ASSEMBLY '05

Welcome to ASSEMBLY '05 - the coolest demo party of the year!

To enjoy a pleasurable stay, we ask you to follow all party rules, Finnish laws and the instructions of the ASSEMBLY staff. Serious violations of the rules can get you removed from the party place.

What to do now?

1. Find your place, bring your equipment in and then return the trolley to the loading entrance.

2. Register to the Intranet system. This can be done by using a web browser or the public access terminals next to the Infodesk. Use the password provided with your tickets. Registration is **mandatory**! Go to **ptn.assembly.org**

3. If you are entering any competition, make sure that you submit your competition entries before the deadlines (Thu 22:00 and Fri 20:00) at **ptn.assembly.org**

4. Make sure that you don't leave your property unguarded.

5. Have fun (remember to vote at **ptn.assembly.org**)!

How to find your computer place?

1. Your place(s) has been marked on the order confirmation sent to you.

2. First find the correct column (A-E) and then the correct row (5-17 on the Arena level; F1-F16, 1-4 and 18-21 in the grand stand). There are also places outside the Main Arena: G1-G13 (GameLab) and O1-O11 (Oldskool).

3. Table places are numbered starting from the top-left most corner and increasing toward the top-right corner. The number continues from the bottom-left corner. There can be 12, 18, 24, 30, 36 or 42 places per table

Table place numbering
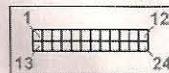
If you have any problems please contact the Infodesk located next to the main entrance

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General rules

- Follow all and any instructions given by the staff - especially those of the Security crew. Failure to do so can get you expelled from the party.

- All Finnish laws and rules apply - we will call the police if need be.

- No piracy, cracking, trading. Wares or any illegal software is not allowed to exist or to be distributed. No hacking of the party network or any network. Violations will get you removed from the party place.

- All kitchen equipment must be placed & used at their reserved place

- No alcohol or any drugs are allowed at the party place. Intoxicated persons will be removed from the party place

- No smoking in the party place. You can smoke outside the Main entrance.

- Do not damage the party place! All damages will be deducted from prizes. Do not attach posters or stickers elsewhere than to the poster wall next to the Infodesk.

- Close your monitors, speakers and other light and audio sources during competitions. The compos won't begin until it's dark and quiet!

- Don't leave your property unguarded! If you can't guard it, bring it to the Infodesk for safekeeping!

- The Main entrance is open 24h/day. You can go in and out as you like.

- It is forbidden to sit on the stairs. It is forbidden to sleep in the grand stand outside of the designated sleeping areas or in cars in the parking hall due to fire safety regulations

First aid
- The first aid stations are marked on the map on the other side

Security problems
- Contact the security personnel as soon as possible

Network problems
- Contact the NetInfo (at main entrance), if you can't solve the problem.

ASSEMBLY'05 staff wears an ID badge and a shirt. The color of the shirt tells you what function the person has

Red T-shirt	- General organizers
Blue long sleeve shirt	- Security crew
Green T-shirt	- NetCrew
Dark blue T-shirt	- LiveCrew
Dark blue shirt w/ collar	- Main organizers

Loading and unloading

Main entrance is open 24h/day
Loading entrances are open Thu and Fri 12-18, and Sun 10-18.
Choose the correct entrance and speed up your life

