordance with this Handbook.

If a Participant becomes the subject of public disrepute, contempt, scandal or ridicule or behaves in a manner that, in the sole judgment of Administration, reflects unfavorably upon the event, such act(s) or omission(s) shall constitute a violation of these Official Rules and Administration shall, in addition to any other rights and remedies available to it hereunder, have the right to remove a Participant from the tournament.

Reporting

All Participants are required to immediately report any violation of the Code of Conduct to the Administration at the front desk. Failure to report a violation may lead to disciplinary action.

Cheating

The Administration understands that it has an obligation to facilitate a level playing field for all competitors. Competing fairly and to the best of your ability is important towards fostering a healthy competitive environment, and the Administration is committed to ensuring the facilitation of fair competition throughout the duration of the Program and beyond.

Any form of cheating, whether intentional or not, by any Participant is strictly prohibited. Participants are required and expected to maintain cognizance of these Official Rules and any form of cheating or violation of these rules, or the spirit of these rules, either intentionally or unintentionally, will result in penalties.

All Participants are prohibited from influencing or manipulating a Game or Match so that the outcome is determined by anything other than fair and reasonable play. Examples of Cheating include, but are not limited to:

Collusion

- An arrangement or agreement made between multiple Participants with the intention of manipulating the results of gameplay outside of reasonable play;
- Forming an agreement to adhere to rules outside the bounds of the required Gameplay Rules;
- Negotiating the distribution of prize money and/or any other compensation with a third party;
- Intentionally losing a Game or Match, altering performance for any other reason, or attempting to induce other Participants to do so;
- Signaling, by sending or receiving any type of message in order to gain an advantage; or,
- Any form of match-fixing.

Hacking

Using any cheats, hacks or other third-party "helper" applications, or the modification of game code or files beyond the intended use of standard game options while competing in any element of the Program for the purpose of gaining an unfair competitive advantage.

Exploiting

- Committing an intentional abuse of in-game mechanics outside the scope of normal gameplay.

This includes the intentional placement of game objectives (i.e. the oddball) in locations that are not naturally accessible via standard movement or are otherwise inaccessible by any means.

- Abusing any known exploits in the game. It is the responsibility of players to understand and avoid all current illegal exploits (See the official Halo Infinite Ruleset).

Spectator Monitors

Attempting to view gameplay feed from any source outside of a Participant's personal monitor or screen. Outside sources can include but are not limited to opponent's monitors, spectator displays, etc.

Sportsmanship

Participants of the event will be held to a high standard of behavior, communication, and action. Participants are expected to represent the event in a professional and courteous manner and are strictly prohibited from engaging in communication or actions that could be considered vulgar, toxic, antagonistic, inflammatory, threatening or generally misrepresent the Administration in relation to the event at any time.

Examples of prohibited behavior include:

- Hate speech or discriminatory behavior
- Violent or physical aggression or behavior
- Threats or Sexual harassment of any kind
- Racist or sexist words, phrases, or gestures
- Extreme profanity
- Any "sound-alike" or "look-alike" words or phrases that reference these topics
- Any other type of conduct deemed inappropriate at the discretion of the Administration or tournament organizer

Equipment

- Participants competing in the Event are required to use Administration Provided Equipment. Such equipment includes but is not limited to monitors, consoles, host PCs, desks, and chairs.
- Additionally, Participants are strictly prohibited from tampering with or damaging, either intentionally or unintentionally, other equipment found in an LAN Event environment. Examples of other equipment include but are not limited to cabling, lighting equipment, cameras, stage elements, LED panels, etc.

In-Game Behavior

- Participants must adhere to professional standards and represent themselves, their Team or organization, and the Administration in a positive light on broadcast, on streams, and in-game.

Stoppage of Play

- Players are not permitted to cause the premature cessation of gameplay (“Stoppage of Play”) without the explicit permission of a Referee or other representatives of the Administration.
- Actions that would be considered committing Stoppage of Play include but are not limited to physically leaving the designated play area, manipulation of equipment resulting in the cessation of gameplay, ending the game via the in-game menus, or causing permitted time frames to extend past their designated parameters.
- Players who are found to have committed Stoppage of Play may be subject to Game forfeiture.

