

# Delicious Whirled Cup 2023



## Guidebook

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## Tournament

The tastiest and anticipated team game tournament of Age of Empires II is finally making its appearance. It has been slow cooked, and we cannot be more excited to share with you that **The Delicious Whirled Cup** will for once take Delicious maps into a tournament setting, with guest (map) appearances from other well known creators.

As a viewer, you can imagine the face of every player in the tournament, experience open streaming, potentially hear some player point of view's if they stream, as well as speculate on why there is so much fish on land.

We can virtually guarantee that some teams will get confused by the civilization drafting system, even those who have played in Delicious Show Matches before!

## Summary

- **3v3s**
- **Qualifiers (Jun 3 to Jun 24)**
  - 36 team open sign up
  - Top 4 teams auto advance, other 32 have single elimination bracket
  - 32 teams play a Bo3 Week 1 **by Jun 10<sup>th</sup>**
  - The 16 winning teams play a Bo5 Week 2 **by Jun 17<sup>th</sup>**
  - 8 victors advance to Main Event but play a Bo5 Seeding Series Week 3 **by Jun 24<sup>th</sup>**
- **4-Week Main Event (Jul 8 to Jul 30)**
  - Ro16 Group Stage is a **live** GSL format
    - Opening game and a Bo3 played by **Jul 8<sup>th</sup>**
    - Bo5 deciders played by **Jul 9<sup>th</sup>**
  - Ro8 is Bo5, single elimination broadcast weekend of **Jul 15 and 16**
  - Ro4 is three all 5-games played Round Robins broadcast **Jul 22, 23, and 29**
  - Finals is a **live** Bo7 between top 2 from round robin by points on **Jul 30**
- Outside of recorded games, teams have ability to free schedule all stages

## Contact

For any questions or inquiries regarding the event, please join our Discord server

## Event Timeline

Here are the most important dates for the event. Further details can be found in the shorter presentations, “Delicious Qualifiers Players Guide” and “The Delicious Main Event Guide”

### Sign Ups:

- Monday, May 1<sup>st</sup>: Qualifier Registration **OPEN**
- Sunday, May 28<sup>th</sup>: Qualifier Registration **CLOSED**
- Thursday, June 1<sup>st</sup>: Groups Revealed for top 36 teams

### Qualifiers:

- Saturday, June 10<sup>th</sup>: First round Bo3 completed
- Saturday, June 17<sup>th</sup>: Second round Bo5 completed, 8 teams qualify
- Saturday June 24<sup>th</sup>: Seeding Bo5 between the top 8 qualifier teams completed

### Main Event:

- Saturday, July 1<sup>st</sup>: Group Selection Drama Show Broadcast/published
- Saturday, July 8<sup>th</sup>: Live Opening games and Bo3 Winners/Losers Matches completed
- Sunday, July 9<sup>th</sup>: Live Bo5 Decider Matches completed
- Tuesday, July 11<sup>th</sup> to Friday, July 14<sup>th</sup>: Re-Broadcast of Group Stage (1 group per day)
- Sat Jul 15<sup>th</sup> & Sun 16<sup>th</sup>: Bo5 Quarterfinals Broadcast
- Sat Jul 22<sup>nd</sup> & Sun 23<sup>rd</sup>: Round Robin stage 1 and 2 (5-games each)
- Saturday, Jul 29<sup>th</sup>: Round Robin final stage (5-games)
- Sunday, Jul 30<sup>th</sup>: Bo7 Grand Final

## Qualifiers:

Four teams are directly invited while the next four highest seeded teams are automatically qualified for the main event, and will be contacted by admins regarding playing two Bo5 placement series. The next highest 32 teams will compete for 8 slots available for the main event

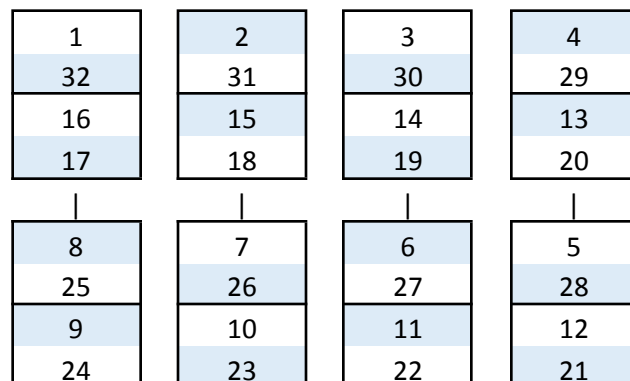
For the first two series, teams are provided a default play time (Saturday 14 GMT) for their match, but are free to play their games prior to the broadcast time and send recordings.

## Sign-ups and Seeding:

Sign-ups are open from Monday, 1 May 12 GMT to **Sunday, 28 May 20 GMT** to any teams of at least 3 whose players have a 1v1 ranking. Each team is required to submit:

- **Team Name** and alternate team name (higher seed receives team name preference)
- **Team Captain Discord handle** for communication and attestation that the team is able to play all matches during the qualifiers and the 4-week main event.
- **Team Roster** (up to 5), as well as 3 players identified as the “main roster.” 2 of any of those 3 players must play at least each game in the first week of qualifiers. Players may join just one team, and no roster changes are permitted following sign-ups.
- **Working** links to Aoe2Net 1v1 players elo for the 3 identified players for seeding purposes.  
Broken links will result in the assumed elo of the player to be the lowest elo among all teams.

After the close of sign ups, team ratings are determined by the sum of the highest elos achieved by the 3 players in the main roster in the 1v1 and TG ranked ladder within the last 100 games in 2023. For 4 top seeds, Admins will take into account recent competitive results as well. The formula will determine the next top 32 teams and place them into 8 independent groups of 4 using the seedings as follows. Each group of 4 is a single elimination bracket.



