



Pravila tekmovanja na EPICENTER LAN 11

# Overwatch

Pripravil: Žiga Flis  
Na dogodku izvaja: Nuša Klepec  
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## 1. Splošna pravila

- 1.1. Pri izbiri "herojev" bodo na voljo vsi, s tem da ne sme biti podvojen.
- 1.2. Na voljo bodo sledeče mape: King's Row, Numbani, Watchpoint: Gibraltar, Dorado, Hanamura, Temple of Anubis, Volskaya, Nepal, Lijiang Tower, Hollywood, Ilios, Route 66 & Eichenwalde.

## 2. Format tekmovanja

- 2.1. V prvem delu turnirja poteka Round Robin skupinski del, iz katerega se kvalificirajo vse ekipe in z njim določimo seeding posamezne ekipe v bracketu.
- 2.2. Bracket je Double Elimination z BO3 tekmami v Winner Bracketu in BO3 tekmami v Loser Bracketu.
- 2.3. V velikem finalu se igra BO5, pri katerem ima ekipa z večjim seedom 1 mapo prednosti.

## 3. Map Pick/Veto

- 3.1 Ekipa z višjim seedom bo začela ban&pick fazo
- 3.2 Mape se banajo dokler ne ostane želejno število.
- 3.3 Odigrajo se v vrstnem redu kot so bile banane

## 4. Nastavitev lobby-ja

**Rule Set:** Competitive

**Map Options:**

- **Map Rotation:** After a game
- **Map Order:** Single Map
- **Return to Lobby:** After a game

**Maps:**

- Select the current map you will play

**Assault maps:**

- Hanamura
- Temple of Anubis
- Volskaya Industries



**Escort maps:**

- Dorado
- Route 66
- Watchpoint: Gibraltar

**Hybrid maps:**

- Hollywood
- King's Row
- Numbani
- Eichenwalde

**Control maps:**

- Ilios
- Lijiang Tower
- Nepal

**Hero Options:**

- **Hero Selection Limit:** 1 per team
- **Role Selection Limit:** None
- **Allow Hero Switching:** On
- **Respawn as Random Hero:** Off

**Heroes:**

- All heroes are on

**Gameplay Options:**

- **High Bandwidth:** On
- **Control Game Mode Format:** Best of 3, finale Best of 5
- **Health Modifier:** 100%
- **Damage Modifier:** 100%
- **Healing Modifier:** 100%
- **Ultimate Charge Rate Modifier:** 100%
- **Respawn Time Modifier:** 100%
- **Ability Cooldown Modifier:** 100%
- **Disable Skins:** Off
- **Disable Health Bars:** Off
- **Disable Kill Cam:** On
- **Disable Kill Feed:** Off
- **Headshots Only:** Off

**Team Options:**

- **Team Balancing:** Off