Thalassocracy Cup

The event is hosted by [aeiouswallow](#)

Tournament discord: https://discord.gg/hcSt2cNCvZ

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1.Schedule

Ro128: BO3	08/04-14/04
Ro64: BO3	15/04-21/04
Ro32: BO5	22/04-28/04
Ro16: BO5	29/04-05/05
Quarterfinals: BO5	06/05-12/05
Semifinals and Finals: BO7	13/05-19/05

2.Prize Pool

Place	$USD
1st	$1000
2nd	$500
3rd-4th	$250
5-8th	$150
9-16th	$100

3.Registration and Seeding

The deadline for registrations is April 6th, 2024, 16GMT. Players must join the tournament discord https://discord.gg/hcSt2cNCvZ and sign up in the #registration channel by posting:

• In-game name
• aoe2insights.com profile link

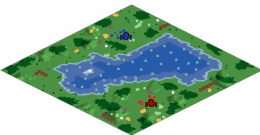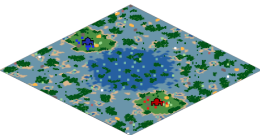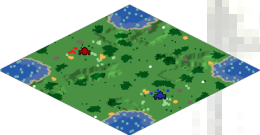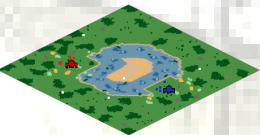Everyone who registers is regarded as having read and agreed to the rules.
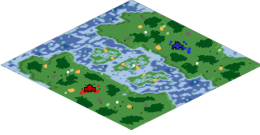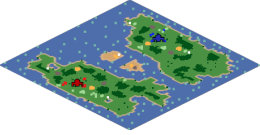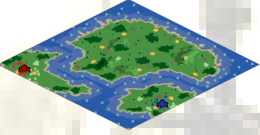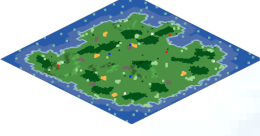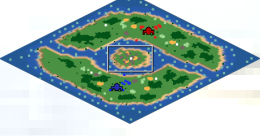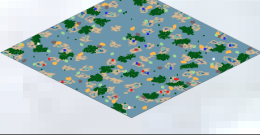
Players cannot sign up with an account that is not owned by them.

Players will be seeded using an average of their current and highest 1v1 Elo at April 6th, 2024, 16GMT. The 128 best seeded players will participate in the event. The bracket will be released on April 7th, 2024 on Challonge and posted in the tournament discord.

A winning player will inherit the seed of their opponent if it is higher than their own.

4.Maps

The tournament map pack can be acquired by subscribing to the map mod on the https://www.ageofempires.com/mods/details/223252/ or by searching for "**Thalassocracy Cup Map Pack**" in the in-game mod workshop.

Baltic	Bog Islands	Four Lakes	Golden Swamp
Greenland	Islands	Kawasan	Migration
Nomad	Northern Isles	Scandinavia	Shoals
Water Nomad			

5.Civilization and Map Drafts

The higher seeded player may choose to be the host or guest in the draft.

Remaining map after the draft is the G1 map, and then the loser of the previous game picks any remaining home map.

The Civs draft starts with **8 automated random bans**. Players may only use civs they drafted and may only use these civs once during their set.

Maps
Bo3: https://aoe2cm.net/preset/vqDbi
Bo5: https://aoe2cm.net/preset/kmQJP
Bo7: https://aoe2cm.net/preset/aOUVp

