

CONVENTIO

No payments until the end of season. Instructions for payment will be given to players in January 2020.

Legend of Cibola: 3rd season

01-01-2019 to 31-12-2019



h4.ucoz.com



ITEM	RECOMMENDED	DEFAULT
Bet \$	Personal agreement of Players	10 \$
Map		-
Host player		-
Alignments		Random
Colors		-
Time limit		15 min
Difficulty		-
Restart		none
Loads		One load for free (during 5/7 days) One load pay ½ bet (during 2 weeks)
Victory conditions		Opponent gave up
Award \$ (winner)		+50% of bet (win during 5/7 days) +100% of bet (win after 5/7 days)
Loss \$ (loser)		-50% of bet (loss during 5/7 days) -100% of bet (loss after 5/7 days)
Report		Skype Group
Controversial situation	By decision of Judges	Alexander13 "HeroesWorld" (namestnikboganazemle@gmail.com) Mordaunt "Heroescommunity" (mordaunt55@gmail.com) Shnurov "HeroesPortal" (shnurov@list.ru) VIP.ru "HeroesLeague" (vip_1981@mail.ru) CTPAHHuK (krs.83@mail.ru)

IMPORTANT: to make every turn save to have arguments if any questions will follow.

IMPORTANT: to make saves each round in fight with opponent (the same reason).

FORBIDDEN: to use any bugs of game, deliberately or unintentionally; if you aren't sure whether some action is "use of a bug", then better previously consult at judges; use of bugs of game is punished by loss in party.

IMPORTANT: there could be a stalemate situation during player vs. player battles; for example: 10 imps vs. 100 zombies, nobody can win such battle; then attacker should retreat or surrender; if Shackles of War is present then this battle should be finished in autocombat mode

FORBIDDEN: to play too long battles (battles, which severely increase overall game length); any player can send a complaint to any referee for a lot of opponent's delays; such complaint should contain saves; for example: 1 sprite vs. 100 ogres, such battles will be won anyway but too long (ATTENTION: this rule doesn't concern of player vs. player battles).

1 January 2019
CTPAHHuK