

**MYTH
WORLD
CUP
2000**

Official Rules

v.1.0

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This document is derived from the materials available on the official MWC web site and is provided as an aid to teams as they make their way through the tournament. However, the Rules as promulgated at the web site are the final authority in all disputes; any discrepancies shall be resolved in favor of the web site materials.

Corrections and suggestions are welcome.

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OVERVIEW

This is a brief summary of the rules and procedures to be used in the Myth World Cup 2000 (MWC2k). *These are not the full rules!* In case of discrepancies between this introduction and the Rules proper, the Rules will take precedence.

We realize that there are a lot of rules. However, it's important that at *least one person from every team should read all of the rules*. That way if a dispute arises, someone will hopefully remember what to do. Note that we mean *all* the rules, not just this overview here.

MWC2k is a Myth II team tournament that includes a Qualifying Round and a Double Elimination ladder. In the Qualifying Round teams will play against other teams in their pool, round-robin style. The top teams from each pool will advance to the Double Elimination ladder. Double Elimination means that a team which loses two matches is eliminated from the tournament. Teams that lose their first match move to a separate bracket to play other teams with one defeat. At the end of the Double Elimination process, two teams will compete in the Grand Final for the 2000 Myth World Cup.

- Prizes** We hope to have prizes for the top teams in the MWC2k tournament. If you know of companies/web sites that would be interested in sponsoring MWC2k, please let us know.
- Be Nice** The MWC2k is intended to provide wholesome, clean carnage. Play nice and have fun. Teams that do not play nice, whether by being offensive or cheating will be severely punished. No exceptions.
- News** The MWC2k web site is the primary source of information for MWC2k. Please check the news page on a regular basis for information that concerns your team. You will be expected to know about anything that has been posted on the news page.
- QR & DE** Each match between two teams will consist of between three and seven games of Myth II. All MWC2k games are scored using a point system (see the other sections for more details). This year, both Qualifying Round and

Double Elimination matches are won by the team that scores more total points in the match.

- Schedule** Every round of matches will be assigned by the MWC2k organizers and must be completed in a set time period. Teams will be responsible for playing one or two matches per week and must provide contact persons who are responsible for match scheduling. Teams should independently schedule and play their matches before the end of the set period if at all possible. However, if the teams cannot agree on a time to play their match during this period, they must field a team at the specified fallback time (usually during a weekend) on bungie.net or else forfeit the match.
- Hosting** In general, teams must provide their own hosts for matches. If teams cannot agree on a host, they will alternate hosting games during the match. Teams are allowed one "free" game restart during a match, which may be used if a player is dropped before the end of planning time. Otherwise, games will continue despite players being disconnected. If an entire team is dropped from a game while all of their opponents remain in the game, the dropped team forfeits the game. If an entire team is dropped from a game and at least one of their opponents has also been disconnected, the game must be replayed. In the event that a host crashes or is disconnected, the game will be replayed (with the teams switching hosting duties) and the team that hosted the first attempt will be penalized 50% of the points earned during the replay. A second host disconnection during the replay will forfeit the game to the team that did NOT host the replay, unless the team that did NOT host wishes to be generous.
- Team Size** Only seven people may play in a game at a time for a given team (14 players max in the game with two empty spaces for MWC staff). Players on a team may rotate in/out of a game before a game starts. Players should use the screen name they gave the MWC staff to ensure proper scoring.
- Judges** Questions about MWC2k Rules and procedures can be directed to the MWC2k judges. You can also refer to the MWC2k Discussion Forum or the MWC2k FAQ.

SCORING FOR TWO-TEAM GAMES			
Game	# Targets	Scoring	Max Pts
Body Count		1/10% enemy destroyed, 1/10% friendly force surviving, 5 for win	25
Last Man on the Hill		1/10% friendly force surviving, 6 for win	16
Territories	6	2/flag, 5 for having more flags	17
Territories	7	2/flag, 5 for victory	19
Territories	9	1/flag, 6 for victory	15
Territories	13	1/flag, 5 for victory	18
Territories	25	2/3 flags (round down, 4 flags is 2 points), 6 for victory	22
Captures	6	2/ball, 5 for having more balls	17
Captures	9	1/ball, 6 for victory	15
Captures	11	1/ball, 5 for victory	16
Captures	17	1/ball, 5 for victory	22
Flag Rally	6	4/flag, 5 for victory	29
Flag Rally	8	2/flag, 5 for victory	21
Flag Rally	9	2/flag, 5 for victory	23
Assassin	10	1/kill, 6 for win	16
Assassin	3	3/enemy target killed, 3/friendly target surviving, 5 for win	23
Stampede	15	1/exited wolf, 5 for win	20
Stampede	20	3/4 exited wolves (round down, 9 wolves is 6 points), 5 for win	20
Capture the Flag		2/6/10/14/18 for contesting with <50%/50%/75%/100%/win	18

SCORING FOR ALLIED GAMES			
Game	# Targets	Scoring	Max Pts
Territories	15	1/flag, 5/3/1 for finishing 1st/2nd/3rd in postgame	23
Last Man on the Hill		1/20% remaining friendly forces out of 200%, 5/3/1 for 1st/2nd/3rd	18
Flag Rally (Venice)	8	1/flag, 5/3/1 for finishing 1st/2nd/3rd in postgame	24

ENTERING

Team Make-up

Teams entering MWC2k must consist of at least four separate individuals, and larger teams are recommended (maximum roster size 16 players). Teams do not have to be members of the same Myth II Order. A single Myth II Order can enter more than one team in the MWC2k, but each player can be a member of only one team. If a person has more than one account on bungie.net, only one of the accounts may be used in the MWC2k tournament. It is not required that all members of a team be present for all matches; however, at least two team members must be present to avoid a forfeit. No more than seven team members may participate in any single game during the MWC2k tournament. If more members are present for a match, they may rotate in and out of games during the match.

Contacts

To enter a team in the MWC2k tournament, read the entry instructions. You will need to provide a wide range of information. Teams must specify two of their members as Primary and Alternate Contact persons and provide valid email addresses for these individuals. These email addresses will be published on the MWC2k web page and will be provided to the Contact persons of other teams so that matches may be scheduled. The Primary and Alternate Contact members are responsible for arranging match times with their opponents and ensuring that team members are present for scheduled matches.

WHO CAN PLAY

- Roster** Each team has a roster. This roster contains between 4 and 16 players. These players are the only ones who can play for that team. If a team has anyone play for them who is not on the roster as seen on the web site, they may forfeit the games in question.
- One Login** *One Player, One Login* is the rule for MWC2k. The only person who may play using a given login is the person who was originally signed up using it. For example, if your bungie.net login is banned, you may not play on an ordermate's login instead.
- One Name** Because MWC2k tracks a lot of statistics between matches, it is important that people play under the same name as they entered the tournament. Please try and get your players to keep the same names.
- Roster Changes** Additions/subtractions to a team's roster can be made by emailing the Tournament Manager with the following information: player's bungie.net name, player's login and a screenshot of the player on bungie.net.
- Whoops** We do appreciate people trying to help out by clarifying the rules for people. However, if there is a problem and someone is infringing the Rules, then by all means tell them what they're doing wrong. Tell us what they're doing wrong too. But if they refuse to change what they're doing, don't get into an argument with them. Vigilante justice solves nothing. Note that if you can find a MWC2k official they may be able to help.

Players in a Game

- Max. Team Size Is Seven** No more than 7 players per team may be in a game. The only exception is teammates who are hosting as neutral observers. At no time should the number of players and hosts combined exceed 15 players in the game, to allow MWC staff and officials access to the game prior to its start. A maximum of 14 players total, 7 per team is the rule. Teams fielding 8 players or more will be subject to review and possible forfeit per decision of the Triumvirate.