Civs
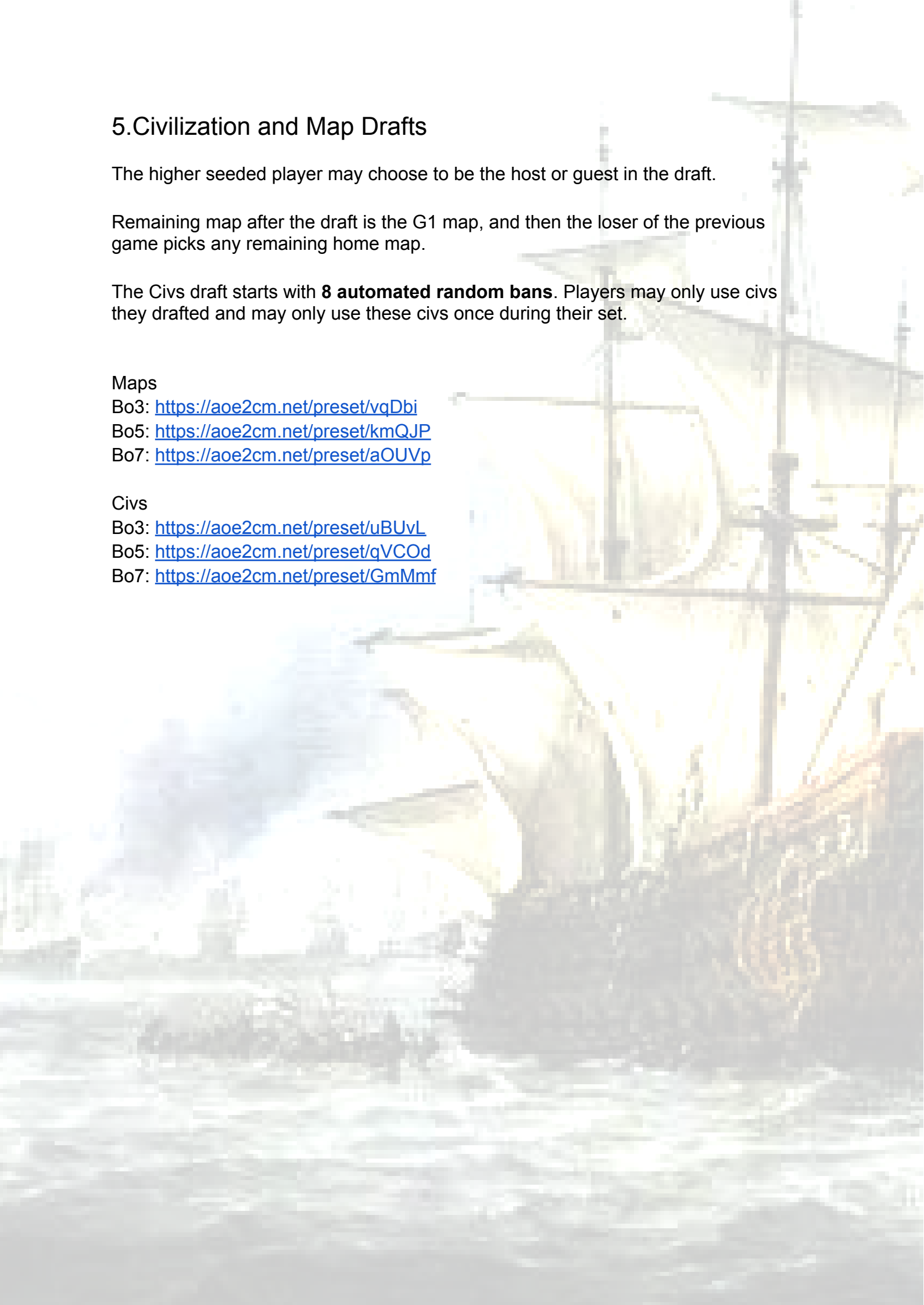Bo3: https://aoe2cm.net/preset/uBUvL
Bo5: https://aoe2cm.net/preset/qVCOd
Bo7: https://aoe2cm.net/preset/GmMmf

6.General Rules

1. **Rules update**: Rules can be added or modified at any time before and during the event if deemed necessary. Players will be informed about those changes in the #handbook-and-bracket channel of the tournament discord.

2. **Fair-play and respect**: All participants, broadcasters and administrators are expected to show good sportsmanship and be respectful of all other parties at all times. Poor behavior including but not limited to cheating, insults, racism or sexism will not be tolerated.

