

Regulations of the *Heroes of Might and Magic III* Grandpa Tournament vol. 2

1. Introduction

1. Grandpa Tournament is 8 hero Heroes 3 online 1v1 tournament free for anyone who likes to enjoy oldschool chill timer with precise gameplay. Tournament itself is played under Horn of the Abyss non-official extension pack.
2. Complete rules of the tournament are covered at this document. Tournament rules are translated only to English. If there is any understanding then any part of rules can be translated to different language to resolve the issue by tournament staff
3. Tournament prize pool 2000 Euros will be divided to top 3 places of Main stage of tournament. 1st place takes 1000 Euros, 2nd place 500 Euros, 3rd place 300 Euros, 4th place 150 Euros, 5th place 50 Euros. Prizes will be paid to players by tournament admin Scooby. Preferred method is to use Paypal. If not possible to be used then different method will be used instead.
A player who will kick out Grandpa's vol. 1 champion Gongwazy from Grandpa vol. 2 tournament's loser's bracket or Grand finals will take extra 100 Euros reward and title "Champion player" . If Gongwazy will be able to defend the title then he get's 100 Euros extra as prizemoney for defending his 1st place from previous tournament !
4. Restreams of tournament games are free to anyone. All players who wants to attend tournament automatically allow to restream their streams. It's possible to get reward 100 Euros for each tournament partner who will restream tournament matches in English to support Heroes 3 global community (must be communicated with tournament admin Scooby in advance). Main tournament gameplay 1/16 phase and higher up to Grandfinal must be streamed by both players. Exceptions of streaming of games can be granted by tournament staff after providing a valid reason (like not streaming the match publicly, but using a private Discord channel instead, etc.)
5. Games can be played either ranked or nonranked (it's on players to decide)
6. Tournament staff:

Nick	Contacts
Scooby	Discord - scooby1536 , Email - plysom@seznam.cz / Lobby nicknames Scooby, Dooby, Bloodyfoxx

7. Organizer reserve a right to update tournament rules if needed but change itself must be communicated and approved by H3.gg staff since tournament is hosted under H3.gg portal once tournament is started

8. Match scheduling conditions :

- I. For each match there is 1 week. Means BO1 should be played within 1 week. BO3 within 3 weeks. BO5 Grandfinal Any exceptions need to be communicated with tournament admin Scooby (in most of the cases if at least the match is scheduled between 2 players in near future to be played then delay of match will be approved).
- II. Scheduled dates of games of Main stage tournament must be announced. For Grand final at least 3 days before. Other matches from ¼ and higher 24 hours in advance. Preferred communicated platform is tournament discord channel via link below:

<https://discord.com/channels/544221242664681483/1377668610746486997>

- III. At the request of both Match Participants or by decision of the Organizers, Match playing system may be changed for example from Bo3 to Bo1 (in case that match will block tournament and there will be issue with finding of suitable match date between 2 participants)

2. Tournament Format

❖ Tournament will be divided into 3 phases:

- 1) Registration phase
- 2) Qualifier phase (BO1 3 rounds)
- 3) Main phase (winners bracket BO3 + losers bracket (BO1 to be played round 1 , rest rounds BO3). Winner of winners bracket will play BO5 Grandfinals against winner of losers bracket starting at 0-0 .

BO 5 Grand final will have defined templates to be played - H3DM3 NC NLH2, MT Nebula 1.4d NLH 2, MT Jebus, 6LM10a and Sapphire A1 . Players will choose their order by bans. Player who won winners bracket picks first template (then ABAB system should be followed and order of all 5 potential templates to be played should be setup before 1st match will be played).

1. Registration phase:

- 1) Players can sign up to 31.1. 2026,
- 2) Any player who wants to play Grandpa tournament games automatically agrees with tournament rules described in this document.
- 3) **Signing / Playing the tournament under more than one account is forbidden and will lead to permanent ban at all tournaments managed by it's organizer**

2. Qualifier phase

Qualifier tournament: Starts 1.2.2026. There will be 3 rounds BO1 of 1 group and players with highest points will be added to main tournament. Number of slots to the main tournament will be announced 1.2.2026. (depends on number of invited players with 250+ rating and overall number of tournament participants) . Same amount of points close to boarder line of slots can lead to extra decider games. Decider games will

be needed only if players didn't play already with each other. If so then the winner of the mutual match decides in case of matching points from the qualification group.

Templates to be played in Qualifier phase are same as for Main phase:

Jebus Cross
MT Jebus
MT King 3.1
H3DM3 NC NLH2
MT Nebula 1.4d NLH2
8xm12 1.1
Nostalgia 1.1
6LM10a
Spider 2.3b
Sapphire A1 /// XH

Players at Qualifier matches are banning from templates pool till there will be only 1 template left (ABABABABA). Player with higher rating starts to ban.

