

## WarCraft® III : Frozen Throne™

- ❑ **Game Version: WarCraft® III : Frozen Throne™ v1.22.0.6328**
  - In case a game update is released on or after October 22, 2008, the version current as of October 21, 2008 will be used.
  
- ❑ **Operation System: Windows Vista (Service Pack 1)**
- ❑ **Monitor: 20" Wide LCD (Model Name: SyncMaster T200)**
- ❑ **USK(German software rating): Age 12+**
  - Anyone born after Nov.6th, 1996 will not be allowed entry to the GF
  
- ❑ **General**
  - Competition Method : 1 vs. 1
  - Match Length : Until the winner is determined
  - If there is no battle for a certain amount of time during the match and the winner cannot be decided clearly, the match is restarted at the sole discretion of the referee.
  - Match Winner: The player who completely destroys the opponent or if the opponent surrenders
  - WCG may install third party program and/or join as an observer for tournament operations purposes, such as verifying match results or gathering match data
  - "WarCraft III: The Frozen Throne" tournament shall consist of two parts: 1) a first phase: league system (1 match against each group opponent); 2) a second phase: knock-out system (best 2 out of 3 matches).
  
- ❑ **First Phase**
  - A Group Draw, held on Oct 2<sup>nd</sup> 2008 shall determine the composition of each group.
  - Map cycle will be notified on Oct 10<sup>th</sup> 2008 through the WCG website.
  - The host and client for each match will be decided by Referee.
  - In the first phase, each player plays one match against each of the other players in the same group, with three points for a win and none for a defeat.
  - The league system ranking in each group is determined as follows;
    - a) greater number of points obtained in all the group matches;

- b) greater number of points obtained in the group matches between the players concerned in the tiebreaker;
- Should only two players be tied in their group after applying the above-mentioned rules, a single game rematch shall take place
- Should three or more players be tied in their group after applying the league system ranking rules, another league system group (“rematch group”) shall be played among the players concerned.
- Ranking in the “rematch group” shall be determined as follows:
  - a) greater number of points obtained in all the group matches;
  - b) greater number of points obtained in the group matches between the players concerned;
  - c) rematch continues until winner determined;
- The two players coming first and second in each group qualify for the second phase.

#### ❑ **Second Phase**

- The second phase of the tournament shall consist in a single elimination tournament. The first player to win two out of three games wins the match.
- The host and client for each match will be decided by Referee.
- The map selection will utilize the ‘Thumbs Down(Map Veto)’ method:
  - a) Each player removes one map from the map pool by notifying the referee.
  - b) The referee announces the removed maps to both players.
  - c) The referee randomly draws the map order from the remaining maps.
  - d) In case both players decided to thumb down the same map, only that map will be removed for the order drawing.

#### ❑ **Game Settings**

- Race Selection: Free Choice, Random is allowed. (Players must notify their race selection to the referee before the start of the match. If a player changes the race without referee’s permission, the player may be given a warning or lose by default at the referee’s sole discretion.)
- Game Speed : Fastest
- Maps : Groll Wood, Secret Valley, Terenas Stand, Turtle Rock, Twisted Meadow  
(\* Each map may be modified by the WCG committee. Players will be informed before the tournament of any such modifications)
- After the match is over, the players must allow the referee to check the match

results and save the replay file. If the replay file is not saved, the player may be given a warning or lose by default at the referee's sole discretion.

**❑ Tournament Server Settings**

- Lock Teams : Yes
- Teams Together : No
- Full shared unit control : No
- Random races : No
- Random hero : No
- Observers : Full Observers
- Visibility : Default

**❑ Disconnections**

- Disconnection: Any disconnection of the connection between match players due to System, Network, PC, and/or Power problems/issues
- Intentional Disconnection: Upon judgment by the referee, any offending player will be charged with a loss by forfeit
- When any disconnection occurs:
  - 1) If disconnection occurs within 3 minutes of start of match: match restart
  - 2) If disconnection occurs after 3 minutes of start of match:
    - If both players agree to a match restart, the match will be restarted.
    - If the players cannot reach an agreement, the winner will be determined by a referee after the analysis of the match replay file.
    - If the winner can not be decided by analyzing the match replay file, the players must agree to a match restart or forfeit the match.

**❑ Intentional Use of Game/Program Bugs: A warning at the minimum or loss by default**

- Intentional use of any program bugs will result in a warning at the minimum or loss by default for the offending player.

**❑ Penalty for Unfair Play**

- Unfair Play
  - a) Use of any map hack program;
  - b) Intentional disconnection;
  - c) Use of any settings exceeding standard and permitted settings;
  - d) Any unnecessary chatting during the match;
  - e) If referee decides that external conditions (Press, Team Leader, Player,

Spectator, etc) give unfair advantage to a player, the player may be given a warning or lose by default at the referee's sole discretion;

- Upon discovery of any player committing any violations regarded as unfair play, that player will be disqualified from the tournament.
  - During the course of any match, the operations staff and/or referee may determine other actions to be unfair play at any time.
- **These rules are for the WCG 2008 Grand Final and are subject to modification in the following aspects.**
- Use of most recent patch/version release of each official game within WCG committee's own discretion.
  - Changes to in-game settings and options necessitated by the use of most recent patch version/release
  - Cheat Protection Program release and/or cheat protection functions.
  - Game settings and/or operations guidelines dictated by differences between online and LAN Tournaments