

TWKGAMING CHRISTMAS COMPETITION 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 🤪

General good sportsmanship should apply - no raging!!

Good luck and have fun.

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Re: TWKGAMING CHRISTMAS COMPETITON 2009

Posted by DreamState - 23 Dec 2009 11:23

Was a good eve - hope all enjoyed.

Last bit was manic - sooo close but pipped at the post. Lols at being exploded in a box 😊

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Re: TWKGAMING CHRISTMAS COMPETITON 2009

Posted by VoGon - 23 Dec 2009 11:27

[youtube:17kyt6hz][[/youtube:17kyt6hz]

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Re: TWKGAMING CHRISTMAS COMPETITON 2009

Posted by Tunes - 23 Dec 2009 11:43

VoGon wrote:

Tunes wrote:

Yeah mates, good fun time, of course, i got pwned so much I don't even know where they come from 😊

The only game where I can do something is deathmatch, the pace makes me more active!

Shootin santas all over 😊

waiting for the next one !

Yeah I think I beat you all to the lowest place this time! 🙄

NOOBA 🙄

Fun part was noobanicus 🙄

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Re: TWKGAMING CHRISTMAS COMPETITON 2009

Posted by eskimo - 23 Dec 2009 12:19

haha, couldn't believe how lucky i got in the glass fortress one haha XD was a good night 🙄

and for luckie, i believe a simple 'You got pwned' will suffice 🙄

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Re: TWKGAMING CHRISTMAS COMPETITON 2009

Posted by Lee.H - 23 Dec 2009 20:18

Was a good night all, thanks all 🙄

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Re: TWKGAMING CHRISTMAS COMPETITON 2009

Posted by Luckie - 23 Dec 2009 22:02

Well I came 2nd so you pwned me the least! 🙄

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Re: TWKGAMING CHRISTMAS COMPETITON 2009

Posted by eskimo - 23 Dec 2009 22:33

Luckie wrote:

Well I came 2nd so you pwned me the least! 🤔

true say, but you were that all important knife kill :p

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