

AIR FORCE VIDEO GAME BATTLE Official Handbook

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AIR FORCE VIDEO GAME BATTLE

USAF **R4R**
RECHARGE FOR RESILIENCY

CALL OF DUTY
ADVANCED WARFARE

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CONTACTS

AFSVA/SVP R4R	AFSVA/SVP Community Programs	VGB Facebook Group
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Program Overview

The Air Force (AF) Video Game Battle (VGB) pits installation's best gamers against teams from other installations. VGB is a "Ready to Launch" program from the Air Force Services Activity (AFSVA) Recharge for Resiliency (R4R) component. Teams will consist of four (4) players each and will battle against another four (4)-man team from other installations. Tournament play will begin 15 August 16 and completed NLT 30 Sept 16.

Competing Installations (subject to change):

Hanscom AFB, MA
Malmstrom AFB, MT
Moody AFB, GA
Offutt AFB, NE
Ramstein AB, Germany
Seymour Johnson AFB, NC
Whiteman AFB, MO

Each installation hosts their own base-level tournament to determine a winning team to represent their installation in the AF VGB Tournament. The competition will be played on the Xbox One (Live). The designated game is *Call of Duty Advanced Warfare*.

AFSVA Responsibilities:

- R4R funding for participating installations to host the event to include:
XBox One console: 4 x \$400 each; Game: Call of Duty: 4 x \$60; Televisions/Monitors : 4 x \$200;
Controllers: 4 x \$60; TOTAL = \$2,880
- Xbox Live 3-month Gold membership cards (limit, 2-4 cards per installation)
- Instructions and guidance to installations' VGB POC prior to event
- Coordinate with installation POCs for the double-elimination bracket team placement and schedule date/time of play
- Awards to 1st, 2nd, and 3rd place teams for installation-level tournament and 1st, 2nd, and 3rd place teams for the VGB competition
- Review installations' After Action Reports (AAR)
- Overall analysis of the program

Installation POC VGB Responsibilities:

- Designate a program POC
- Provide strong Wi-Fi or direct Ethernet wired connection to the Xbox console (recommended)
- Conduct installation-level tournament to determine champion to advance to VGB competition
- Promote VGB competition through appropriate channels
- Coordinate VGB double elimination bracket team placement and schedule date/time of play with other teams and with AFSVA/SVPCL, Darlene Johnson (Contact information on page 1)
- Ensure photographic documentation of events and any awards presentations
- Provide the win/loss information within two (2) days to AFSVA/SVPCL, Darlene Johnson
- Submit an R4R After Action Report (AAR) within seven (7) days following the tournament
- Present prizes to winners

VGB Tournament Guidelines and Rules

Guidelines

- Gear Required: eight Xbox One Controllers, at least four televisions/monitors (Players use console and controllers provided by the VGB POC)
- Internet is required
- Each team will consist of four players – no substitutes
- Players must be active duty, 18 years old and older
- Tournament venue is determined by the VGB POC
- NO FEES are required for teams to play
- Format: 4v4 team game on Xbox One
- Match: Best of three (3) Games
- VGB POC reserves the right to reschedule match games in the event of equipment failure, power failure, or any other unforeseen events that would result in unfairness or be impractical to continue play
- VGB POCs will coordinate game schedule with AFSVA representative, Darlene Johnson. In-turn Darlene will share updates on the VGB Facebook page
- Teams will be randomly placed on the double elimination bracket
- AFSVA will designate the team on the top bracket as the Host Team. Host Teams can waive the right as the Host Team if the other team has the stronger internet/Wi-Fi
- Installation POCs will provide the win/loss information within two (2) days to AFSVA/SVPCL, Darlene Johnson

Rules

- All matches are to be played at the indicated start time between two teams comprised of four players each
- Match play shall not stop until the conditions for winning have been met. Conditions for winning include first team to reach the predetermined set point total and therefore meets the objective, or when an opponent voluntarily concedes, or the opponent voluntarily disconnects from a server with the intention of stopping play
- The latest official patch version of Call of Duty: Advanced Warfare shall be utilized throughout the competition
- Player conduct: All players must abide by the VGB policies at all times. Any violation including offensive behavior or language may result in disqualification from the competition
- The winners of each (Bo3) match continues to advance to compete against winners of other matches in their respective brackets until two (2) finalists are left. The finalists compete in a Bo3 match to determine the overall competition winner and second place finisher. Third place winner is determined by the outcome of the team that places third on the bracket.
- Camping and Spawn Killing is banned*
- Players will receive 5-10 minutes to prepare their loadouts before the start of each match*
- Players may not modify their loadouts between each round until the match is decided*
- Grenades and grenade launchers are banned*

