



**HEARTHSTONE® MASTERS TOUR OFFICIAL
COMPETITION RULES V2.1**

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1. INTRODUCTION

These Hearthstone Masters Tour Official Competition Rules (“Official Rules”) govern competitive play of *Hearthstone* in all 2020 Hearthstone Masters Tour Tournaments (“Tour(s)”).

These Official Rules, in conjunction with the 2019 Hearthstone Tournament Player Handbook (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

THE TERMS OF THE HANDBOOK CONTAIN A MANDATORY ARBITRATION PROVISION IN SECTION 8 WHICH LIMITS YOUR AND BLIZZARD’S ABILITY TO LITIGATE CLAIMS; AS WELL AS A LIMITATION OF LIABILITY IN SECTION 8 WHICH LIMITS THE LIABILITY OF BLIZZARD AND THE OTHER MEMBERS OF THE BLIZZARD GROUP TO YOU FOR ALL HARM, DAMAGES, INJURY OR LOSS.

Please review the terms contained in these Official Rules and the Handbook carefully. You must agree to the terms contained in these Official Rules and the Handbook in order to participate in any Tour tournament. You must 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.

2. HEARTHSTONE MASTERS QUALIFIERS

2.1 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.

3. PLAYER ELIGIBILITY REQUIREMENTS

3.1 Regional Eligibility.

- (a) Tours (in any region) are only open to legal residents of the following places: 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, Ireland, Israel, Italy, Jamaica, Japan, Jordan, Kazakhstan, Kuwait, Latvia, Lithuania, Luxembourg, Macau, Malaysia, Malta, Mexico, 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.
- (b) 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.
- (c) 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.

3.2 Invited Player Eligibility.

- (a) You may only participate in a Tour tournament if you have received an invitation from Blizzard to participate. All Tour invitations will be issued in Blizzard’s sole discretion. Blizzard 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 who finished with 7 or more match wins in the previous two Tour event with the following exception:
 - Players in 2019 Master Tour Seoul must finish with 9 or more match wins in order to qualify for Master Tour Arlington
- iv. Players who reach Legend 16 rank or better at the end of Ranked Play Ladder months 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.

3.3 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.

3.4 Players Must Compete in Person

- (a) All Tour tournaments will be held in person at physical locations designated by Blizzard. 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 prior to the start of the respective Tour's qualifying period.

3.5 Tour Registration Requirements.

- (a) All invited players must register in person to participate in any Tour. 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.

3.6 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.

3.7 Ladder Qualification.

- (a) One way to receive an invitation to a Tour is to reach Legend 16 or better at the end of a Standard Ranked Play Ladder month that is considered an active qualifying season in any in-game server region.
- (b) Below are the active qualifying ladder seasons for all Tours which have been announced as of the publication date of these Official Rules:

Tour Qualifying Ladder Seasons		
Tour Stop	Ladder Season	Invitation Award Date
Master Tour Arlington	October 2019	November 11, 2019
	November 2019	Dec 9, 2019
Master Tour Indonesia	December 2019	January 8, 2020
	January 2020	February 10, 2020

- (c) After the conclusion of an active qualifying ladder season, players will be awarded the invitation to the Tour event on the Invitation award date.
- (d) If a player receives an invitation to a Master Tour through another mean after the ladder season ends but before the Invitation award date, that invitation will take priority over the ladder invitation even if the player was in the top 16 Legend.
- (e) In the event that a player who qualifies by reaching Legend 16 or better is already invited to the Master Tour event for that ladder season, the ladder qualification invite passes down to the next highest eligible player in that region's ladder.
- (f) Ladder invitations are tied specifically to Battletags. If a player qualifies with multiple Battletags in the top 16, every Battletag that does not already have a preexisting invitation to the Tour event will receive an invitation.
- (g) In the event that a player qualifies in the top 16 of multiple in-game server regions in the same season with the same Battletag, they will only receive an invite in the region of the highest priority for that master Tour. The priority of the invites will depend on the region the Master Tour is held.
 - i. Europe Master Tour events will prioritize in-game server regions in the following descending order: Europe, Asia-Pacific, Americas.
 - ii. Americas Master Tour events will prioritize in-game server regions in the following descending order: Americas, Europe, Asia-Pacific.
 - iii. Asia-Pacific Master Tour events will prioritize in-game server regions in the following descending order: Asia-Pacific, Americas, Europe.

4. MASTERS TOUR EVENTS

4.1 Event Schedule and Locations.

- (a) Blizzard, in its sole discretion, will determine the dates, times, and locations for all Tour tournaments. Blizzard will host the following Tour events:
- i. Masters Tour: Arlington, which will take place in Arlington, Texas on January 3 – February 2, 2020.
 - ii. Masters Tour: Indonesia, which will take place at a location to be announced in Indonesia on March 20 – 22, 2019.
 - iii. Masters Tour 2020 #3, which will take place at a location and date to be announced by Blizzard.
 - iv. Masters Tour 2020 #4, which will take place at a location and date to be announced by Blizzard.
 - v. Masters Tour 2020 #5, which will take place at a location and date to be announced by Blizzard.
 - vi. Masters Tour 2020 #6, which will take place at a location and date to be announced by Blizzard.

