

Regulations and rules of the International Match Tournament 2014

between French & Russian Heroes of might and magic 4 communities



Regulations

ORGANIZING COMMITTEE. FUNCTIONS DISTRIBUTION

Coordinators:

- French side: M8mat (e-mail: m8mat@hotmail.com)
- Russian side: СТПАHHyK (e-mail: krs.83@mail.ru)

Coordinators functions:

1. System engineering of tournaments and a toss-up; controlling tour deadlines; summarizing of rounds and tournaments.
2. Creation of networks Hamachi; the help to participants of tournament (consultation, solving of the time mismatch problems and debug in game).
3. Decision-making concerning a failure of terms of round by players etc.
4. The permission of difficult game situations (check saves, acceptance solution in disputable situations) and consideration of appeals.

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

Playing community:

- French side: Archangel Castle (www.archangelcastle.com);
- Russian side: Heroes League (www.heroesleague.ru);
Heroes Portal (<http://heroesportal.net>);
Heroes World (www.heroesworld.ru).

Playing community functions: supporting all necessary software and information (theme on forum for registration players and publication results of tournament games).

Information and technical sponsors:

- Heroic Corner (www.heroes.ag.ru)
- Equilibris (www.equilibris.celestialheavens.com)
- Tournament of Honor (www.toheroes.com)

Forums-organizers functions: publication of the tournament news and important info, supporting all necessary software and website, mailboxes support.

SOFTWARE, SETTINGS, MAPS

Game version — **Heroes IV Equilibris 3.51**. Any other game modifications are prohibited.

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

It is recommended to use ICQ or MSN to communicate to each other (forum messages or e-mail will have less importance against instant messengers if any argue is present).

TOURNAMENT FORM

International Match Tournament 2014 is several games between Russian and French players. Number of games depends on quantity of the registered players. For example, 5 russian and 5 french players form 5 pairs.

Each pair make 2 games. The win is 1 point. The lost game is 0 point.

The won side is determined by the greatest number of points.

First tournament (2013 year) going on Neutral field: Bizarro blitzkrieg map (advance, 8 min).

Second tournament (2014 year) going on French field: PS INSIDE WOW 2013 WC map (expert, 10 min).

TOURNAMENT SERIES SCHEDULE

February, 01: collect Russian and French teams, inform Russian and French players about Regulation and Rules of tournament.

February, 06: the publication of the results of drawing lots.

February, 07: the championship start.

March, 08: the championship finished.

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

First player (in the pair, hosting player) is responsible for the game. First player should notify coordinators about opponent's absence (not less than 5 days until current round ends). 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 coordinator's permission (all gameplay advances should be discussed with coordinators). If any difficult situation present, then coordinators have to solve it (using voting if there is no unanimous decision).

Rules

1. Common rules:

1. Game version is HoMM4: Equilibris 3.51.
2. The tournament games are playing by means of program Hamachi in networks, which created by the coordinators at the moment of start of tournament.
3. All questions on the tournament organization you can send to the coordinators of tournaments:
M8mat (e-mail: m8mat@hotmail.com).
CTPAHHuK (e-mail: krs.83@mail.ru).
4. All games questions resolve coordinators of tournaments.
5. Email notification will be sent to each player before next round starts (using registration email).
6. Host player should plan a game with his or her opponent in first week of tour. Host player should contact coordinators if his or her opponent is not available.
7. After the start of the game you want to send the message to the coordinators of the tournament **CTPAHHuK** or **M8mat** with the information about the name of the card and start castles.
8. Each game result should be reported to the tournament coordinators **CTPAHHuK** or **M8mat** via e-mail. Report syntax 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:

1. French field map:
 - **PS INSIDE WOW 2013WC** (expert, 10 min).

It's strongly recommended to use following settings. But these settings could be changed if both opponents agreed. It is prohibited to use modified map copies. Host player will get tech lose for that.

2. Upper players in playoff pair 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 coordinators before the championship starts.
3. 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).
4. Any player must play Random alignment.

5. First player should create game (using gamespy, hamachi or direct connect) 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.
6. Host player starts a game after his or her opponent joins and both players set random alignments.

3. Game

1. There are some traditional chat messages (F2 button will open chat window):
 1. «in» — obligatory message for guest player after successful joining the game.
 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. **Players can't restart the game.**
3. **Players can't load game for replay turn.**
4. Standart victory conditions are enabled (losing all towns and armies or losing all towns for 3 days means defeat).
5. Bugs using is prohibited. If you don't know if any action is a bug or not then ask coordinators for help. Any player will get technical defeat after bugs using.
6. Any long game could be stopped by the coordinators. In this case final battle should be destined and played.
7. It is prohibited to play too long battles (battles, which severely increase overall game length). Any player can send a complaint to any coordinator 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.
ATTENTION: This rule doesn't concern of player vs. player battles.
8. 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. It's strongly recommended to make every day saves to have arguments if any questions will follow.
10. Also strongly recommended to make saves in final fight.
11. **STRICTLY FORBIDDEN:** Desirable for the attacking player to do saves in fights with the contender to avoid the disputable situations of connection failed.

THE TOURNAMENT PURPOSE

The tournament purpose - increase of game potential of the "Heroes of might and magic 4" community.

01 February 2014

Reviewed by CTPAHHuK, M8mat