*see Explanation of Rules

Explanation of Rules and Prizes

Explanation of Rules

- **5 Minute Prep Time:** This rule issued to conserve time as some players will spend hours trying to figure out what their first loadout will be. By limiting the amount of prep time, we reduce the amount of time a single match can take and allow each team a fair amount of time to create their loadouts.
- **Players are not allowed to modify their loadouts after the first round begins:** The definition of “modify” is used so that the match is stopped and players can change what is in their loadout. This rule is an extension of the 5 Minute Prep Time rule where players are unable to modify their loadout during the match. However, if the team reaches their second match, then the 5 Minute Prep Time will be in effect to allow the players to either rest or modify their loadouts before the second match begins.
- **Camping and Spawn Killing are banned:** Camping is a tactic where a player obtains a static strategic position of advantage. Spawn Killing is when the opposing team kills you whenever you spawn, meaning there is no way of getting out of it. Both forms of play are unfair as the player is usually unable to be killed and doesn't give other players a chance to complete objectives.
- **Use of all forms of grenades are banned:** This rule was created to prevent the overuse of grenades. For example: There are teams that will use a massive amount of grenades, usually with regular grenades or grenade launchers, which can cause the other team to “lag.” In online gaming, lag is a noticeable delay between the action of players and the reaction of the server in a video game. All forms of grenades are not permitted during play to control this from happening.

Prizes

The first, second, and third place teams will be awarded the prizes as specified below.

1st place \$150 gift card x 4 person team = \$600.00

2nd place \$100 gift card x 4 person team = \$400.00

3rd place \$50 x 4 gift card person team = \$200.00

Xbox One Set-Up

Note: Check for firewalls prior to the tournament. If you are having problems connecting to the Internet due to firewalls, then immediately contact your IT experts for a resolution. Allow sufficient time in advance to set up and make sure everything is working.

Step 1: Click on Xbox One logo. The Xbox One logo will be on the front of the Xbox One, touch the logo in order to turn on the Xbox One. The logo should flash white for a few seconds before turning a solid white. Note: The Xbox One boot time may vary.

Step 2: Create an Xbox Live account before any competition begins.

If you have already accomplished a first-time set-up for Xbox One, skip to step 3. Follow the instructions that Xbox One provides. You will also need to create an Xbox Live account in order to finish the first-time set-up.

Note: The Xbox One will need to do a system update which can take a few hours, depending on the strength of the Wi-Fi/network. POC will ensure each player/team names their profile accounts.

Step 3: After completing the first-time set-up, you should see a screen similar to the image below:



Step 4: Create a second account for each console. Press left on the D-Pad in order to bring up the side menu.

Step 5: Press up on the D-Pad in order to access the profile list. Press left on the D-Pad and select Add & Manage.

Step 6: Select “add an account” in order to create another account. Follow the on-screen instructions.

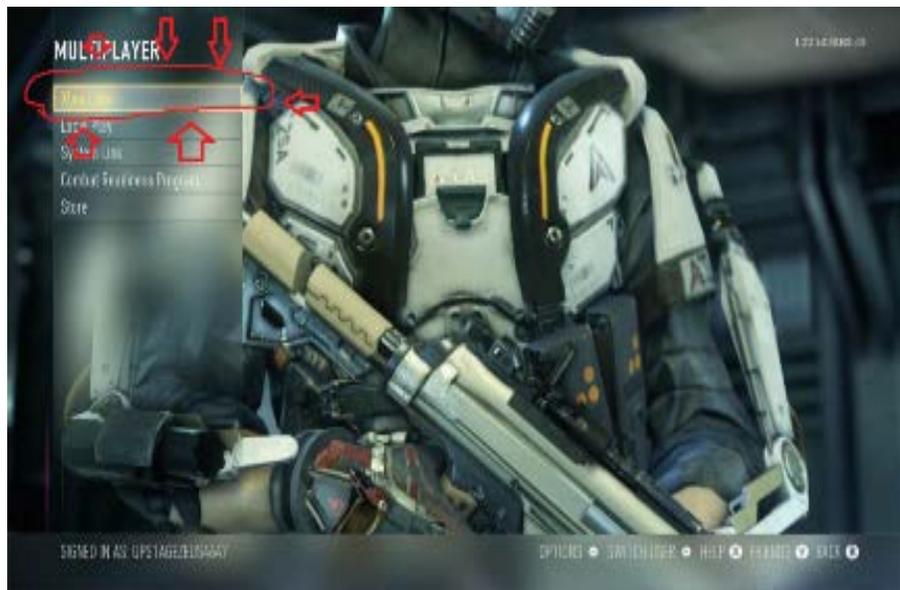
Step 7: After clicking new account, follow the on-screen instructions. Note: These instructions should be similar to the first-time set-up instructions when you created the first account.