Roster Changes (QR)

**Roster
Change
Deadline**

All new players received by Sunday 9pm CDT (Bungie's Time Zone) of a given week will be added to the roster for the following week's matches. Don't assume that just because you've sent an email to us, these people can play on your team immediately. They will have to wait until the next week's matches before they are put up on the roster. Roster changes will not be made after the completion of the QR.

OFFICIALS

The officials responsible for the MWC2k tournament structure, and the primary points of contact for teams, are the Tournament Manager, a Triumvirate of three Judges, and a number of Assistant Judges.

Judges

In case of any rules or scoring dispute, the Triumvirate and Tournament Manager will discuss the issue privately. Any Judges with a conflict of interest (for example if the dispute concerns an order with which the Judge is affiliated) will be disqualified from voting; remaining Judges will vote on the question. In case of a tie, the Tournament Manager will cast a deciding vote.

**Assistant
Judges**

The Tournament Manager and Triumvirate may designate Assistant Judges to help with rules questions and problems that may arise, especially around the deadlines for completion of the early rounds. These Assistant Judges will keep things running smoothly and help to verify that teams show up on time for scheduled matches. Assistant Judges can also answer questions and provide guidance, but their decisions will not be binding unless ratified by the Triumvirate.

**Changes
to Rules**

The MWC2k Rules are subject to change at the discretion of the Triumvirate, to address problems that may arise during the tournament. Such rules changes will not be retroactive.

CONDUCT AND ETIQUETTE

- Be Nice** The MWC2k tournament is intended to promote friendly competition in a fun atmosphere. All participants should remember to be polite and civil at all times. While a certain amount of “trash-talk” can enhance the enjoyment of competition for some people, please remember that tastes differ and what one person finds amusing may be found offensive by others.
- No Cussin’** All participants should adhere to the Rules of bungie.net at all times (www.bungie.net/bna/rules.html). The Conduct of participants is of particular importance during matches, and on the MWC Forum. Other participants should be treated with respect at all times. Use of excessive swearing (we know it when we see it, and so do you) or flaming is prohibited. Violation of these rules may result in penalization or expulsion from the tournament at the discretion of the Tournament Manager and Triumvirate.

TOURNAMENT STRUCTURE

MWC2k consists of two phases. In the first phase (the Qualifying Round, or QR), teams will be seeded into pools of five-to-seven teams. The pools will be named after different Myth II cities and city teams (e.g. “Muirthemne Vets” and “Scales Irregulars”). Over the course of the QR, each team will play a match against every other team in their pool, round-robin style. After the completion of the QR, a number of teams from each pool will advance to the second phase, the Double Elimination (DE) ladder. The exact number of teams to advance will depend on the number of participants in the tournament. During the DE ladder, teams will be paired against other teams to play one or two matches per week. Winners continue to advance up the ladder to play against other undefeated teams in the “Top Bracket,” while losers move to a parallel “Bottom Bracket” to compete against other teams with one defeat. In subsequent rounds, newly-defeated teams move to the Bottom Bracket, while teams that lose a match in the Bottom Bracket are eliminated from the tournament. At

the conclusion of the DE phase, the MWC2k championship will be decided in a Grand Final between the winners of the Top and Bottom Brackets.

More detailed information can be found in the Qualifying Round and Double Elimination Rules.

About Seeding

Seeding is the process of ranking competitors according to their approximate skill level to facilitate a roughly even distribution of ability in the initial population of pools or elimination brackets. The number 1 seed is, in a sense, the “favorite” to win the tournament. The phrase “higher-seeded team” refers to the team that was initially ranked (or seeded) higher than the other. For example, when comparing the number 1 seed and the number 12 seed, the number 1 seed is the higher-seeded team.

Seeding will be used to distribute teams into pools for the Qualifying Round. The results of the Qualifying Round will be used to re-seed the teams that survive the Qualifying Round and populate the Double Elimination Ladder.

QUALIFYING ROUND

Picking the QR Pools

Each team entering MWC2k will be assigned a “Trow rating” upon signing up. Teams will be listed alphabetically and by the number of trow they have. Thus, teams with four trow are listed in alpha order, after them teams with three trow are listed in alpha order, then teams with two trow, and lastly teams with one trow.

Teams will be placed then be placed into pools using this list. Since there are 16 pools of 6 teams each, teams #1, 17, 33, 49, 65, and 81 will be in one pool; seeds #2, 18, 34, 50, 66, and 82 will be in the next pool, and so on.

Each team plays one match against every other team in their pool. They have three weeks to do so; one match in the first week, two in the second and third weeks.

Wins and Ties in QR

Each QR match will consist of three games. The winner of each game in the QR is determined by which team scores the most points in that game. If both teams score the same number of points in a game, the game is a tie. The winner of a QR match is the team that scores the most points in the match. If the number of total points is equal, the match is scored as a tie.

QR Points

Each team has their average points calculated over all matches in the QR except those which they won by forfeit (matches lost by forfeit are included in the average). This average points value is used for resolving ties in DE advancement and seeding.

DOUBLE ELIMINATION

DE Seeding

After the completion of the QR, the teams in each pool will be ranked according to the number of matches they won during the QR. A tie counts as 0.5 wins. Ties in the number of matches won will be resolved in favor of teams with higher average points scored during the entire QR (see the QR rules for the definition of how this value is calculated). Any ties that remain will be resolved in favor of the team that won the head-to-head match between the teams. If this is still insufficient, the tie will be resolved in favor of the team with the higher seed value.

Who Advances

The four (this number may change, since we're counting on 16 pools of 6 teams) highest-ranked teams in each pool will advance to the DE ladder. There will be no "wildcard" spots.

DE Seeding

All teams advancing from the QR to the DE ladder will be ranked according to the procedure given above for resolving ties in the QR pools. Each team advancing from the QR to the DE ladder will be assigned a seed value based on this ranking. (The team with the best record will be the number 1 seed, and so on.) The seed value determines where each team begins in the DE brackets. Note that higher-seeded teams will have easier draws (they will play against lower seeds) during the early DE rounds, so it's advantageous to do as well as possible during the QR.

How DE Works

In the DE ladder system, a team that loses two matches is eliminated. All teams begin with no losses in the Top Bracket. All matches in the Top Bracket are five games long. After each round of matches, the defeated teams from the Top Bracket move to the Bottom Bracket where a second loss means elimination from the tournament. The teams in the Bottom Bracket play matches of three games to eliminate half their number (the "Winnowing Round") and then are matched up against newly-arriving teams that have just suffered their first loss (the "Elimination Round"). Note that after the second round, teams in the Bottom Bracket must play two matches per week in order to keep pace with the undefeated bracket.

To decrease the likelihood of playing the same opponents twice in quick succession, thanks to a loss in the top bracket, the relegation formula $x_{\text{new}} = (13 * x + 7) \text{ mod } \text{num_matches}$ will be used (per MWC99). Check out the Bottom Bracket page on the web site to see how it works.

Winners in DE

Each DE match will consist of five games (in the Top Bracket) or three games (in the Bottom Bracket). The winner of a DE match is the team that accumulates the most total points during the match. In the event of a tie, the team that won more individual games in the match (by scoring more points than their opponent in that game) is declared the winner. If there is still a tie, the higher-seeded team shall be declared the winner.

GRAND FINAL

GF 01

After the conclusion of the DE ladder, there will be one undefeated team in the Top Bracket (the Champions) and one team with exactly one defeat in the Bottom Bracket (the Challengers). These two teams will meet in the Grand Final, which will consist of seven games. The winner of the Grand Final is the team that accumulates the most points in the seven games of the match. If both teams accumulate the same number of points, the team that won more individual games in the match is the winner. If there is still a tie, the teams will play a single tiebreaker game to determine the winner of the match.