5. TOURNAMENT STRUCTURE

5.1 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 (“Tournament Play Accounts”). Players are required to use Tournament Play 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. 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.

5.2 Competition Structure.

- (a) Each 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 5 rounds of Swiss pairings (“Day 1”) as outlined in section 4.4 of the Handbook. Players who receive 3 losses at any point during Day 1 are immediately eliminated from the tournament. 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. On Day 2 (“Day 2”), players will play 4 more rounds of Swiss. Players will retain their Swiss score from Day 1.
- (d) Dropping from a Tour. Barring restrictions imposed by Day 1 eliminations, players may continue to play during all Swiss rounds, or be asked 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 9 Swiss rounds. Any players with the same match record will be ranked according to their tie-breakers. This will be a Top 8 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 8 and seed 4 will play seed 5; seed 2 will play seed 7 and seed 3 will play seed 6. 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 and the Day 1 elimination rules. In addition to the above, Blizzard also reserves the right to play some Top Playoff matches during Day 2.

5.3 Press Obligations for Top 8 Players.

- (a) All players who make the Top 8 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 8 Playoffs. The winner of each Tour may have additional interview obligations following the conclusion of the tournament.

5.4 Masters Tour Arlington Match Format Specifically.

- (a) The tournament format for Masters Tour: Arlington will be 4 decks, best of 5, Conquest, with a ban. For a description of this match format, please refer to sections 5.4 and 5.6 of the Handbook.

6. TOUR PRIZE AWARDS

6.1 Terms for all Prize Awards.

- (a) 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.

6.2 Prize Awards in General.

- (a) Each of the six (6) Tours in 2020 will have a minimum total prize pool of \$250,000 USD. Blizzard will provide additional cash prizing for each Tour by contributing 50% of the actual revenue received from the sale of a special *Hearthstone* digital item bundle, the details of which will be announced at <http://playhearthstone.com> prior to the first Tour in 2020 (“Crowdfunded Prizing”). Crowdfunded Prizing will provide up to a maximum total of \$1,500,000 in additional prizing across all six Tours in 2020 (the “Crowdfunding Goal”). Tour prize award amounts will be determined based on whether the Crowdfunding Goal is reached.

6.3 Prize Awards if Crowdfunding Goal is Not Reached.

- (a) If the Crowdfunding Goal is not reached, the following prize award terms shall govern, and section 6.4 shall be ignored:
- (b) The top finishers in each Tour will receive the following prizes at minimum (the “Base Prizes”):

Base Prizes	
1st place	\$22,000 USD
2nd place	\$15,000 USD
3rd place	\$10,000 USD
4th place	\$10,000 USD
5th place	\$7,500 USD
6th place	\$7,500 USD
7th place	\$7,500 USD
8th place	\$7,500 USD
Below 8th place, but with a Swiss record of 7 wins	\$2,000 USD per player
Below 8th place, but with a Swiss record of 6 wins	\$1,500 USD per player
Below 8th place, but with a Swiss record of 5 wins	\$650 USD per player

- (c) In the event that the sum of the Base Prizes awarded for any Tour does not equal at least \$250,000 USD, Blizzard will award additional prizing to the players in such Tour who finish with a Swiss record of at least 5 wins using the following formula (“Bonus Prizes”):

- i. Sum up the total Base Prizes for such Tour placement using the table in section 6.3(b) above and the actual number of players in each place who qualify for a prize. This figure is the “Base Prize Total.”
 - ii. Express the Base Prize payout for each individual player in the Tour as a percentage of the Base Prize Total. This is each player’s “Bonus Prize Percentage”.
 - iii. Subtract the Base Prize Total from \$250,000 USD. This figure is the “Bonus Prize Total.”
 - iv. For each player, multiply the player’s Bonus Prize Percentage by the Bonus Prize Total, then round such figure to the nearest whole cent. This figure is each player’s “Bonus Prize” (referred to collectively for all players as “Bonus Prizes”).
- (d) Crowdfunded Prizing will be equally divided between the six 2020 Tours. In addition to the prizes described above, Crowdfunded Prizing will be awarded to Tour participants as follows:
- i. Each eligible Tour participant who successfully checks into the Tour on site prior to the announced registration deadline and is not eligible for Base Prizes based on the table in section 6.3(b) will be awarded an equal percentage of the respective Tour’s Crowdfunded Prizing share, rounded to the nearest whole cent, up to a maximum of \$500 USD per participant. Any remaining Crowdfunded Prizing for such Tour will be considered “Crowdfunded Top 8 Prizing.”
 - ii. Any Crowdfunded Top 8 Prizing for any Tour will be divided between the players who finish in 1st through 8th place in such Tour based on each such player’s Bonus Prize Percentage, rounded to the nearest whole cent.

