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ammo_grenade_limit_default 1
ammo_grenade_limit_flashbang 2
ammo_grenade_limit_total 4

bot_quota "0" // Determines the total number of bots in the game

cash_player_bomb_defused 300
cash_player_bomb_planted 300
cash_player_damage_hostage -30
cash_player_interact_with_hostage 150
cash_player_killed_enemy_default 300
cash_player_killed_enemy_factor 1
cash_player_killed_hostage -1000
cash_player_killed_teammate -300
cash_player_rescued_hostage 1000
cash_team_elimination_bomb_map 3250
cash_team_hostage_alive 150
cash_team_hostage_interaction 150
cash_team_loser_bonus 1400
cash_team_loser_bonus_consecutive_rounds 500
cash_team_planted_bomb_but_defused 800
cash_team_rescued_hostage 750
cash_team_terrorist_win_bomb 3500
cash_team_win_by_defusing_bomb 3500
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cash\_team\_win\_by\_hostage\_rescue 3500  
cash\_player\_get\_killed 0  
cash\_player\_respawn\_amount 0  
cash\_team\_elimination\_hostage\_map\_ct 2000  
cash\_team\_elimination\_hostage\_map\_t 1000  
cash\_team\_win\_by\_time\_running\_out\_bomb 3250  
cash\_team\_win\_by\_time\_running\_out\_hostage 3250

ff\_damage\_reduction\_grenade 0.85 // How much to reduce damage done to teammates by a thrown grenade. Range is from 0 - 1 (with 1 being damage equal to what is done to an enemy)

ff\_damage\_reduction\_bullets 0.33 // How much to reduce damage done to teammates when shot. Range is from 0 - 1 (with 1 being damage equal to what is done to an enemy)

ff\_damage\_reduction\_other 0.4 // How much to reduce damage done to teammates by things other than bullets and grenades. Range is from 0 - 1 (with 1 being damage equal to what is done to an enemy)

ff\_damage\_reduction\_grenade\_self 1 // How much to damage a player does to himself with his own grenade. Range is from 0 - 1 (with 1 being damage equal to what is done to an enemy)

mp\_afterroundmoney 0 // amount of money awarded to every player after each round

mp\_autokick 0 // Kick idle/team-killing players

mp\_autoteambalance 0

mp\_buytime 15 // How many seconds after round start players can buy items for.

mp\_c4timer 40 // How long from when the C4 is armed until it blows

mp\_death\_drop\_defuser 1 // Drop defuser on player death

mp\_death\_drop\_grenade 2 // Which grenade to drop on player death:  
0=none, 1=best, 2=current or best

mp\_death\_drop\_gun 1 // Which gun to drop on player death: 0=none, 1=best,  
2=current or best

mp\_defuser\_allocation 0 // How to allocate defusers to CTs at start or  
round: 0=none, 1=random, 2=everyone

mp\_do\_warmup\_period 1 // Whether or not to do a warmup period at the  
start of a match.

mp\_forcecamera 1 // Restricts spectator modes for dead players

mp\_force\_pick\_time 160 // The amount of time a player has on the team  
screen to make a selection before being auto-teamed

mp\_free\_armor 0 // Determines whether armor and helmet are  
given automatically.

mp\_freezetime 12 // How many seconds to keep players frozen when the round starts

mp\_friendlyfire 1 // Allows team members to injure other members of their team

mp\_halftime 1 // Determines whether or not the match has a team-  
swapping halftime event.

mp\_halftime\_duration 15 // Number of seconds that halftime lasts

mp\_join\_grace\_time 30 // Number of seconds after round start to allow a player  
to join a game

mp\_limitteams 0 // Max # of players 1 team can have over another (0 disables check)

mp\_logdetail 3 // Logs attacks. Values are: 0=off, 1=enemy, 2=teammate, 3=both)

mp\_match\_can\_clinch 1 // Can a team clinch and end the match by  
being so far ahead that the other team has no way to catching up

mp\_match\_end\_restart 1 // At the end of the match, perform a restart  
instead of loading a new map

mp\_maxmoney 16000 // maximum amount of money allowed in a player's  
account

mp\_maxrounds 30 // max number of rounds to play before server changes maps

mp\_molotovusedelay 0 // Number of seconds to delay before the molotov can be used  
after acquiring it

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mp_playercashawards 1 // Players can earn money by performing in-
game actions

mp_playerid 0 // Controls what information player see in the status
bar: 0 all names; 1 team names; 2 no names

mp_playerid_delay 0.5 // Number of seconds to delay showing information in
the status bar

mp_playerid_hold 0.25 // Number of seconds to keep showing old information
in the status bar

mp_round_restart_delay 5 // Number of seconds to delay before restarting a round
after a win

mp_roundtime 1.92 // How many minutes each round takes.

