SWBFSPY SUMMER TOURNAMENT

2021

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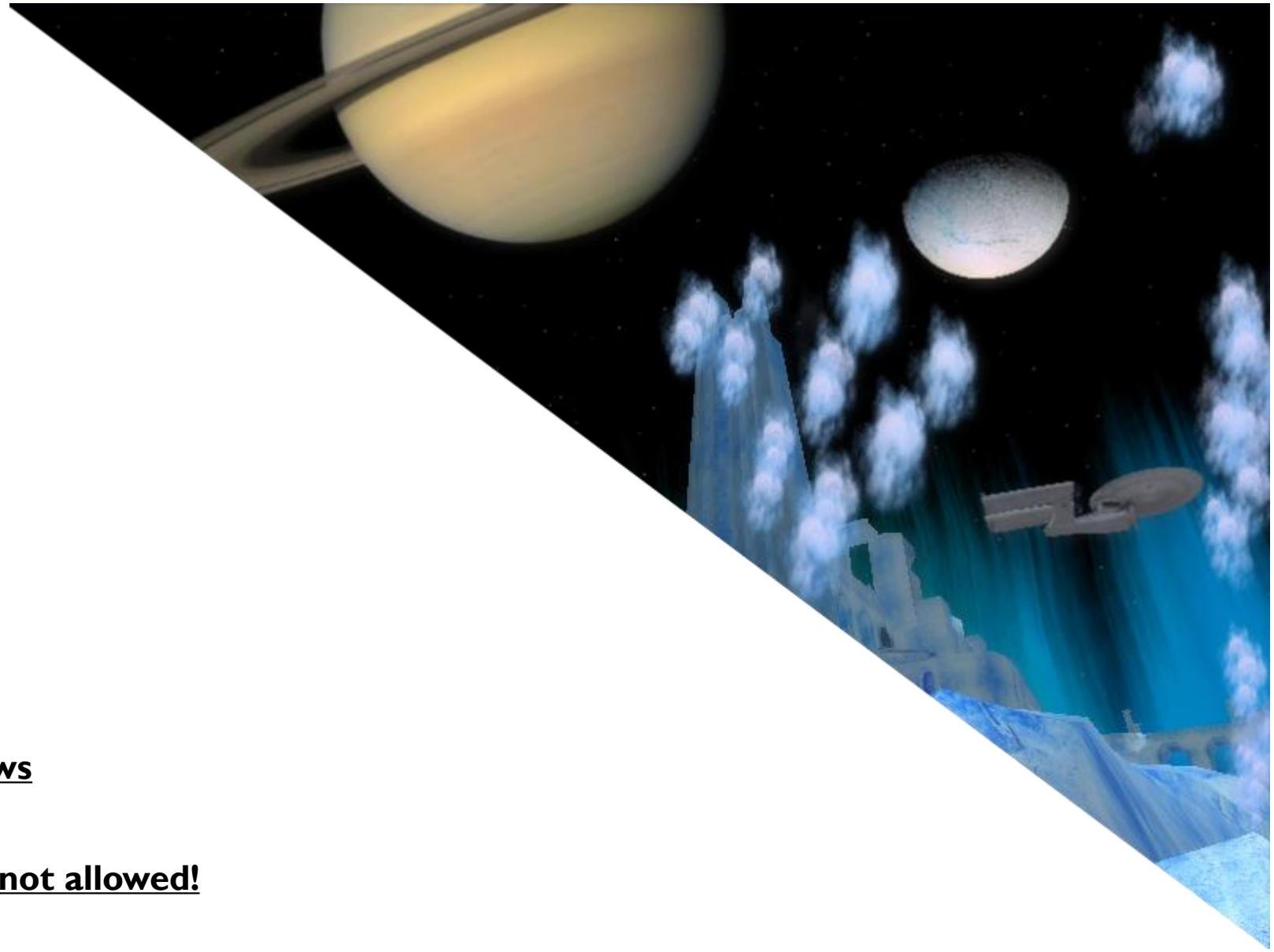


GENERAL INFORMATION

- **Important Dates**
  - Team sign up: 1st of May – 30th of May
  - Tournament Beginning: 31st of May
  - Tournament Ending: 4th of July/11th of July
- **Tournament Format**
  - Player Size: 4on4 / 5on5
  - Number of Teams: 6 (if possible)
- **Sign-Ups**
  - To join the tournament you just have to be registered in our forums and reply to the sign-up thread. *Click me!*
  - If you want to be removed from the tournament, send a DM to an Admin.
  - Do not double sign-up.

