

Command & Conquer™ Red Alert™ 3

Game Version: Command & Conquer™ Red Alert™ 3 v. 1.012

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

Celgames 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: 1 vs 1

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: Maximum

Initial Resources: 10,000

Maps:

Infinity Isle, Battlebase Beta, Snow Plow, Fire Island, Industrial Strength, Temple Prime, Cabana Republic

(* Each map may be modified by the Celgames 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.

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 Celgames 2009 and are subject to modification in the following aspects.

Use of most recent patch/version release of each official game within Celgames 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