

rong civ



### **Tournament Format:**

32 Players

GSL Group Stage – Groups of 8

16 Player Single Elimination Stage

All Sets Bo5 until Quarterfinals

Quarterfinals & Semifinals Bo7

Grand Finals Bo9

### **Timeline**

Signups: 1st of October - 21st of October

Qualifier: 22nd of October - 29th of October

Main Event:: 30th of October - 17th of December

**Team:** The Otter One, Cast of Empires, Blacksky, Kelar, Tomsnuffles, Huggie (Hosts/Admins), Alkhalim (Graphics)

### **Match Settings:**

Civ Draft with Randomized Bans to increase variety and to fit the theme.

### **Map:**

Custom HyperRandom Version catering to the needs of Deathmatch - made by zetnus

### **Rules:**

No Walls besides Quickwalls, no Gates, No BBT.

### **Prize Pool:**

Minimum 650,- Dollars, Donations welcome on Matcherino:

<https://matcherino.com/tournaments/102921/overview>

### **Location:**

Ayllu Discord, Link:

<https://discord.gg/TSBGTYTRt9>

### Timeframe Main Event:

Start of Signups: 1st of October

End of Signups: 21st of October

Seeding, GSL Groups & Brackets – 22nd of October

23rd of October - 29th of October – Qualifier (Bo3/Bo5)

30th of October - 5th of November – Opening Matches (Bo5)

6th of November - 12th of November – Elimination/Winner Matches (Bo5)

13th of November – 19th of November – Decider Matches (Bo5)

27th of November – 3rd of December – Round of 16 (Bo5)

4th of December – 10th of December – Quarter Finals (Bo7)

11th of December - 17th of December – Finals (Bo9) / Semifinals (Bo7)

### Qualifying Event:

The last 16 spots to qualify for the Fastest Chaos - Deathmatch on Hyperrandom will be decided by a 1 week single elimination from 23rd of October to 29th of October. Depending on how many people who are fighting for these last spots, will determine if each series is a Bo3 or Bo5. – Brackets will be posted after sign-ups are closed.

### Prize pool Distribution:

Current Total - **\$650+** (Will increase with donations on Matcherino & The Otter Ones Streams) – If you wish to donate to the prize pool, then please contact one of the admin team, who will assist you.

1<sup>st</sup>: 40%

2<sup>nd</sup>: 20%

3<sup>rd</sup>: 11%

4<sup>th</sup>: 9%

5<sup>th</sup>-8<sup>th</sup>: 5%

### Round Settings:

The group stage for the 32 qualified players will be played via the GSL format, with 4 groups of 8 players in each group. The format is as follows:

- Eight players of the group are split into Four pairs of competitors who play each other in the opening matches (best of 5 matches).

- The winners of these Four matches will then face each other in the **Winner's Match** (best of 5).
  - The victors of these Winner's Matches **advance** to the next stage.
- The losers of the initial Four matches face each other in the **Elimination Match** (best of 5).
  - The losers of this Elimination Match places are **eliminated** at this stage.
- The loser of the Winner's Matches and the winner of the Elimination Matches will face each other in a tiebreaker match (best of 5). With 8 player groups you won't have to face the opponent from the opening matches.
  - The winner of the tiebreaker matches takes the Third/Fourth-place in the group and **advances** to the next stage.
  - The loser of the tiebreaker match places Fifth/Sixth in the group and is **eliminated** at this stage.

## Map:

Special version of Hyperrandom for DM made by Zetnus

You can find it in the Mods by looking for "The Fastest Chaos - HyperRandom Map" or under the link:

[The Fastest Chaos - Hyperrandom Map - Mods - Age of Empires](#)

## Tournament Rules:

### 1: Seeding & Participation

Seeding will be done as followed by:

kelar

Blacksky

The Otter One

Frost\_9

The seeding team will determine the top 16 invited players to TFC. All additional players will compete for the remaining 16 slots. The total number of players in the Main Event will be 32, who will then be placed into 8 groups of 4 players in each group via the GSL format.