mp_roundtime_defuse 1.92 // How many minutes each round takes on defusal maps.

mp_solid_teammates 1 // Determines whether teammates are solid or not.

mp_startmoney 800 // amount of money each player gets when they reset

mp_teamcashawards 1 // Teams can earn money by performing in-game
actions

mp_timelimit 0 // game time per map in minutes

mp_tkpunish 0 // Will a TK'er be punished in the next round? {0=no,
1=yes}

mp_warmuptime 1 // If true, there will be a warmup period/round
at the start of each match to allow

mp_weapons_allow_map_placed 1 // If this convar is set, when a match starts, the game
will not delete weapons placed in the map.

mp_weapons_allow_zeus 1 // Determines whether the Zeus is purchasable
or not.

mp_win_panel_display_time 15 // The amount of time to show the win panel between matches
/ halves

spec_freeze_time 2.0 // Time spend frozen in observer freeze cam.
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spec_freeze_panel_extended_time 0 // Time spent with the freeze panel still up after observer
freeze cam is done.

spec_freeze_time_lock 2

spec_freeze_deathanim_time 0

sv_accelerate 5.5 // ( def. "10" ) client notify replicated

sv_stopspeed 80 //

sv_allow_votes 0 // Allow voting?

sv_allow_wait_command 0 // Allow or disallow the wait command on clients
connected to this server.

sv_alltalk 0 // Players can hear all other players' voice
communication, no team restrictions

sv_alternateticks 0 // If set, server only simulates entities on even
numbered ticks.

sv_cheats 0 // Allow cheats on server

sv_clockcorrection_msecs 15 // The server tries to keep each player's m_nTickBase withing
this many msecs of the server absolute tickcount

sv_consistency 0 // Whether the server enforces file consistency for
critical files

sv_contact 0 // Contact email for server sysop

sv_damage_print_enable 0 // Turn this off to disable the player's damage feed in the
console after getting killed.

sv_dc_friends_reqd 0 // Set this to 0 to allow direct connects to a game in
progress even if no presents

sv_deadtalk 0 // Dead players can speak (voice, text) to the living

sv_forcepreload 0 // Force server side preloading.

sv_friction 5.2 // World friction.

sv_full_alltalk 0 // Any player (including Spectator team) can speak to any other
player
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sv_gameinstructor_disable 1 // Force all clients to disable their game instructors.

sv_ignoregrenaderadio 0 // Turn off Fire in the hole messages

sv_kick_players_with_cooldown 0 // (0: do not kick; 1: kick Untrusted players; 2: kick players
with any cooldown)

sv_kick_ban_duration 0 // How long should a kick ban from the server should last (in
minutes)

sv_lan 0 // Server is a lan server ( no heartbeat, no authentication, no non-class C
addresses )

sv_log_onefile 0 // Log server information to only one file.

sv_logbans 1 // Log server bans in the server logs.

sv_logecho 1 // Echo log information to the console.

sv_logfile 1 // Log server information in the log file.

sv_logflush 0 // Flush the log file to disk on each write (slow).

sv_logdir logfiles // Folder in the game directory where server logs will be stored.

sv_maxrate 0 // min. 0.000000 max. 30000.000000 replicated Max
bandwidth rate allowed on server, 0 == unlimited

sv_mincmdrate 30 // This sets the minimum value for cl_cmdrate. 0 ==
unlimited.

sv_minrate 20000 // Min bandwidth rate allowed on server, 0 == unlimited

sv_competitive_minspec 1 // Enable to force certain client convars to minimum/maximum
values to help prevent competitive advantages.

sv_competitive_official_5v5 1 // Enable to force the server to show 5v5 scoreboards
and allows spectators to see characters through walls.

sv_pausable 1 // Is the server pausable.

sv_pure 1

sv_pure_kick_clients 1 // If set to 1, the server will kick clients with mismatching files.
Otherwise, it will issue a warning to the client.

sv_pure_trace 0 // If set to 1, the server will print a message
whenever a client is verifying a CR
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sv\_spawn\_afk\_bomb\_drop\_time 30 // Players that spawn and don't move for longer than  
sv\_spawn\_afk\_bomb\_drop\_time (default 15 seconds) will automatically drop the bomb.

sv\_steamgroup\_exclusive 0 // If set, only members of Steam group will be able to join the  
server when it's empty, public people will be able to join the server only if it has players.

sv\_voiceenable 1

sv\_alltalk 0

sv\_auto\_full\_alltalk\_during\_warmup\_half\_end 0