



**2022 HEARTHSTONE® MASTERS TOUR OFFICIAL  
COMPETITION RULES V1.1**

Last Updated as of February 24, 2022

## TABLE OF CONTENTS

1. INTRODUCTION	2
2. HEARTHSTONE MASTERS TOURS	2
2.1 Acceptance of the Official Rules.	2
3. PLAYER ELIGIBILITY REQUIREMENTS	3
3.1 Regional Eligibility.	3
3.2 Invited Player Eligibility.	3
3.3 Limit One Invitation Per Player Per Tour.	4
3.4 Players Must Compete in Person at Live Tour Events.	5
3.5 Tour Registration Requirements.	5
3.6 Minor Players.	5
3.7 Ladder Qualification.	6
3.8 Webcam Requirements	7
4. MASTERS TOUR EVENTS	8
4.1 Event Schedule and Locations.	8
5. TOURNAMENT STRUCTURE	8
5.1 Tour Competition in General.	8
5.2 Masters Tour Competition Structure.	9
5.3 Press Obligations for Top 8 Players.	10
5.4 Masters Tour Match Format Specifically.	10
5.5 Season Championship Competition Structure	10
6. TOUR PRIZE AWARDS	11
6.1 Terms for all Prize Awards.	11
6.2 Masters Tour Prize Awards.	11
6.3 Masters Tour Invitation Awards.	12
6.4 Season Championship Prize Awards	12
7. PROMOTION TO GRANDMASTERS	13
7.1 Promotion and Relegation for 2022 Grandmasters.	13
8. GENERAL TERMS AND CONDITIONS	14
8.1 Changes to these Official Rules.	14
8.2 Communications.	14
9. GLOSSARY	15

## INTRODUCTION

These Hearthstone Masters Tour Official Competition Rules (“Official Rules”) govern competitive play of *Hearthstone* in all 2022 Hearthstone Masters Tour Tournaments (“Tour(s)”), which includes Hearthstone Masters Season Championships (“Season Championship(s)”).

These Official Rules, in conjunction with the Hearthstone Tournament Player Handbook and Standard Rules (the “Handbook”), establish the rules of tournament play, including rules governing player eligibility, tournament structure, prize awards, sponsorships, player conduct, etc. The Handbook can be found here: [blizz.ly/HSrules](https://blizz.ly/HSrules)

THESE OFFICIAL RULES AND ALL DISPUTES RELATED TO OR ARISING OUT OF YOUR PARTICIPATION IN ANY TOUR ARE GOVERNED BY A BINDING ARBITRATION CLAUSE AND A WAIVER OF CLASS ACTION RIGHTS IN SECTION 9 OF THE STANDARD RULES IN THE HANDBOOK AS WELL AS LIMITATIONS OF LIABILITY AND RELEASE PROVISIONS IN SECTION 7 OF THE STANDARD RULES IN THE HANDBOOK. THESE CLAUSES AFFECT YOUR LEGAL RIGHTS AND REMEDIES, AND YOU SHOULD REVIEW THEM CAREFULLY BEFORE ACCEPTING THESE OFFICIAL RULES.

Please review the terms contained in these Official Rules and the Handbook carefully. In order to participate in any Tour, you must agree to the terms contained in these Official Rules and the Handbook. You must also abide by these Official Rules and adhere to the terms of the Handbook in order to remain eligible to play in any Tour and receive prizes.

## 1. HEARTHSTONE MASTERS TOURS

### 1.1 Acceptance of the Official Rules.

- (a) You may accept these rules by either signing or accepting a Hearthstone Masters Tour Player Participation Agreement and Acceptance Form as provided by Blizzard, either in print or online, or by entering or participating in any game or match that is part of any Tour.
- (b) If you are over the age of 13 but under the age of majority (as described in the Handbook), your parent or legal guardian must accept these Official Rules on your behalf.
- (c) If you (or your parent or legal guardian) do not accept these Official Rules or you do not meet the player eligibility requirements in Section 3 below, you may not participate in any Tour.

