Regulations and Rules
of the Kings Championship 2024
in Heroes IV Equilibris version

THE KINGS WEBSITE

http://h4kings.ucoz.pl/

Regulations

Organizer:

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  President of The Kings Tournament & League http://h4kings.ucoz.pl/

Coordinators:

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Assistance in assessing and settling disputes :

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Coordinators functions:

1) setting up the regulation and rules;
2) choosing a part of maps pool, the rest is chosen by participants;
3) controlling game 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;
8) helping the participants of the tournament (any consultation, solving of the time mismatch problems and debug in game).

THE PURPOSE

The purpose of the tournament is to promote Heroes of Might & Magic IV and to unify online players that are fans of this 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 https://discord.gg/UYp6Jvg
Alternatively players can communicate together and with coordinators by email.

TOURNAMENT FORM

The tournament is open for every player. The structure of the Kings Championship depends on the number of the registered players, it will likely be «Double Elimination» (9 to 16 players). All relevant information will be published on The Kings website.

TOURNAMENT SCHEDULE

15 March: players registration is closed.
16 March: tournament starts.

TOURNAMENT ORGANIZATION RULES

The making of playoff will be random or decided on the basis of rankings.
Each round must be finished by players within 21 days (3 weeks).

General Rules

Rules of **the International 2024 Kings Tournament** are based and inspired by the previous The Kings tournaments. The Kings League & Tournament is made for unifying us - the H4 players over the world. We do appreciate the work of Toheroes and Archangelcastle H4 Leagues and we feel like the descendants of these great H4 communities. The Kings continues traditions of non-discriminatory and equal treatment of players and our main goal is to having fun from the game. The Kings tournaments are held annually from 2015.

I. Common rules.

1. Any questions on the tournament organization and current games have to be send to the coordinator of tournament.

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

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

4. If the 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.

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

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

7. 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.

8. 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], [winner-race] [loser rase] [last game day in the following format «month week day»]**

For example : Round #1 Bobby def. Ricky Circle of Life, chaos vs order, 125.

II. Tournament maps.

All maps must be played in versions published in The Kings website. Recommended difficulty and time for all maps are **expert, 10 min**. Other difficulty and time might be used only if both players agree to that.

- **Heart of Winter**
- **Showdown**
- **Keeper**
- **Winter Bridge**
- **Eldorado**
- **Zminez**
- **Lezkandra**
- **Eruption**
- **Tempest**
- **Ten Treasure Islands**
- **Vae Victis**
- **Lucky shot**

Lucky shot – [if this one is picked the host player informs the coordinator in order to choose the map randomly using **Random Map Chooser**] http://h4kings.ucoz.pl/index/random_chooser/0-9

1. First player in playoff pair is the host. If this player isn't able to be host then he has to agree with his opponent about switching the host or contact the coordinator before the game start.

2. 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.

3. Any player can play for random alignment instead of choosing. First player should inform if he will play for random alignment or not. Then second player provides similar information. 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.

4. 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
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

5. Joining player always chooses starting position (color).

6. 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 — recommended in tournament map list or custom (if there was an agreement).

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

IV. The game.

1. Both players have a right to restart the game once in first turn.

2. Both players have a right to one reload in first week of the game. No further reloads are possible. Player can load save from last turn or autosave of last turn, but not from earlier saves.

3. There are some traditional chat messages (F2 button opens 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 with the coordinator. Use of bugs of game is punished by losing the game.

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.

V. Players rating (applies to players wishing to participate in The Kings Ranking).

All players get points in The Kings rating (league) for participation in the tournament. Additional points are given for winning a game and finishing the tournament in **TOP 3.**

 Links:

- ❖ *The Kings Tournament website:*
  http://h4kings.ucoz.pl/
- ❖ *Forum:*
  http://h4kings.ucoz.pl/forum/
- ❖ *The Kings Facebook page:*
  https://www.facebook.com/BrennusWhiskey2015TheKings/
- ❖ *The Kings players on Facebook:*
  https://www.facebook.com/groups/991409797577337
- ❖ *YouTube channel:*
  https://www.youtube.com/channel/UC4F4saqiRFAHzFfssBQ1R8Q
- ❖ *Discord for players:*
  https://discord.gg/tVgegcNhyd

Good luck and have fun!

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