Introduction

It's time for the second edition of the CivBuilder Free-For-All! Come up with the most powerful civilization you can and compete in a weekend of king sniping.

On June 14th, 15th, and 16th, we are hosting 3 FFA games each day starting at 15 GMT. Each game features a different map, challenging players to craft the most cunning set of civilization bonuses they can in a variety of settings. The winner of each of the first 8 games advances to the grand finale on Sunday, where one player will be crowned as the ultimate CivBuilder.

All games will be streamed by T-West at twitch.tv/TWestAoE.
Join the CivBuilder Discord, ran by Krakenmeister: https://discord.gg/ygnKga9GN5
Check out the CivBuilder website: https://krakenmeister.com/civbuilder
Contact T-West for any questions regarding the tournament or settings.

Schedule

- Sign-ups close on Tuesday, June 11th at 23:59 GMT. Livestream of random drawings takes place directly afterwards.
- Civilizations must be submitted by Thursday, June 13th at 23:59 GMT.
- Friday June 14th, Saturday June 15th, and Sunday June 16th at 15 GMT.
- 3 Games each day, each game starts directly after the previous finishes.

Sign-Up

Join the Discord: https://discord.gg/ygnKga9GN5
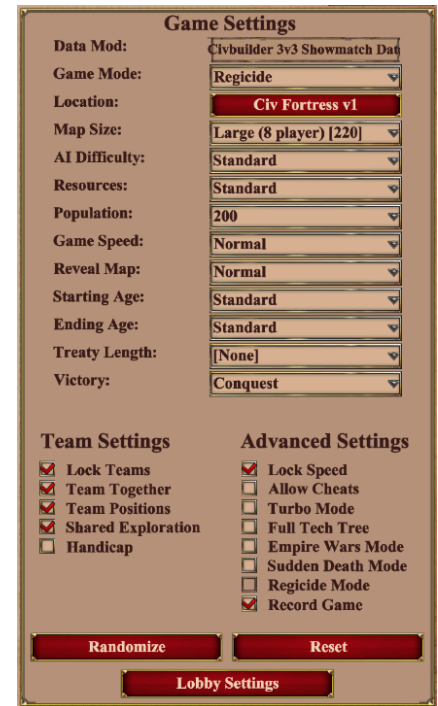Fill out Google Form in the signup channel.
- Accounts require at least 10 RM 1v1s to participate.
- Sign-ups close on Tuesday, June 11th at 23:59 GMT.
- 3 replacement players are drawn per game in case of no-shows.
- Selected players have until Thursday, June 13 at 23:59 GMT to submit their civilizations.
Once selected for a game, that player is removed from the remaining drawings.

The top 16 players (by average of current and highest 1v1 Elo) are spread out among the 8 games (as scheduling allows). The remaining spots are drawn randomly based on the sign-ups for each game. The random drawing will take place directly after sign-ups close.

Game Rules

- Trade Carts and Trade Cogs are disabled.
- Players may communicate using in-game chat and form alliances, but teams are locked.
- All games must use the Regicide game mode.
- There are separate visual and data mods for each day (Friday, Saturday, Sunday). Each player must select the correct visual mod. The lobby host must select the correct data mod when creating the lobby.
- For African Clearing, no Villager fighting within the first 3 minutes. Admin restart if two TCs are constructed within range of each other.
- Lobbies must use a 2 minute spectator delay.
- Note this edition is just Regicide, not King of the Hill.

Game Settings

Data Mod:	Civbuilder 3v3 Showmatch Dat
Game Mode:	Regicide
Location:	Civ Fortress v1
Map Size:	Large (8 player) [220]
AI Difficulty:	Standard
Resources:	Standard
Population:	200
Game Speed:	Normal
Reveal Map:	Normal
Starting Age:	Standard
Ending Age:	Standard
Treaty Length:	[None]
Victory:	Conquest

Team Settings
- ☑ Lock Teams
- ☑ Team Together
- ☑ Team Positions
- ☑ Shared Exploration
- ☐ Handicap

Advanced Settings
- ☑ Lock Speed
- ☐ Allow Cheats
- ☐ Turbo Mode
- ☐ Full Tech Tree
- ☐ Empire Wars Mode
- ☐ Sudden Death Mode
- ☐ Regicide Mode
- ☑ Record Game

Randomize   Reset

Lobby Settings

Prize Pool

- Base prize pool of $1,000.
- $100 per game: $50 for 1st place, $25 for 2nd and 3rd.
- $10 for the player with the most king-snipes in each game.
- Extra $10 for the winner of the grand finale.
- Donations increase the prize pool, which is divided equally for each game (after the King snipe prizes), each game using a ratio of 50% for 1st place and 25% for 2nd and 3rd.
- At $2,500 of donations there will be a $10 prize for each individual king-snipe (with the remaining prize pool then split up per-game, and replacing the $10 for most king snipes).
- T-West will contribute an additional $1 for every Twitch subscription counting towards Partner Plus to the prizepool from June 1st to June 16th.