## 2. PLAYER ELIGIBILITY REQUIREMENTS

### 2.1 Regional Eligibility.

Tours (in any region) are only open to legal residents of the following places: Algeria, Argentina, Australia, Austria, Bahrain, Belarus, Belgium, Belize, Bolivia, Brazil, Bulgaria, Canada, Chile, Colombia, Costa Rica, Croatia, Czech Republic, Denmark, Ecuador, Egypt, El Salvador, Estonia, Finland, France, Germany, Greece, Guatemala, Honduras, Hong Kong, Hungary, Iceland, India, Indonesia, Iraq, Ireland, Israel, Italy, Jamaica, Japan, Jordan, Kazakhstan, Kuwait, Latvia, Lebanon, Libya, Lithuania, Luxembourg, Macau, Malaysia, Malta, Mexico, Morocco, Netherlands, New Zealand, Nicaragua, Norway, Oman, Paraguay, The People's Republic of China, Peru, Poland, Portugal, Puerto Rico, Romania, Russia, Serbia, Singapore, Slovakia, Slovenia, Kingdom of Saudi Arabia, South Africa, South Korea, Spain, State of Qatar, Sweden, Switzerland, Taiwan, Thailand, The Philippines, Tunisia, Turkey, Ukraine, United Arab Emirates, United Kingdom, United States, Uruguay, Venezuela, and Vietnam.

You may only participate in a Tour so long as your participation does not violate applicable local laws. You are responsible for ensuring that your participation in any Tour is compliant with all laws of the jurisdiction(s) in which you are a resident, and you must take all steps necessary to ensure such compliance.

You may only travel to participate in a Tour if you hold a valid passport for your travel and participation. You must also obtain any necessary visa or other governmental authorization required for your participation in any such Tour (including any travel required to or from any venue for the Tour). Blizzard does not take responsibility for your compliance with local laws and visa requirements.

### 2.2 Invited Player Eligibility.

- (a) You may only participate in a Tour tournament if you have received an invitation from Blizzard to participate. Blizzard reserves the right to issue and withdraw Tour invitations in its sole discretion and at any time. Blizzard further reserves the right to alter the qualification requirements for any Tour event at any time. Players who have received an invitation to participate in a specific Tour tournament are only invited to participate in that specific Tour tournament. Blizzard will distribute invitations for each Tour tournament by posting the

invited player list at <http://battlefy.com/HSEsports>. Players invited to Tour tournaments will include:

- (i) All players participating in Blizzard's Hearthstone current Grandmasters tournament ("Grandmasters").
- (ii) Certain players from the China Gold Series and Team Tournament as determined in Blizzard's sole discretion.
- (iii) Any player from the Americas, Europe, or Asia Pacific regions who finishes within the Top 32 of a Masters Tour, and does not already have an invite, will be invited to the following Masters Tour stop.
- (iv) Players who qualify from Legend rank at the end of Ranked Play Ladder months, per region, during an active qualifier period. Please refer to Section 3.7 of the Official Rules for more information about this qualification method.
- (v) Players who qualify from an official Hearthstone Masters Qualifier tournament branded as a qualifier for that particular Tour event.
- (vi) Certain players who receive an invitation as a prize in approved third party tournament events, as determined in Blizzard's sole discretion.
- (vii) Certain players from future Blizzard-ran Hearthstone esports programs as described in any future tournament rules document, as determined in Blizzard's sole discretion.
- (viii) Players who have otherwise received an invitation from Blizzard.

### 2.3 Limit One Invitation Per Player Per Tour.

- (a) It is possible for a player to receive invitations for the same Tour tournament from multiple invitation sources. However, players are only allowed one entry per Tour, regardless of the number of invitations they may have received. Tour invitations are also limited to specific Tour tournaments and may not be used to enter any Tour other than the Tour(s) stipulated by the invitation.

#### 2.4 Players Must Compete in Person at Live Tour Events.

- (a) All Tour tournaments may be held in person at physical locations designated by Blizzard, unless otherwise announced by Blizzard. If competition for a Tour is to occur online for any reason, Blizzard will announce the rule updates that will apply to such Tour via a written communication to invited players.
- (b) For live Tours, unless otherwise determined by Blizzard at its sole discretion, players must be physically present at the dates and location of the respective Tour in order to redeem a Tour invitation and participate. Tour invitations will be forfeited if the player is not physically present on the registration date(s) at the location of the respective Tour. Unless specifically agreed between a player and Blizzard, players are responsible for any and all costs and expenses (including but not limited to travel, lodging, and visa costs) which may be necessary to redeem a Tour invitation or participate in any Tour. All Tour dates and locations will be announced by Blizzard at [www.playhearthstone.com](http://www.playhearthstone.com) prior to the start of the respective Tour's qualifying period.