May

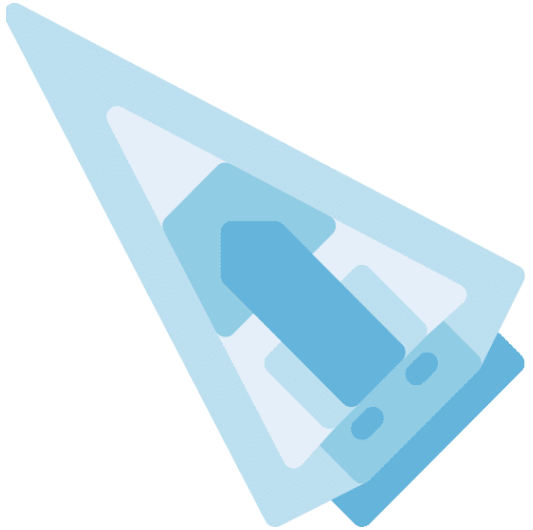
Su	M	Tu	W	Th	F	Sa
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

June

Su	M	Tu	W	Th	F	Sa
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

July

Su	M	Tu	W	Th	F	Sa
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31



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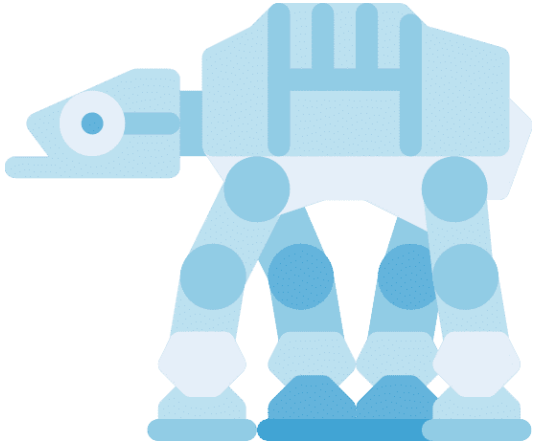
MULTIPLAYER & SERVER

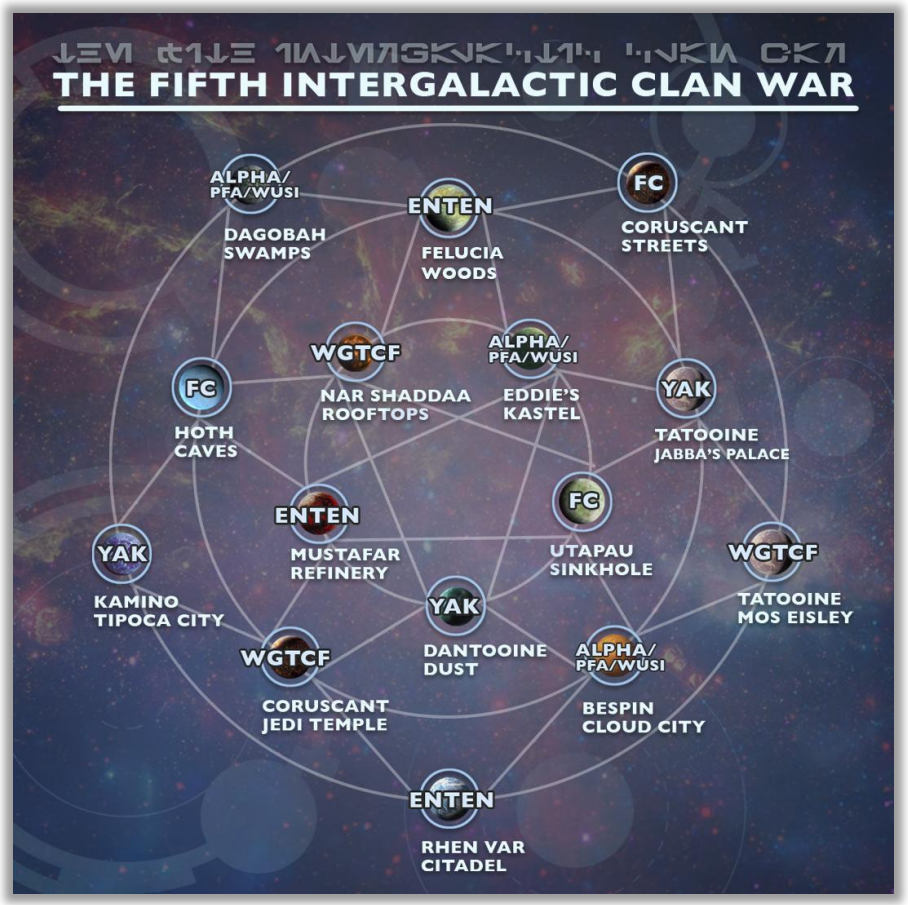
- **Server Host**
  - Based on the team captains, possible locations will be:
    - **USA**
      - Chicago
      - NYC (If EU are playing)
    - **EU**
      - London (If US are playing)
      - Frankfurt