6.4 Prize Awards if Crowdfunding Goal is Reached.

- (a) If the Crowdfunding Goal is reached, the following prize award terms shall govern, and section 6.3 shall be ignored:
- (b) The top finishers in each Tour will receive the following prizes at minimum (the “Fully Funded Prizing”):

Total Fully Funded Prizing	
1st place	\$32,500 USD

2nd place	\$22,500 USD
3rd place	\$15,000 USD
4th place	\$15,000 USD
5th place	\$11,000 USD
6th place	\$11,000 USD
7th place	\$11,000 USD
8th place	\$11,000 USD
Below 8th place, but with a Swiss record of 7 wins	\$3,500 USD per player
Below 8th place, but with a Swiss record of 6 wins	\$2,250 USD per player
Below 8th place, but with a Swiss record of 5 wins	\$1,000 USD per player

- (c) Eligible Tour participants who successfully check into the Tour on site prior to the announced registration deadline and who are not eligible for monetary prizing based on the table in section 6.4(b) will be awarded \$850 USD per participant.
- (d) If Blizzard hosts 6 Master Tour tournaments in 2020 and the sum of the Fully Funded Prizing does not equal at least \$3 million USD at the conclusion of the final Tour of 2020, Blizzard will distribute additional prizing evenly to the nearest whole cent between the 1st place finishers of all the Tour events of 2020.

6.5 Tour Invitation Awards.

- (a) Any player who finishes in the top 8 of a Tour or with a Swiss record of 7 or more wins, in addition to the prizes outlined above, will also receive invitations to compete in the next two Tour tournaments (provided such Tour tournaments are hosted by Blizzard).

7. PROMOTION TO GRANDMASTERS

7.1 Grandmasters

- (a) In the event that Blizzard hosts a “Hearthstone Grandmasters” tournament in 2020 which is substantially similar to the 2019 Grandmasters tournament (“2020 Grandmasters”), certain Tour players may become eligible for selection to participate in 2020 Grandmasters as described below.
- (b) Following the conclusion of 2019 Grandmasters, the 2019 Grandmasters players who finishes in last place in each of the six divisions at the end of Season 2 of 2019 Grandmasters will

becomes at risk for relegation from Grandmasters 2020 (“Player(s) At Risk of Relegation”). For reference, the 2019 Grandmasters tournament rules are located at blizz.ly/HSrules.

- (c) Following the conclusion of 2019 Grandmasters and all 2019 Tour tournaments, all players who have earned monetary prizes from 2019 Tour tournaments will be ranked in descending order based on the monetary value of the Base Prizes which they have earned across all three Tours (“Earned Cash Ranking”). For the avoidance of doubt, Bonus Prizes and Crowdfunded Prizing will not be considered in the calculation of Earned Cash Ranking. The top two players by Earned Cash Rankings in each of the Americas, Europe, and Asia-Pacific regions (as defined by the regional country lists in the Glossary) will become eligible for selection to participate in 2020 Grandmasters (“Candidate(s) for Promotion”). Players from outside the Americas, Europe, and Asia-Pacific regions as defined by the regional country lists in the Glossary are not eligible to become Candidate(s) for Promotion unless otherwise notified by Blizzard.
- (d) If a Candidate for Promotion is unable, unwilling, or unfit based on past personal and/or competitive conduct (as determinable in Blizzard’s sole discretion) to join Grandmasters, the candidacy for promotion passes down to the third place player by Earned Cash Ranking from the region, and so on until there exists two Candidates for Promotion in each of the Americas, Europe, and Asia-Pacific regions.
- (e) It is possible that a Player At Risk of Relegation is also a Candidate for Promotion. In this case, this player is simultaneously relegated and promoted for Grandmasters.
- (f) Provided that the 2020 Grandmasters takes place, Blizzard, in its sole discretion, will choose players to replace the Players At Risk of Relegation from the pool of Candidates for Promotion. Becoming a Candidate for Promotion does not automatically grant an invitation to compete in 2020 Grandmasters. All invitations for 2020 Grandmasters will be issued in Blizzard’s sole discretion, and may be subject to additional terms, conditions, and requirements.

8. GENERAL TERMS AND CONDITIONS

8.1 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, subject to the approval of the Régie des alcools des courses et des jeux where applicable, 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.

8.2 Communications.

- (a) We both agree that these Official Rules and the Handbook together constitute a written agreement entered into by both you and Blizzard under applicable law.
- (b) 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.
- (c) If you have any questions or comments about these Official Rules or Tours, please email them to HearthstoneAdmin@blizzard.com or send written questions to: Hearthstone Masters Tour c/o Blizzard Entertainment Esports, P.O. Box 18979, Irvine, CA 93623.

9. 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.

“**Blizzard Group**” means Blizzard, its parent and any of their respective affiliate companies and subsidiaries.

“**Europe**” means Austria, Bahrain, Belarus, Belgium, Bulgaria, Croatia, Czech Republic, Denmark, Egypt, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Israel, Italy, Jordan, Kazakhstan, Kuwait, Latvia, Lithuania, Luxembourg, Malta, 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.

“**Handbook**” means the 2019 Hearthstone Tournament Player Handbook, which among other things, establishes the rules of tournament play, including rules governing player eligibility, tournament structure, point structures, prize awards, sponsorships, player conduct, etc.

“**Official Rules**” means the 2019 Hearthstone Masters Tour Official Competition Rules (i.e., the terms as set forth in this document).

“**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>.