#### 2.5 Tour Registration Requirements.

- (a) For live Tours, All invited players must register in person to participate in any Tour, unless otherwise determined by Blizzard. Tour invitations will be forfeited if the player does not complete registration in person prior to the registration deadline for the respective Tour, or if the player is ineligible to compete in the Tour under the terms of the Handbook at the time of Tour registration. Registration dates, locations, and deadlines will be announced for each Tour at least one week prior at <https://playhearthstone.com/en-us/esports/programs/masters-tour>. In order to complete registration, players must sign a written Hearthstone Masters Tour Player Participation Agreement and Acceptance Form as provided by Blizzard and provide at least one form of non-expired government-issued photo identification which sufficiently matches the identity of the invited player. Blizzard reserves the right, in its sole discretion, to deny Tour participation to players whose identity is in question.

#### 2.6 Minor Players.

- (a) If you are over the age of 13 but under the age of majority (as described in the Handbook), your parent or legal guardian must sign a written Hearthstone Masters Tour Player Participation Agreement and Acceptance Form as provided by Blizzard that needs to be presented upon your registration.

2.7 Ladder Qualification.

- (a) One way to receive an invitation to a Tour is to reach a certain Legend rank at the end of a Standard Ranked Play Ladder season that is considered an active qualifying season in any eligible in-game server region.
- (b) Ladder season windows may vary Tour to Tour. Seasons may capture portions of a calendar month up to 2 months (detailed in Section 3.7(c)).
- (c) Below are the active qualifying ladder seasons for all Tours which have been announced as of the publication date of these Official Rules:

<b>Tour Qualifying Ladder Seasons</b>			
<b>Tour Stop</b>	<b>Ladder Season</b>	<b>Legend Rank Threshold</b>	<b>Eligible Regions</b>
Masters Tour #1	January 2022	Top 50 Legend Rank	Americas, Europe and Asia-Pacific
Masters Tour #2	February 2022	Top 50 Legend Rank	Americas, Europe and Asia-Pacific
Masters Tour #3	March 2022	Top 50 Legend Rank	Americas, Europe and Asia-Pacific
Masters Tour #4	April 2022	Top 50 Legend Rank	Americas, Europe and Asia-Pacific
Masters Tour #5	May 2022	Top 50 Legend Rank	Americas, Europe and Asia-Pacific
Masters Tour #6	June 2022	Top 50 Legend Rank	Americas, Europe and Asia-Pacific

- (d) After the conclusion of an active qualifying ladder season, players will be awarded the invitation to the Tour event on the Invitation award date.
- (e) If a player receives an invitation to a Masters Tour through another means after a ladder season ends, but before the Invitation award date, that invitation will take priority over the ladder invitation even if the player's final ladder standings would qualify them for an invite (e.g., Top 50 Legend).
- (f) In the event that a player who qualifies by way of ladder season(s) is already invited to the Masters Tour event for that ladder season, the ladder qualification invite passes down to the next highest eligible player in that region's ladder.
- (g) Ladder invitations are tied specifically to BattleTags. If a player qualifies with multiple BattleTags, every BattleTag that does not already have a preexisting invitation to the Tour event will receive an invitation.
- (h) In the event that a player qualifies through ladder with the same BattleTag for multiple in-game server regions in the same season, they will only receive an invite in the region of the first region they achieved a sufficient Legend ranking for that Masters Tour.
- (i) The Ladder closes each month in the following order: Asia Pacific, Europe, Americas.

## 2.8 Webcam Requirements

- (a) All Players competing in Masters Tours will be required to have a webcam and share their camera feed with broadcast production for the purpose of broadcasting unless given exception to the Webcam Requirements rules as determined by Blizzard.
- (b) The punishment for failing to comply with Webcam Requirements is a game loss in the first match in which the player being punished is selected to have their match broadcast during a Masters Tour. If a player is selected any number of additional times beyond the first for their match to be broadcast, they will not receive any additional game losses for not providing a webcam feed.
- (c) Players who do not wish to be penalized by the Webcam Requirements may submit notice to a tournament admin or member of Hearthstone Esports prior to the start of the Masters Tour for Blizzard to review and determine at its sole discretion if the reason stated is sufficient to receive an exemption from the webcam rule.
- (d) Blizzard at its sole discretion reserves the right to exempt a player from the Webcam Requirements without prior notice from the player.



### 3. MASTERS TOUR AND SEASON CHAMPIONSHIP EVENTS

#### 3.1 Event Schedule and Locations.

- (a) Blizzard, in its sole discretion, will determine the dates, times, and locations for all Tour tournaments, including Season Championships.