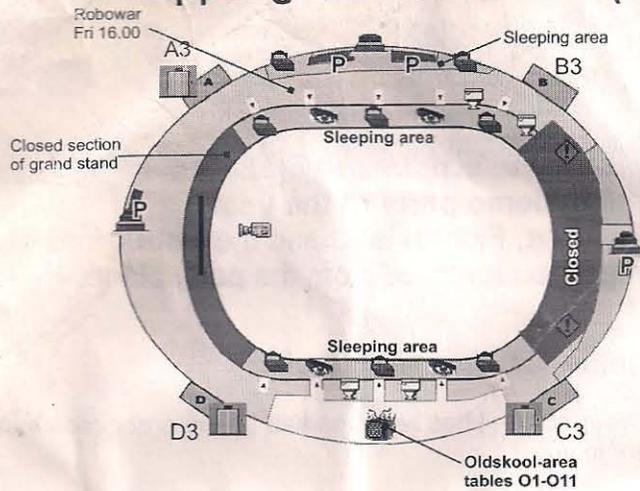|			
Main arena, rows 1-4	Entrance 2	(1st floor)	Parking level P3
Main arena, rows 5-17	Entrance 1,3	(ground floor)	Parking level P0-P2
Main arena, rows 18-21	Entrance 2	(1st floor)	Parking level P3
Main arena, rows F1-F16	Entrance 2	(1st floor)	Parking level P3
GameLab	Entrance 2	(1st floor)	Parking level P3
Oldskool	Entrance 2	(1st floor)	Parking level P3

Quick network guide

To connect to the ASSEMBLY network, you need a 10 Mbps Ethernet card with an RJ45 connector and 5-10 meters of Ethernet TP (twisted pair) cable.

- Connect your network card to the switch located in the center of the table group. If your computer is on, a green light should appear above the socket.

- The network uses TCP/IP protocol. All IP-addresses and other configuration data is dealt out using DHCP. Make sure that TCP/IP and DHCP are turned on in your network settings.

- Remember to disable all DHCP servers! E.g. Windows XP comes with DHCP server and if it is not disabled, PartyNet will not work correctly.

- If your settings are correct and network still doesn't work, try rebooting before you contact the Netcrew.

- Always use antivirus and firewall software to protect your computer!

- You can find the complete instructions on www.assembly.org. Ask your neighbor to get the instructions for you from the site.

- If nothing helps, contact the NetInfo by the main entrance.

Key network services

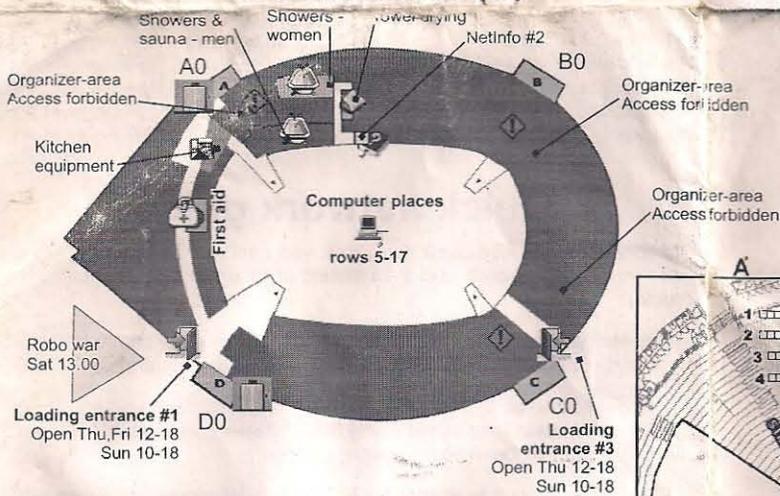|	
Home page:	www.assembly.org
Intranet:	ptn.assembly.org
FTP server:	ftp.assembly.org
IRC:	irc.assembly.org
WWW cache:	www-cache.assembly.org port 8080
Game servers:	www.edome.net/servers
Official sceneradio:	radio.assembly.org

Upper grand stand level (3)

Robowar
Fri 16.00

A3
Sleeping area
B3

Closed section
of grand stand

Sleeping area

Sleeping area

Closed

D3
Sleeping area
C3

Oldskool-area
tables O1-O11

Lower grand stand level (1)

A1
Pizza Hut
P Sponsors P
Coffeeshop
B1

Infodesk
NetInfo

Seminars

TV studio

rows 1-4

Big screen

Rows F1-F16

Game Hall

Ticket sales

Computer places

rows 5-17

Organizer-area
Access to F-rows
allowed.