3. Main phase :
Starts 28.2. 2026.

Templates to be played in Main phase:

Jebus Cross
MT Jebus
MT King 3.1
H3DM3 NC NLH2
MT Nebula 1.4d NLH2
8xm12 1.1
Nostalgia 1.1
6LM10a
Spider 2.3b
Sapphire A1 /// XH

Each player choose 1 template from the list to be played in BO3. If decider is needed then players will ban templates ABABABABA till there is only 1 template left to be played. Player with higher rating starts ban of templates.

For final stage played template must be different every time (Final of winner bracket bo 3 , Final of losers bracket BO 3. Grand final does have specified templates to be played (mentioned in tournament format phase on the top of document)

In other matches is allowed to play same template more then once. (Example oponent 1 will choose to play JC, oponent 2 will choose JC and as decider match can be played JC again after ABAB.. bans so you can play 1-3 different templates at BO3)

❖ **Templates setup regulations :** **///** stands for both stages Qualifier and Main stage

Template name	Game SETUP							
	Map size	Number of human players / Ais	Guard Streight	Road type	Game difficulty	Chess Timer	Recommended Simultaneous turns	Remark
Jebus Cross	XL	2/0	Strong	Fastest	160%	14+8+2	115	Timer 14+7+2 can be played if both players agree
MT Jebus	L	2/0	Strong	Fastest	160%	21+8+2	114	Timer 16+8+2 can be played if both players agree
MT King 3.1	L	2/0	Strong	Fastest	160%	21+8+2	114	Timer 16+8+2 can be played if both players agree
H3DM3 NC NLH 2	L	2/0	Strong	Middle	160%	21+8+2	117	Timer 19+8+2 can be played if both players agree
MT Nebula 1.4d NLH2	XL	2/0	Strong	Fastest	160%	21+8+2	117	Timer 19+8+1:30 can be played if both players agree
8xm12 1.1	XL + U	2/6	Strong	Middle	160%	21+8+2	122	Timer 19+8+1:30 can be played if both players agree
Nostalgia 1.1	XL + U	2/6	Strong	Fastest	160%	21+8+2	123	Timer 19+8+1:30 can be played if both players agree
6LM10a	XL + U	2/6	Strong	Middle	160%	21+8+2	122	Timer 19+8+1:30 can be played if both players agree
Spider 2.3a	XL + U	2/6	Strong	Middle	160%	21+8+2	121	Timer 19+8+1:30 can be played if both players agree
Sapphire A1	XH	2/6	Strong	Middle	160%	21+8+2	121	Timer 19+8+1:30 can be played if both players agree

3. Fair play, required consents and Parties requirements

1. Using crashes to gain advantage is prohibited. After loading the map due to a Heroes III error, you must repeat your moves on the adventure map and in battles in the turn in which the error occurred as closely as possible.
2. External assistance. There are many ways to obtain additional information useful in an ongoing Game. Below is a list and whether a given method is allowed:

Way to obtain information	Its legality in the tournament
Advice (a third party provides the Participant with information that can be deduced by looking only at their gameplay) through text	Allowed, except in situations where the Participant: - Asks viewers for information or advice, - Clearly makes decisions based on advice, - Allows for multiple less relevant advices appearing in the chat.
Advice by phone, teamspeak, Skype, etc. talking live	Forbidden
Spoilers (a third Game provides the Participant with information that cannot be deduced by looking only at his gameplay)	Forbidden - if the Participant reads a spoiler, they should play as if they had not seen it and person who gives a spoiler should be muted from stream chat for the duration of the Game
Ghosting (viewing on the opponent's stream or commentary of this Game)	Forbidden
Programs that read Heroes III memory - for example to see an undiscovered part of the map or predict the hero's development	Forbidden

Way to obtain information	Its legality in the tournament
Value and damage calculators	Allowed
Video tutorials	Allowed
Watching your stream or recording of a given Game during this Game	Forbidden
Screenshots from a ongoing Game	Forbidden
Wiki pages	Allowed
Own notes about Heroes III or the Game	Allowed
Macros and Binds	It is allowed to use macros and binds limited to simulating 2-key combinations, without additional delays and without cursor movements.

3. Upon loading a Game, the additional timer (10 minutes) given by the game is ONLY meant to be used for recalling the map and planning moves. It is forbidden to use it to move heroes, cast spells, recruit army, build structures etc.
4. Participants are obliged to behave politely towards each other during, before and after Parties in the Heroes III chat, on streams from the tournament, in private messages regarding the tournament and on Discord Server.
5. Participants are prohibited from expressing discriminatory views such as queerphobia, racism, sexism, and xenophobia in the Heroes III chat, on streams from the tournament, in private messages regarding the tournament, or on the Discord Server.
6. Participants should refrain from publicly accusing others of violating the tournament Rules. Any problem of this type should be reported to the Organizers for confirmation.
7. The standard rules of HotA lobby online competitions apply to the tournament. The link to them can be found [here](#). If a rule of HotA's regulations conflicts with the tournament Rules, the Championships Rules shall prevail.