Gameplay Settings

4v4 Settings

All Event Games will be played using the in-game “Ranked” settings for all 4v4 game modes.

Maps & Game Modes

The following are the map and game modes for competitive play.

- Slayer on Aquarius
- Slayer on Bazaar
- Slayer on Streets
- Slayer on Recharge
- Slayer on Live Fire
- Strongholds on Recharge
- Strongholds on Live Fire
- Strongholds on Streets
- CTF on Bazaar
- CTF on Aquarius
- Oddball on Recharge
- Oddball on Live Fire
- Oddball on Streets

Win Conditions

This section defines the specific parameters and objectives that must be attained in any of the official competition game modes in order to achieve victory for any specific Game Program. For the avoidance of doubt, the final scoreboard for each round will be the primary source of truth for determining which team wins or losses.

Team Slayer

To satisfy the Game Win Condition for Team Deathmatch, Teams must:

- Reach fifty (50) points before the enemy Team; or
- Have more points than their opponent at the expiration of the game clock

Capture the Flag

To satisfy the Game Win Condition for Capture the Flag, Teams must:

- Attain five (5) flag captures before the enemy Team scores five (5) flag captures; or,
- Have more flags captured than their opponent at the expiration of the game clock

Strongholds

To satisfy the Game Win Condition for Strongholds, Teams must:

- Reach two hundred (250) points before the enemy Team

Oddball

To satisfy the Game Win Condition for Oddball, Teams must:

- Reach 100 points before the enemy Team to win a Round; and,
- Win two Rounds before the enemy Team.

Bugs

Major Bugs

A Bug is defined as an unintended occurrence within gameplay. In the event of a Bug the Administration will review the incident and surrounding circumstances, classify the Bug, and determine the appropriate response.

A Major Bug is defined as an unintended occurrence within gameplay that the Administration, at its sole discretion, has deemed to be an insurmountable hindrance to the continuation of gameplay or the integrity of the Match.

The occurrence of a Major Bug, deemed as such by the Administration and in its sole discretion, may result in a Game Restart (as prescribed below) or in the awarding of a Match win to a Team. All Major Bugs are considered on a case-by-case basis and the Administration reserves the right to review the Major Bug's effect on gameplay and to levy an official decision in response to the bugs.

Minor Bugs

A Minor Bug is defined as an unintended occurrence within gameplay that the Administration, at its sole discretion, has deemed to be at most an inconvenience to Players and does not pose a hindrance to the continuation of gameplay or the integrity of the Match.

The occurrence of a Minor Bug, deemed as such by the Administration and in its sole discretion, would not result in a restart of the Game and any Game in which a Minor Bug has been identified should be played until completion.

Ties

Slayer

In the event a Slayer game ends in a tie, the game will be replayed in its entirety for one (1) game. If the second game ends in a tie, the game will be replayed with a 25 point limit. The 25 point limit will be used indefinitely if the games continue to end in a tie. The replayed game(s) will utilize the same side selection for both Teams.

Capture the Flag

In the event a CTF game ends in a tie, a new game will be played with a sudden death rule, where first team to capture a flag will be declared the winner. The replayed game(s) will utilize the same side selection for both Teams.

Strongholds

In the event a Strongholds game ends in a tie, the game will be replayed in its entirety for one (1) game. If the second game also ends in a tie, the game will be replayed with a 100 point score limit. The 100 point score limit will be used indefinitely if the games continue to end in a tie. The replayed game(s) will utilize the same side selection for both Teams.

Game Restarts

A Game Restart is defined as the decision by the Administration, at its sole discretion, to begin gameplay from a previous point in the Game. Situations in which the Administration may deem a Game Restart to be appropriate include but are not limited to a critical malfunction of Provided Equipment or the occurrence of a Major Bug.

Games that have been interrupted to a point where the Administration has deemed continuation of gameplay to be untenable or a threat to the integrity of the match will be restarted. Games in which a restart has been deemed warranted shall resume from a point determined by the Administration in their sole discretion.

