

StarCraft®: Brood War™

- ❑ **Game Version: StarCraft®: Brood War™ v1.15.2**
- ❑ **Operation System: Windows Vista (Service Pack 1)**
- ❑ **USK(German software rating): Age 12+**
 - Anyone born after Nov.6th, 1996 will not be allowed entry to the GF
 - Due to strict gaming laws in Germany, participants who do not meet the USK age restrictions will not be allowed entry to the Grand Final under any circumstances. However, SP may allow underage players to compete in the National Championships at their discretion.
- ❑ **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
- ❑ **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 : Fastest
 - Maps : Andromeda, Blue Storm, Othello, Troy
(* 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.

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

- Any other intentional practice that is determined as unfair and/or usage of a program bug, at the sole discretion of the board of referees, can result in a warning at the minimum or loss by default for the offending player.
- Allied Mine: A Terran user allies with the opponent right at the time that he is planting mines with his vulture units in order to force delayed reaction of the opponent units. (Allying with an opponent during a match is unusual and is not allowed.)
- Flying Drone: A Zerg user uses a drone bug to make it fly around right after the match starts. (Zerg's drone is a ground unit and should not be able to fly around. This breaks the game balance, so it is not allowed.)
- Terran Building Crushing: Destroying or making ineffective interceptors, cocoons, air units, dark swarms, anti-matter disruption web, etc using Terran building's ability to float and land.
- Lurker Burrow Bug: Intentionally burrowing a hydra that is changing into a lurker under a building.
- Engineering Bay Bug: Using Terran's engineering bay hack, floating and landing the engineering to destroy structures.
- Templar Bug: A Protoss user uses a bug to force a templar unit, which normally cannot fly, to be able to fly.
- Worker Bug: When a Terran user right clicks on a unexplored area with an SCV that is carrying some minerals or vespene gas, then lifts the command center and lands it while at the same time issuing a cargo command, allowing the SCV to patrol areas that are completely blocked off.
- Worker Grouping Bug: Attacking with a grouping of worker units that looks like a single unit.
- Zerg Unit Grouping Bug: Making multiple units look like lesser number of units using Zerg's burrow.
- Waypoint Bug: With shift-key pressed down, right-clicking multiple times on the Vespene Geyser, and then clicking the opponent's HQ to patrol areas that is completely blocked off.
- Worker Rubbing Bug: When opponent's units are blocking the entrance, clicking

the HQ at the same time as cargo command is issued allows the worker to go through the units and patrol the area.

❑ **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.

❑ **Penalty for Unfair Play**

- Unfair Play
 - 1) Use of any map hack program
 - 2) Intentional disconnection
 - 3) Use of any settings exceeding standard and permitted settings
 - 4) Any unnecessary chatting during the match.
 - 5) 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 National Championship 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