### 4. TOURNAMENT STRUCTURE

#### 4.1 Tour Competition in General.

- (a) In Tour tournaments, Blizzard will provide competitors with special player accounts with unlocked *Hearthstone* card collections for the purposes of Tournament play, as described in Section 5.2(b) of the Handbook (“Super Accounts”). Players are required to use Super Accounts for all Tour matches.
- (b) Each Tour will be held on a specific *Hearthstone* server region: Americas, Asia Pacific, or Europe. Players may play in any tournament regardless of their residency, subject to all other residency requirements outlined in these Official Rules and the Handbook.
- (c) Players must compete using standard-format *Hearthstone* decks for all Tour matches. Blizzard may require that Tour matches be played using a specific build of the *Hearthstone* game client which may be different from the patch that is publicly available in *Hearthstone* at the time of the Tour. In such an event, Blizzard will communicate such changes to Tour participants ahead of the respective Tour.
- (d) Tour participants are required to register with tournament administrators on the day before the first day of the Tour, unless otherwise announced by Blizzard. This registration is mandatory and aids tournament planning and operations. In the event that a player fails to register prior to the scheduled time, which can be found on <https://playhearthstone.com/en-us/esports/programs/masters-tour> (click through to the specific Masters Tour events page), late players will be subjected to late registration penalties as outlined in Sections 7.6(a) through (b) of the Handbook and will need to register during the

late registration period prior to the start of the Tour. If a player fails to register during both registration periods, Blizzard, in its sole discretion, may allow the player to participate in the Tour with match losses for the rounds that they missed, or may prohibit the player from participating in the Tour entirely.

#### 4.2 Masters Tour Competition Structure.

- (a) Each Masters Tour tournament will be split into three stages of competition to determine winners as follows:
- (b) Day 1 Swiss. Players will be randomly seeded into a modified Swiss-pairing style (“Swiss”) tournament, where they will compete for 4 rounds of Swiss pairings (“Day 1”) as outlined in Section 4.4 of the Handbook. All matches inside the current round must be completed at which point all new pairings for the upcoming round will be made based on the results of the previous round. These pairings will be based on the Swiss record of the players. Starting with the players with the best record, players are randomly paired against other players with the same record that they have not played previously in the tournament. If there are no players left with the same record, the remaining player will be paired against a random player with the next best record. This process continues until there are no matches able to be created. Any remaining player receives a bye. Match win ties will be determined by a set of tiebreakers outlined in Section 4.4(c) of the Handbook.
- (c) Day 2 Swiss. Players will retain their Swiss score from Day 1. On Day 2 (“Day 2”), players will play 4 more rounds of Swiss which will culminate in a Top 16 playoff. All Top 16 matches will be played on Day 3 (“Day 3”).
- (d) Dropping from a Tour. Barring restrictions imposed by Day 1 eliminations, players may continue to play during all Swiss rounds, or can ask to be removed from the tournament (“Dropped”) by contacting the tournament organizer.
- (e) Top Playoff. The Top Playoff will be determined by the players with the best match record after the 8 Swiss rounds. Any players with the same match record will be ranked according to their tie-breakers. This will be a Top 16 Playoff regardless of the amount of participants in the Tour. The Top Playoff will be a Single Elimination phase as described in Section 4.7 and 4.5 of the Handbook respectively. Players will be seeded into the Single Elimination phase

based off their match scores from the Swiss rounds. Specifically, seed 1 will play seed 16, seed 8 will play seed 9, seed 5 will play seed 12, and seed 4 will play seed 13; seed 2 will play seed 15, seed 7 will play seed 10, seed 6 will play seed 11, and seed 3 will play seed 14. The winners of each Single Elimination match will play to determine the winner of the Tour.

- (f) Competition Schedule Changes. For logistical purposes, Blizzard reserves the right to adjust the number of Swiss rounds players play on each day for Day 1 and Day 2, while retaining the same total number of Swiss rounds played. In addition to the above, Blizzard also reserves the right to play some Top Playoff matches during Day 2.

#### 4.3 Press Obligations for Top 16 Players.

- (a) All players who make the Top 16 Playoff of any Tour will be required to fulfill certain press obligations, which may include but not be limited to participating in media interviews as requested by Blizzard. Press obligations will be communicated by Blizzard to players following the determination of the Top 16 Playoffs. The winner of each Tour may have additional interview obligations following the conclusion of the tournament.

#### 4.4 Masters Tour Match Format Specifically.

- (a) The tournament format for Masters Tour will be 4 decks, best of 5, Conquest, with a ban, unless otherwise announced by Blizzard. For a description of this match format, please refer to Sections 5.4 and 5.6 of the Handbook.