GF 02 If the Grand Final is won by the Champions, they will have proven themselves the undisputed champion of the tournament and will be awarded the 2000 Myth World Cup. However, if the Challengers win the match then both teams will have one defeat on their record and the match will proceed to the Sudden Death Final, a series of games to be played immediately after the Grand Final.

Sudden Death In the Sudden Death Final, each team will alternately choose a game/map combination to be played, with the Champions choosing the first game. Any game/map combination that has been played in prior rounds of MWC2k may be selected, but once a map/game combination has been selected in the Sudden Death Final it cannot be selected again. The first team to win two consecutive games is declared the winner and will be awarded the 2000 Myth World Cup.

Ultimate Sudden Death If neither team has won two consecutive games after ten games have been played in the Sudden Death Final, the Triumvirate will select a single game as the Ultimate Sudden Death game. The winner of this single game will be awarded the 2000 Myth World Cup.

An example Sudden Death Final series might be:

- Champions pick Desert LMOTH, 10 minutes
- Champions win.
- Challengers pick Clash Flag Rally, 10 minutes
- Challengers win.
- Champions pick Venice Flag Rally (2v2 Allies), 12 minutes
- Champions win.
- Challengers pick Drowned Empire LMOTH, 10minutes
- Challengers win.
- Champions pick Lichen Terries, 14 minutes
- Challengers win.

In this example the Challengers win the series and the 2000 Myth World Cup.

MATCH SCHEDULING

QR Scheduling

Contacts During the three-week-long Qualifying Round, teams will be responsible for playing one or two matches per week with other teams from their pool. MWC2k team captains or lieutenants should contact their opponent via email as soon as matches for each pool are posted. This information is accessible from each team's page. Due to the large number of matches involved and associated difficulties in scheduling, teams are strongly encouraged to contact each other to schedule and play their matches independently. You may also wish to use the forums.

Fallback Time Each match will be assigned a fallback time. These fallback times will be assigned in an attempt to accommodate both teams, however this is not always possible. Please try to schedule your match yourselves, as this will eliminate the need to show at a strange fallback time. If your team absolutely cannot make the fallback time shown and must play early, please email the Tournament Manager so that we know your team's typical playing time.

Forfeits and Partial Matches If the match has not been played before the fallback time, then it will be played on bungie.net at that assigned time. A MWC2k Judge or Assistant Judge will be on hand at this time and place to verify that both teams show up for the scheduled match, if results have not been submitted prior to this deadline. If one team is not present, the match will be forfeited to their opponent. If neither team is present, the match will be forfeited to the higher-seeded team. There will be *no grace period* after the assigned time before a forfeit is declared; teams should ensure they arrive early to avoid forfeiting their match. All games in a match must be played in one session; if a team leaves with a match partially completed they will forfeit any uncompleted games.

DE Scheduling

Contacts Each round of the DE ladder will take one week, beginning on Monday and ending on the following Sunday. During this time, each team will be responsible for playing one or two matches per week with other teams.

Team contacts should notify their opponents via email or the forum of when they would like to play. Contact addresses are listed on the Teams pages. Each match will have an assigned fallback time and place on bungie.net; however, due to the large number of matches involved and associated difficulties in scheduling, teams are strongly encouraged to schedule and play their matches independently.

The fallback routine is identical to that for QR scheduling.

**Appeals
for More
Time**

Because the results of matches are needed to determine the pairings for future rounds, and due to the necessity of reviewing match reports and game films, the match deadlines will be strictly enforced. Teams encountering exceptional circumstances may appeal to the Triumvirate for a brief extension, but there is no guarantee that the Triumvirate will be able to accommodate your request. In no event will such an extension exceed 24 hours.

Top Bracket Scheduling

Deadline

Teams that have no defeats play in the “Top Bracket” of the DE ladder against other teams with no defeats. These teams will be matched together and will have one week to play a match of five games. The winner of the match advances to the next round of the top bracket, while the loser moves to the “Bottom Bracket” to face other teams with one loss. All of a week’s Top Bracket matches must be completed *and submitted* by Monday 2:00 a.m. Central Time.

Bottom Bracket Scheduling

Deadline

Teams that have one defeat play in the “Bottom Bracket” of the DE ladder against other teams with one defeat. Teams in the Bottom Bracket must complete two matches per week, each match consisting of three games. A loss in a Bottom Bracket match means elimination from the tournament. Bottom Bracket matches are of two types: Elimination and Winnowing. Elimination matches pair survivors from the last round of the Bottom Bracket against the losers of the last round of the Top Bracket. Winnowing matches pit survivors of the Elimination against each other to reduce their numbers. All of a week’s Elimination matches must be completed *and sub-*

mitted by Saturday 2:00 a.m. Central Time. All of a week's Winoing matches must be completed *and submitted* by Monday 2:00 a.m. Central Time.

SUBMITTING RESULTS

Game Reports Both teams should submit match results to MWC2k officials upon completion of the match via email. Results emails should include the names of the teams participating, the date and time that the match was played, the match code (which will be provided by the Triumvirate as part of the match assignment), the scores of each game played, films of all games played in the match, and notes on any scoring disputes or other irregularities. In the case of a discrepancy in the scores or other data reported by the teams that participated in a match, the decision of the Triumvirate will be final.

Films All films should be attached uncompressed, in MIME encoding (not base64, please).

Film Reviews MWC2k officials will process the results emails as soon as possible, in order to get the results up on the web site in a short period of time. Because of the burst nature of results (all the results will probably arrive at once, at the end of the week), matches will probably not be reviewed until a few days after they are posted.

The MWC2k staff will be picking a Match of the Week and Play of the Week; if there's something cool in your films, or you just think it was a great match, please say so in the results email! This will probably also help your match be reviewed early.

Include screenshots if you want and have the time; also, if you want to write up a mini-review of the match, or just have some comments that you'd like to add to our review, send them in as well.

=====

Subject: MWC2k Results: WK15, vv vs mcc
Date: Wed, 5 July 2000 14:07:27 +1200
From: Jane Done (jd@here.there)
To: MWC2k Results (stinger@mac.com)

Hi guys!

Enclosed are the results from the match that we recently played for MWC2k. We had a blast, thanks for organising such a great tournament!

Match DW15, Qualifying Round, Dwarf Pool
Vae Victus vs Madrigal Chamber of Commerce
Played at Wednesday 5 July 2000, 9pm CDT

Game 1 (Cracks Terries): VV win, 12-5
Game 2 (Empire FR): MCC win, 29-16
Game 3 (Desert Stampede): MCC win, 14-0

Result: mcc win, score 48-12.

Check out great guerrilla warfare on the part of VV in the first game, and a nice pus+satchel attack by MCC ghol's in the second game. But the coolest part of the whole match has to be VV's attempt at the Aerial Dong Bomb in the third game (do they think they're Civil Order?). They messed that up. ;-) We think it's a blunder of the week for sure. Screenshots attached.

Films are also attached, uncompressed.

- Jane

=====

PROBLEMS

Grace Period

There will be a five-minute grace period between games to allow time for disconnected players to return, to wait for additional team members to arrive, and to allow strategy discussion between team members. If both teams agree this five-minute grace period can be ignored or cut short. However, after five minutes have passed the next game should begin.

Forfeits

Scoring Forfeits

If a game is forfeited due to a team not showing up for a match with at least two members, the winning team receives the maximum possible point total achievable in the game and the forfeiting team receives no points. (The maximum totals are explicitly stated in the rules on scoring for each game type.) If a match is forfeited, the winning team receives points for forfeits of all games in the match. Note that the number of points gained in forfeited matches is not at all important, as they are never used (the average-points value used for seeding the first double-elimination round does not include matches won by forfeit).