Main Entrance
Smoking area
R-Kiosk
Hesburger

Network access
and recharging
for laptops

rows 18-21

Game
competitions

Loading entrance #2
Open Thu,Fri 12-18
Sun 10-18

D1
GameLab area
tables G1-G13
C1

Arena level (0)

Showers &
sauna - men
Showers -
women
lower drying
NetInfo #2

A0
B0

Organizer-area
Access forbidden

Organizer-area
Access forbidden

Kitchen
equipment

Computer places

rows 5-17

First aid

Organizer-area
Access forbidden

Robo war
Sat 13.00

Loading entrance #1
Open Thu,Fri 12-18
Sun 10-18

D0

C0

Loading
entrance #3
Open Thu 12-18
Sun 10-18

big screen

P Stairs between 1st and 3rd floor
D0-D3 Elevator 0., 1. and 3. floors
**A0-A3** Elevator 0. (Thu, Fri, Sun), 1. and 3. floor
C0-C3 Elevator 1. and 3 .floor
B0-B3 Stairs - closed

Infodesk, NetInfo, restaurants, kiosks
and showers are open 24h/day.

NOTE! Oldskool and GameLab areas have exchanged locations
compared to year 2004! Oldskool area is now in 3rd floor and
GameLab in 1st floor!

Oldskool computer place map

3rd floor

O1 O2 O3 O4 O5 O6 O7 O8 O9 O10 O11

Schedule
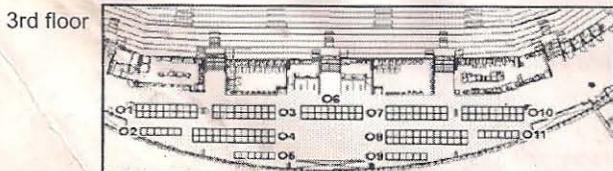
Thursday 28th of July

12:00	Doors open - ASSEMBLY '05 is underway!
12:00	AssemblyTV broadcast starts
14:00	Sign-up for sports compos starts
18:00	Loading doors are closed
18:00	Opening ceremony
18:30	ARTtech seminars start
19:30	Sports compos - Express street basketball
20:00	Fast music sample set is released
20:30	Fast graphics objectives are released
21:30	Fast music deadline
22:00	Fast graphics deadline
22:00	Deadline for oldskool, individual and 4k intro compos
23:00	GameDev-compo

Friday 29th of July

01:00	Game compos: Day of Defeat finals
12:00	ARTtech seminars start
12:00	Loading doors are opened
12:00	Signup for sports compos ends
14:00	Sports compos: CD & disk throwing, ASUS soccer
16:00	Robo war tournament #1 (3rd floor)
18:00	Loading doors are closed
18:30	Fast music compo
19:30	Fast graphics compo
20:00	Deadline for all remaining compos
22:00	Instrumental music compo
23:00	Drawn graphics compo
23:30	4k intro compo

Saturday 30th of July

00:30	Oldskool music compo
01:30	Oldskool graphics compo
02:00	Oldskool demo compo
11:00	ARTtech seminars start
13:00	Robo war tournament #2 (outside loading door #1)
15:30	Freestyle music compos
16:30	Freestyle graphics compos
17:00	Browser demo compo
17:30	Voting ends for individual, oldskool and 4k intro compos
18:30	Prize ceremony #1
20:00	Mobile demo compo
21:00	Game compos: Counter-Strike finals
22:00	Short film compo
23:30	64k intro compo

Sunday 31st of July

00:00	Game compos: WarCraft 3 finals
01:00	Demo compo
02:30	Game compos: Counter-Strike: Source finals
03:30	Showing of non-qualified realtime compo entries
10:00	Loading doors are opened
12:00	Voting ends
12:00	Sports compos: ASUS DDR finals
14:00	Prize ceremony #2, closing ceremony
16:15	AssemblyTV broadcast ends
16:30	Lights on, network and electricity off
18:00	Doors close. ASSEMBLY '05 is over.

Computer place map

A B C D E F

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21

stairs

F1 F2 F3 F4 F5 F6 F7 F8 F9 F10 F11 F12 F13 F14 F15 F16

A B C D

G1 G2 G3 G4 G5 G6 G7 G8 G9 G10 G11 G12 G13