Please play all games with your most known name, which should be the name you signed up with.

### 2: Scheduling and Respecting Deadlines

All players must respect the tournament schedule and times for each round. No excuse will be accepted for failing to play in the specified time.

If a player has not arrived 20 minutes after the scheduled play time against their opponent without a valid reason, their opponent will be granted an Admin Win.

Any player giving an Admin Win to their opponent, and not completing any games of the series will be penalized 50% of their prize money.

### 3: Admin Times

If both players cannot come to an agreement in scheduling their match, the admins will analyze the situation, schedule, and time zones in order to add a viable Admin Time that suits both players to the best of our ability. Admins will ensure players are not forced to play games between 2am - 6am local time.

If there is no agreement about the playing time by Wednesday 23.59 GMT, the admins might start interfering in order to get the games scheduled and completed in time.

### 4: Respect & Fair play

Every player must respect their opponent. Bad behavior (determined by admins) will result in a warning or may lead to immediate disqualification of the player. This tournament values not only great skills but also sportsmanship and fairness. Any insult, racism or flaming will not be tolerated. Laming and mind games in-game are allowed.

Players are requested to limit the time between games as much as possible to make the experience as smooth for everyone as possible.

### 5: No Smurfing

All players have agreed to the No Smurf rule. Each player must submit all relevant player usernames for Admin discussion. Smurfing and account sharing is not allowed. Any discovery of the aforementioned will result in player's disqualification.

### 6: Lobby Location

All tournament games are to be played in an unranked lobby in AoE2 DE with the allow spectators option turned on.

By signing up, players acknowledge that their games can be spectated and cast by any streamers.

If a game is not recorded, it must be replayed regardless of the result.

### 7: Recorded Games Posting

Either of the players must upload their recordings in the recorded game section immediately after the conclusion of the games, if this information is not posted, the result will be void. Please ensure you add a spoiler tag when posting your result.

When uploading recorded games - for example if a series was a best of 5 that 5 games are uploaded labeled game 1, game 2, game 3 etc. Even if the series finished 3-1 or 3-0, ensure a random 5<sup>th</sup> game labeled game 5 is uploaded too to avoid spoilers for any streamers and spectators wishing to cast a series/watch these games.

#### 8: Scheduling

Players must allow at least 8 hours between final confirmation & the game time to allow for broadcasters to prepare for their series. Please schedule all game series using the GMT time zone format (Greenwich Mean Time)

#### 9: Restoring

In case of disconnections, the players must attempt to save and restore. All the .aoe2record recorded game files (multiple parts of the game before/after drop) must be provided when posting the recorded games.

If restoring is not possible, the recorded game should be provided, along with any additional information to the admin team of TFC instantly.

Subsequently, facts will be analyzed, and a final decision made. If an Admin is not around at the time of playing and the players cannot agree on a result, continue with the rest of the series and if the series is tied 2-2 at the end, then the final game shall be rescheduled.

#### 10: Prize Money

Prizes will be sent via Matcherino. If the recipients do not use/have, the prizes will be sent by other means. Certain fees may be deducted from the amount.

#### 11: Communication

Each player must be able to communicate in English and is responsible for scheduling, possible disputes, and everything else regarding their participation. If a player is not fluent in English, they can have an External Operator to represent them during scheduling, recorded game posting and in the Ragnarok tournament in general. The External Operator must be added in the sign-up post.

#### 12: Streaming & Spectating

The entire event is open streaming. If you wish to stream the tournament games, please ensure the Tournament logo is visible on stream and mention that the tournament is "hosted by @the\_otter\_aoe" or "hosted by The Otter One" or "on twitch.tv/the\_otter\_aoe" in the title, in a timer in chat or in a command that is included in the title. A command should hint at the matcherino page and the possibility to donate to the prizepool: <https://matcherino.com/tournaments/102921/overview>

Players are welcome to stream their POV throughout the tournament. However, players are not allowed to receive any third-party information during the games (besides admin contact). This means, if you are streaming your POV, disable any chat viewing device before starting each game. A stream delay is not required. However please ensure the 2 minute spectator

delay (mentioned in Gaming Rules 1 & 11) when you host the game rooms, in order to allow for smoother casting.

