Regulations and Rules
of the World Championship 2020 Heroes IV

h4.ucoz.com

Regulations

Founders:
- Dmitry "mr. Oxygen" Shirokov
- Denis "mr. Shnurov" Paul

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

Coordinator functions:

1) engineering project of Regulation and Rules;

2) publication of tournament info and files on forums of informational sponsors;

3) a toss-up of players;

4) the notification to participants and judges about competition news by e-mail;

5) creation of networks Hamachi and Skype groups;

6) controlling tour deadlines;

7) summarizing of rounds;

8) summarizing of tournament.

Judges:
- Mordaunt   – main Judge   e-mail: mordaunt55@gmail.com
- Alexander13   e-mail: namestnikboganazemle@gmail.com
- Falcaut   e-mail: katunin-1994@mail.ru
- 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 together with the founders and coordinator of the tournament;

2) discussion of changes to tournament maps (General vote);

3) 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;

2) the help to participants of tournament (any consultation).

Main editor of tournaments maps:
- Shnurov   e-mail: shnurov@list.ru

Main editor functions:

1) implementation of changes approved by the General vote in the tournament maps;

2) unilateral rejection of inappropriate changes approved by a General vote.

Information sponsors:

- Archangel Castle   www.archangelcastle.com
- Ceska Liga   www.heroes4league.clanweb.eu
- Drachen Wald   www.drachenwald.net
- Equilibris   www.equilibris.celestialheavens.com
- Heroes Centrum   www.heroes-centrum.com,
- Heroes Community   www.heroescommunity.com
- Heroes Gamers Italia   www.heroesitalia.forumcommunity.net
- Heroes League   www.heroesleague.ru
- Heroes Portal   www.heroesportal.net
- Heroes World   www.heroesworld.ru
- Imperium Jaskini Behemota   www.imperium.heroes.net.pl
- Open General   www.opengeneral.pl
- Tournament of Honor   www.toheroes.com

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
- Direct connect
- Game Ranger
- Team Viewer

Regardless of the selected connection method, 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 the World Championship depends on the number of registered players – the form of the tournament is determined by a majority vote of the judges and the founders of tournament (basic format is Double Elimination).

The final game (Grand final) is "bo3" (series start with score 0:0), or any other system if both players agree it.

TOURNAMENT SERIES SCHEDULE

August 01: 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).

August 22: upload the tournament maps archive to the tournament website and send invitation mails to the invited players (performer: the coordinator with main editor).

September 04 (18h00 Moscow time UTC+3): closing of registration for a tournament.

September 04 (19h00 Moscow time UTC+3): on-line draw, the publication of results of draw on platforms of information sponsors and mailing of the corresponding mails to participants of the tournament (performer: online draw – founders of tournament, other – coordinator).

September 04 (19h00 Moscow time UTC+3): <u>start of a tournament</u>.

September 05: open late registration by serial numbers of vacant places (with the consent of the players), till we have vacant places and opponent agree to play.

TOURNAMENT ORGANIZATION RULES

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

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

Rules

1. **Common rules:**

    1. All questions on the tournament organization you can send to the coordinator.

    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. First (top) player in the pair starts the game and is called the host.

    5. Second (bottom) player in the pair joins the game and is called a join.

    6. Responsible for the start and bringing the game to the end is on the host.

    7. If game was started, but players can't finish it, then host must say to judges about this situation. Judges will find solution. If the judge is a participant of the disputed game, his vote is not taken into account. The decision on the result of the meeting is brought to the players within 3 calendar days from the date of appeal.

    8. If game was not started, then both players lose.

    9. Host player should plan a game with his or her opponent during 7 days of tour. Host player should contact referees if his or her opponent is not available.

    10. 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).