1. Slayer

If Administration decides that a restart is warranted for a Slayer game, Administration, in its sole discretion, may (a) restart the game in its entirety from the beginning; or (b) restart the game with modified Win Conditions to emulate the game state conditions that were present prior to the event that prompted the restart. The restarted game will utilize the same side selection for both Teams.

Example (restart option b): Team A is leading 27-22 (5 points) against Team B and an equipment failure causes Administration to restart the game. In the remade game, Team A must score 45 points (50 points [score-to-win limit] - 5 points [score difference] = 45 points) and team B must score 50 points to win.

2. Capture the Flag

If Administration decides that a restart is warranted for a CTF game, Administration, in its sole discretion, may (a) restart the game in its entirety from the beginning; or (b) restart the game with modified win conditions to emulate the game state conditions that were present prior to the event that prompted the restart. The restarted game will utilize the same side selection for both Teams.

Example (restart option b): Team B is leading 1-0 (1 point) against Team A and an equipment failure causes Administration to restart the game. In the remade game, Team B must score 2 (3 points [score-to-win limit] - 1 [score difference] = 2 points) and Team A must score 3 points to win.

3. Strongholds

If Administration decides that a restart is warranted for a Strongholds game, Administration, in its sole discretion, may (a) restart the game in its entirety from the beginning or (b) restart the game with modified win conditions to emulate the game state conditions that were present prior to the event that prompted the restart. The restarted game will utilize the same side selection for both Teams.

Example (restart option b): Team A is leading 90-70 (20 points) against Team B and a player disconnects. In the remade game, Team A must score 230 points (250 points [score-to-win limit] - 20 [score difference] = 230 points) and Team B must score 250 points to win

4. Oddball

If Administration decides that a restart is warranted for an Oddball game, Administration, in its sole discretion, may (a) restart the game in its entirety from the beginning or (b) restart the game with modified win conditions to emulate the game state conditions that were present prior to the event that prompted the restart. The restarted game will utilize the same side selection if the event occurred during round one or three and will have Teams change their side selection if the event occurred during round two.

Should a Game be restarted during round one or round two, once a Team wins in accordance with the modified win conditions, that Team should continue to hold the ball until the round naturally progresses in order to avoid further disruption of the Game.

In the event that option b is chosen, the remade Game will include modified win conditions that respects both:

- The overall round count of the game; and,
- The points scored during the round in which the game ending event occurred.

Example (restart option b): Team A is leading by one (1) round and 40-20 points in round two against Team B and a player disconnects.

In the remade game:

- Team A must score a total of one (1) round to win the Game. Additionally, in the remade round two (the round affected by the event), Team A must score eighty (80) points to win that individual round.
- Team B must score a total of two (2) rounds to win the Game. Additionally, in the remade round two (the round affected by the event), Team A must score one hundred (100) points to win that individual round.

Game Dispute Procedure

1. In-Game Disputes

Should Players have an issue with any aspect of their current Game's execution, be it due to the occurrence of any kind of Bug or a decision made by a Referee or the Administration, Players are expected to immediately raise their concerns to a Referee. Players are expected to continue to play their Match unless otherwise instructed by the Referee. The Referee will then evaluate the issue and make a final judgement while communicating next steps.

The final ruling of the Administration is considered binding.

2. Post-Game Disputes

Players are free to express concerns after the conclusion of a Match or Game but should be aware that decisions made by the Administration during the Match or Game are considered binding. It is highly advised that Players raise any and all concerns immediately at the time of occurrence.

Game and Match results will be considered final if there are no outstanding disputes raised within the designated window to dispute the results of a Game (the "Dispute Window"). The Dispute Window closes at: (a) the start of the following Game within a Match; (b) the start of a

subsequent tournament Match from any of the Teams within the respective Game or Match; or (c) fifteen (15) minutes after the conclusion of the Match, whichever occurs first. The final ruling of the Administration is considered binding.

Side Selection

The higher seeded team will select either Eagle or Cobra before the start of each Match. This side choice will apply to all Games within the Match series.

Gameplay Rules

Equipment Rules

1. Player Provided Equipment

Players can provide certain pieces of equipment (“Player Provided Equipment”, or “PPE”) required for participation in the event otherwise they will be provided for players by Armageddon.

