

FARCRY

ANNIVERSARY WEEK 2024 **AFTERWORK CUP**

— **Rules and Setup** —
v1.0 by the LRv3 Team

Thank you for your interest in the Far Cry Anniversary Week 2024! In this document you will learn more about the rules for our brand-new Afterwork Cup.

The Afterwork Cup is a 2v2 multiplayer ASSAULT tournament and will be held between Monday and Wednesday, 18th to 20th of March, 2024. The matches will start at 20:15 and end at approximately 23:30 CET. Please join our LRv3 TeamSpeak 15 minutes ahead of time. Make sure that you can play all matches and stay to the very end until the last games are finished.

The Afterwork Cup is split into two stages:

1. **Pool Stage** (Monday and Tuesday)
2. **Knockout Stage** (Wednesday): elimination rounds, 3rd place play-off and grand final

POOL STAGE ||| MONDAY AND TUESDAY

In the pool stage, every participant is randomly teamed up with another player from the group of contestants. For each of the following matches the teams will be reshuffled and will fight against a different team. Depending on the number of participants and the match arithmetic, you will play a minimum of 4 matches each day and you will have a new partner and ideally new opponents for each game during this stage.

The matches will be played with 6 seconds of respawn time. All weapon classes are allowed. The match duration will be 18 minutes per side, but depending on the number of players, it might be reduced to 16 or 14 minutes to accommodate the schedule. Between each match there is a 5 minute break. Please stay on TeamSpeak at all times.

The 2v2 maps in this stage are predetermined and can be looked up in advance on our Afterwork Cup site. Keep in mind that despite our best efforts to fill up the game roster with substitute players, a situation might arise when players will have to sit out a round due to match fixture necessities. We will do our best to ensure that on Tuesday night, at the end of the pool stage, every player will have played the exact same amount of matches. If this is not possible, the average points, flags and kills of a pool stage game will be calculated and added to the score for any round a player had to sit out.

SCORING:

If a team captures both flags and the opponents zero or only one flag, this qualifies as a complete victory. If a team captures one flag, while the opposing team gets none, it will count as a simple win. If both teams get 2, 1 or no flag at all, the match will count as a draw.

Complete victory (2:1 or 2:0 flags)	2 points
Simple win (1:0 flags)	1,5 points
Draw	1 point
Loss	0 points

At the end of the pool stage on Tuesday night, the overall results of each player's games will be used to determine the rank in the drafting table, going from left to right. So, if two or more players

finish with the same amount of points, their rank will be decided on the basis of the number of flags which their teams captured during these 2 days. If this still does not break the tie, the player's individual kill total will be used as the determining factor, and after that the smaller number of matches played. In all other cases the tie will be broken by lot.

Example (A) with 8 to 15 players in the pool:

	Rank	Name	Points (team) ▶	Flags (team) ▶	Kills (player) ▶	Matches played
Team Leaders	1.	Alfred				
	2.	Bettina				
	3.	Christian				
	4.	Dean				
Draft Players	5.	Eric				
	6.	Ferdinand				
	7.	Geretta				
	8.	Herbert				
	9.	Ismael				
	10.	Jacob				
	11.	Kermit				
	12.	Ladislav				

Example (B) with 16 to 31 players in the pool:

	Rank	Name	Points (team) ▶	Flags (team) ▶	Kills (player) ▶	Matches played
Team Leaders	1.	Alfred				
	2.	Bettina				
	3.	Christian				
	4.	Dean				
	5.	Eric				
	6.	Ferdinand				
	7.	Geretta				
	8.	Herbert				
Draft Players	9.	Ismael				
	10.	Jacob				
	11.	Kermit				
	12.	Ladislav				
	13.	Martin				
	14.	Norma				
	15.	Otto				

16.	Paul				
17.	Roberta				
18.	Santiago				

The players topping the ranking will be appointed as team leaders for the Wednesday knockout stage. Starting with rank #1, they will one by one pick their permanent team mate for the remainder of the tournament from the pool of draft players. This gives them the opportunity to partner with the player who they think can help them the most or who complements their playing style the best. Team leaders cannot pick other team leaders or our designated substitute players as their partners.

Another important tactical benefit of getting a top position in the drafting table is that for the later elimination matches in the knockout stage the higher ranked team leaders will be allowed to select which map they will play and whether they want to start as defenders or as attackers. There is only one stipulation: for each match in the knockout stage they must pick a different map.