Declaring Forfeits

Forfeits can only be declared by a MWC2k Judge or Assistant Judge, and only at the officially scheduled match deadline. If teams fail to show up for an independently scheduled match time, there is no penalty and the teams should both turn up at the fallback match time. Such inconsiderate behavior is strongly discouraged.

Incomplete Matches

If a team leaves a match before all games have been completed, they receive no points and their opponent receives points equal to the maximum possible points that could have been scored in any games that were not completed.

Hosting

Who Hosts

The members of both teams present for a match should try to agree on a player to host the match. If agreement cannot be reached, the higher-seeded team will provide the host for the first game. After the first game, the teams will alternate hosting duties unless both teams agree to retain the current host for subsequent games.

Neutral Hosts

The use of non-playing (neutral observer) hosts is encouraged but not required. However, non-playing hosts must be sponsored by one team or the other, to determine possible penalties after a host drop. If the neutral host is furnished by a team, that team is responsible for the host. If a third-party host is used, one of the participating teams must assume responsibility for the host before beginning play.

It is possible that during the later rounds of the tournament, the Triumvirate may provide high-bandwidth neutral hosts. In this case neither team

is responsible for sponsoring the host, and it is assumed that all host disconnections will be sanctioned.

Out of Sync (OOS)

One Replay for OOS

If any game should go out of sync, that game shall be replayed with no penalty to any team as if the out of sync game had never occurred, unless both teams agree to continue playing. If there is a disagreement as to whether or not the game should be replayed, go ahead and replay it. If at the end of the replay one team feels that the first game should count, they are welcome to submit it, along with the replay, to the MWC2k officials for review. If the MWC2k officials decide that the first game was decided before the OOS occurred, it will count, and the replay will be thrown out. If not, the replay will stand.

OOS Review

If the replay game also goes out of sync, the game will not be replayed again. Teams should submit the film of the replayed OOS game with their results. The Triumvirate will watch the film of the game on a neutral "reference computer" and make a ruling which may or may not be based on the outcome of the film.

Should the Triumvirate determine that any team/player is intentionally causing games to go out of sync, that player and their team will forfeit all games and matches and be immediately expelled from the tournament.

Disconnections

Defined

In these rules, the term "disconnect" refers to a player leaving the game for whatever reason (connection failure, system crash, or pressing the quit button). No malicious intent is implied by the term. The term "host disconnect" refers to the host (whether player or not) prematurely ending the game for whatever reason without the prior consent of both team captains.

"Drops"

Intentionally disconnecting from games completely violates the spirit of competitive online gaming. Should the Triumvirate determine that any team/player is intentionally dropping games or matches to gain an advantage, that player and their team will forfeit all games and matches and be immediately expelled from the tournament.

Player Disconnections

Player Drops

As long as a team has players remaining in a game, the game will continue. (Exception: a team may demand one restart during a match if a player fails to load or is disconnected during planning time; see below.)

Team Drops

If all players on a team disconnect from the game, and all original players from the opposing team are still present in the game, the disconnected team loses the game and scores no points, and the remaining team wins the game and receives the maximum possible points for the game.

Replay

If all players on a team disconnect from the game, and at least one player from the opposing team has also disconnected, the game does not count and must be replayed with a different host (unless both teams agree to continue using the same host).

Incorrect Settings

Get Them Right

Teams should try and get the game settings right. Check that everything is all okay before you hit the ready button. It's much easier to change things before the game is started.

You Can't Play Your Own Tourney

A match must be played on the maps and games that are specified in the Rules. You can't agree between you to play another map or another game; it doesn't work that way. Any films submitted on incorrect maps or games will be ignored, and neither team will receive any points.

Games should be played with the right planning time and game time settings. If anyone notices that these time settings are wrong during planning time or within the first two minutes of the game, they should call for a restart (see the next section). However if this is not noticed until later in the game, or possibly even until after the game, then no restart will be entered into.

Restarting

PT Restarts

Each team has the right to demand that a game be aborted and restarted during planning time (PT) if one or more of their players is disconnected or lags out before the end of planning time (this includes players failing to load). Because crash-related disconnections may cause the other comput-

ers to believe that the player is still in the game, an unresponsive player is sufficient grounds for a restart. Only one restart of this nature is permitted per team per match. The restart must be requested within one minute of the end of planning time; teams may not decide to restart a match after it is nearly over! After a team has received one such restart, additional restarts are allowed only if agreed to by the opponent (see below).

**Mutual
Consent**

At any time during a game, for any reason, both teams may agree to a restart by Yelling to each other. If both team captains agree to the restart, the host will abort the game with no penalty and it will be replayed.

**OOS and
Mesh
Holes**

Games with errors such as balls falling through the mesh or Out of Sync (see above) shall be aborted and replayed with no penalty to either side *unless* it is determined by the Triumvirate that this error was caused intentionally by a team. In this case the offending team will forfeit all matches and be immediately expelled from the tournament. Teams suspecting that such irregularities were deliberately caused should submit films and an explanation to the Triumvirate along with their match results.

Host Disconnects

If the host of a game disconnects during the game for reasons other than those described above under "Restarting a Game" the game must be replayed. The team that did not provide/sponsor the offending host may assume the hosting duties for the replayed game and any subsequent games if they so desire.

**Host
Drop
Penalty**

After the replay is complete, the team that provided/sponsored the original disconnecting host is penalized by forfeiting 50% (round up) of the points they accumulated during the replayed game. If this results in their point total being less than that of their opponent, they receive a loss for the game and their opponents receive a win, regardless of the original outcome of the replayed game. If after the adjustment the point totals are exactly equal, the game is scored as a tie. For example, order A hosts order B, but the host disconnects during play. Order B hosts the replay, in which A scores 15 points and B scores 8. Order A then forfeits 8 points (50% of 15 rounded up) so the final score of the game is 15 - 8 = 7 to 8 and order B is ruled the winner of the game.

If a second unsanctioned host disconnection occurs during the replay of the game, no further replays will be attempted (simply for time considerations). The team that provided/sponsored the host of the disconnected replay game receives 0 points and a loss for the game, while their opponent receives a win and 50% (round up) of the maximum possible points for the game type. The opponent of the offending team can also assume hosting duties for any subsequent games in the match if they so desire.

FREQUENTLY ASKED QUESTIONS

This page provides a list of Frequently Asked Questions about MWC2k. If your question is not in the FAQ, ask it on the MWC2k Discussion Forum. If you do not receive a reply there, try emailing the Triumvirate directly.

- Q** My order is too small to field a full team. Can we combine with someone else to make a MWC2k team?
- A** *Yes. Although one of the rules for the bungie.net Tournament Circuit has traditionally been that each team has to be made up of a single Bungie-registered order, we asked Bungie about this and they said "The original rule was designed to promote orders in general and as long as that goal is accomplished, the spirit of the rule, if not the letter, is supported." So go for it.*
- Q** Why not use the built-in Myth scoring system?
- A** *For many game types, the Myth scoring system does not provide a spectrum of possible outcomes (e.g. in Assassin or Last Man on the Hill you either win or you lose, and in Capture the Flag ties are common). Also, many game types that have such a spectrum (Territories and Captures) can lead to ties that Myth treats as victories/defeats. The MWC2k scoring system was devised to remedy these problems and to make all game types worth roughly the same amount in competition.*
- Q** Why Double-Elimination?
- A** *In a Single-Elimination tournament, many teams are eliminated early. In the double-elimination format all participants remain until they are defeated twice, meaning more matches and hopefully more fun for everyone!*
- Q** How does Double-Elimination work?
- A** *The Top Bracket (for undefeated teams) works just like a standard elimination ladder: teams play matches with the winner advancing to the next round until only one team remains undefeated. The difference is what happens to teams*

that lose a match in the Top Bracket: instead of being eliminated from the tournament, they move to the Bottom Bracket. The Bottom Bracket is also a ladder, and one in which a loss means elimination from the tournament. However, since new teams are arriving in the Bottom Bracket after each Top Bracket round, the Bottom Bracket must play matches twice as often to make room. This is why the Bottom Bracket matches are only 3 games long. Once only one team remains in each of the Top and Bottom Brackets, these two survivors advance to the Grand Final.