4. Gameplay

1. Parties should take place via the HotA Lobby available in the Heroes III. If HotA Lobby is not available, Game can be played via Hamachi or Game Ranger.
2. Match preparation:

One Participant creates a room in the HotA lobby (they will be referred to as the host), the other Participant joins the room in the lobby created by the host (they will be referred to as the guest)

- 1) On non-mirror templates (6LM10a, 8xm12, Nostalgia, Jebus Cross, Spider)

a) once played template is known then host setup everything according to template setup regulations table above.

b) host needs to use extended bookmark setup called “PVP options”.



The table above will show up and host needs to use Random vs Random button option (generates towns to be played for both players). Both players do have option to reroll generated towns with 1 ban of rolled town.

Both players do have 1 reroll for free. Each another is for 500 gold. If the same pair of towns is drawn as before the reroll, then auto-technical reroll of towns is needed.

c) The bidding for the town and color begins with the Participant who won the coin flip. The first bidding refers to the towns, the second to the color

d) The winner of each bidding chooses the town and color after all the biddings are completed. Host needs to correctly setup gold using gold transfer button (it includes town trade, color trade and potential reroll price as well)

- 2) On mirror templates (h3dm3, mt_Nebula, MT King, MT Jebus):
 - a) Town is drawn using Random Town option,

- b) Participants can request a reroll of town and banning 0-1 drawn towns by 500 gold fee. The winner of the coin flip is the first to declare their willingness to reroll. There is a maximum of one such ban per Participant per Match,
- 3. The maximum number of rounds in a battle is depending on template and current Hota patch. Be careful that at some templates with removed Heroes as H3DM3 there are 99 rounds only to prevent bug. If this number is exceeded and it has not been implemented in the template settings, the attacker is obligated to flee from the battle or surrender the hero.

5. Restarts

1. Each of Participant has two subjective restarts per Game in the first day (2 x 111) or one restarts in the second day (1 x 112) on non-mirror templates, and on mirror templates there is one restart in the first day per game.
2. The red player makes the first decision about a subjective restart, followed by the blue player. The blue player has the right to decide on a subjective restart at 112 and 113, counted as a subjective restart from the previous one, up to a maximum of 5 seconds from accepting the prompt to start the turn.
3. After using all subjective restarts, Participant can use technical restart if there is strong guard block without possibility to move around. Should be discussed with tournament staff if needed.
4. Participants can also use early meeting restarts. They are available if there is an interaction between Participants in turn 115 on fast roads and 116 on medium roads, each Participant has the right to request a restart of the early encounter, but this is not obligatory. Participant interaction is defined as any Participant-to-Participant combat or takeover. Early encounter restarts can only be used if subjective restarts are no longer available. This doesn't apply to mirror templates.

There are 2 exceptions (not covered situations at official Hota rules)

- o If 2 human players meet with simultaneous turn on then blue player can ask for load if he can see that simul turns could have impact on the game itself (for example when he cannot react on red move since simul turns are on – basically red player plays twice in row)
 - o In case of H3DM3 NC NLH template with generated portal at biom (bugged generation of starting zone) discovered till 115 by at least 1 player technical restart needs to be performed.
- 5. None of the restarts can be used to changing starting hero or starting bonus.

6. End of the Match and Game

1. After Game conclusion, loser types "gg" on Heroes III in-game chat (and if Game is played in ranking mode, they admits defeat), it is tantamount with admitting defeat and it is prove when writing Game report. Decision to surrendering Game cannot be appealed.
2. After Game end Participants are required to give their oponents passwords, that protects Game saves.
3. The winner submits a Game report, which should be submitted on the Tournament Website. At the request of the interested Game, the loser may submit a report to the winner.
4. If the report is not confirmed within the Match deadline, and no fraud is reported in the report, it is considered confirmed.
5. Match ends with moment of confirming all reports from its Parties.
6. Organizer, at the request of both Participants or by their own decision, may end the Game by arbitrarily indicating the winner based on the assessment of the situation in the Match.

7. Punishments

1. The Organizer have several options at their disposal to punish Participants for non-compliance with the Regulations. The penalty levels are defined as follows:
 - 1) Warning – given for small infractions. First warning does not lead to any other consequences, but each next does:
 - a) Second warning – walkover for Game (Match in case of Bo1)
 - b) Third warning – disqualification
 - 2) Walkover for Game (Match in case of Bo1) – given for medium infractions, including not meeting the deadlines,
 - 3) Disqualification – given for major infractions,
 - o The severity of the infraction is subject to the exclusive interpretation of the Organizer, and any interpretation by the Participant that differs from that of the Organizer cannot be used as a basis for appealing the Organizer's decision.
2. Organizer in cases where irregularities related to playing a Game occurred, can order repeating it, or, in case where Game is still going, stoping it.
3. If one of the Participants fails to show up on the scheduled date of the Game then both players should attempt to reschedule a match. In boarder cases players can contact tour staff for resolution if needed.