

# World Championship 2014 – 2<sup>nd</sup> group round

(updated 16 november)

№	Host	Host town	Status	Join	Join town	Map	Game data
1.	<a href="#">Shnurov</a>	Asylum (orange)	won	Al-Farabi	Preserve (green)	Power Spot	2w3d
<i>Shnurov comment:</i> I have got lucky with start. Our game was not fast. Al-Farabi had suicide on 10 day.							
2.	Mnc	Necropolis (blue)	lose	<a href="#">Vip.ru</a>	Necropolis (red)	Spleen	4w5d
<i>Vip.ru comment:</i> It was nice game for me. Gold mine – 3 day, Mega – 4 day, 3 <sup>rd</sup> town – 10 day, fast GM path and easy after it. Thx to Mnc for the game!							
3.	T.T.	Preserve (green)	lose	<a href="#">Mordaunt</a>	Haven (blue)	Bizarro	5w2d
<i>Mordaunt comment:</i> Very hard draw. Only reason for not restarting was finding crusader's mace in chest day 1. Roads bad. Prison can't easily be reached. Champ/cata dwells. First angel made was LOST! the next day (taking down gold mine vs trogs). Gotten very lucky to find 2 angels in mushroom that just pushed just over for me to be able to diplo a champion stack nearby. Cleared most of my side in time to go clear some of opponents side. Thats when the race started. He came to my side and started leveling up and went to a dead end because of armor and mantis stack, which I think was a mistake. Final was decided by insane morale/luck: Heroes had +7/+7, troops, +10/+10. Goodluck to TT, it was a hard-fought game, and a much closer final than it looked.							
4.	<a href="#">CTPAHHuK</a>	Haven (red)	won	Iluzionista	Haven (blue)	Plains of Despair	2w6d
<i>CTPAHHUK comments:</i> Not fast good game. 3 angels and tome of life on 126. Iluzionista give in. Thx for the game							
5.	LordZezuk	Preserve (color)	lose	<a href="#">NegusLeJusticier</a>	Haven (color)	Heart of Winter	3w1d
<i>Lord Zezuk comment:</i> Negus won.							
6.	MSG-2	Haven (color)	lose	<a href="#">AbuSoleira</a>	Asylum (color)	Spleen	4w7d
<i>AbuSoleira comment:</i> I won.							