Donors:
- Villiams + RF Community: $500
- T-West: $250
- Krakenmeister: $150
- Flatch: $100

Giveaways of Aoe2 base game and DLC Steam codes, one random drawing per game:
- Friday - G1: Return of Rome, G2: Victors and Vanquished, G3: Aoe2 DE Base Game
- Saturday - G4: The Mountain Royals, G5: Dynasties of India, G6: Aoe2 DE Base Game
- Sunday - G7: Lords of the West, G8: Dawn of the Dukes, Finale: Aoe2 DE Base Game.

Streaming

Players who wish to stream their PoV must do so with a 2 minute stream delay. Anyone can cast the games, there are no requirements. If wanted, a logo and a banner are available on the Discord. CaptureAge does not correctly display all custom data from the CivBuilder mods. You may prefer to stream the games directly in game, using the appropriate visual mod.

Maps

Download the map mod here: https://www.ageofempires.com/mods/details/239175/
- Friday: Golden Lakes, African Clearing, Hideout
- Saturday: City Ruins, HyperRandom (Light), Amazon Tunnel
- Sunday: Hamburger, Acropolis, Fortress

Merchandise

If you've seen any T90 video on YouTube, then you've seen a thumbnail designed by Uglie. She also designed the logo for this tournament:

Unfortunately, Uglie's mother suddenly passed away a short while ago. To help support her, we're selling merchandise with the CivBuilder logo, and in lieu of contributing to the prize pool, all sales go directly to her. Merchandise is available at: https://www.chuptaworks.com/civbuilder/

Civilization Specifications and Instructions

Submit civilizations using this form: https://forms.gle/PcPvL9uzLs3wevan8
Players must submit two civilizations, one for their assigned map and one for Fortress in case they reach the finals.
All civilizations must meet the following guidelines:

- ≤ 275 techtree points spent.
- 6 civilization bonuses.
- 1 unique unit from the base game
- 1 Castle Age unique technology
- 1 Imperial Age unique technology
- 1 team bonus
- ALL ITEMS KEPT AT x1. Stacking not allowed

   Elite Mercenaries, first relic free bonus, and Lithuanian relic bonus are banned. Out of the chosen items, the rarities must meet the following guidelines:

- You are allowed bonuses, unique techs, and team bonuses of rank ordinary or distinguished.
- Bonuses, unique techs, and team bonuses of rank superior, epic, and legendary, are **BANNED** with one exception: you are allowed ONE bonus, unique tech, or team bonus of rank superior that is in the *current* vanilla game (i.e. not special to CivBuilder).
- All vanilla unique units are allowed regardless of rank (this refers to the singular unique unit you select, other regional-type units are civilization bonuses for all intents and purposes).
- Custom unique units are **BANNED**.

To create your mod, visit https://krakenmeister.com/civbuilder and click "Build Civilization". Pick a family-friendly name and create a flag (custom images are allowed, but keep them SMALL, max 128x128 pixels and once again family-friendly). Continue through the steps of building the civilization according to the specifications above. Once you are satisfied,

Click "Download" on the left-hand side, and upload the resulting .json file into the google form as your submission.

Click "Share" on the left-hand side, and copy the link that is given under the "View" section and paste that into the google form as your submission.

Mods

Maps: https://www.ageofempires.com/mods/details/239175/
Day 1:
CivBuilder FFA - Day 1 UI: https://www.ageofempires.com/mods/details/251952/
CivBuilder FFA - Day 1 Data: https://www.ageofempires.com/mods/details/251953/
Day 2:
CivBuilder FFA Day 2 UI (reupload): https://www.ageofempires.com/mods/details/252086/
CivBuilder FFA - Day 2 Data (reupload): https://www.ageofempires.com/mods/details/252087/
Mods for the remaining days will be released as they are available, we are still tracking down a few players who did not submit their civilizations.