

Regulations and Rules of the World Championship 2018 Heroes IV



Archangel Castle



Regulations

ORGANIZING COMMITTEE AND FUNCTIONS DISTRIBUTION

Founders:

- Dmitry “mr. Oxygen” Shirokov
- Denis “mr. Shnurov” Paul

Coordinator:

- CTPAHHyK (e-mail: r.s.kudarov@gmail.com)

Coordinator functions:

- 1) engineering regulation and rules;
- 2) a toss-up;
- 3) controlling tour deadlines;
- 4) summarizing of rounds and tournament;
- 5) the notification to participants and judges about competition news by e-mail;
- 6) publication information on forums of Information sponsors;
- 7) creation of networks Hamachi and Skype groups;
- 8) the help to participants of tournament (any consultation, solving of the time mismatch problems and debug in game).

Judges:

- Mordaunt – main Judge e-mail: mordaunt55@gmail.com
- Alexander13 e-mail: namestnikboganazemle@gmail.com
- Shnurov e-mail: shnurov@list.ru
- VIP.ru e-mail: vip_1981@mail.ru

Judges functions:

- 1) participation in the development of rules and regulations of the tournament;
- 2) the permission of difficult game situations (check saves, acceptance solution in disputable situations, as well as decision-making concerning a failure of game) and consideration of appeals by a vote of a simple majority.

Main judge functions:

- 1) decisive vote in case of equality of judicial votes.

Information sponsors:

- Archangel Castle (www.archangelcastle.com);
- Equilibris (www.equilibris.celestialheavens.com);
- Heroes Community (www.heroescommunity.com);
- Heroic Corner (www.heroes.ag.ru);
- Heroes League (www.heroesleague.ru);
- Heroes Portal (www.heroesportal.net);
- Heroes World (www.heroesworld.ru);
- Tournament of Honor (www.toheroes.com).

Information sponsors functions: publication of the tournament news and important info.

Perspective communities:

- Heroes Centrum, Ceska Liga (www.heroes-centrum.com, www.heroes4league.clanweb.eu);
- Generals Guild (www.gildiageneralow.pl);
- Jaskinia Behemota: Imperium Heroes (www.imperium.heroes.net.pl);
- Drachen Wald (www.drachenwald.net).

SOFTWARE

Game version — **Heroes IV Equilibris 3.51**. If both players agree, then they can use 3.55. Any other game modifications are prohibited.

Recommended network software: Hamachi, GameRanger, TeamViewer or direct TCP/IP connect. All players have to log into according hamachi network to give all referees an universal ability to connect to each player or control each player activity.

It is recommended to use Skype (group will created) or E-mail (forum messages or other ways will have less importance against instant messengers if any argue is present).

TOURNAMENT FORM

The structure of World Championship depends on the number of the registered players, it can be «Group round + Playoff» (less than 9 players), «Double Elimination» (9 to 16 players) or «Playoff» (more than 16 players).

TOURNAMENT SERIES SCHEDULE

August 1: opening of registration for the tournament (on forums and vie e-mail to coordinator) and publication the "Regulations and rules" on platforms of information sponsors (performer: coordinator of a tournament).

September 5 (18h00 Moscow time UTC+3): closing of registration for a tournament.

September 6: draw, the publication of results of draw on platforms of information sponsors and mailing of the corresponding mails to participants of the tournament (performer: the coordinator of a tournament with judges of a tournament).

September 7: start of a tournament.

TOURNAMENT ORGANIZATION RULES

The persons discrediting honor of a tournament aren't allowed to participation in the World Championship.

Criterion of making playoff: by a rating of the World championships; by titles of information sponsors; by the countries of participants; by an alphabetic order.

Each tour of World Championship must be playing during 14 days (2 weekends).

Decisions of judges during carrying out of tournaments are not subject to contest.

Rules

Rules of the international tournaments "World Championships on Heroes IV" held annually during the period from 2008 to 2017 are taken as a basis.

1. Common rules:

1. All questions on the tournament organization you can send to the coordinator of tournament.
2. All games questions resolve by judges of tournament.
3. Email notification will be sent to each player before next round starts (using registration email).
4. After the start of the game one must to send the message to the coordinator of the tournament with the information about the name of map and start towns.
5. First player (in the pair, hosting player) is responsible for the game
6. If game was started, but players can't finish it, then host must say to judges about this situation. Judges will find solution
7. If game was not started, then both players lose.
8. Host player should plan a game with his or her opponent during 5 days of tour. Host player should contact referees if his or her opponent is not available.
9. Host player will get technical lose if there was no notifications and explanations about broken game. Also host can get tech lose for modified maps using or maps, that doesn't exist in tournament maps set. Such maps can be used only after referee's permission (all gameplay advances should be discussed with referees). If any difficult situation present, then referees have to solve it (using voting if there is no unanimous decision).
10. Each game result should be reported to the tournament coordinator in Skype group (coordinator create group). Report syntax is:
[Round #] [First player nickname] [def/lose] [Second player nickname] [map name], [last game day in the following format «month week day»]

For example:

Round #1 CMEPTb def. ANL Circle of Life, 125.

2. Setting game:

1. Tournament maps list (recommended game difficult and turn limit):
 - **Bizarro*** (Expert, 15 min);
 - **Circle of life** (Expert, 10 min);
 - **Eldorado** (Expert, 8 min);
 - **Heart of Winter** (Expert, 8 min);
 - **Iron Man** (Expert, 8 min);
 - **Plains of Despair** (Expert, 8 min);
 - **Power Spot** (Expert, 15 min);
 - **Spleen** (Expert, 8 min).