Step 8: After creating another account, go to “Install Disc.” After selecting “Install Disc,” it will ask if you want to update Call of Duty Advanced Warfare. For the purpose of this tournament, Select yes. This process will take a few moments to complete.

Step 9: After the game has finished installing, Select Call of Duty Advanced Warfare.

Note: The screen may go black for a few seconds or show the Call of Duty Advanced Warfare logo temporarily. This is how the Xbox One loads games.

Step 10: Once Call of Duty Advanced Warfare has finished loading, you should see the screen below:



Step 11: Select Multiplayer on the main menu. Note: The game will go black and show a loading screen for a little bit. Call of Duty will usually separate campaign and multiplayer into different applications.

Step 12: Select Xbox Live at the top of the list.

Step 13: After selecting Xbox Live, you should see either “Custom Games” or “Private Match.” Select whichever one pops up.

Step 14: Press “A” on the second Xbox One controller and sign into the second Xbox Live account.

Step 15: Press the Xbox Home button twice to bring up the sidebar.

Step 16: Go through the friends list to find the contestants for the match and invite them. If you need to add the other contestants to the friends list, then you will need to select “add a friend” and follow the on-screen instructions.

Step 17: In order to invite people, select their name and press “A.” You will see “Play,” select that and press “A.” You should now see “Invite to Game,” select it. The player has now been invited to the game.

Step 18: In order to accept the request, hold down the Xbox “Home” button when the notification pops up, accept the invitation.

Step 19: Select Game Setup.

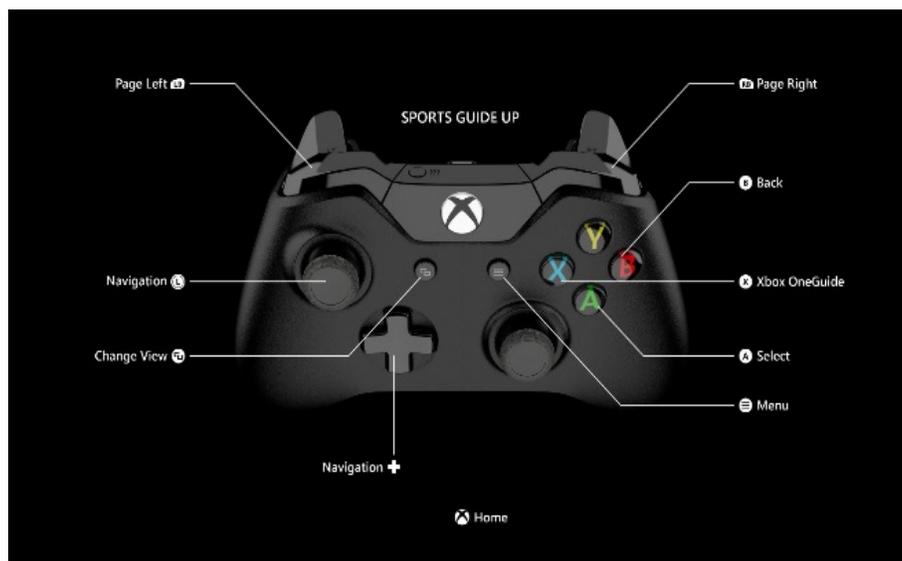
Step 20: Select Mode.

Step 21: Select eSports Modes.

Step 22: Select the game mode that is needed for the match.

