



MyRepublic GAMER Arena 2020 Season 1, supported by PlayStation

Call of Duty®: Modern Warfare League (2v2 Gunfight) Tournament

Platform: PlayStation®4 (PlayStation™Network account is required)

Registration: All players will need to register for a Challenge account. Your PlayStation™Network account name should match both the ID used on Challenge and Discord.

Countries: Singapore, Malaysia, Indonesia and Thailand

Game: Call of Duty®: Modern Warfare

League Format: The GAMER Arena 2020 Season 1 Tournament is conducted in a League Tournament format across 8 weeks, consisting of 7 weeks of online tournaments (Qualifiers) and 1 week of offline tournaments (Grand Finals).

For the Qualifiers, teams of 2 will earn points based on their performance for the week's tournament.

The Top 4 Duo Teams at the top of the League Leaderboard will qualify for Week 8 Grand Finals held at the IT Show 2020 in Singapore. If any of the Grand Finals teams are from Malaysia, Indonesia or Thailand, they will be awarded with an all-expenses-paid* trip to Singapore. Singaporean finalists will also have their travel, food and accommodation expenses covered whenever necessary.

(*Expenses include flight, accommodation, transport and food for 2 days only).

Tournament Format: Duo Team Randomized Double Elimination Bracket 2v2 Gunfight Mode

For each match 2 Duo teams will be matched up with each other

- (a) Each match is a Best of 3 Maps
- (b) To win 1 map, a team will need to be the first to score 6 points
- (c) Win By Two Rule is Disabled
- (d) Grand Finals: Losers Finals Winner will need to win 2 set of Best of 3 Maps, Winners Finals will only need to win 1 set of Best of 3 Maps

Maps list: (Map Rotation between 2 sets of maps)

- (a) First Round: Docks, King, Gulag Showers
- (b) Second Round: Speedball, Stack, Pine
- (c) Third Round: Docks, King, Gulag Showers
- (d) Fourth Round: Speedball, Stack, Pine
- (e) Subsequent Rounds will follow the map rotations as specified above

Hosting of Maps

- (a) First team to host is determined by the Team's position in the Challenge Bracket slot. The team that is in the upper slot of the match up will host the first game. Hosting of the match will then be switched to the opposition team. Subsequently if there is a 3rd game, the host will alternate back to the team that hosted the first game.
- (b) Teams must host from their geographical location and target the location's nearest server. For example if you reside in Asia, you must use the Asia server.

Match Issues

- (a) Attendance: If a team fails to respond to Tournament admin within 15 minutes, you will be forfeited from the tournament.
- (b) All forfeitures will be handled by Tournament Admins.
- (c) All matches issues will be handled through the MyRepublic GAMER Arena Discord Channel prior to the start of the tournament.
- (d) It is up to Tournament Admin's discretion to deem any match to be restarted and/or replayed.

In Game Settings

Map: depending on which stage of the tournament you are in

Mode: Gunfight

Game Rules: Custom

Bot Setup: (Leave Blank)

Game:

- Time Limit: 40 Seconds
- Round Win Limit: 6
- Win by Two Rule: Disabled
- Win by Two Max Rounds: 8 rounds
- Round Switch: 2 rounds
- Match Start Time: 15 Seconds
- Round Start Time: 5 Seconds
- Skip Infil: Disabled
- Practise Round: Enabled
- Input Swap Allowed: Disabled
- CODCaster: Enabled

Advanced:

- Time to Capture Zone: 3 Seconds
- Spawn Capture Zone: Enabled
- Objective Modifiers: Disabled
- Dog Tag Heals: Disabled
- Win Condition: Health
- Switch Spawns: Enabled
- Blast Shield Modifier: 65%
- Blast Shield Damage Clamp: 100 points
- Tactical Equipment Time: 2 Seconds
- Loadouts: Random
- Change Loadout: 2 Rounds
- Starting Weapons: None

Player:

- Number of Lives: 1 Life
- Max health: 100 (normal)
- Health Regeneration: None
- Tactical Sprint: Enabled
- Weapon Mounting : Enabled
- Allow Revives: Disabled
- Show Enemy Death Location: Disabled
- Downed Health: 40 points
- Down Revived Health: Half (50)
- Downed Bleedout Timer: Unlimited
- Downed Revive Time: 2.5 Seconds
- Downed Give Up Time: 1 Second

Team:

- Spectating : Team Only
- 3rd Person Spectating : Disabled
- KillCam : Enabled
- Final Killcam : Final Kill
- Enable Minimap : No
- Radar always On : Disabled
- Weapon Pings on Minimap : Only when UAV active
- Weapon Pings On Compass : Enabled
- Enemy on Compass : Enabled
- Respawn Delay : None
- Wave Spawn Delay : None
- Suicide Spawn Delay : None

Gameplay:

- Spawn Camera: Enabled
- Hardcore Mode: Disabled
- Realism Mode: Disabled
- Spawn Ammo Mags: Normal
- Headshots only: Disabled
- Health Steal: Disabled
- Cranked Timer: Disabled
- Perks : Disabled
- Equipment Delay: 5 Seconds
- Equipment Protection: Disabled
- Battle Chatter: Enabled
- Announcer Dialog: Enabled

Prizes

The following prizes will be awarded to teams based on their performance at the Grand Finals:

1st Place: **US\$2,000**

2nd Place: **US\$1,000**

3rd Place: **US\$600**

4th Place: **US\$400**

Other Rules and Regulations

The tournament will adhere to the official Call of Duty®: Modern Warfare Tournament Handbook as a guideline for rulings not covered in this document. You can refer to the Handbook here:

[Call of Duty World League 2019 Official Handbook \(version 1.8\)](#)