

BASIC OPTIONS

GAME SETTINGS				PLAYERS			
MODE		ESPORTS		PLAYERS		64	
SERVER REGION		EUROPE/RUSSIA					
MAP		Sanhok		TEAM PLAYERS		4	
WEATHER		SUNNY					
PERSPECTIVE		FPP					

OBSERVER

CONVERT DEAD PLAYER TO OBSERVER							OFF
PUBLIC SPECTATING							OFF
KILLER SPECTATING							OFF

RULES

BLUE ZONE

CIRCLE SPEED							1x
	Delay	Wait	Move	DPS	Shrink	Spread	Land Ratio
PHASE 1	90	120	240	0.6	0.4	0.5	0
PHASE 2	0	90	120	0.8	0.7	0.56	0
PHASE 3	0	60	120	1	0.6	0.56	1
PHASE 4	0	60	100	3	0.6	0.56	0
PHASE 5	0	50	80	5	0.65	0.56	0
PHASE 6	0	50	60	8	0.65	0.56	1
PHASE 7	0	20	40	10	0.65	0.56	0
PHASE 8	0	10	40	14	0.6	0.56	0
PHASE 9	0	10	100	18	0.001	10	0

Display EndCircle Location							OFF
End Circle Location Rate							0%
End Circle Location Town							1x
End Circle Location Field							1x
End Circle Location Mountain							1x
USE REDZONE							OFF
CARE PACKAGE FREQUENCY							1x
FLARE GUN CARE PACKAGE							OFF

GAMEPLAY

DBNO Revive TIME							ON
DBNO REVIVE TIME							10s
DBNO DAMAGE							1x
FRIENDLY FIRE DAMAGE							1x

SPAWNS

WEAPONS			ITEM SPAWNS			
SNIPER RIFLES	3x	ADJUSTABLE RATIO & ADJUSTABLE TOTAL NUMBER				1x
DMRs	2x	VENICLES		CONSUMABLES		
ASSAULT RIFLES	1.5x	LAND VENICLES	1x	GAS CAN		0
CROSSBOW	0x	WATERCRAFTS	1x			
FLARE GUN	0x	CLOTHING	0x			
AMMUNITIONS		ETC				
AMMUNITIONS	1x	STOCK ATTACHMENTS				1x
BOLT	0x	QUIVER (Crossbow)				0x