Step 23: Participants may set up their loadouts. Once participants have completed customizing their loadouts - Start the competition.

Controller Layout



Connecting your console to Xbox Live with a wired or wireless connection

Wired connection

A wired network connection is the fastest and most reliable way to connect to Xbox Live. For a wired connection, use a network cable to connect your Xbox One console to a router or modem. You need:

- A router, gateway, or modem
- A network cable
- A high-speed Internet connection, such as cable or DSL

Wireless connection

A wireless network connection lets you connect your Xbox One console to Xbox Live without using network cables. This allows you the freedom to move your console further away from your network hardware (the router, gateway, or modem). Your Xbox One console can use your existing wireless network. Here is what you need:

- A high-speed Internet connection, such as cable or DSL
- A router, gateway, or wireless access point

Test your Xbox Live connection

If you are unable to connect to Xbox Live, run the network connection test on your Xbox One console to diagnose the problem:

1. Scroll left from **Home** to open the guide.
2. Select **Settings**.
3. Select **All Settings**.
4. Select **Network**.
5. Select **Network settings**. Any known outages will appear in the middle of the screen.
6. On the right side of the **Network settings** screen, select **Test network connection**.

If the connection test is successful, your console will connect to Xbox Live.

Note: *If you are prompted to update your console software, select **Yes***

Marketing Information

Marketing collateral materials and guidelines are located on [Download Central](#) (registration may be required).

Graphics for marketing materials consists of:

- Letter (8.5x11): flyers
- Tabloid (11x17): posters
- Social Media: Facebook and web banner

Additional Call of Duty graphics may be obtained here:

<http://www.callofduty.com/advancedwarfare/fan-pack>

No Federal endorsement is stated or implied.

Obtaining commercial sponsorship for drinks, snacks, prizes or memorabilia is permitted and is an excellent way to supplement your program. If sponsorship is accepted, please adhere to commercial sponsorship guidelines IAW [AFI34-108, Commercial Sponsorship and Sale of Advertising](#).

VGB Facebook Page

Join the VGB closed group Facebook page to coordinate efforts with other POCs, discuss rules, experiences, post photos, etc. <https://www.facebook.com/groups/VideoGameBattle>.

Settings References

Initial Settings

- Pre-Match Timer: 15 seconds
- Pre-Round Timer: 5 seconds
- Dynamic Events: Enabled
- Map Scorestreaks: Enabled
- Spectating: Team Only
- Spectating POV: First Person
- KillCam: Enabled
- Mini-Map: Normal
- Battle Chatter: Disabled

Hardpoint Settings

- Time Limit: 10 Minutes
- Score Limit: 250 Points
- Activation Delay: None
- Location Order: Normal
- Respawn Delay: 2.5 Seconds

Uplink Settings

- Time Limit: 10 Minutes
- Score Limit: 20 Points
- Satellite Count: 1
- Carrier Armor: Normal
- Carry Score: 2 Points
- Throw Score: 1 Point
- Reset Time: 15 Seconds
- Respawn Delay: 5 Seconds

General Settings

- Announcer: Enabled
- Force Respawn: Enabled
- Hardcore Mode: Disabled
- Health: Normal
- Health Regen: Normal
- Friendly Fire: Disabled
- Explosive Delay: None
- Scorestreak Delay: 10 seconds
- Selections Allowed: 13

Search and Destroy Settings

- Round Length: 1.5 Minutes
- Score Limit: 6 Rounds
- Bomb Timer: 45 Seconds
- Plant Time: 5 Seconds

- Defuse Time: 7.5 Seconds
- Multi Bomb: Disabled
- Round Switch: Every Round
- Silent Plant: Enabled
- Number of Lives: 1