Q Why so many rules?

A *It's important to make things as clear as possible so that during the tournament disputes can be resolved quickly and fairly. Trying to close all possible loopholes and combat cheating or exploitative behavior often requires a lot of rules. Check out the Rules Overview if you want a summary of the main points.*

Q Will the Judges be playing in the MWC2k tournament?

A No.

Q What happens if a Judge is a member of an order involved in a Rules dispute?

A *Judges will not vote on questions directly affecting teams to which they are affiliated.*

Q Why is the Capture the Flag scoring so complicated?

A *Because CTF's normal scoring system is so oriented towards win/lose gameplay (with no degree of variation), a lot of effort has been invested in our CTF scoring system, and we have come up with a set of rules that we feel reward aggression and strong play. Otherwise, teams with a lead in a match could camp on their flag to guarantee a tie, which is boring.*

Q Why do some game types award points according to how much of your army survives?

A *Again, this is to provide a broader spectrum of possible results. The idea is that achieving the game objectives while taking only 10% losses is a better showing than achieving the same objectives while taking 75% losses. It also helps differentiate a close game from a total pummeling.*

Q Why don't you provide fast hosts for all MWC2k games?

A *Because of the sheer number of matches that must be played. During the qualifying round almost a hundred matches will be played per week. Lining up hosts for that many matches just isn't practical. If possible, in later rounds fast hosts may be provided.*

- Q** If teams are responsible for scheduling their own matches, why have a separate deadline?
- A** *Otherwise teams that can't agree on a match time could drag the process out indefinitely. The MWC2k tournament structure requires that all matches be completed in a timely manner so that future matches can be determined.*
- Q** Why are Double-Elimination matches decided based on points rather than on games won?
- A** *Because it allows a come-from-behind win by a team that loses the first two or three games, and because it makes a dominating win worth more than a narrow victory.*
- Q** Why so many different game types
- A** *The MWC2k tournament is intended to identify the best all-around team. That means being able to do well at a wide variety of different game types, as well as being able to adapt to new situations*
- Q** Why are the Top Bracket matches 5 games long and the Bottom Bracket matches only 3 games long?
- A** *After the first couple of rounds, teams in the Bottom Bracket must play two matches every week while the Top Bracket teams only play one match. This keeps the numbers of games played per week roughly equal for teams in either bracket.*
- Q** Why is a team whose host legitimately crashes during a game penalized 50% of their points during the replay?
- A** *Since it's impossible to be sure when a host disconnection is legitimate, there needs to be a substantial penalty to deter potential abusers. The risk of incurring this penalty through an accident is offset by the advantage gained due to the host's not having any lag*
- Q** Why must neutral hosts be "sponsored" by a team, and why is that team penalized if the host crashes?
- A** *Because it's impossible to know for certain if a "neutral" host is in fact neutral or is in cahoots with a team and ready to disconnect if that team starts to lose. Yes, we have suspicious minds. But that's a good thing.*
- Q** Why are tied matches in the DE rounds awarded to the higher-seeded team rather than using a tiebreaker game or some other system?
- A** *Teams may not realize they are tied if they miscalculate their point totals, and so won't know a tiebreaker is necessary. We think we're unlikely to see any tied matches in any event. Also, this provides an added incentive to do as well as possible during the QR (to get a good seed).*

- Q** My opponents didn't show up at the time that we arranged! Do they forfeit?
- A** No, because an MWC2k official has to be on hand to determine any forfeits. You will have to turn up at the assigned fallback time. (Why do we do this? Because the alternative is trying to figure out which team got the time wrong, and that requires sorting through email correspondence etc., which is just silly.)
- Q** You suck! You screwed up my order's registration information!
- A** Yes, we do suck. We're sorry. But in our defense, we've been working long hours processing those registrations and mistakes do happen.
- Q** Where can I get a screenshot program?
- A** If you have a Macintosh, try Snapz Pro from Ambrosia Software. If you have a PC, try HyperSnap-DX from Hyperionics. If you have a special 3D card (e.g. 3DFX voodoo1/2) you may need a program that takes shots directly from the card.
- Q** Why did you pick BC as a game type?
- A** Because it's an important part of the complete Myth experience. And besides, it can be fun and exciting if played between two skilled orders
- Q** Then why no Raid?!
- A** Because while Raid is a part of the complete Myth experience, it shouldn't be. :)
- Q** Do we have to have v1.3 to play?
- A** Yes, you must be using version 1.3 to play in MWC2k
- Q** Why only 16 players per team?
- A** We're only allowing 16 players to a team because of the vast amount of information we're tracking. Allowing any one team to have more than 16 would be favoritism, and would end up a large disaster.
- Q** How many players can play in a game?
- A** Each team is allowed to use only 7 players at a time.
- Q** But what if the other team has only 6? Can we field 8?
- A** No. This is unfair to the team you are playing, and to other teams that find themselves up against a full 7 man team. Teams fielding 8 or more players will be subject to review and possible forfeit per order of the Triumvirate.

SCORING

Myth II v.1.3 All participants in MWC2k must be using the latest version of Myth II (currently 1.3 or 1.3.1). Updaters are available at bungie.net.

All MWC2k games are scored by looking exclusively at the postgame stats screen (as this is available from a film file), unless otherwise noted. There are a few exceptions, so if you're not sure, look at the postgame stats.

Point System

All games in MWC2k are scored using a point system. Each game type has a different system for awarding points, based on different accomplishments during the game. The winner of a game is the team that scores the most points in that game. Points scored during the Qualifying Round matches are used to assist in seeding the DE ladder (see the section on Tournament Organization for more information). Once the DE phase begins, points are used only to determine the winners of matches. Teams should be sure to understand how points will be awarded for the games in a match before they play.

Scoring Fractions

Some of the scoring rules depend on fractions, e.g. in Territories a team might receive two points per 3 flags that they own, or 1 point per 10% of their force remaining. In all such cases, the points awarded are rounded down. Thus a team with 5 flags in Territories has 3 + 2 flags; they receive two points for their set of 3 flags, and no points for their set of 2 flags.

Elimination

Winner Takes All

In most MWC2k games, points are awarded for control or tagging of flags and balls at the end of the game. In any of these types of games, if the game ends due to the complete elimination of one force, the victorious force receives credit for tagging or control of all flags/balls in the game, regardless of whether or not they actually tagged or controlled them when the game prematurely ended.

Ball Handling

Balls Must Be in Reach

In general, balls may be pushed by units anywhere on the mesh without restriction. However, using explosives or other means to put balls out of reach of all units available on a mesh is forbidden (“de-meshing a ball”). Using explosives to move balls is allowed, but if the ball lands in an uncontested position (in the opinion of the Triumvirate) the ball will be judged to be uncontrolled (if the Triumvirate judges the infraction was accidental) or to be captured by the opposing team (if the Triumvirate judges the infraction was intentional).

Clarified

[A further clarification was offered by Moridin in the MWC Forum:]

What that means basically is this: You can put balls anywhere on a map you want, so long as at least one unit type that is on that map can still walk within contesting range of the ball. So, you can use souls to put balls on a hill, but you couldn't use dorfs to move it to where souls can no longer get close enough to contest.