#### 5.5 Season Championship Competition Structure

- a) Each Season Championship will feature four Ro16 dual elimination groups. The Two players who secure two match wins before incurring two match losses in their group will advance out of each of the four groups and into Top 8.
- b) The eight players who advance out of groups will form a Single Elimination bracket. In each of the four initial pairings in the Top 8, a player who finished with a 2-0 score in their group will be paired against a player who finished 2-1 in their group.
- c) The player who finished 2-0 in Group A will be paired against the player who finished 2-1 in Group B. The player who finished 2-0 in Group B will be paired against the player who finished 2-1 in Group A. The player who finished 2-0 in Group C will be paired against the player who finished 2-1 in Group D. The player who finished 2-0 in Group D will be paired against the

player who finished 2-1 in Group C.

## 5. TOUR PRIZE AWARDS

### 5.1 Terms for all Prize Awards.

(b) All prizes are non-transferrable and are subject to the prize award terms contained in Section 4.8 of the Handbook. The awarding of prizes is void where prohibited or restricted. State and local taxes, including but not limited to VAT, which are associated with the receipt or use of any prizes, are the sole responsibility of the prize winner.

### 5.2 Masters Tour Prize Awards.

(a) The top finishers in each Masters Tour will receive the following prizes:

Tour Prizing	
1st place	\$14,000 USD
2nd place	\$10,000 USD
3rd-4th place	\$7,000 USD per player
5th-8th place	\$4,000 USD per player
9th-16 <sup>th</sup> place	\$2,000 USD per player
The following total will be equally divided among all players who earned 6 match wins but not more than 6 match wins during Swiss play and did not reach Top 16.	\$60,000 USD
The following total will be equally divided among all players who earned 5 match wins but not more than 5 match wins during Swiss play.	\$60,000 USD
The following total will be divided among all players who earned 4 match wins but not more than 4 match wins during Swiss play.	\$60,000 USD

All players who finished with no more than 3 match wins during Swiss play.	\$0 USD
--	---------

5.3 Masters Tour Invitation Awards.

- (a) Any player from the Americas, Europe, or Asia Pacific regions who finishes in the top 32 of a Masters Tour, in addition to the prizes outlined above, will also receive invitations to compete in the next Masters Tour tournament (provided such Tour tournaments are hosted by Blizzard). Blizzard at its sole discretion reserves the right to change the number of players who receive Masters Tour Invites based on their final standings.
- (b) In the event that a player who qualifies by way of finishing in the top 32 of a Masters Tour is already invited to the next Masters Tour event, the qualification invite passes down to the next highest eligible player at that event.
- (c) The winner of each Masters Tour will receive an invite to a Masters Season Championship. The first three Masters Tours of 2022 will grant invites to the Masters Summer Championship, and the last three Masters Tours of 2022 will grant invites to the Masters Fall Championship.
- (d) The other 13 invites to the Masters Summer Championship will be granted to the 13 players who accumulate the most match wins, in Swiss and in Top 16 play combined, during the first three Masters Tours of 2022 but did not win any of those three Masters Tours.
- (e) The other 13 invites to the Masters Fall Championship will be granted to the 13 players who accumulate the most match wins, in Swiss and in Top 16 play combined, during the last three Masters Tours of 2022 but did not win any of those three Masters Tours.
- (f) In the event that players are tied for the same number of match wins, Blizzard reserves the right to make players play additional matches to determine who the 13 players are that earn invites to Masters Season Championships. Players who decline to play in these matches will forfeit their ability to receive an invite to the Masters Season Championship. Blizzard reserves the right to broadcast or not broadcast these matches and to schedule these matches at its sole discretion.

6.4 Season Championship Prize Awards

- a) The top finishers in each Masters Season Championship will receive the following prizes:

Masters Season Championship Tournament Prizes	
1st place	\$7,500 USD
2nd place	\$5,000 USD
3rd-4th place	\$3,750 USD each
5th-8th place	\$3,000 USD each
9th-12th place	\$2,500 USD each
13th-16th place	\$2,000 USD each

- b) Any player who finishes in the top 4 of a Masters Season Championship, in addition to the prizes outlined above, will also receive an invitation to compete in the 2022 Hearthstone World Championship (provided such a tournament is hosted by Blizzard).
- c) In the event that a player who qualifies to the Hearthstone World Championship by way of finishing in the top 4 of a Masters Season Championship is already invited to the Hearthstone World Championship, the qualification invite passes down to the next highest eligible player at that event. Blizzard reserves the right to make participants in Masters Season Championships play additional matches to determine seeding below Top 4. Blizzard also reserves the right to broadcast or not broadcast these matches at its sole discretion.

