Regulations and Rules
of the Kings Championship 2023 Heroes IV

http://h4kings.ucoz.pl/

Regulations

Coordinator:

- Aigle édenté (e-mail: jeremie.agolini@gmail.com)

Coordinator functions:
1) engineering regulation and rules ;
2) chooses 3 of the maps (6 more are decided by Negus and Brennus and Jerem) ;
3) controlling tour deadlines and summarizing of rounds and tournament ;
4) the notification to participants about competition news by e-mail ;
5) publication of invitation on forums ;
6) creation of Hamachi networks ;
7) building the tourney page on the Kings site with Brennus ;
8) helping the participants of tournament (any consultation, solving of the time mismatch problems and debug in game).

SOFTWARE
Game version : **Heroes IV Equilibris 3.51**. If both players agree, then they can use Equilibris 3.55. Any other game modifications are prohibited.
Recommended network software : Hamachi, GameRanger, or direct TCP/IP connection.
It is recommended to use Discord for reports and communication (ask me or Brennus to join Discord server) or E-mail (forum messages or other ways will have less importance against Discord if any argue is present).

TOURNAMENT FORM

The structure of the Kings Championship depends on the number of the registered players, it will likely be «Double Elimination» (9 to 16 players).

TOURNAMENT ORGANIZATION RULES

The making of playoff will be random or decided on the basis of rankings.
Each round must be finished by players before 1 month (4 weeks and weekends).

Rules

Rules of the international 2023 Kings tournament are based and inspired by the World cup championship 2019 and the Kings 2021 tournament. This Kings tournament was held annually during the period from 2015 to 2023.

I. Common rules :

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

2. All games questions also.

3. Email notification will be sent to each player before start of each round (using registration email).

4. First player (in the pair, hosting player) is responsible for the game.

5. If game is started, but players can't finish it, then host must notify the coordinator about the situation. The coordinator is responsible for a solution. The decision on the result of the match is communicated to the players within 3 calendar days from the date of appeal.

6. If game was not started, then both players lose. The active player will get technical win if the opponent is absent.

7. Host player should contact the coordinator if his or her opponent is not available.

8. Host player will get technical lose if there were no notifications and explanations about broken game. Also host can get tech lose for using of modified maps or maps that don't exist in tournament maps set.

9. Each game result should be reported to the tournament coordinator in Discord group (coordinator creates the group) or by e mail. 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 Bobby def. Ricky Circle of Life, 125.

II. Setting game :

1. Tournament maps list from the Kings league (recommended game difficulty and turn limit) :

- **Bizarro** (Expert, 15 min);

- **Vae victis** (Expert, 10 min);

- **Showdown** (Expert, 10 min);

- **Heart of Winter** (Expert, 10 min);

- **Zminez** (Expert, 15 min);

- **Deep kick** (Expert, 10 min);

- **Imperial prison** (Expert, 15 min);

- **After the flood** (Expert, 10 min);

- **Eruption** (Expert, 10 min) ;

- **Lucky shot** (if this one is picked the host player shall tell the coordinator so he chooses the map randomly)

2. Upper player in playoff pair is the first player and he will be the host. If this player isn't able to be host then he has to agree with his opponent or contact the coordinator before the game starts.

3. Map for the game should be selected using following procedure : both players strike out maps from the full map list one by one until only one map remains (the map for your game). Joining (First player) begins striking, after that host (Second player) strikes – see 1st picture.

Strike beginning	Second player turn	Finalizing
Bobby vs Ricky	Bobby vs Ricky	Bobby vs Ricky
~~Circle of life~~	~~Circle of life~~	~~Circle of life~~
Powerspot	Powerspot	~~Powerspot~~
Showdown	Showdown	Showdown
Spleen	Spleen	~~Spleen~~
Pacoland	Pacoland	~~Pacoland~~
Death valley	~~Death valley~~	~~Death valley~~
Iron man	Iron man	~~Iron man~~
Fatal controversy	Fatal controversy	~~Fatal controversy~~
Chameleon	Chameleon	~~Chameleon~~
Plains of despair	Plains of despair	~~Plains of despair~~
First player strikes one map	Second player strikes one map	First player strikes so the last map is choosen

Both players strike map one by one until only one remains.

1st picture

4. 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 half of allowed alignments for the other player. Opponent has to choose alignment from the remaining alignments.

5. 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, as 6 alignments are allowed on a map per player). Then both players strike out alignments until only one will remain for each player. Striking consecution is : 1-2-2-2-2-1 (this means second player strikes one alignment, then first — 2 and so on). Look at 2nd picture.

Strike beginning	Second player turn	First player turn
Bobby vs Ricky	Bobby vs Ricky	Bobby vs Ricky
asylum x	asylum x	asylum x
academy	academy	x academy
stronghold	x stronghold	x stronghold
preserve	preserve x	preserve x
necropolis	necropolis	necropolis x
haven	haven	haven
First player strikes one of his or opponent's alignment	Second player strikes two of his or opponent's alignments	First player strikes two of his or opponent's alignments

…
And so on, both players strike out two alignments each,
every struck alignment could belong to first player or second

<div align="center">

Finalizing
Bobby vs Ricky
x asylum x
x academy x
x stronghold o
x preserve x
x necropolis x
o haven x

Second player finalizes process, striking
one of his or opponent's alignment

</div>

2nd picture

6. Opponents have to decide about game settings after map and alignments selecting (time limit, 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. First player should create game (using GameRanger, Hamachi or direct connect) with following settings:

- map — the chosen one 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.

8. Host player starts a game after his or her opponent joins and both players set their alignments.

III. Game

1. Players can't restart the game. The game can be restarted only if both players agree it.

2. Players can't reload the game. The game can be reloaded only if both players agree it.

3. Each player can take one reload 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» — for guest player after successful joining the game.
«restart» — question about take restart if both players agree it.
«load» — question about take reload if both players agree it.
«k» — shorten «ok», answer for «in» or «restart».
«s» — shorten «sent», message when pressed end turn button.
«r» — shorten «received», 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 wins 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. If you aren't sure whether some action is "use of a bug", then better previously consult at the coordinator. 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. **AVOID** : to play too long turns or battles (which severely increase overall game length). Any player can send a complaint 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 player vs. player battles.

Players rating
Points given for participation in the tournament will be decided, by me or Brennus.

Good luck and have fun !

aigle édenté