This tournament will be played using Starcraft: Brood War version 1.16.1. Race choice (Terran, Zerg, Protoss or Random) must be declared at the time of signing up and may not be changed during the tournament. Early rounds could be Bo1 or Bo3, finals could be Bo3 or Bo5, and the bracket could be single or double elimination. All bracket decisions will be made in order to best tailor the tournament to fit within the scheduled time.

All MAGFest LAN General Tournament Rules apply.

Map List: (Map pack will be made available to download at the event)

- (2) Blue Storm
- (2) Destination
- (2) Match Point
- (4) Dahlia of Jungle
- (4) Gaia
- (4) Lost Temple

Map Selection:

Best-of-One Matches - In case of Best-of-One matches, the game will be played on (2) Match Point.

Best-of-Three Matches - In case of Best-of-Three matches, game one will be played on (2) Match Point. For each game after the first, the map will be chosen by the loser of the previous game. Maps may not be repeated in any particular match.

Best-of-Five Matches - In case of Best-of-Five matches, game one will be played on (2) Match Point. For each game after the first, the map will be chosen by the loser of the previous game. Maps may not be repeated in any particular match.

Replays:

Replays MUST be saved and the winner of each match must deliver them all to MAGFest LAN Events staff in order to advance in the bracket. Replay names should be in the format of <First Player Name Alphabetically> vs <Second Player Name Alphabetically> Game <Number>.rep. Replays are typically located in ...\Starcraft\Maps\Replays.

Example: Deast vs Mal Game 2.rep