

ShootMania 4 All server requirements

April 10th, 2013

Presentation

For the ShootMania release on April 10th, Nadeo is happy to invite server admins around the world to participate in this event.

It's the perfect occasion to play together in a friendly and funny atmosphere!

Rules of the servers

The game modes selected for the "ShootMania 4 All" are:

- Elite
- Royal
- Battle
- Jailbreak
- Obstacle

The server name must start with \$a00S4A\$z which is S4A and must be public (no password for both players and spectators).

Settings for the Elite mode:

S_Mode	1
S_TimeLimit	60
S_TimePole	15
S_TimeCapture	1.5
S_WarmUpDuration	90
S_MapWin	2
S_SubmatchWin	3
S_TurnLimit	15
S_DeciderTurnLimit	15
S_TurnWin	9

Settings for the Royal mode:

maxplayers	16
S_MapPointsLimit	200
S_OffZoneActivationTime	4
S_OffZoneAutoStartTime	90
S_OffZoneTimeLimit	50
S_OffZoneMaxSpeed	1.25
S_EndRoundTimeLimit	60
S_SpawnInterval	5

Settings for the Battle mode:

maxplayers	16
S_RespawnTime	6001
S_AutoBalance	True
S_RoundsToWin	3
S_RoundGapToWin	2
S_RoundsLimit	5
S_TimeLimit	300
S_CaptureMaxValue	30000
S_AllowBeginners	True
S_UsePlayerClublinks	False
S_AutoManageAFK	True
S_TimeLimitForFirstCapture	300
S_TimeLimitAfterFirstCapture	360
S_WaveDuration	15
S_BattleWaves	True

Settings for the Jailbreak mode:

maxplayers	12
S_RespawnTime	6001
S_AutoBalance	1
S_RoundsToWin	3
S_RoundGapToWin	2
S_RoundLimit	5
S_TimeLimit	300
S_UsePlayerClublinks	0
S_AutoManageAFK	1

Settings for the Obstacle mode:

maxplayers	32
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S_TimeLimit 30 (min)

PackMap

All the recommended maps (game modes and matchsettings are included) are available in this link: http://mania-actu.com/eng/downloads/index/8/ShootMania_Mappack_SM4ALL

You can choose the number of maps that you want.

Rewards for the admin

If you participate and your server is validated, you win a S4A Nadeo ingame Tag!

Contact & Support

If you need any help to run your S4A server, please contact contact@drakonia.eu.

Thanks for your participation!