

## **StarCraft® II: Wings of Liberty™**

### **World Cyber Games 2011 Grand Final – Busan, Korea**

- Game Version: StarCraft® II: Wings of Liberty™ (with the latest game version)**
- Operation System: Windows 7**
- Monitor: 27” LED Monitor (Model Name: Samsung SyncMaster S27A550H)**
- WCG recommends players to bring their own mouse, keyboard headphone and any other peripheral to simulate their own best playing environment.**
- WCG will provide mice, keyboards and headphones with at least 30 minute notice. No mouse pads will be available, so please bring your own.**
- WCG will not be responsible for performance issues related to peripherals.**
- Players are not allowed to have personal electronic devices (mobile phones, pagers, radios, MP3 players, etc.) in the tournament area or on stage. If the device is not for communication but just a personal electronic device, the player may be allowed to keep the device upon the referee’s preliminary confirmation that it is not considered harmful to the tournament. Players found to have unauthorized personal electronic device within the tournament area or on stage may be penalized with warning or forfeiture.**
- Players must set up personal equipment within 10 minutes of the referee’s notification for set up, except for the delays caused by broadcasting or technical issues. A warning may be given for overtime, and if the player is found to be delaying the match for non-technical reasons, the referee may declare the match forfeit.**
- WCG will not provide personal practice areas at the WCG 2011 Grand Final.**

❑ **ESRB Rating: Teen (Age +13)**

- Anyone born after Dec. 8<sup>th</sup> 1998 will not be allowed entry to the GF.

❑ **General**

- Competition Method : 1 vs. 1
- Game Length : Until the winner is determined
- If the game becomes a stalemate and there is no action for an extended period of time during the match and the winner cannot be clearly determined, the match is restarted at the sole discretion of the referee.
- Game Winner: the player who completely destroys their opponent or if their opponent surrenders
- Arriving late for a scheduled match may result in a forfeit at the discretion of the Chief Referee.
- At the end of each match, the players must remain seated, remain at the victory/defeat screen and await a referee to record the results and save the replay. Closing the victory/defeat screen without the replay being saved by a referee may result in a default loss.
- WCG reserves the right to install additional software and/or join as an observer for tournament operations purposes, such as verifying match results or gathering match data.
- The “Starcraft: Brood War” tournament shall consist of two parts:
  - 1) Group stage: a round-robin consisting of one match against each group opponent;
  - 2) Knockout stage: single elimination (best 2 out of 3 games).

❑ **Group stage**

- The draw result for the WCG 2011 Grand Final groups will be announced on Nov. 23<sup>th</sup>, 2011 via the WCG website.
- The Map rotation will be announced on Nov, 25<sup>th</sup>, 2011 via the WCG website.
- The group stage is round robin. Each player plays one match against each of the other players in the same group.
- The host and client for each match will be based on the player number: the lower value will be the nominated host. E.g. A1 vs. A4 (A1 hosts the game).
- The ranking is decided by the total number of wins acquired in the group matches.
- In case of two players having the same number of wins , the following rule shall

apply:

- 1) the head-to-head match result is taken into account (the winner of the match between the two players advances to the next phase)
- In case of 3 or more players having the same number of wins, the following rules shall apply:
    - 1) the head-to-head match results are taken into account. The winner of the match (or matches) between the affected players advances to the next stage;
    - 2) if the outcome of the head-to-head matches results in a further 3 way tie, a round-robin tiebreaker must be played between the affected players (the map for each rematch will be drawn). In the event that the tiebreaker results in a tie, the matches will be re-played and the maps re-drawn until two qualified group players can be established.
  - The two players coming first and second in each group qualify for the knockout stage.

#### ❑ **Knockout stage**

- The knockout stage of the tournament shall consist of 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 based on the player number: the lower value will be the nominated host. E.g., A1 vs. A4 (A1 hosts the game).
- The map selection will utilize the 'Thumbs Down (Map Veto)' method:
  - 1) Each player selects one map from the map pool to be removed and, in private, notifies the referee.
  - 2) In case both players remove the same map, that map will be the only map removed from the order drawing.
  - 3) After removing each player's selection from the map pool, the referee randomly draws the order of the next round from the remaining maps.

