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TWKGAMING CHRISTMAS COMPETITON 2009

Posted by DreamState - 15 Dec 2009 19:07

This post details the proposals for the TWK Christmas Competition 2009 that will happen around the 21st-23rd period (or potentially afterwards if required).

This is a fun competition **exclusively** for members of TWK only.

Please sign up below and put down a preferred date (we will try and aim for the date that most can attend).

The competition is split into **three** rounds covering **three** types of gameplay. GunGame, Deathmatch and our new Reverse Turbo GunGame (81.19.209.200:27150). All details will be posted below as we work them out.

The prize will be a steam game up to the value of £30. Not too bad we thinks

The scoring may need to be worked out a little more before the date so the points system shown below is preliminary and subject to change with constructive feedback to make it fair. We are just too damn busy at the moment to get our heads around it properly!!!

THE COMPETITION LAYOUT:

ROUND ONE: GunGame

Classic GunGame action with a Christmas themed map.

The map: gg_oh_christmas_tree

Gameplay: Normal GunGame

Scoring: The player who wins will get 2 points. The top three players with the highest number of kills will get 5, 3 and 1 points respectively.

ROUND TWO: Deathmatch

Classic Deathmatch action on the standard dust2, only 'Christmasfied'.

The map: de_dust2_xmas08

Gameplay: Deathmatch

Weapons: Pistols only (subject to change)

Scoring: The top three players with the highest number of kills will get 5, 3 and 1 points respectively.

Limit: 100 frags

ROUND THREE: Reverse Turbo GunGame

The final round will be interesting!! Reverse Turbo GunGame on glass_fortress2. Expect a great deal of cursing ...

The map: glass_fortress2

Gameplay: Reverse Turbo GunGame

Scoring: The player who wins will get 2 points. The top three players with the highest number of kills will get 5, 3 and 1 points respectively.

Rules of the competition:

Firstly, make sure you have ventrilo installed and working BEFORE the competition!!! Everyone must be on ventrilo.

Secondly, please make sure you have ALL the maps downloaded and working in advance.

Finally, play nicely and fair - this is a FUN competition so lets get into the spirit

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Good luck and have fun.
Re: TWKGAMING CHRISTMAS COMPETITON 2009 Posted by eskimo - 15 Dec 2009 20:03
count me in ! XD
Re: TWKGAMING CHRISTMAS COMPETITON 2009 Posted by slaB - 15 Dec 2009 20:07
NO ADMIN ABUSE! Then you can count me in [©]
Re: TWKGAMING CHRISTMAS COMPETITON 2009 Posted by Pooky - 15 Dec 2009 20:07
I'll be there !!
before christmas e.g. 20 - 24 would suit best for me or like 2 days after christmas. But in general, any date should fit $^{\circ}$
Great idea!
Regards Pooky
Re: TWKGAMING CHRISTMAS COMPETITON 2009 Posted by vapour - 15 Dec 2009 21:00

TWKgaming.com - TWKgaming.com Generated: 25 April, 2024, 10:39 :/ does anyone know my steam password... please... anyone. Re: TWKGAMING CHRISTMAS COMPETITON 2009 Posted by VoGon - 15 Dec 2009 21:08 _vapour wrote: :/ does anyone know my steam password... please... anyone. you lost it? or someone changed it for you? if they did, I think you can ask them for a one off thing? I'm in ofc. I would prefer 21st to 23rd... need to get the scotch stock sorted • GO GO GO Re: TWKGAMING CHRISTMAS COMPETITON 2009 Posted by Tunes - 15 Dec 2009 22:35 slaB wrote: NO ADMIN ABUSE! Then you can count me in [®] no admins abuse mate [®] And now, something more usefull, 21st or 22nd would be fine for me, so count me in.

BUM HEADSHOT, only in for the lulz [®]

Generated: 25 April, 2024, 10:39 Re: TWKGAMING CHRISTMAS COMPETITON 2009 Posted by Lee.H - 15 Dec 2009 22:40 Count me in! Any date should be fine for me Re: TWKGAMING CHRISTMAS COMPETITON 2009 Posted by liger - 16 Dec 2009 00:19 +1 prefer weekend but any late eve will do Re: TWKGAMING CHRISTMAS COMPETITON 2009 Posted by eskimo - 16 Dec 2009 18:33 slaB wrote: NO ADMIN ABUSE! Then you can count me in §

i second that, was abit annoying when i was just about to win at kirby and got abused, then lost.

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