- **Multiplayer Alternative**
  - All players signing up must have the SWBFSpy patch since it is where the tournament will take place. Unless both teams agree to play on Steam/GoG. Note that modmaps do not work well on Steam/GoG and those matches will always be played in SWBFSpy.

If someone has questions regarding the SWBFSpy installations, please go to the Contact Page at the end of the document.

GAMEPLAY – PART I



- **Scheduling & Gameplay**
  - Matches will be played weekly, with a total duration of 5-6 weeks, depending on how the activity develops.
  - All teams have the right to attack twice a week based on a "galaxy" map like the one at the left. However, each attack needs to be done to the planets that are connected by a line.
  - Each team captain, or player approved by the captain (representative), will post in the forums the attack info.
  - Attacks have to be done during the weekend, and need to be posted on Thursday at 11:59:59 PM EST the latest:
    - Fridays (4:00PM - 10:00PM UTC)
    - Saturday (4:00PM - 11:30PM UTC)
    - Sunday (4:00PM - 11:30PM UTC)

Attack post example

Attacking team:	BOB
Defending team:	UEF
Planet:	Eddie's Italia
Date:	Fri - 27th
Time (UTC):	10:00PM
Attacker era/side:	GCW - REB
Server location:	EU / US

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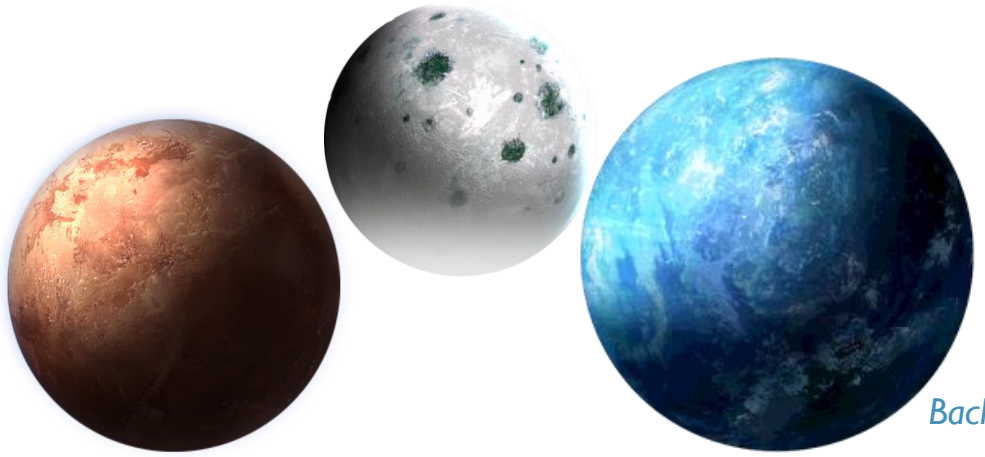
GAMEPLAY – PART II