Special Case

There is a special case on Keep Across the River TFL Dark where we will be limiting where you can push the balls in captures, due to the unique unit set of the map (spiders, in particular). The SE and NW corners behind the forts in are considered off the mesh, and thus any balls there will be out of play. Any ball pushed into this location will be judged to be uncontrolled (if the Triumvirate judges the infraction was accidental) or to be captured by the opposing team.

“Infinite” Sudden Death

Stalemate

It is possible for sudden death to be extended indefinitely (e.g. by a stygian knight/soulless face-off). If this occurs, the game can be ended by mutual consent of both teams by Yelling to each other. One team should withdraw to allow the game to end normally. Credit for items (balls, flags) that were contested to perpetuate the sudden death is divided evenly between the teams. Items that happened to be contested briefly during SD, but which were not part of the standoff, will not be divided. If the teams cannot mutually agree to end the game, after five minutes of

unproductive sudden death have elapsed, any team's captain may Yell that they are asking for a division of the balls and withdraw to end the game. The Triumvirate will review the film and if the Triumvirate agrees that the standoff was genuine, credit for the balls will be divided. Otherwise, the results of the film will stand.

TWO-TEAM SCORING

Body Count

All MWC2k Body Count games will be scored as follows:

- Each team receives 1 point for each 10% of the enemy force destroyed at the end of the game.
- Each team receives 1 point for each 10% of the friendly force remaining at the end of the game.
- The team that scores more damage using the postgame stats receives 5 bonus points and the win. If no damage is scored by either team, or if the damage scored by both teams is exactly equal, the game is a tie and no bonus points are awarded.

The maximum score possible in a Body Count game is 25.

Last Man on the Hill

All MWC2k Last Man games will be scored as follows:

- Each team receives 1 point for each 10% of the friendly force remaining at the end of the game.
- The team that controls the flag at the end of the game receives 6 bonus points and the win. If neither team controls the flag at the end of the game, the game is a tie and no bonus points are awarded.

The maximum score possible in a Last Man game is 16.

Territories/Captures (6)

All MWC2k Territories and Captures games on maps with 6 flags or balls (e.g. The Desert Between Your Ears) will be scored as follows:

- Each team receives 2 points for each flag/ball controlled at the end of the game.
- The team that controls more flags/balls at the end of the game receives 5 bonus points and the win. If both teams control the same number of flags/balls at the end of the game, the game is a tie and no bonus points are awarded.

The maximum score possible in a 6-flag Territories or 6-ball Captures game is 17.

Territories (7)

All MWC2k Territories games on maps with 7 flags (e.g. Caer Cadarn) will be scored as follows:

- Each team receives 2 points for each flag controlled at the end of the game.
- The team that controls more flags at the end of the game receives 5 bonus points and the win. If both teams control the same number of flags at the end of the game, the game is a tie and no bonus points are awarded.

The maximum score possible in a 7-flag Territories game is 19.

Territories/Captures (9)

All MWC2k Territories and Captures games on maps with 9 flags or balls (e.g. Clash in the Cloudspine) will be scored as follows:

- Each team receives 1 point for each flag/ball controlled at the end of the game.
- The team that controls more flags/balls at the end of the game receives 6 bonus points and the win. If both teams control the same number of flags/balls at the end of the game, the game is a tie and no bonus points are awarded.

The maximum score possible in a 9-flag/ball Territories or Captures game is 15.

Captures (11)

All MWC2k games of Captures on maps with 11 balls (e.g. Calm Before the Storm) will be scored as follows:

- Each team receives 1 point for each ball controlled at the end of the game.
- The team that controls more balls at the end of the game receives 6 bonus points and the win. If both teams control the same number of balls, the game is a tie and no bonus points are awarded.

The maximum score possible in an 11-ball Captures game is 17.

Territories (13)

All MWC2k games of Territories on maps with 13 flags (e.g. Lichen Unto Death) will be scored as follows:

- Each team receives 1 point for each flag controlled at the end of the game.
- The team that controls more flags at the end of the game receives 5 bonus points and the win. If both teams control the same number of flags at the end of the game, the game is a tie and no bonus points are awarded.

The maximum score possible in a 13-flag Territories game is 18.

Territories (25)

All MWC2k games of Territories on maps with 25 flags (e.g. Drowned Empire) will be scored as follows:

- Each team receives 2 points for every 3 flags controlled at the end of the game. No partial points are awarded for a set of less than 3 flags, e.g. 8 flags = 3 + 3 + 2 flags = 4 points.
- The team that controls more flags at the end of the game receives 5 bonus points and the win. If both teams control the same number of

flags at the end of the game, the game is a tie and no bonus points are awarded.

The maximum score possible in a 25-flag Territories game is 21.

Flag Rally (6)

All MWC2k games of Flag Rally on maps with 6 flags (e.g. Dead of Winter) will be scored as follows:

- Each team receives 4 points for each flag tagged by the end of the game.
- The team that wins the game according to the postgame stats receives 5 bonus points and the win, unless neither team tags any flags, in which case the game is a tie and no bonus points are awarded.

The maximum score possible in a 6-flag Flag Rally game is 29.

Flag Rally (8)

All MWC2k games of Flag Rally on maps with 8 flags (e.g. Clash in the Cloudspine) will be scored as follows:

- Each team receives 2 points for each flag tagged by the end of the game.
- The team that wins the game according to the postgame stats receives 5 bonus points and the win, unless neither team tags any flags, in which case the game is a tie and no bonus points are awarded.

The maximum score possible in an 8-flag Flag Rally game is 21.

Flag Rally (9)

All MWC2k games of Flag Rally on maps with 9 flags (e.g. Shuffle off this Mortal Coil) will be scored as follows:

- Each team receives 2 points for each flag tagged by the end of the game.
- The team that wins the game according to the postgame stats receives 5 bonus points and the win, unless neither team tags any flags, in which case the game is a tie and no bonus points are awarded.

The maximum score possible in an 9-flag Flag Rally game is 23.

Assassin (3)

All MWC2k games of Assassin on maps with 3 assassin targets (e.g. The Great Divide) will be scored as follows:

- Each team receives 3 points for each enemy target killed by the end of the game.
- Each team receives 3 points for each friendly target that survives to the end of the game.
- The team that wins the game according to the postgame stats receives 5 bonus points and the win, unless neither team kills any targets, in which case the game is a tie and no bonus points are awarded.

The maximum score possible in a 3-target Assassin game is 23.

Assassin (10)

All MWC2k games of Assassin on maps with 10 assassin targets (e.g. The Desert between your Ears...) will be scored as follows:

- Each team receives 1 point for each enemy target killed by the end of the game.
- The team that wins the game according to the postgame stats receives 6 bonus points and the win, unless neither team kills any targets, in which case the game is a tie and no bonus points are awarded.

The maximum score possible in a 10-target Assassin game is 16.

Stampede (15)

All MWC2k Stampede games with 15 targets will be scored as follows:

- If neither team gets any animals to the goal, the game is a tie and nobody gets any points.
- Otherwise, the team who enters the most wolves receives 5 bonus points. In the event of a tie (e.g. 6 wolves to 6), the team that entered their wolves first gets the bonus points. Note: do not refer to postgame stats for scoring, they are inaccurate in certain situations.

- Each team receives 1 point for every wolf of theirs that safely transports out (per stats).

The maximum score possible in Stampede is 20.

Stampede (20)

All MWC2k Stampede games with 20 targets will be scored as follows:

- If neither team gets any animals to the goal, the game is a tie and nobody gets any points.
- Otherwise, the team who enters the most wolves receives 5 bonus points. In the event of a tie (e.g. 6 wolves to 6), the team that entered their wolves first gets the bonus points. Note: do not refer to postgame stats for scoring, they are inaccurate in certain situations.
- Each team receives 3 points for every 4 wolves they manage to get into the goal. Numbers in the goal are rounded down for scoring purposes (e.g. 5 wolves in is 3 points, 3 wolves in is 0 points).

