



# 

HEADSHOT HEROS-CALL OF DUTY (MOBILE)

"Let the bullets hurt"

**ONLINE GAMING EVENT** 



IIPE, VISAKHAPATNAM

## **COD-Mobile**

## **OVERVIEW**

- FOR THIS PARTICULAR GAME, ROUNDS WOULD BE CONDUCTED ON THE DESIRED DATE IN THE FORM OF KNOCKOUT MATCHES.
- EACH TEAM WOULD BE PLACED TOGETHER IN A 5
   V/S 5 MULTIPLAYER GAME, WHERE THEY HAVE TO
   BEAT THEIR OPPONENT WITH THE GREATEST
   MARGIN TO TOP THE LEADERBOARD.
- ONLY TOP FOUR TEAMS WOULD QUALIFY FOR THE NEXT ROUND IN WHICH THE NUMBER ONE TEAM WILL DIRECTLY HEAD TO THE FINALS, WHEREAS NO. 3 AND 4 WILL PLAY AN ELIMINATOR TO PLAY SEMI-FINAL WITH TEAM NO.2 ON LEADERBOARD.
- FINAL ROUND WILL HAVE THREE SUB-ROUNDS INCLUDING A FRONTLINE MATCH, A DOMINATION AND A HARDPOINT. THE TEAM WHO SCORES MORE NUMBER OF POINTS WILL WIN.



## **RULES:**

- PLATFORM: ONLINE
- THE REGISTERED TEAMS WOULD BE PROVIDED ALL OF THE INFORMATION ABOUT THE EVENT THROUGH MAILS, WHICH THE ORGANISING TEAM WOULD BE HANDLING WHICH INCLUDES DATE, TIME, FIXTURES, POINTS TABLE ETC.FURTHER THE ORGANISING COMMITTEE WILL BE PRESENT AT THE TIME OF ONGOING GAMING EVENTS TO KEEP AN EYE EVERYTHING GOES SMOOTHLY.
- TEAM REGISTRATION: 5 MEMBERS PER TEAM

#### For knockout matches:

- Mode: Standard
- Cheats: not allowed
- Maps: decided by organising institute.
- Same goes for eliminator and semifinal

#### **For Finals:**

- Mode: Standard
- Cheats: OFF
- Points Scoring:

Frontline: 5 points

**Domination: ZERO POINT** 

**Hardpoint: 6 points** 

FOR DECIDING THE WINNER; IF A TEAM WINS TWO CONSECUTIVE ROUNDS I.E.
FRONTLINE AND DOMINATION, THEY WOULD DIRECTLY BE ANNOUNCED AS
WINNERS OR IF A TEAM WINS DOMINATION AND HARDPOINT CONSECUTIVELY
WOULD BE AWARDED AS WINNERS.

Team Registration fees 250/- only.

# **CONTACT:**

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