- **Team Sign-up**
  - Once you have a team with 4-5 players, you'll be able to sign up an entire on your own.
  - If you do not have a team, it is okay! Just post in the sign-up thread, and we'll add you as a "Free agent". Once a team (of 5 players) fills up, you'll be signed up as a team. Make sure to have the means to communicate with your team. Remember discord is always a good option, and we'll be happy to host a channel for your team.
  - After the team is created and signed up, they will pick 2 maps (online compatible) that are currently part of our download list or are vanilla maps. The galaxy will have a total of 10-12 planets.
  - *On the right, you have an example of a fully signed-up team..*

Team Name	Brothers Till We Die
Captain	Anyder
Player #2	Sick
Player #3	MetalKiller
Player #4	ACE
Player #5	Grauer_Baron



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GAMEPLAY – PART III

- **Server Info**
  - Servers will be hosted as soon as staff gets the info to host them. Make sure to post your attacks ASAP so that we can set them up as soon as possible.
  - Once the server is set up, we'll share the server password with both teams so that they can join them.
  - Admin password (Steam) will be shared with team captains. Any abuse coming from a captain will result in the disqualification of the captain and penalization for the team of -10 points.

- **Mercenaries**
  - Mercenaries are players online willing to help that team and will be allowed if a team has 5 players and the opponents are down by 1 or 2 players. In this case, the team which has the least amount of players can get a couple of mercenaries to sub, and play a 5on5. The same thing applies to a situation for a 4on4.
  - Teams can count with up to 2 mercs.

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GAMEPLAY – PART IV

- **Matches – Set up**
  - Neither team (Attackers or Defenders) can be outnumbered by more than 2.
  - Just before the match starts, a **battle count** will take place, and from that point the maximum number of players on each side is determined. Once the battle count has taken place, neither team may exceed that maximum.
  - Matches must start within 10 minutes of the announced start time. If team A is responsible for a delay greater than 10 minutes, the admins reserve the right to declare that team A forfeits the battle. The admin will use this power *prudently*.
  - There will be no spectators if at least one player of the scrim is streaming. Streams can be done on both: Twitch or Discord (channel). A player may spectate a battle in this case, but only upon the approval of both of the participating clans. In that case, the player must spawn on the side of an approving clan, wear a [Spec] tag, and hide in a pre-designated area during the battle (using freecam to watch).

  Moreover, moderators reserve the right to prohibit spectators in a particular battle, if this would help alleviate lag due to a large amount of players in the server.

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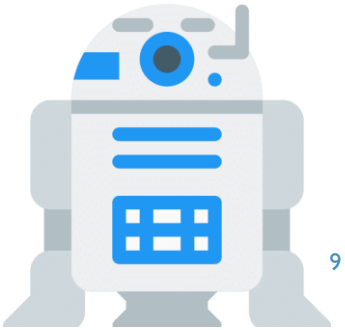
GAMEPLAY – PART V

- **Matches - General Rules**
  - Matches begin with a countdown (e.g., "5, 4, ..., 1, go"). Only a moderator may countdown a battle. Before the countdown begins, players can wander around the map, as long as they obey rule 3 below while doing so. Once the countdown starts, all players must be very close to a green CP. How close is "close enough" shall be determined by the mods in-game, but the rule of thumb is "within the capture radius".
  - Do not suicide to change your class before the countdown; **leave and rejoin the server.**
  - Killing before the countdown ends, and capturing or partially capturing neutral or red CPs before the countdown ends, is prohibited.
  - Capturing CPs is permitted --> only after the countdown.
  - Killing spectators is prohibited.
  - Which special units are allowed, if any, will depend on the map. When specials are allowed, it will be fair-sides jet or fair-sides wookiee. When the map list is finalized, we will describe the setup for each map.
  - No vehicles are permitted.
  - Laying mines before the countdown has ended, that is, laying **pre-mines**, is prohibited. Spawn mines are permitted.
  - Destroying health or ammo bots before the countdown has ended, is prohibited.
  - Be polite in yellow chat – we're all grown ups, just don't be toxic.
  - No impersonating other players, including other members of your own team.
  - All players must wear tags ingame. (including Mercenaries)
  - No playing for or spying on the opposing team's side. Join your team's side ASAP upon entering the server.



