



World Cyber Games 2008 Online Qualifiers

Competition Guide – Starcraft: Broodwar (PC)

Registration:

You must first register and create a user account for one of the Starcraft: Broodwar tournaments located at <http://qualify.us.worldcybergames.com/?a=register>. After you have created your account, you can login at <http://qualify.us.worldcybergames.com/?a=login>. Once registered for the tournament, you will be able to access the “My Events”, “Support” and “My Matches” pages located at <http://qualify.us.worldcybergames.com/?a=myEvents> and <http://qualify.us.worldcybergames.com/?a=support> respectively. You can access your “My Matches” page after logging in and navigating to the “My Events” page.



Servers: All matches are to take place via the Battlenet multiplayer network. The higher seeded player will create the game, and the lower seeded player will join up. Use of Gamon anti-cheat will be required for all matches [explained in detail below].

Format: Winner takes all. The tournament will be a single elimination bracket until the final four which will be a straight double elimination bracket. Matches will be played best of 3 games.

Schedule:

Registrants	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
128	128 → 64	64 → 32	32 → 16	16 → 8	8 → 4		Final Four
64	64 → 32	32 → 16	16 → 8	8 → 4			Final Four
32	32 → 16	16 → 8	8 → 4				Final Four
16	16 → 8	8 → 4					Final Four
8	8 → 4						Final Four

- One round of single elimination matches will be played each night until four competitors remain. The default match time for ALL single elimination matches is 8:00 pm local time (of the qualifier) but can be re-scheduled if mutually agreed upon by the competitors as late as 10:30 pm local time on the scheduled match night. An admin must be notified of the reschedule via support ticket (Support page).
- Any matches that are not reported on the ESEA WCG Event (“My Matches” page) site by 11:30 pm local time will be ruled as a double forfeit.
- Double elimination matches with the final four competitors will be played on Sunday starting at 12:00 pm local time.

Competition Flow:

1. Contact your competitor via e-mail or instant messenger (information provided under "My Matches" of the tournament page) to coordinate peer to peer connections and confirm scheduled match times. All matches must be played at the default match time listed on the bracket unless mutually agreed upon with your opponent. All matches **must** be played on the scheduled day. In the event of a reschedule, be sure to notify an admin via support ticket.
2. Step by step server creation:
 - Start the game and join Multiplayer; Select **Starcraft Broodwar Expansion**
 - On **Game Gateway** you will chose in the following order:
 - East server – Atlantic division
 - West Server – Pacific Division
 - East/West Server - North and Central division
 [Servers can be chosen if mutually agreed upon by the competitors]



- On **Select Connection**, choose Battle.net and press “OK”
- Join channel WCG Zone; this will be the official channel for WCG USA matches
- The match then needs to be created by selecting “**CREATE**” on left side panel
- The higher seeded player will create the game, example: Schedule Match
 - Player A VS Player B , Player A will create the game with the following setup:
 - **Game Name:** PlayerAVSPlayerB
 - **Password:** wcgmatch
 - **Map:** Will be determinate by organizers
 - **Game type:** One on One, if the admin will be on the match select the appropriate game type
 - **Game Speed:** Fastest
 - Press the “OK” button
- On the match screen the players will choose their respective races and will start the game. After decided which race you will use, you can ´t change it seconds before the match starts, if this occurs you will receive a warning and the match will be created again.
- When the game has finished you will need to save the replay file as shown:
 - Replay file: PlayerAVSPlayerB_mon_atlantic.rep
PlayerNameVsPlayerName_dayofmatch_event.rep
 - Replay file (finals): PlayerAVSPlayerB_SF-1_pacific.rep
PlayerName Vs PlayerName_Semifinal#match_event.rep
- 3. The winning player must report score on the ESEA WCG website (“My Matches” page) within 30 minutes of match completion.
- 4. Both competitors must be available at least 15 minutes before the scheduled match time.
- 5. Use of the Gamon anti-cheat tool is **required** during ALL official matches.
 - Gamon download link - http://file.wcgzone.com/WCGZoneInst_080602a.exe
- 6. All players must take screen shots AND save replays at the end of the match, which may be required in the event of a dispute. Taking screen shots at other crucial times in the game is strongly encouraged although not required.

Notices:

- Intentional use of game / program bugs will result in a warning at the minimum or forfeit loss as ruled by the Admin.
- Any other intentional practice that is determined as unfair and/or usage of a program bug at the sole discretion of the board of administrators can result in a warning at the minimum or loss by default for the offending player.
- In the case of a dispute, both players must submit their screen shots/detailed match description to tournament staff. Upon review, a decision will be made which could result in one or both players being disqualified or the match being replayed. Any player unable to produce accurate, valid screen shots may be subject to disqualification.
- During the tournament please remember to take screenshots displaying your match results [scoreboard] and to submit those screenshots when reporting your winning match results.
- Make absolutely certain to record replays and demos for every match. While you do not need to submit this along with your match reports, it is critical that these be kept by every player for the duration of the tournament. In the case of a match dispute, this is one of the first things we will ask for.
- All players must select their settings prior to the match beginning and no settings may be changed during a match.
- Players caught cheating will be removed from the tournament, as well as all future 2008 WCG online tournaments.

Disconnections:

- **Definition** - Any disconnection of the connection between match players due to system, network, PC, and/or power problem/issues.
- It is the responsibility of each competitor to insure that they have a stable connection.
- Any disconnection with circumstances other than the above is to be judged by the match administrator and the defending player may be charged with a loss by forfeit.