The maximum score possible in Stampede is 20.

Capture the Flag

All MWC2k Capture the Flag games will be scored as follows:

- Each team receives one bonus award from the following list (the largest award for which the team qualifies):
- 0 points if the enemy flag is never contested.
- 2 points if the enemy flag is contested by any unit.
- 6 points if the enemy flag is contested by a force at least 50% as strong as the flag's defenders.
- 10 points if the enemy flag is contested by a force at least 75% as strong as the flag's defenders.
- 14 points if the enemy flag is contested by a force stronger than the flag's defenders.
- 14 points if the enemy flag is captured but then lost again, or if flags are swapped.

- 18 points for a win, where one team owns both flags (or eliminates the enemy team).

The maximum score possible in Capture the Flag is 18.

The determination of relative strength of attackers and defenders for purposes of the bonus awards made in Capture the Flag and Balls on Parade games will be based on unit trading point value. The flag's defenders include all units that contribute to the flag's defense by:

- being within contesting range of the flag;
- engaging in melee combat with the assault force during its attack; or
- attacking the assault force with ranged attacks or being attacked by the assault force's ranged attacks.

An assault force includes all units that engage the flag's defenders, with melee combat or ranged attacks.

All such determinations are made during the period of time that the flag is contested. Forces that are destroyed before the flag is contested, or after the flag is no longer contested, are not included in the strength determination.

For example, a force of 12 warriors and 4 heron guards (point value: 36) attacks a flag defended by 15 thrall, 2 dwarves, and 4 archers (point value: 39). If the flag is contested by any of the attacking units at any time, the attacker qualifies for the bonus of 8 points for contesting with a force at least 75% as strong as the defending force. Note that the entire force need not get into contesting range, as long as they are all contributing to the assault. However, if some of the attacking force was ordered to attack and delay a group of 16 thrall moving to reinforce the flag while the battle continued, the thrall would be included in the defenders, reducing the bonus to 5 points since 36 is only 65% of 55.

In the case of any dispute, the final determination of bonus awards in games of Capture the Flag will be made by the Triumvirate.

ALLIED SCORING

Alliance Enabled For some MWC2k games, each team will split up into two “squads” who will work together to accomplish the goals of the match. These games will be played on maps with four or six starting locations, and Alliances will be enabled. (The MWC2k staff strongly encourage squads to use the Alliance feature.)

Scout by Yelling Note that when a squad is eliminated, its members can then see all units on the map and comment using yelled messages to help their allied team. This practice is allowed and encouraged in the MWC2k tournament.

Extended Sudden Death In games with two allied squads it is possible to contest a flag or ball with two allied units indefinitely. It is not permitted to use this procedure to artificially extend sudden death. While incidental violations that do not affect the game outcome will be overlooked, intentional abuse will be penalized at the discretion of the Triumvirate. Such penalties may range from disallowing any gains by the offending team due to the transgression up to forfeiture of the game.

Allied Territories (15)

MWC2k Territories games on the mesh “Smells Like Giants...” have 15 flags, with two squads per team and will be scored as follows:

- Each team receives 1 point for every flag controlled at the end of the game.
- The team whose squad finishes in first place according to the postgame stats receives 5 bonus points.
- The team whose squad finishes in second place according to the post-game stats receives 3 bonus points.
- The team whose squad finishes in third place according to the post-game stats receives 1 bonus point.
- The team that scores more points is declared the winner. If both teams score the same number of points, the game is a tie.

The maximum score possible on Smells Like Giants Territories is 23.

Allied LMOTH

MWC2k Last Man on the Hill games on the map A Gambler's Scream have two squads per team and will be scored as follows:

- At the end of the game, each team will receive 1 point for every 20% of units remaining on its two squads, out of a total of 200% (maximum score for doing nothing the entire game is 10 points).
- The team whose squad finishes in first place according to the postgame stats receives 5 bonus points.
- The team whose squad finishes in second place according to the post-game stats receives 3 bonus points.
- The team whose squad finishes in third place according to the post-game stats receives 1 bonus point.
- The team that scores more points is declared the winner. If both teams score the same number of points, the game is a tie.
- If the two squads of one team are eliminated before Sudden Death, ranking still works according to the postgame screen.

The maximum score possible for this game is 18.

Note that teams extending sudden death to continue killing the opponent (by contesting the flag indefinitely) will be subject to penalties as described above. If the two squads of one team are eliminated before the game ends, the winning team is awarded 1st and 2nd place.

Allied Flag Rally (8)

MWC2k Flag Rally games on Venice have two squads per team and will be scored as follows:

- Each squad receives 1 point for every flag tagged by the end of the game. Note that a team has two squads, so they can receive up to 16 points from tagging flags (This is, however, difficult to manage).
- The team whose squad finishes in first place according to the postgame stats receives 5 bonus points.
- The team whose squad finishes in second place according to the post-game stats receives 3 bonus points.

- The team whose squad finishes in third place according to the post-game stats receives 1 bonus point.
- The team that scores more points is declared the winner. If both teams score the same number of points, the game is a tie.

The maximum score possible is 24.

THIRD PARTY MAPS

The Great Divide

The Great Divide pits massive armies against each other upon the scorching sands of a blasted desert, where a wide canyon separates mortal enemies... for a brief time.

Contains light (The Great Divide) and dark (The Dark Canyon) meshes, both 2-team and 4-team. A map by Badlands. You can download the official MWC2k version (v1.0) from The Mill or from our FTP site.

Lichen Unto Death

As Forest Heart stretches south into the Untamed Lands, its character changes profoundly. The great trees and dense underbrush of the north give way to a lush jungle, where wide rivers wind their way lazily through valleys teeming with life. In one of these verdant enclaves, two forces struggle for control in the shadow of temples ancient beyond our understanding.

Contains a single 2-team mesh. A map by Badlands. You can download the official MWC2k version (v1.1) soon from The Mill or from our FTP site.

Thaw Before the Storm

The wind-swept snowfields of the Northlands breed a particular kind of person. Only a madman could live in a place where the sun sets for months at a time, and the air strikes daggers into a man's lungs if he dares to taste it unprotected. Yet those who eke out an existence here take a fierce joy from lives spent under the icelight.

Contains a 2-team (Calm Before The Storm) and an 8-team (Thaw Before The Storm) mesh. A map by Badlands. You can download the official MWC2k version (v1.0) from The Mill or from our FTP site.

Creep on the Borderlands

The Borderlands have drawn armies for years, seeking to prove themselves through combat. Now the overgrown paths and crumbling walls echo once again with the sound of battle, almost like a familiar lullaby.

Contains a single 2-team mesh, a faithful conversion of the Myth:TFL map of the same name by those hardworking fellows at Badlands. You can download the official MWC2k version (v1.0) from The Mill or from our FTP site.

Keep Across the River

In the countryside near to Willow Creek, two crumbling forts stand on either side of a strategically important fork in the river. Abandoned for as long as anyone can remember, ancient battlefields are now planted with silent orchards, about to be disturbed...

A conversion of the classic M:TFL map by Mormith. Contains many 2-team meshes, two of which will be featured in MWC2k. You can download the official MWC2k version (v1.0) from The Mill or from our FTP site.

Smells Like Death in Here

Deep in the maze-like corridors of the Baron's castle, footsteps echo upon the tiled floors. Between the bookshelves and the candelabras, men will fight and die, their life's blood drunk up thirstily by the thick, soft carpet.

Bellendaine has expanded this previously-released FFA map to include 2-team meshes for use in MWC99 and MWC2k. You can download the official MWC2k version (1.1G) from The Mill or from our FTP site.