    11. 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»]
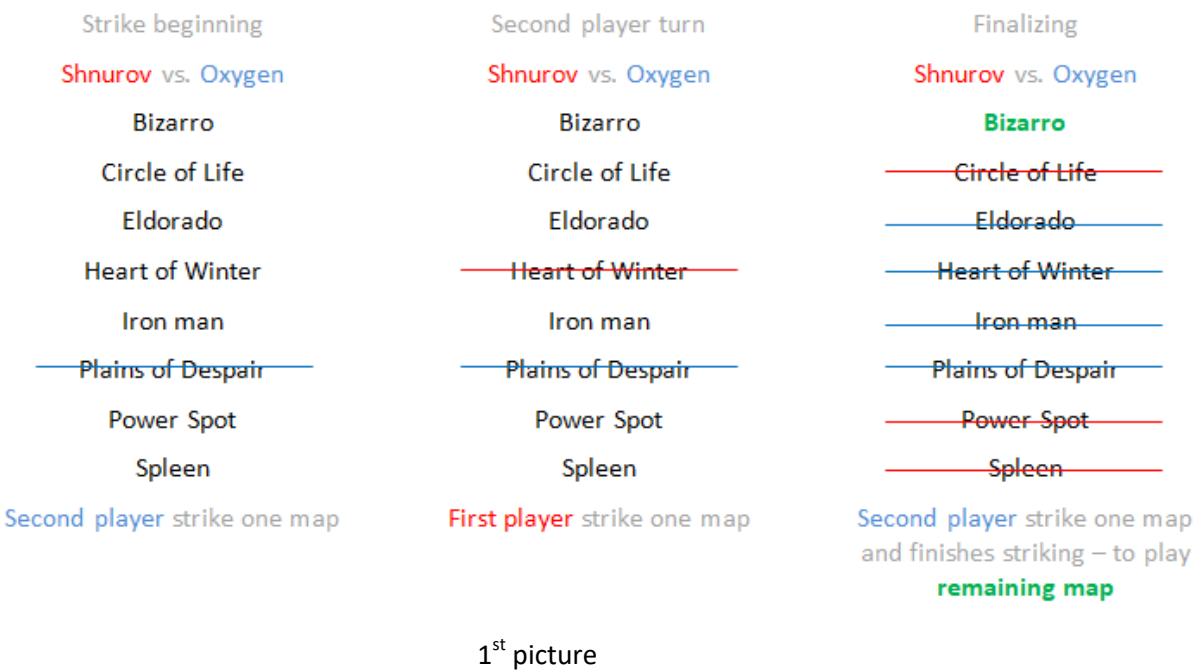   For example: Round #1 Aigle def. Al-Farabi Crimson and Clover 145.

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 2020 Champion, Bizarro 2018 Expert)

2. Host will start the game. If this player isn't able to be host then he or she has to inform referees before the championship start.

3. 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). Join (Second player) begins striking, after it host (First player) striking. Look at 1st picture.

Strike beginning	Second player turn	Finalizing
Shnurov vs. Oxygen	Shnurov vs. Oxygen	Shnurov vs. Oxygen
Bizarro	Bizarro	**Bizarro**
Circle of Life	Circle of Life	~~Circle of Life~~
Eldorado	Eldorado	~~Eldorado~~
Heart of Winter	~~Heart of Winter~~	~~Heart of Winter~~
Iron man	Iron man	~~Iron man~~
~~Plains of Despair~~	~~Plains of Despair~~	~~Plains of Despair~~
Power Spot	Power Spot	~~Power Spot~~
Spleen	Spleen	~~Spleen~~
Second player strike one map	First player strike one map	Second player strike one map and finishes striking – to play **remaining map**

1st picture

4. Any player can play for random alignment instead of choosing. Host 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.

5. If both players choose to play for custom alignments then striking should be performed by the following way: second player (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.

6. 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).

7. Settings of the game:

- 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.

2nd picture

3. Game

1. Player can take a restart no later than the first day of play only if he started playing random. In other cases, the first generated hand is played, unless otherwise agreed by the participants themselves.
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. Standard 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. **RECOMMENDED**: to make every turn save to have arguments if any questions will follow.
6. **RECOMMENDED**: to make saves every battle round in fight with opponent (the same reason).
7. **FORBIDDEN**: To use any bugs of game, deliberately or unintentionally. Block all exits from sanctuary or opponents town on the adventure map. 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.
8. **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
9. **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 compliant should contain saves. For example: 1 sprite vs. 100 ogres, such battles will be won anyway but too long.

Players rating

Points for participation in the tournament is performed according to the formula

$$Points = 1000 \cdot \frac{wins}{roinds},$$

wins – the number of rounds successfully completed by the player (even if the opponent did not show up for the game, the opponent was awarded a technical defeat or the opponent is listed as a bot);

rounds – the number of rounds in which the player took part (whether he showed up for the game or not).

The ranking of the world Championships is updated after each 10th tournament. Each new series of tournaments is called Era. In the transition to a new era, players have 10% of the accumulated points. The new rating contains all players who have 10 or more points left when recalculating. Other participants will be added to the rating when they register for the next tournament.

Tournament purpose

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

1 August 2020, 4 September 2020
Alexander
Falcaut
СТРАННиК
Mordaunt
Oxygen
Shnurov
VIP.ru