- Peripheral(s)
 - Controller or Keyboard & Mouse
 - Applicable USB cables to connect the preferred peripheral(s) to the console or PC.
- Audio Equipment (Headset, etc.)

Participants are prohibited from using Player Provided Equipment that is modified to, or inherently provides, an unfair competitive advantage of any kind. For example, a peripheral that has the capability to, with the press of a single button, perform a set of actions that would normally require the Player to press multiple buttons (a “macro”) or increases the rate at which a button or buttons are pressed (a “turbo” function).

Participants are required to choose to participate using either a mouse and keyboard or controller exclusively for each Match. Players are not permitted to change peripheral type *during* a Match (e.g., controller for movement, mouse for sniping), but may choose to change peripherals *between* Matches.

All Player Provided Equipment must work natively and seamlessly with the Administration Provided Equipment. Player Provided Equipment that requires special cabling, adapters, or configurations may not be permitted for use.

(i) Inspection and Approval for PPE

The Administration reserves the right to inspect and ultimately deny or not deny the use of any Player Provided Equipment as defined in the above section. Administration may employ the following methods to ensure the competitive integrity of the competition:

- Requiring competitors to physically submit equipment for screening by the Administration prior to the competition;
- Conduct inspections of peripherals at any time during the event;
- Mandating that competitors use only specified peripherals, typically delineated by model number;
- Implementing or executing any additional processes or activities as deemed necessary.

The Administration is committed to working with Participants to ensure a fair and reasonable inspection and approval process for PPE. Inspection and approval processes will be thoroughly communicated to affected Participants prior to any competition in the Program where they will be employed.

2. Administration Provided Equipment

In order to reasonably facilitate the competition, the Administration will provide certain pieces of necessary equipment. This provided equipment (“Provided Equipment”) includes but is not limited to the following;

- Monitors
- Player PC or Xbox Series X console (“Console”)
- Host PC
- Desk
- Headsets
- Keyboard/Mouse/Controller
- Chair

Players are not permitted to interact with Provided Equipment outside of actions necessary to facilitate the execution of gameplay. This restriction includes the use or connection of devices/cables for cell phones or storage devices and the connection of any device to the provided audio equipment (playing music, etc.).

Any requests to change or alter the Provided Equipment must be made to the Administration in advance of a Match. The Administration reserves the right to approve or deny any changes or alterations to the Provided Equipment.

Referees

A “Referee” is defined as a member of the administration team designated by the Administration to help facilitate the execution of general competition related tasks.

1. Role of the Referee at the Event

The responsibilities of a Referee include but are not limited to the following:

- Observing Matches to ensure fair play;
- Assisting Players with equipment issues and general queries as required;
- Reporting issues and feedback to the larger Administration team;
- Maintaining an on-stage presence as the first point of escalation for any and all issues or questions during gameplay.
- Managing and facilitating Non-Broadcast Match Procedure; and,
- Managing and facilitating Feature Station Match Procedure

Players and Team staff authorized to be on-site during matches are obligated to comply with any and all instructions given by the Referee. Failure to comply with the reasonable demands of the Referee or Administration may result in penalties.

Coaches

Each Team competing in an LAN Event will be permitted to utilize a Coach, as defined in Section II, for the duration of their Match.

1. Event Coaching

Coaches are permitted to accompany their Players during the Event including being permitted to maintain presence on the main or feature stage before and during official matches.

Coaches will be granted the use of game audio and Player communications during gameplay.

2. Expectations and Conduct

Coaches will be held to the same standards as Players and are subject to the Code of Conduct.

3. Prohibited Actions

The role of a Coach is to support their team in preparation and execution throughout the competition. As such the following actions are prohibited:

- Influencing either their own or their opponent’s players game controls in any way during a Match
- Taunting or insulting the opposing Team during a Match
- Using permitted devices to gain an unfair competitive advantage.

Prizing

Distribution

Prizing for the competition will be evenly distributed amongst all Players on the competition roster for the associated event. For the avoidance of doubt, Coaches are not considered members of the competition roster as it relates to prize awarding. Individual Players must notify Administration if they wish to transfer their prize money to an organization or company.

