CS:GO LuxMasters 2018 – Player Guide

Match Time! How to connect to your match as a player?

1. Go to www.luxmasters.lu/matches
2. Search your Matchup (**YOURTEAM** vs **ENEMYTEAM**) and click **> Lobby**

3. The server will start automatically 30 minutes before the scheduled match time!
Once the server is started, the IP will be shown in the lobby like this:

4. Click the **> CONNECT** Button to easily connect to your match server.
Alternatively, you can paste the server IP address to your CS:GO console and type **connect *IP address*:27015** to connect to your match server. Only team members will be able to join this server.

5. Spectators and casters can use the **> WATCH GOTV** link to join the server.
Alternatively, they can paste the server IP address to your CS:GO console and type **connect *IP address*:27020** to connect to the GOTV broadcast.

6. If there are any technical issues, contact the E-Sports.lu Team in the Facebook Group Chat.
We will address your issues as fast as possible and help you get started.

I am connected to the server! What now?

7. Every team needs to have 5 players connected. Every player needs to ready up by typing **!ready** or **.ready** in the chat. Once 5 players of each time are ready, the map vote will start.
If a player wants to be the coach of the team (spectator of team only), he can do so by typing **!coach** or **.coach**

8. Before each map is live, every player needs to start recording a demo of the map. The E-Sports.lu organization can request any player to provide the demo of any match during the tournament.
(See rule http://luxmasters.lu/information/rules-en#demos)

If you don't know how to record a demo, please familiarize yourself with the procedure:
https://www.youtube.com/watch?v=NnHt_dNfN5E
https://help.challengermode.com/counter-strike-global-offensive/game-play/how-to-record-a-pov-demo

9. The map vote is happening at the beginning of the match. The captain of each team (the first steamID on Toornament) will have an in game menu to ban/pick a map. The map vote system will ask you to **confirm** or **cancel** every **ban** or **pick**. **Once you have confirmed your choice, there is no way to cancel it again and the admin team will not reset the map vote!**

10. After the map vote, a knife round will be played. The winner of the knife round can choose if they want to play CT or T first.
The side choice after the knife round is done with the following chat commands:
!stay or .stay to stay on the current side
!swap or .swap to move to the other side

10. Every team has a total 15 minutes of pause time if needed. The match can be paused by a team by typing !pause or .pause and be unpaused by typing !unpause or .unpause

Please do not abuse the pausing system for unnecessary breaks. The pause should only be used for technical issues, short tactical discussions or medical emergencies.

Additional Information

- The E-Sports.lu Team is configured as spectator for every match by default. We reserve the right to join any match at our own discretion. So please do not be surprised if you see one or more of the following Steam Accounts as a spectator to your match:

• N3r0 – Jerome Becker	• Superfish – Steve Cannivy
• Lowbro – Sven Cannivy	• Hesarion – Raphael Kauffmann
• Pfeke35 – Kevin Pfeiffer	•

- Due to the new Panorama UI in CS:GO, the game will ask you to vote the next map at the end of a map. Currently there is no way to disable this, but in any case, the map vote results from the beginning of the match will remain valid.

- If there are any technical issues during the match, pause the game with the **!pause** command and contact the E-Sports.lu Team in the Facebook Group Chat. We will address your issues as fast as possible and help you get started.

- Please note that we have tested the servers extensively and that, except in rare cases, we will probably not face any lag or latency issues caused by the server.
  If you are lagging during a match, please check the PING values of the other players on the server.

  If only 1 player has a high ping, the problem most likely is on his side. In this case, we recommend pausing the match, restart the player PC and internet router and make sure no bandwidth intensive applications are running on the player's home network (Family member streaming Netflix?)

- Yes, our servers are hosted on AWS (Amazon).
  No, the performance will not be better with a dedicated server.
  No, we do not need you to donate your server.
  Our servers are hosted in Frankfurt, latency from Luxembourg ADSL and VDSL providers is generally below 20-30ms, for fiber users it can be as low as 10ms.

  The server specs are:
  2 x CPU Core (Intel Xeon Platinum 8124M CPU @ 3.00GHz)
  4GB memory

  Adding more memory or CPU cores will not improve the performance.
  The CSGO server software is single threaded, therefore it can only utilize one CPU core.
  Therefore, CPU single thread performance is the most important metric to host a CSGO server.
  The Intel Xeon Platinum 8124M is one of the best performing single threaded CPU currently available on the market.