

Age of Empire® III: The Asian Dynasties

- ❑ **Game Version: Age of Empire® III: The Asian Dynasties v. 1.01a**
- ❑ **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
 - Match Winner: The player who completely destroys the opponent or if the opponent surrenders
 - 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 continues even if gold and/or food are not close to the starting point.
 - Sometimes, heroes may get stuck between the rocks when getting items. This is considered to be a mistake made by the player and cannot be used as a reason for appeal.
 - 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**
 - Game Type: Supremacy
 - Game Rule: Standard
 - Starting Age: Discovery Age
 - Difficulty: Moderate
 - Game Speed: Medium
 - Home City Level: Maximum

- Game Record: On
 - Race Selection: Free Choice (For LAN Tournaments, players must receive an approval for the chosen race from the referee before the match is started. If the race is changed without the referee's approval, the player may be given a warning or lose by default at the referee's sole discretion.)
 - Maps: New England, Painted Desert, Patagonia, Saguenay, Siberia, Yukon (* Each map may be modified by the WCG committee. Players will be informed before the tournament of any such modifications / Different maps may be used depending on national circumstances)
 - 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.
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- ☐ 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.
- ☐ 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 4 minutes of start of match: match restart
 - 2) If disconnection occurs after 4 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.
- 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