Caer Cadarn

In the southern fringes of the Ermine, a lazy river winds its way through a forest scarred by years of logging. Craggy outcrops jut towards an overcast sky, and the crackle of distant lightning rumbles just over the horizon...

Contains three varied 2 team meshes. A map by Badlands. You can download the official MWC2k version (v1.0) from The Mill or from our FTP site.

Acts of Piety

Acts of Piety gives players a taste of "old school" tactics on a terrain unparalleled since Creep on the Borderlands. New units are featured on the map, including mormith's reworked Forest Giant.

Acts contains an exciting two team mesh, "Acts of Cruelty", featured in MWC2k. A map by Creation. You can download the official MWC2k version (v1.0) from The Mill or from our FTP site.

Gambler's Heart

A Gambler's Heart is Creation's first multiplayer-only map release. The design of Gamblers promotes strategic maneuvering above battleground tactics. The elevation differences are extreme and the elegant design of the routes through the mountain canyons enable one to carry out raids, strategic retreats, skirmishes, and all-out battle with equal ease.

MWC2k will feature the mesh "A Gambler's Scream". A map by Creation. You can download the official MWC2k version (v1.0) from The Mill, or from our FTP site.

Shuffle Off This Mortal Coil

Shuffle off this Mortal Coil has a wall/river combination similar to Creep on the Borderlands, but unlike Creep these walls have areas you can climb up and walk on. On legendary the meshes feature a modified Deceiver unit which allows for reinforcements.

Contains two team meshes, both to be seen during MWC2k. A map by Leadfeather. You can download the official MWC2k version (v1.0) from The Mill or from our FTP site.

GAMES FOR EACH ROUND

This page lists all of the map and game combinations that will be played in MWC2k. During the Qualifying Round there will be three games per match. During the Double Elimination, matches in the Top Bracket consist of five games, whereas matches in the Bottom Bracket consist of three games. See the match settings section of this page or the Double Elimination rules for more information.

Game Settings

Default Game Settings

Unless otherwise specifically stated, game settings for MWC2k will be as follows:

- Game Title should include “MWC2k” and the names or initials of the two teams.
- No Password.
- Normal Difficulty.
- Player Limit: 16.
- Planning Time Enabled, 2:30.
- Unit Trading Enabled (Unless otherwise noted).
- Server Observer: This is left to the discretion of the host. If the host is a neutral host (i.e. not playing in the game) and they do not turn on the Server Observer flag then they must remain silent about all matters related to the game. They may still talk about irregularities and problems (e.g. whether a game should be restarted), however.
- Show Enemy On Map (unless the game is Blind).
- No Veteran Units.
- Alliances Off (unless the game is an Allied game)
- Teams Enabled.
- Max Teams: 2 (unless the game specifies 2v2 allied, in which case 4 teams should be formed; see the rules).

**Keep the
Game
Open**

One last thing: You may have trouble with unwanted people coming into your game. If they do, ask them to leave and boot them if you have to, but please *do not close the game* as this means that MWC2k staff and additional players are also unable to enter.

Match Settings: QR

This match list should be considered final. However, we reserve the right to change the maps or settings if problems come up. If any changes are made, teams will be given at least three days' notice before the week in question begins; i.e. any changes will be made before the preceding Friday at the latest. Each game should be played once in the QR, the order is useful but not significant.

QUALIFYING ROUND MATCH SETTINGS				
Map	Game	Special	Time	Scoring
Drowned Empire	LMOTH		10 mins	1 per 10% remaining, +6 for win
Dead of Winter	Flag Rally		12 mins	4 per flag, +5 for win
If I Had a Trow...	Stampede	No Unit Trading	14 mins	3 per 4 wolves, +5 for win

Match Settings: DE

During the Double Elimination phase, Top Bracket matches play the first two game types twice, for a total of five games in a match. So if this table lists Creep, Clash, Desert, then a Top Bracket match would be Creep, Creep, Clash, Clash, Desert. The Bottom Bracket just plays one of each type. And yes, in the DE the order of games is important, no matter which bracket!

DOUBLE ELIMINATION ROUND 1				
Map	Game	Special	Time	Scoring
Creep on the Borderlands	Territories		10 mins	2 per flag, +5 for win
Clash in the Cloudspine	Flag Rally		10 mins	2 per flag, +5 for win
The Desert between Your Ears	LMOTH		10 mins	1 per 10% remaining, +6 for win

DOUBLE ELIMINATION ROUND 2				
Map	Game	Special	Time	Scoring
Acts of Cruelty	CTF	Legendary Difficulty	16 mins	2/6/10/14/18 for contest w/<50%/50%/75%/100%+/win
Dead of Winter	Territories		12 mins	2 per flag, +5 for win
A Gambler's Scream	LMOTH	Allied 2v2	10 mins	1 per 20% remaining of 200%, 5/3/1 for 1st/2nd/3rd

DOUBLE ELIMINATION ROUND 3				
Map	Game	Special	Time	Scoring
Shuffle Off This Mortal Coil (dark)	Flag Rally	Normal Diff.	12 mins	2 per flag, +5 for win
Cracks in the Cloudspine	Captures		14 mins	1 per ball, +6 for win
Keep Across the River (M2)	CTF		16 mins	2/6/10/14/18 for contest w/<50%/50%/75%/100%+/win

DOUBLE ELIMINATION ROUND 4

Map	Game	Special	Time	Scoring
Caer Cadarn (dark)	Flag Rally		12 mins	2 per flag, +5 for win
Lichen Unto Death	Territories	Legendary Diff.	14 mins	1 per flag, +5 for win
Dead of Winter	Stampede		14 mins	1 per wolf, +5 for win

DOUBLE ELIMINATION ROUND 5

Map	Game	Special	Time	Scoring
Keep Across the River (TFL Dark)	Captures		12 mins	2 per ball, +5 for win
Drowned Empire	Territories		12 mins	2 per 3 flags, +6 for win
The Desert between Your Ears	CTF	Blind	16 mins	2/6/10/14/18 for contest w/ <50%/50%/75%/100%+ / win

DOUBLE ELIMINATION ROUND 6

Map	Game	Special	Time	Scoring
Calm before the Storm	Captures	Heroic Diff.	12 mins	1 per ball, +6 for win
Smells Like Giants in Here	Territories	Allied 2v2	12 mins	1 per flag, 5/3/1 for 1st/2nd/3rd
Cracks in the Cloudspine	Flag Rally		12 mins	2 per flag, +5 for win

DOUBLE ELIMINATION ROUND 7

Map	Game	Special	Time	Scoring
Clash in the Cloudspine	Captures	Blind	12 mins	1 per ball, +6 for win
Shuffle Off This Mortal Coil	Territories	Legendary Diff.	14 mins	1 per flag, +6 for win
Caer Cadarn (Trow)	Body Count		14 mins	1 per 10% remaining, 1 per 10% killed, +5 for win

Match Settings (Final)

The Grand Final plays the first three of these game types twice, for a total of seven games in the match. So the match is Divide, Divide, Acts, Acts, Trow, Trow, Venice.

GRAND FINAL				
Map	Game	Special	Time	Scoring
The Great Divide (2 Team)	Assassin		16 mins	3 per kill, 3 per survivor, +5 for win
Acts of Piety	Territories		14 mins	2 per flag, +5 for win
If I had a Trow...	CTF		16 mins	2/6/10/14/18 for contest w/ <50%/50%/75%/100%+ / win
Venice	Flag Rally	Allied 2v2	12 mins	1 per flag, 5/3/1 for 1st/2nd/3rd

After the Grand Final there may be a Sudden Death series of games, with map and game combinations chosen by alternating teams. See the rules