## 6. PROMOTION TO GRANDMASTERS

### 6.1 Promotion and Relegation for 2022 Grandmasters.

- (a) Blizzard reserves the right to withhold, revoke, or terminate any invitation to compete in 2022 Grandmasters at any time and for any reason, including if you: (i) violate the player conduct standards described in the Handbook, as determined by Blizzard in its sole discretion; (ii) stop playing in, be removed, become disqualified, or otherwise become ineligible from competing in 2021 Grandmasters; or (iii) become a resident of any country not listed in Section 3 above.
- The top four players who accumulate the most Masters Tour Points from the last three Masters Tours of 2021 and the first three Masters Tours of 2022 will be invited to participate in the Grandmasters: Last Call Qualifier. For more information on the

Grandmasters: Last Call Qualifier, view the 2022 Hearthstone Grandmasters Official Competition rules. In the event one or more of the top Masters Tour Points earners are unable or deemed unfit to participate in the Grandmasters: Last Call Qualifier, the next highest Masters Tour Points earners will be invited until 4 invites have been granted.

## GENERAL TERMS AND CONDITIONS

### 6.2 Changes to these Official Rules.

- (a) These Official Rules and the Handbook contain the rules, policies, and procedures for all Tours that are in effect at the time of their publication. All previously issued rules, policies and practices (other than the Website Terms), whether in print or online, relating to the Tours are superseded.
- (b) Blizzard reserves the right to revise, modify, change, delete or add to these Official Rules at any time, in its sole discretion, and to suspend, cancel or modify any Tour or any player's participation in any Tour should viruses, bugs, unauthorized human intervention, hacks or other causes beyond Blizzard's control affect the administration, security or proper play of any Tour, or Blizzard otherwise becomes (as determined in its sole discretion) incapable of running the Tours as planned.

### 6.3 Communications.

- (a) To the fullest extent permitted by applicable law, these Official Rules, and any other notices, requests and other communications provided for herein, may be provided to you electronically, and you agree to receive all such communications from Blizzard electronic form. Electronic communications will be delivered to you at the email address listed on your Battle.net Account.
- (b) If you have any questions or comments about these Official Rules or Tours, please email them to [hsadmin@eslgaming.com](mailto:hsadmin@eslgaming.com) or send written questions to: Hearthstone Masters Tour c/o Blizzard Entertainment Esports, P.O. Box 18979, Irvine, CA 93623.

## 7. GLOSSARY

“**Americas**” means Argentina, Belize, Bolivia, Brazil, Canada, Chile, Colombia, Costa Rica, Ecuador, El Salvador, Guatemala, Honduras, Jamaica, Mexico, Nicaragua, Paraguay, Peru, Puerto Rico, United States of America, Uruguay and Venezuela.

“**Asia-Pacific**” means Australia, Indonesia, Hong Kong, India, Japan, Macau, Malaysia, New Zealand, The Philippines, Singapore, South Korea, Taiwan, Thailand, and Vietnam.

“**Blizzard**”, “**we**” or “**us**” means Blizzard Entertainment, Inc. and its affiliates.

“**Europe**” means Algeria, Austria, Bahrain, Belarus, Belgium, Bulgaria, Croatia, Czech Republic, Denmark, Egypt, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Iraq, Ireland, Israel, Italy, Jordan, Kazakhstan, Kuwait, Latvia, Lebanon, Libya, Lithuania, Luxembourg, Malta, Morocco, Netherlands, Norway, Oman, Poland, Portugal, Romania, Russia, Serbia, Slovakia, Slovenia, Kingdom of Saudi Arabia, South Africa, Spain, State of Qatar, Sweden, Switzerland, Tunisia, Turkey, Ukraine, United Arab Emirates, and the United Kingdom.

“**Website Terms**” means the Battle.net® End User License Agreement applicable to your use of Battle.net, the Online Privacy Policy applicable to your use of Battle.net, and the other terms and conditions governing use of the Battle.net website. The current version of the End User License Agreement for US and Canadian Battle.net account holders is found at <http://us.blizzard.com/en-us/company/legal/eula.html> and the current version of the Online Privacy Policy for US and Canadian Battle.net account holders is found at <http://us.blizzard.com/en-us/company/about/privacy.html>.