### 13: Player Disqualification

If any player has broken the rules stated above leading to possible disqualification, ALL admins must take a vote for disqualification of a player from the rest of the tournament.

### 14: Rules Additions

New rules can be added and current rules can be changed. However, Admins MUST inform the players about such changes in the tournament discord. All the latest additions in Rules & Settings will be in red.

### 15: Admin Decisions

Admins will ultimately have the final say on issues that may occur during the tournament. Admin decisions are final, and we expect all players to respect and adhere to the admin decisions, for fairness and smooth running of the tournament. Let's all have fun! :

## **Gaming Rules:**

### 1: Game Settings

The game settings for each series must be the following:

The game settings must be the following.
Game : Death Match
Map Style : Custom
Location : ZNHyperrandom_DM
Size : Tiny (2 player)
Difficulty : Standard
Population : 200
Game Speed : Fast
Reveal Map : Explored
Starting Age : Post-Imperial
Victory Condition : Conquest

Team Together : <input checked="" type="checkbox"/> Yes
All Techs : <input type="checkbox"/> No
Allow Cheats : <input type="checkbox"/> No
Lock Teams : <input checked="" type="checkbox"/> Yes
Lock Speed : <input checked="" type="checkbox"/> Yes
Record Game : <input checked="" type="checkbox"/> Yes
Spectate Game: ON
Spectator Delay: 2 Minutes

## 2: Bombard Towers, Gates and Walls

Players may not build any Bombard Towers, or Gates of any sort during games. Use of the market is allowed. Stone & palisade walls are only allowed to protect your villagers (also known as quick walling) - Any other use is prohibited - no lines of walls e.g., walling off economy or between wood lines. **Violating these rules will result in a loss of the game in question.**

## 3: Civilisation Selection

The Civilizations will be selected in a Draft using Aoe2captainsmode. Civilization repeats are not allowed. The higher seed will be the host.

Draft links:

Bo3: <https://aoe2cm.net/preset/LAJDh>

Bo5: <https://aoe2cm.net/preset/QWBaz>

Bo7: <https://aoe2cm.net/preset/hUjaf>

## 4: Restarts

There will be 1 restart per player per set. The restart has to be called during the first 2 minutes of the game (ingame time).

## 5: Bugged Map Restarts

A player can request bugged map restarts during the first **5** minutes (game time).

A bugged map is defined as the following for standard resource starts:

Gold: Less than 50% of the main gold cluster is at least accessible on one side, extra gold are excluded.

Player has limited access to resource points or key map features, e.g. water access, map access, significant trapped resources

If a player feels they are disadvantaged significantly by the map they must pause the game and consult with an admin. Unless it is an obvious bug, e.g. trapped villagers, missing buildings or no access to main gold.”

#### 6: Graphical Mods

Any graphic changes that only affect the player's Age of Empires II: Definitive Edition are allowed.

#### 7: Cheating

Cheating is not allowed under any circumstances. Players using any kind of cheat will be disqualified from the Fastest Chaos tournament and possibly banned from future events.

#### 8: Automatic Agreement & Punishment

All the game settings provided in this post MUST be followed. Not following them may result in penalties and possibly disqualification.

#### 9: Admin Participation

No TFC Admin will have any decision making over matches that involve themselves. This also includes any admin staff streaming a series live will leave any admin decision to the remainder of the admin team, who will communicate their decision to the streamer.

#### 10: Server

Players should together work out a server that best suits the two players if they cannot agree on a server they should speak to an admin.

#### 11: Spectator Delay

All games **MUST** be hosted with at least a 2-minute spectator delay.