List of eligible maps:

mp_2on2_container	mp_2on2_house	mp_2v2_1944	mp_2v2_airstrip
mp_2v2_alcatraz	mp_2v2_archive	mp_2v2_arena	mp_2v2_atoll
mp_2v2_avp	mp_2v2_aztec	mp_2v2_basecamp	mp_2v2_battlefield
mp_2v2_beverbay	mp_2v2_buddha	mp_2v2_butchers_haven	mp_2v2_cage
mp_2v2_camp	mp_2v2_cerberus	mp_2v2_cliffside	mp_2v2_condo_carnage
mp_2v2_dam	mp_2v2_dive	mp_2v2_dockfight	mp_2v2_dune
mp_2v2_escape	mp_2v2_fatality	mp_2v2_fightclub_2	mp_2v2_float
mp_2v2_fragarena	mp_2v2_freighter	mp_2v2_freightwreck	mp_2v2_gladiator
mp_2v2_graveyard_v2	mp_2v2_hangar	mp_2v2_harbor	mp_2v2_humanstructure
mp_2v2_hiddenlakes	mp_2v2_island	mp_2v2_jungle	mp_2v2_lego
mp_2v2_lenin_v1	mp_2v2_lenin_v2	mp_2v2_littleisland	mp_2v2_lorraine
mp_2v2_mangoriver	mp_2v2_mars	mp_2v2_matto	mp_2v2_military
mp_2v2_mountain	mp_2v2_nine_v2	mp_2v2_peace	mp_2v2_peace_f
mp_2v2_poolday	mp_2v2_predator	mp_2v2_preym_veng	mp_2v2_pyramids
mp_2v2_radio_v1	mp_2v2_railyard	mp_2v2_raptorcage	mp_2v2_roadfieldassault_v2
mp_2v2_smile_island_v2	mp_2v2_stranded	mp_2v2_summer	mp_2v2_sunstroke
mp_2v2_supobay	mp_2v2_supobeach	mp_2v2_supocanyon	mp_2v2_supoforest
mp_2v2_suporadio	mp_2v2_supostore	mp_2v2_supostreet	mp_2v2_suposurf
mp_2v2_toon	mp_2v2_toon_v2	mp_2v2_toon_v3	mp_2v2_trailer_trash
mp_2v2_urban_v2	mp_2v2_urbanite	mp_2v2_villa	mp_2v2_vokisland
mp_2v2_warhead	mp_2v2_waterworld		

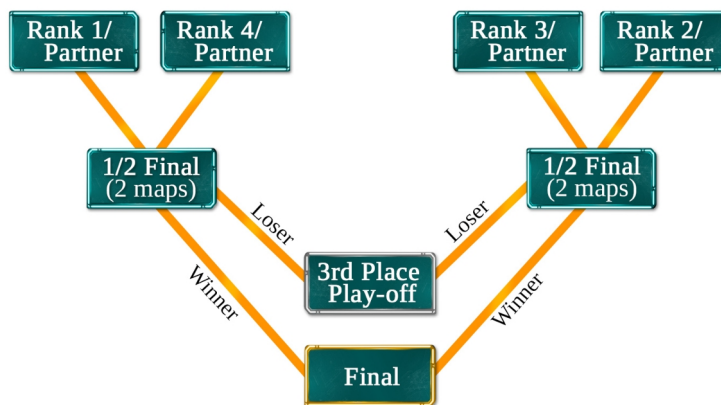
For players who don't get drafted into one of the teams for the knockout stage, the Afterwork Cup ends here. Thank you for your participation, we hope you had a lot of fun and enjoyed the games!

KNOCKOUT STAGE ||| WEDNESDAY

On Wednesday, teams will play at least 2 matches and, depending on the number of participating players, up to a maximum of 3 to 4 matches if they manage to reach the grand final or third place play-off, respectively. As always, the respawn time is 6 seconds.

In this stage of the Afterwork Cup, all matches are scheduled to last 20 minute per side. Between each match there is a 5 minute break. The 3rd place play-off and the grand final will take place at the same time. The team fixtures will be decided by the table rank positions of the team leaders:

Example (A) with 8 to 15 players in the pool:



Example (B) with 16 to 31 players in the pool:



The first round in this stage will be played as a best of 2 games. This will allow team members to warm up and become attuned to each other. All team leaders can determine one map they want to play as well as the team colour they prefer to start with on their chosen map. Just like in the pool stage, first the overall points won in both matches, followed by the flags captured and finally the combined kill count of these 2 matches will decide who advances to the next round.

After that, in the 3rd place play-off and final (example A) or semifinals, 3rd place play-off and final (example B), it will be the higher ranked team leaders who are allowed to select the maps and the team colours that they want to start with.

In the knockout stage of the Afterwork Cup, there are no substitute players allowed anymore. If players are missing before a match, thus making their teams incomplete, the match will be considered a walkover after a short grace period and the opposing team will be declared winner. In the case of a best of 2 games fixture, the result of the other match will be discarded and only the remaining complete team will advance. Please be punctual for these decisive matches and make sure to establish a good team communication beforehand to avoid issues like this arising!

SCORING:

The one-off elimination matches later in this stage will be decided by the number of captured flags, or in the case of a tie, by the combined kill count of both team members.

If an elimination match ends in a draw and the kill total of both teams happens to be the same, a quick rematch will be arranged. In this case the lower ranked team leader is allowed to decide on the map and the starting colour. The map time will be lowered to 10 minutes per side and the same scoring rules as above apply.

We wish everyone good luck and a lot of fun in the Afterwork Cup! Don't forget to check out the other events in our Far Cry Anniversary Week 2024!