3. **Availability and communication**: When players register for the event, they are expected to be fully available at all the dates the event is taking place. Once they are registered to the tournament, players must make an effort to be up-to-date with the latest evolutions of the tournament life that may concern them, including schedule, rules, settings and other information, by regularly checking platforms associated with the event. They must answer as quickly as possible to any question or enquiry the tournament administration may have for them. All players are expected to communicate via their scheduling channels on Discord in a timely fashion including using @ to tag your opponent in regards to important information. Players making no effort with regards to scheduling and communication may face prize money reduction, game forfeits or disqualification.

4. **Scheduling**: Players need to post and confirm time using GMT in their scheduling channel.

   Not showing up within 20 minutes of the confirmed time will lead to a single game loss for the player who is late. If the player is still absent at 30 minutes past the scheduled time, their opponent is automatically granted an admin win for the entire set.

5. **Playing the Games**: Players are expected to compromise and reach an agreement on which server to play the games on. If players are unable to do so, they should take turns on their preferred servers.

   Should a player start a game with a civ that they do not have access to, their opponent may choose which of their remaining civs they play as.

   In case of disconnections or drops, the game must be saved and restored if possible. If restoring doesn't work, players must either agree to restart the game or continue their match without the dropped game. If a tied score results from such an agreement, players need to post all recorded game files in their scheduling channel and use @ to tag admins.

6. **Recorded**: The winner of match have to report the score and post the recorded games in the #match-results channel of the tournament discord. The map and civ draft link must also be included.

7.Gaming Rules

1. There are no restarts for bad maps or starts. Players may only restart a game before **6 minutes** of in-game time if there is some issue with the game, wrong settings, a map bug, or an incorrect civ is chosen. Admins may decide to restart the game at any time if they deem this necessary for competitive fairness.

2. All forms of laming are allowed.(Except Nomad and Water Nomad)

3. **Nomad Specific Map Rules**: The rules only apply on maps with a nomad start (Nomad and Water Nomad) and only pertain to the **first 3 minutes** of in-game time. If any of these rules are broken in the first 3 minutes an admin reserves the right to deliberate and may deliver an admin loss.

   1. Attacking enemy units or buildings is not allowed.
   2. Walling in enemy units, any resources and buildings is not allowed.
   3. Laming wild animals (hunt) or herdables are not allowed.
   4. However, it is only considered laming when not utilizing the resources, i.e if a player takes 35 food (one full trip) from the hunt then that is considered ok. Herdables do not need to collect the required amount of food (35), but would be expected to complete two round trips (20). Dropping off at the dock is allowed.
   5. Stealing herdable (i.e cows, sheep, geese) is allowed.
   6. If TC war or TC's foundation is blocked by the opponent's fishing ship, the game must be immediately **restarted**.

4. The lobby settings must be as follows.

   Visibility: Public
   Allow Spectators: Yes
   Hide Civilizations: Yes
   Spectator Delay: 2 minutes

   Game Mode: Random Map
   Map Style: Custom
   Map Size: Tiny (2 Players)
   AI Difficulty: Standard
   Resources: Standard
   Population: 200
   Game Speed: Normal
   Reveal Map: Normal
   Starting Age: Standard
   Ending Age: Standard
   Treaty Length: [None]
   Victory: Conquest

Lock Teams: [V]	Lock Speed: [V]
Team Together: [V]	Allow Cheats: [ ]
Team Positions: [ ]	Turbo Mode: [ ]
Shared Exploration: [ ]	Full Tech Tree: [ ]
Handicap: [ ]	Record Game: [V]

8.Streaming

The whole event is open to stream and cast. The tournament logo must be visible at all times while in-game. All the visual assets needed for streamers can be found in the #resources channel of the tournament discord.

POV streaming: Players must use a **2 minute** stream delay unless they receive written permission from their opponent in the scheduling channel.

The spectator delay **MUST** match the stream delay. If a player is streaming their POV and is not utilizing a stream delay, then there should also be no spectator delay on the game either.

Players must not have access to any information which could give an unfair advantage at any stage.