#### ❑ **Game Settings**

- Competition Mode : Melee
- 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 : Faster
- Every player must set their online status to Busy

- Every player must turn off notifications
  - Every player must use full screen
  - Maps: WCG2011 GF Antiga Shipyard, WCG2011 GF Metalopolis, WCG2011 GF Shakuras Plateau, WCG2011 GF Tal'Darim Altar, WCG2011 GF The Shattered Temple  
 (\* 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 save the replay file. If the replay file is not saved, the player may be given a warning or be disqualified at WCG's sole discretion.
- ❑ **Disconnections**
- Disconnection: any connection loss between opponents due to system, network, PC, and/or power problems/issues.
  - Intentional disconnection: any connection loss between opponents due to a player's actions. Upon judgment by the referee, the offending player may be charged with a default loss.
  - When any disconnection occurs:
    - 1) If a disconnection occurs within 3 minutes from the start of the match, the match must be restarted.
    - 2) If a disconnection occurs after 3 minutes from the start of the match, one of the following solutions may be adopted:
      - 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.
      - If the winner cannot be decided by analyzing the match replay, the players must agree to a match restart or forfeit the match.
- ❑ **Unfair play**
- The following actions will be considered unfair play:
    - 1) the use of any cheat program and/or map hack program.
    - 2) an intentional disconnection
    - 3) the use of any settings exceeding the standard and permitted settings
    - 4) any "unnecessary chatting" during the match.
 

"Unnecessary chatting" means any chatting other than the cases listed below:

      - i. greeting messages between the players;

- ii. repeat of “P” to request for a pause during a stage match;
  - iii. a signal for the loss (i.e.: ‘gg’, ‘GG’, or any other message that the referee can use to decide the winner);
  - iv. chatting between players that does not violate the unsportsmanlike behavior clause;
  - v. any message that the referee can judge as part of the game.
- 5) clearly allowing one’s opponent to win a match.
  - 6) if a referee decides that external conditions (Press, Team Leader, Player, Spectator, etc) are giving or have given an unfair advantage to a player, the player may be given a warning or lose by default at the referee’s sole discretion.
  - 7) unsportsmanlike behavior or, in general, disruptive (e.g., shouting), inappropriate and/or unprofessional actions directed towards another player (even inside the game).
  - 8) the use of a program bug that is determined by the board of referees as being unfair.
- Upon discovery of any player committing any violations regarded as unfair play, the offending player, at the sole discretion of the board of referees, may receive a warning, a forfeit loss or, in extreme cases, be disqualified from the tournament.
  - During the course of the Grand Final, the board of referees may determine other actions to embody unfair play.

❑ **Stage Match**

- WCG may designate certain matches to be played on stage. Refusal to play on stage may result in a default loss for the player unwilling to play on stage.
- WCG may request a change of the monitor aspect ratio or resolution for broadcasting purposes.
- Any players playing on stage must wear their nation’s uniform or the stage match uniform provided by WCG. Refusal to wear the official stage match uniform may result in a default loss.
- All players must wear the headphones provided by WCG and the game sound volume may only be adjusted only when a referee is present.
- A player may request to pause the game should a problem emerge during a stage match. The referee shall pause the game through the Observer and check the reason for the pause.
- The request to pause a stage match must be made by sending a repeated “p” through the in-game chat. In case there is a problem with the keyboard input, the player may request to pause the game by raising his or her hand.

- The players may not arbitrarily pause the game during a stage match. In case this occurs, depending on the severity of the situation and when the pause occurred, the referee may decide to issue a warning or loss by default decision.
- After reviewing the reason for a pause, if the referee deems the pause unnecessary the referee may decide to issue a warning or loss by default decision.
- If a player disrupts game play through “unnecessary chatting” during a stage match, the player may be given a warning, loss of the match by default, or eliminated from the competition at the referee’s discretion. (‘Unnecessary Chatting’ is defined in the “Unfair play” section of these rules.)

#### □ **Final provisions**

- The above-mentioned rules may be amended in the following cases:
  - 1) should the WCG Committee, at its sole discretion, decide to adopt the latest patch/version release of each official game
  - 2) should the WCG Committee, at its sole discretion, decide to modify in-game settings and options required by the use of most recent patch version/release
  - 3) should the WCG Committee, at its sole discretion, decide to use a newly released Cheat Protection Program and/or cheat protection functions
  - 4) should the WCG Committee, at its sole discretion, decide to change game settings and/or operations guidelines due to differences between online and offline tournaments.