Administration will make reasonable efforts to distribute prizing to Participants within sixty (30) days after Administration has received all necessary payment information from the Player. Players are responsible for any and all costs and expenses associated with their prize that are not specifically set forth herein including local taxes.

Appendix

HCS 4v4 Game Settings Detail

UNIVERSAL (SANDBOX, HUD, HEALTH & DAMAGE, MOVEMENT, and BOTS) SETTINGS

(i) **LOADOUT**

- PRIMARY WEAPON: BR75
- PRIMARY WEAPON AMMO: Default
- SECONDARY WEAPON: None
- SECONDARY WEAPON AMMO: Default
- FRAG GRENADES: 2
- PLASMA GRENADES: 0
- DYNAMO GRENADES: 0
- SPIKE GRENADES: 0

(ii) **WEAPONS**

- WEAPON RACKS/PLACEMENTS: On
- POWER WEAPON PADS: On
- WEAPON PICKUP: On
- WEAPON DROPPING: On
- WEAPON DAMAGE RATIO: Default
- INFINITE AMMO: Off
- BOTTOMLESS CLIP: Off
- TACTICAL RELOAD TIME SCALER: Default
- EMPTY RELOAD TIME SCALER: Default

(iii) **GRENADES**

- MAX FRAG GRENADES: 0
- MAX PLASMA GRENADES: 0
- MAX DYNAMO GRENADES: 0
- MAX SPIKE GRENADES: 0

- GRENADE PADS/PLACEMENTS: On
- GRENADE PICKUP: On
- GRENADE DAMAGE RATIO: Default
- GRENADE THROW TIME SCALER: Default
- GRENADE DETONATION RADIUS SCALE: Default
- GRENADE IMPULSE SCALER: Default

(iv) MELEE

- MELEE DAMAGE RATIO: Default
- MELEE IMPULSE SCALER: Default

(v) EQUIPMENT

- EQUIPMENT PADS/PLACEMENTS: On
- POWER EQUIPMENT PADS/PLACEMENTS: On
- EQUIPMENT PICKUP: On
- ACTIVE CAMO INTENSITY SCALER: Off
- HOLDING OBJECTIVE DISABLES EQUIPMENT: On

(vi) CLEANUP

- WEAPON CLEANUP TIMER: Off
- VEHICLE CLEANUP TIME: Off

(vii) HUD

- SHIELDS & HEALTH
- SHIELDS & HEALTH BAR HUD: On
- SHIELDS & HEALTH BAR EFFECTS: On
- HUD DAMAGE INDICATORS: On

(viii) MOTION TRACKER

- MOTION TRACKER: Off
- SMART-LINK MOTION TRACKER: Off

- MOTION TRACKER INNER-RING SCALER: Default
- MOTION TRACKER DETECT (FAST-MOVEMENT): On
- MOTION TRACKER DETECT (SPRINT): On
- MOTION TRACKER DETECT (CLAMBER): On
- MOTION TRACKER DETECT (SHOOTING): On
- MOTION TRACKER DETECT (MELEE): Off

(ix) HEALTH & DAMAGE

- DAMAGE
- DAMAGE RESISTANCE RATIO: Default
- HEADSHOT BONUS DAMAGE PROTECTION: Off
- DEATHLESS: Off

(x) TEAM

- TEAM DAMAGE RESISTANCE: On
- TEAM DAMAGE RESISTANCE RATIO: 100%

(xi) SHIELDS

- MAX SHIELD SCALER: Default
- SHIELD RECHARGE TIME SCALER: Default
- SHIELD RECHARGE DELAY SCALER: Default
- SHIELD VAMPIRISM RATIO: 0%

(xii) HEALTH

- MAX HEALTH SCALER: Default
- HEALTH RECHARGE TIME SCALER: Default
- HEALTH RECHARGE DELAY SCALER: Default
- HEALTH RECHARGE VAMPIRISM RATIO: 0%

(xiii) MOVEMENT

- BASE MOVEMENT
- MOVEMENT SPEED SCALER: Default

- GRAVITY SCALER: Default
- FORWARD/BACK SPEED SCALER: Default
- FORWARD/BACK ACCELERATION SCALER: Default
- STRAFE SPEED SCALER: Default
- STRAFE ACCELERATION SCALER: Default