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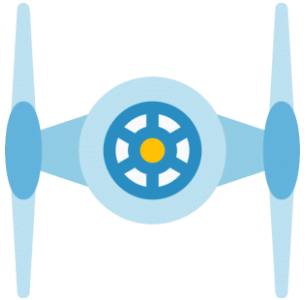
GAMEPLAY – PART VI

- **Matches – Victory, losses & draws.**
  - All teams signed up will be added to a database, starting with 0 points.
  - Each map won will give +5 points.
  - Each map lost will subtract -5 points.
  - Draws are not likely to happen as we'll play by reinforcements, however if a 0-0 situation happened, we'd play a 1 map, agreed by both teams, which should be connected with the map that resulted in a draw.
  - At the right you can find an example.



Position	Team name	Total Points
#1	BOB	35
#2	UEF	30
#3	PLA	25
#4	Shs	10
#5	Snp	5
#6	RandomE	0

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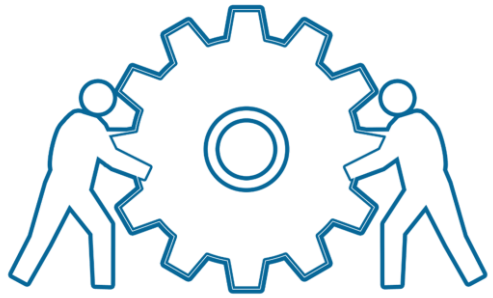
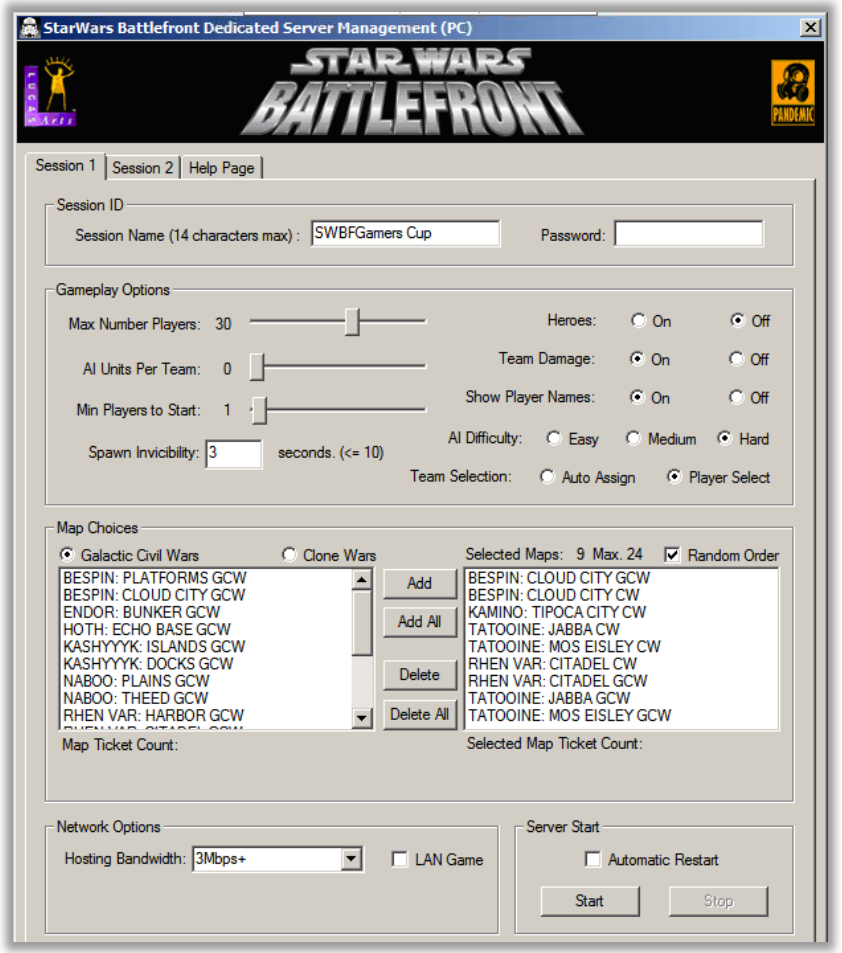
SERVER SETTINGS