Capture the Flag Settings

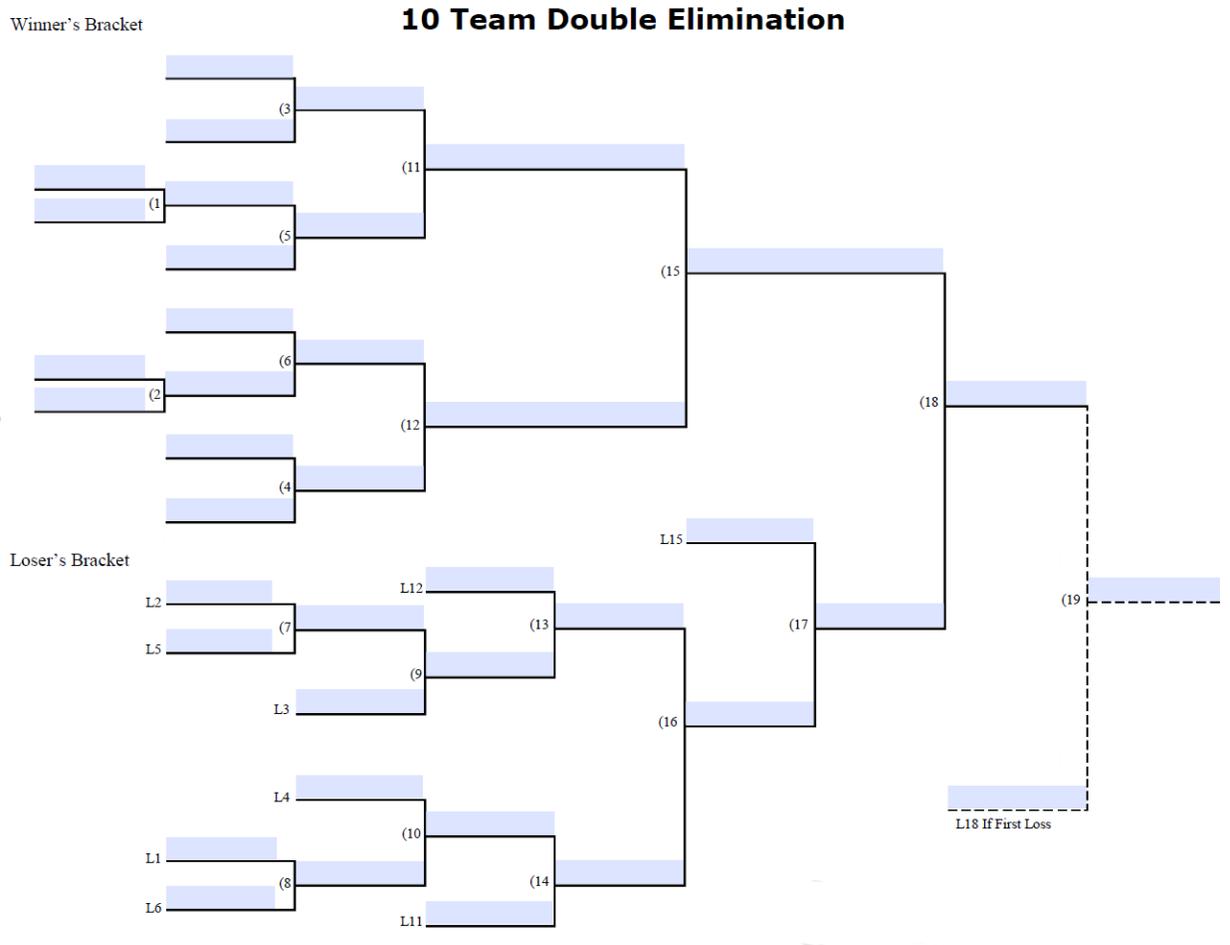
- Time Limit: 10 Minutes
- Capture Limit: Unlimited
- Winning Condition: Flag Captures
- Flag Auto-Return: 15 Seconds
- Pick Up Time: None
- Enemy Carrier Kill Icon: Delayed
- Respawn Delay: 5 Seconds

Modes and Maps

- Hardpoint
 - Bio Lab
 - Detroit
 - Retreat
 - Solar
- Capture the Flag
 - Ascend
 - Bio Lab
 - Retreat
- Uplink
 - Bio Lab
 - Comeback
 - Detroit
- Search and Destroy
 - Bio Lab
 - Detroit
 - Recovery
 - Riot
 - Solar
 - Terrace

Note: Map selection will be rotated depending on game type. Team 1 picks first map, team 2 picks second map, if it goes to game 3 and teams do not agree, then the map will be randomly selected.

Tournament Structure – Double Elimination



The VGB will be conducted as a double elimination tournament. The image above illustrates an example structure. The official bracket will be posted in the VGB Facebook group, <https://www.facebook.com/groups/VideoGameBattle>, and may vary if teams drop from competition for any reason.