(xiv) SPRINT

- SPRINTING: On
- SPRINT SPEED SCALER: Default
- TIME TO SPRINT SCALER: Default
- SLIDE SPEED SCALER: Default
- SLIDE DISTANCE SCALER: Default
- RELOAD WHILE SPRINTING: Off
- SPRINT RESETS SHIELD RECHARGE DELAY: On
- DAMAGE INTERRUPTS SPRINT: On

(xv) JUMP

- JUMP HEIGHT SCALER: Default

(xvi) CLAMBER

- CLAMBERING: On
- CLAMBER SPEED SCALER: Default

(xvii) BOT COUNT

- BOT COUNT (TEAM 1: EAGLE): 0
- BOT COUNT (TEAM 2: COBRA): 0
- BOT COUNT (FFA): 0

Team Slayer Settings

(i) ROUND

- SCORE TO WIN: 50
- TIME LIMIT: 12 min
- ROUND LIMIT: 1
- ROUNDS TO WIN: Off
- ROUNDS TO DRAW: Unlimited

(ii) EXTENSIONS

- SUDDEN DEATH TIME EXTENSION: 10 s
- OVERTIME TIME EXTENSION: 3 min

(iii) SPAWNING

- RESPAWN DELAY: 8 s
- RESPAWN LINE-OF-SIGHT CHECK: On
- SELF-DESTRUCTION RESPAWN PENALTY: None
- BETRAYAL RESPAWN PENALTY: None

(iv) CONTROLS

- FIXED FOLLOW CAMERA: Off
- MACHINIMA CONTROLS: Off

(v) SLAYER

- POINTS PER SLAY: 1
- POINTS PER SELF-DESTRUCTION: -1
- POINTS PER BETRAYAL: -1
- POINTS PER ASSISTS: 0
- POINTS PER DEATH: 0
- HEADSHOT BONUS: 0
- MELEE BONUS: 0

- SPLATTER BONUS: 0
- STICKY BONUS: 0

Oddball Settings

(i) ROUND

- SCORE TO WIN: 100
- TIME LIMIT: 5 min
- ROUND LIMIT: 3
- ROUNDS TO WIN: 2
- ROUNDS TO DRAW: Unlimited

(ii) EXTENSIONS

- SUDDEN DEATH TIME EXTENSION: 10 s
- OVERTIME TIME EXTENSION: 3 min

(iii) SPAWNING

- RESPAWN DELAY: 10 s
- RESPAWN LINE-OF-SIGHT CHECK: On
- SELF-DESTRUCTION RESPAWN PENALTY: None
- BETRAYAL RESPAWN PENALTY: None

(iv) CONTROLS

- FIXED FOLLOW CAMERA: Off
- MACHINIMA CONTROLS: Off

(v) ODDBALL

- POINTS FOR CARRYING: 1
- CARRIER POINT FREQUENCY: 1 s
- SKULL SPAWN DELAY: 3 s

Strongholds Settings

(i) ROUND

- SCORE TO WIN: 250
- TIME LIMIT: Unlimited
- ROUND LIMIT: 1
- ROUNDS TO WIN: 1
- ROUNDS TO DRAW: Unlimited

(ii) EXTENSIONS

- SUDDEN DEATH TIME EXTENSION: 10 s
- OVERTIME TIME EXTENSION: 3 min
- SPAWNING
- RESPAWN DELAY: 10 s
- RESPAWN LINE-OF-SIGHT CHECK: On
- SELF-DESTRUCTION RESPAWN PENALTY: None
- BETRAYAL RESPAWN PENALTY: None