- **Server settings**
  - TPS: 50
  - Player limit: 20
  - Min players: Total amount of players.
  - Bots: 0
  - Spawn protection: 3
  - Tickets: 150 - 150
  - Bleeding set to default.
  - Friendly fire: Disabled.
  - Spawn timer: Default.
  - Cmd line includes /noaim.





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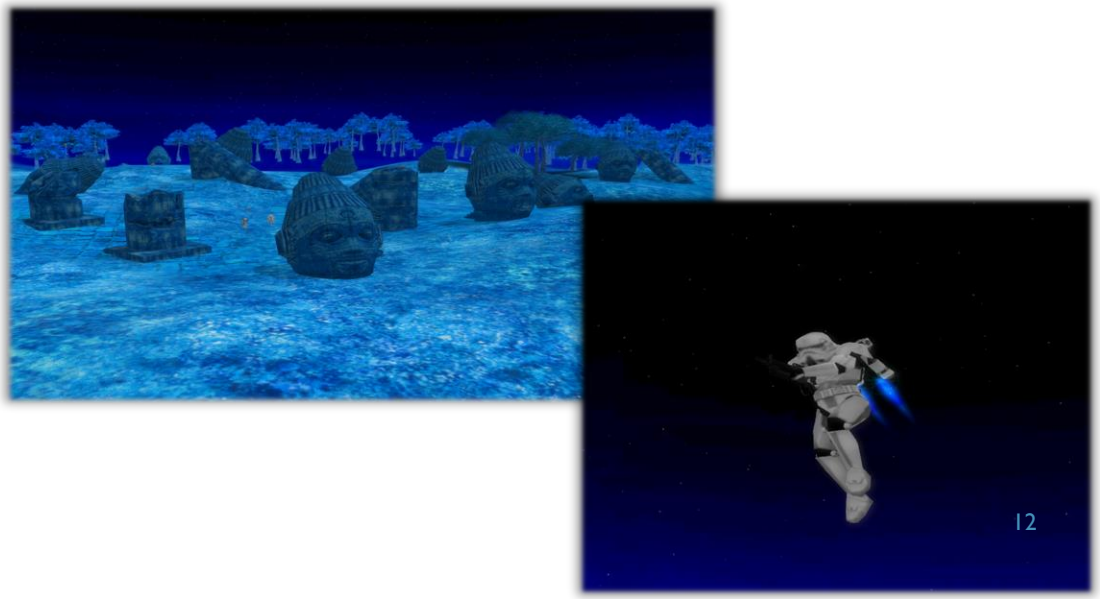
MODDING

- **What's NOT allowed?**
  - **Map reskins** which include **see-through** textures.
  - **Radar** / Extended minimap.

- **What's allowed?**
  - **All the rest**: map reskins, custom common/xhairs, unit reskins, …



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FAQ & LINKS

SWBFSpy by SWBFGamers.com

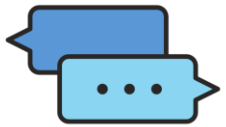
If you're new to SWBF1 and do not know much about SWBFSpy we would like to invite you to read our info website where you're likely to find the answer to all your questions, and if you do not, just send us an email or DM!

Info website can be found here: http://info.swbfspy.com

Links:

SWBFGamers.com Discord: http://discord.swbfspy.com

SWBFGamers.com Forums: https://swbfgamers.com



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CONTACT

Dark_Phantom

Discord: Dark_Phantom#0204
Steam: https://steamcommunity.com/id/phantom567459/

Anyder

Discord: Anyder#9802
Steam: https://steamcommunity.com/id/anyder21/
Email: communityambassador@swbfgamers.com

Led

Discord: SWBFGamers-Led#9079
Steam: https://steamcommunity.com/id/rtlbuckler/