

Championship rules

1. Common rules:

1. Game version is HoMM4: Equilibris 3.51.
2. All games have to be played online via Hamachi using only tournament network (WC 2009, pass: WC 2009).
3. All arguable tournament moments (game playing, organisation questions) will be solved by champ referees.
 - Oxygen — main coordinator;
 - CTPAHHuK;
 - DJN;
 - Lord Zezuk.
4. Sortition will be performed before the tournament starts. It cannot be changed during the championship run.
5. All tournament notifications (about next game or any other referee questions or remainders) will be sent to the players e-mail.
6. Any player has to plan and play a game in a time given for a round. If any player cannot contact his or her opponent then he or she has to contact referee immediately.
7. Each game result should be reported to the main tournament coordinator via e-mail to Oxygen (oxygen@heroesleague.ru). Report format is:

[First player nickname] ([alignment]) [def/lose] [Second player nickname]
([alignment]) — [map name], [last game day in the following format «month week day»]

Example:

CMEPTb (Haven) def. ANL (Asylum) — Circle of Life, 125

2. Map selecting and getting started:

1. Recommended Difficult and Time limte for maps:
 - Power Spot (Expert, 8 min)
 - Power and Reason (Expert, 8 min)
 - Circle of life (Expert, 8 min)
 - One hote minute (Expert, 8 min)
 - Eldorado (Expert, 6 min)
 - Bizarro (Advanced, 8 min);
 - Heart of the Winter (Expert, 6 min)
 - Iron Man (Expert, 8 min);
 - Plains of Despair (Expert, 6 min);
 - Spleen (Expert, 8 min);
 - If these walls could talk (Advanced, 6 min);
 - Showdown (Expert, 6 min);
 - Lost in Space (Expert, 8 min);
 - DangerZone (Expert, 8 min);

It's strongly recommended to use following settings. But these settings could be changed if both opponents agreed.

Using any map modifications is prohibited. Host player will get technical defeat if this rule would be broken.

2. Player highlighted red in tournament table is the first player and he or she will be the host. If this player isn't able to host then he or she has to inform referees before the championship starts.
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 (map for your game). First player begins striking.



4. Opponents have to decide about game settings after map selecting (timelimit, guards type and game difficulty). If there is no agreement in players opinion then common settings should be used (p. 2.1). After that second player chooses starting position (color).
5. 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 two of allowed alignments for other player. Opponent has to choose alignment from the remainders.
6. 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).



7. First player should create game will following settings:
 1. map — the chosen during map striking;
 2. password protect save files — «yes»
 3. guards type — stationary;
 4. timelimit and difficulty — custom (if there was an agreement) or common from map list.

3. Game

1. There are some traditional chat messages (F2 button will open chat window):
0. «in» — obligatory message for guest player after successful joining the game.
 1. «restart» — obligatory message when asking for restart.
 2. «k» — shorten «ok» — obligatory answer for «in» or «restart».
 3. «s» — shorten «sent» — obligatory message when pressed end turn button.
 4. «r» — shorten «received» — optional message about turn receiving (better say first two times to check connection).
2. Both players can take restart until the first turn ends (pressing end turn button is the and of turn, you cannot restart after that). You have to write «restart» in a game chat and wait for an answer. Then host should create game with the same settings.
3. Standart victory conditions are enabled (losing all towns and armies or losing all towns for 3 days means defeat).
4. Bugs using is prohibited. If you don't know if any action is a bug or not then ask referee for help. Any player will get technical defeat after bugs using.

5. Any long game could be stopped by referee. In this case final battle should be destined and played.
6. It is prohibited 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.
7. 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.
8. It's strongly recommended to make every day saves to have arguments if any questions will follow.