(iii) CONTROLS

- FIXED FOLLOW CAMERA: Off
- MACHINIMA CONTROLS: Off

(iv) STRONGHOLDS

- SCORE PER INTERVAL: 1
- SCORING INTERVAL TIME: 1 s
- SCORING MIN CAPTURED THRESHOLD: Default
- ZONE CAPTURE TIME: 7 s
- TEAM CAPTURE INFLUENCE: Decreasing
- INITIAL STRONGHOLDS OWNERSHIP: Near
- CONTESTING PAUSES SCORING: On
- STRONGHOLD ENEMY CONTESTING INFLUENCE: Any Enemy
- PREVENT PLAYER STRONGHOLD SPAWNING: On
- SUDDEN DEATH SCORE THRESHOLD: Unlimited
- SUDDEN DEATH RESPAWN PENALTY TIME: 1 s

Capture the Flag Settings

(i) ROUND

- SCORE TO WIN: 5
- TIME LIMIT: 12 min
- ROUND LIMIT: 1
- ROUNDS TO WIN: Off
- ROUNDS TO DRAW: Unlimited

(ii) EXTENSIONS

- SUDDEN DEATH TIME EXTENSION: 10 s
- OVERTIME TIME EXTENSION: 5 min

(iii) SPAWNING

- RESPAWN DELAY: 10 s
- RESPAWN LINE-OF-SIGHT CHECK: On
- SELF-DESTRUCTION RESPAWN PENALTY: None
- BETRAYAL RESPAWN PENALTY: None

(iv) CONTROLS

- FIXED FOLLOW CAMERA: Off
- MACHINIMA CONTROLS: Off

(v) CAPTURE THE FLAG

- POINTS PER CAPTURE: 1
- FLAG AT HOME SCORING: False
- ACTIVE FLAGS PER TEAM: 1
- FLAG CARRIER REVEAL: When Spotted
- FLAG CARRIER SPOTTED DURATION: 3 s
- FLAG CARRIER SPOTTED ON DAMAGE: On
- FLAG CARRIER SPOTTED WHILE SPRINTING: Off
- FLAG RETURN TIME: 1 s
- INSTANT FLAG RETURN: False
- FLAG CARRIER SHIELD SCALER: 0%
- FLAG CARRIER HEALTH SCALER: 10%
- FLAG CARRIER MOVEMENT SCALER: 100%
- FLAG CARRIER SPRINTING: On
- FLAG CARRIER GRAVITY SCALER: 100%

Free for All Settings

MATCH

(i) ROUND

- SCORE TO WIN: Unlimited (must be changed manually)
- TIME LIMIT: 15 min (must be changed manually)
- ROUND LIMIT: 1
- ROUNDS TO WIN: Off
- ROUNDS TO DRAW: Unlimited

(ii) EXTENSIONS

- SUDDEN DEATH TIME EXTENSION: 10 s
- OVERTIME TIME EXTENSION: 3 min

(iii) SPAWNING

- RESPAWN DELAY: 6 s (must be changed manually)
- RESPAWN LINE-OF-SIGHT CHECK: On
- SELF-DESTRUCTION RESPAWN PENALTY: None
- BETRAYAL RESPAWN PENALTY: None

(iv) CONTROLS

- FIXED FOLLOW CAMERA: Off
- MACHINIMA CONTROLS: Off

SANDBOX

(i) LOADOUT

- PRIMARY WEAPON: BR75 (must be changed manually)
- PRIMARY WEAPON AMMO: Default
- SECONDARY WEAPON: None (must be changed manually)
- SECONDARY WEAPON AMMO: Default
- FRAG GRENADES: 2

- PLASMA GRENADES: 0
- DYNAMO GRENADES: 0
- SPIKE GRENADES: 0

(ii) WEAPONS

- WEAPON RACKS/PLACEMENTS: On
- POWER WEAPON PADS: On
- WEAPON PICKUP: On
- WEAPON DROPPING: On
- WEAPON DAMAGE RATIO: Default
- INFINITE AMMO: Off
- BOTTOMLESS CLIP: Off
- TACTICAL RELOAD TIME SCALER: Default
- EMPTY RELOAD TIME SCALER: Default

(iii) GRENADES

- MAX FRAG GRENADES: 0
- MAX PLASMA GRENADES: 0
- MAX DYNAMO GRENADES: 0
- MAX SPIKE GRENADES: 0
- GRENADE PADS/PLACEMENTS: On
- GRENADE PICKUP: On
- GRENADE DAMAGE RATIO: Default
- GRENADE THROW TIME SCALER: Default
- GRENADE DETONATION RADIUS SCALE: Default
- GRENADE IMPULSE SCALER: Default