*archive contains 3 versions of Bizarro (classical Bizarro (recommended), Bizarro 2018 Champion, Bizarro 2018 Expert)

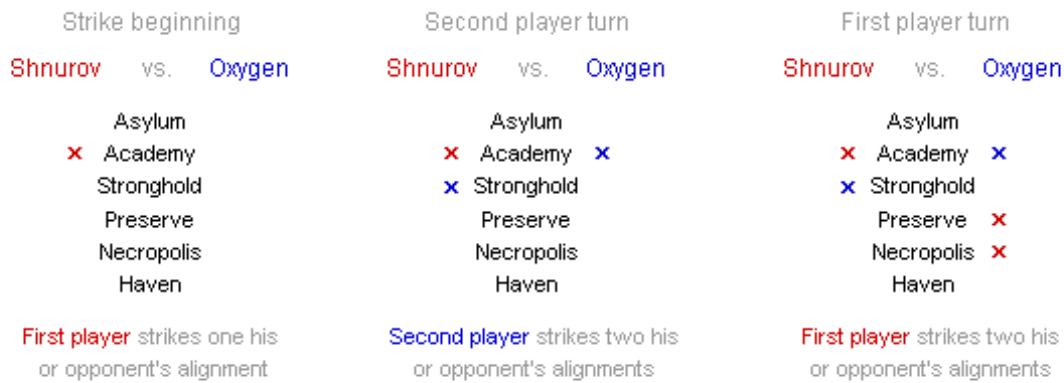
- Upper players in playoff pair is the first player and he or she will be the host. If this player isn't able to be host then he or she has to inform referees before the championship start.
- Map for the game should be selected using following way: both players strike out maps from the full map list one by one until only one map remains (the map for your game). First player begins striking (1st picture).



Both players strike maps one by one until only one remains.

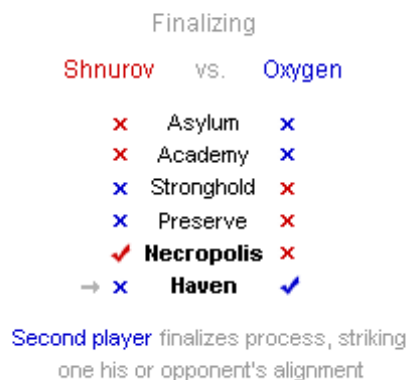
1st picture

- Any player can play for random alignment instead of choosing. First player should say if he will play for random alignment or not. Second player after that. If one player chooses random and second chooses custom alignment then player, who uses random strikes out half of allowed alignments for other player (with the rounding up). Opponent has to choose alignment from the remainders.
- If both players choose to play for custom alignments then striking should be performed by the following way: second player begins striking from all alignments for both players (12 alignments, if 6 alignments are allowed on a map). Then both players strike out alignments until only one will remain for each player. Striking consecution is: 1-2-2-...-2-1 (this means second player strikes one alignment, then first — 2 and so on). Look at 2nd picture.
- Opponents have to decide about game settings after map and alignments selecting (timelimit, guards type and game difficulty). If there is no agreement in players opinion then recommended settings should be used. After that second player chooses starting position (color).
- First player should create game (using Gamespy, Hamachi or direct connect) will following settings:
 - map — the chosen during map striking;
 - password protect save files — «yes»
 - guards type — stationary;
 - turn limit and difficulty — custom (if there was an agreement) or recommended in tournament map list.
- Host player starts a game after his or her opponent joins and both players set their alignments.



.....

and so on, both players strike out two alignments each, every striked alignment could belong to first player or second



2nd picture

3. Game

1. Players can't restart the game. The game can be restarted only if both players agree it.
2. Players can't load the game. The game can be load only if both players agree it.
3. Each player can take one load during first week. One can load save during last turn or autosave of last turn, but not earlier than.
4. There are some traditional chat messages (F2 button will open chat window):
 - «in» — obligatory message for guest player after successful joining the game.
 - «restart» — question about take restart if both players agree it.
 - «load» — question about take load if both players agree it.
 - «k» — shorten «ok», obligatory answer for «in» or «restart».
 - «s» — shorten «sent», obligatory message when pressed end turn button.
 - «r» — shorten «received», optional message about turn receiving (better say first two times to check connection).
4. Standart victory conditions are enabled (losing all towns and armies or losing all towns for 3 days means defeat). Player victory if opponent give in.
5. For any long games final fight can be appointed. It means that at end of the turn appointed by judges each of players shall leave on the map one army (the others — to dismiss or hide in cities/garrisons/mines). Turned out save players are obliged to transfer to judges, and the last will create the save-arena with two armies which are the exact copy of armies of players on the map. On the arena rivals carry out final fight and its winner wins the game.
6. **RECOMMENDED:** to make every turn save to have arguments if any questions will follow.
7. **RECOMMENDED:** to make saves every battle round in fight with opponent (the same reason).

8. **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.
9. **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
10. **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.

Tournament purpose

The tournament is held annually with the purpose of uniting the community of "Heroes of might and magic 4" world.

1 august 2018



*Alexander
CTPAHHuK
Duranix94
Mordaunt
Shnurov
VIP.ru*