(iv) MELEE

- MELEE DAMAGE RATIO: Default
- MELEE IMPULSE SCALER: Default

(v) EQUIPMENT

- EQUIPMENT PADS/PLACEMENTS: On
- POWER EQUIPMENT PADS/PLACEMENTS: On
- EQUIPMENT PICKUP: On
- ACTIVE CAMO INTENSITY SCALER: Off
- HOLDING OBJECTIVE DISABLES EQUIPMENT: On

(vi) VEHICLES

- VEHICLE PADS/PLACEMENTS: On
- OPERATE VEHICLE TURRETS: On
- INDESTRUCTIBLE VEHICLES: Off

(vii) CLEANUP

- WEAPON CLEANUP TIMER: Off
- VEHICLE CLEANUP TIME: Off

HUD

(i) SHIELDS & HEALTH

- SHIELDS & HEALTH
- SHIELDS & HEALTH BAR HUD: On
- SHIELDS & HEALTH BAR EFFECTS: On
- HUD DAMAGE INDICATORS: On

(ii) MOTION TRACKER

- MOTION TRACKER: Off (must be changed manually)
- SMART-LINK MOTION TRACKER: Off
- MOTION TRACKER INNER-RING SCALER: Default
- MOTION TRACKER DETECT (FAST-MOVEMENT): On
- MOTION TRACKER DETECT (SPRINT): On
- MOTION TRACKER DETECT (CLAMBER): On
- MOTION TRACKER DETECT (SHOOTING): On
- MOTION TRACKER DETECT (MELEE): Off

(iii) DAMAGE

- DAMAGE
- DAMAGE RESISTANCE RATIO: Default
- HEADSHOT BONUS DAMAGE PROTECTION: Off
- DEATHLESS: Off

(iv) TEAM

- TEAM DAMAGE RESISTANCE: Off
- TEAM DAMAGE RESISTANCE RATIO: 100%

(v) SHIELDS

- MAX SHIELD SCALER: Default
- SHIELD RECHARGE TIME SCALER: Default
- SHIELD RECHARGE DELAY SCALER: Default
- SHIELD VAMPIRISM RATIO: 0%

(vi) HEALTH

- MAX HEALTH SCALER: Default
- HEALTH RECHARGE TIME SCALER: Default
- HEALTH RECHARGE DELAY SCALER: Default
- HEALTH RECHARGE VAMPIRISM RATIO: 0%

MOVEMENT

(i) BASE MOVEMENT

- MOVEMENT SPEED SCALER: Default
- GRAVITY SCALER: Default
- FORWARD/BACK SPEED SCALER: Default
- FORWARD/BACK ACCELERATION SCALER: Default
- STRAFE SPEED SCALER: Default
- STRAFE ACCELERATION SCALER: Default

(ii) SPRINT

- SPRINTING: On
- SPRINT SPEED SCALER: Default
- TIME TO SPRINT SCALER: Default
- SLIDE SPEED SCALER: Default
- SLIDE DISTANCE SCALER: Default
- RELOAD WHILE SPRINTING: Off
- SPRINT RESETS SHIELD RECHARGE DELAY: On
- DAMAGE INTERRUPTS SPRINT: On

(iii) JUMP

- JUMP HEIGHT SCALER: Default

(iv) CLAMBER

- CLAMBERING: On
- CLAMBER SPEED SCALER: Default

BOTS

(i) DIFFICULTY

- BOT DIFFICULTY: Recruit

BOT COUNT

- BOT COUNT (TEAM 1: EAGLE): 0
- BOT COUNT (TEAM 2: COBRA): 0
- BOT COUNT (FFA):

SLAYER

- POINTS PER SLAY: 0
- POINTS PER SELF-DESTRUCTION: -100
- POINTS PER BETRAYAL: -100
- POINTS PER ASSISTS: 0

- POINTS PER DEATH: -100
- HEADSHOT BONUS: 0
- MELEE BONUS: 0
- SPLATTER BONUS: 0
- STICKY BONUS: 0