## Matches:

Within each 4-team group, one team will advance to the main event in the first two weeks.

**Round 1** matchups are played on or before **14 GMT Sat, June 10<sup>th</sup>**.

Seed 1 plays 32, 2 plays 31, 3 plays 30, etc.

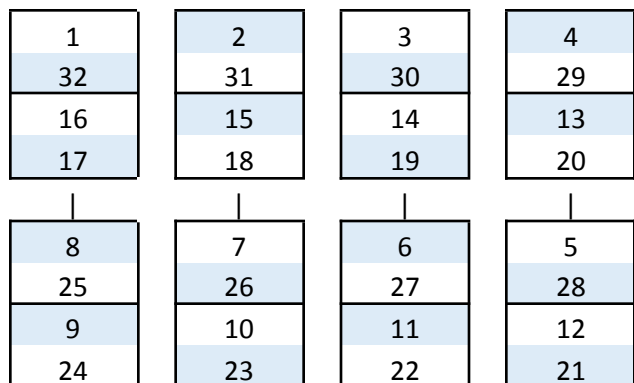
The match is a single Delicious Bo3 with the settings found in the presentation, "Drafting Rules by Round" (or the "DRR")

**Round 2** matches are played on or before **14 GMT Sat, June 17<sup>th</sup>**.

The 2 winning teams play each other in a Delicious Bo5 with the setting in the DRR

The winning team in each group (8 total) qualifies for the main event, but has one more week to play to jostle for placements

The winner within each group will face off against the winner of another based on the lines in the diagram below. This match (again see the DRR settings) will be played by **14 GMT Sat, June 24<sup>th</sup>**



- These matches decide which team gets picked by the likes of the directly invited teams (AM, GL, Suomi, WWP) and which are picked by the automatically qualified teams
- For avoidance of doubt, both of these 2-0 teams are already qualified, win or lose week 3.

**Any teams who qualify for the Main Event should also submit at least 1 picture of 1 or more team members together with food. Explanation optional. Eating of the food also optional.**

## Main Course:

The 8 teams that advance from the qualifiers will join the 8 teams that await them in the main event. Before any games are played, though, the top teams pick their groups.

## Group Selection:

The 16 main event teams will be split into 4 independent groups of 4 as follows:

- Seed 1 is in group AA, Seed 2 in CC, Seed 3 in BB, and Seed 4 in DD.
- Seeds 5 through 8 will each provide admins with their ordered preference of which group they would like to be in out of Seeds 1 and 4.
  - Seed 5 picks 1 team, as it will get its pick.
  - Seed 6 provides 2 teams, in preference order
  - Seed 7 provides 3 teams, in preference order
  - Seed 8 provides their order for all 4 teams
- Simultaneously, Seeds 1 through 4 also provide an ordered list of teams out of the 4-teams that lost their week 3 seed series that they would like to play against in their opening match.
  - Seed 1 picks 1 team, Seed 2 picks 2 teams, Seed 3 picks 3 teams, Seed 4 picks 4 teams
  - To the extent a team doesn't pick, later seeds get preference and admins will select teams if there are still any gaps
- Picks must be provided by **18 GMT Friday, Jun 30** so that admins can create groups
  - Any team failing to provide their preferences will forfeit that right to the admins
  - Groups will be published to the Discord by **22 GMT Sat, Jul 1<sup>st</sup> and also broadcast**

Each of the 4 groups will be assigned a specific admin to coordinate matches.

**In lieu of webcams, each team in the main event should send 1 picture of player(s) with food to use in broadcasts. To be clear, this can simply be a picture of a player holding whatever food they like (vs actual stuffing of face). Photoshopped submissions are also permitted.**

## Group Stage (Broadcast Jul 8th, 9th, with recap 10th to 13th)

The group stage has GSL style settings. The teams first play a single opening game on the set map. Following the openers, a winners and losers match will take place as a Bo3. Group deciders will take place the next week as a Bo5.

### Opening Day (Broadcast July 8<sup>th</sup>)

Within each group, teams scheduled by default to play live on 14 GMT, Saturday July 8<sup>th</sup>. If they choose, however, they may schedule to play in advance the opener and/or the Bo3 (see streaming rules below).

The opener is a single game played on the set map. The game is completely hidden pick, with no bans.

After the opening game, to the extent teams have agreed to play out the winners/losers matches on the same day, all teams may take up to a 15 minute break. After the break, both the winners' and losers' matches will be a **"Delicious Bo3"** played with the settings found in the DRR guide.

For these opening day matches, to the extent all teams in a group agree to move **ALL** the the Bo1 opener and Bo3 winners/losers matches of the group to an earlier date (4 series total), they are free to stream their POV even if the set is played in advance. For avoidance of doubt, this allowance of streaming applies only when the opening day is effectively moved to an earlier day, and admins are informed so that casters are also aware of the new date. Regardless of their choice, teams must still submit the recorded games and report results.

The winner of the winner's match (4 total) moves on to the quarters as seed 1 and is done until quarters.

### Decider Day (Broadcast July 9<sup>th</sup>)

The loser of the winner's match and winner of the loser's match will play a deciding Bo5 series live at **14 GMT Sunday, Jul 9<sup>th</sup>**. This is the only mandatory live set outside of the grand finals

Settings can once again be found in the DRR guide.

As always (for live broadcast days), teams are welcome (but by no means obligated) to stream their POV.

The winners of the Bo5 decider's matches (4 total) advance as seed 2s to the quarterfinals

## Quarterfinals Week (Jul 15, 16)

The 4 matchups for quarters are AA1 vs BB2, BB1 vs CC2, CC1 vs DD2, and DD1 vs AA2.

The scheduled broadcast time is as follows:

Sat 14 GMT	Sat 16 GMT	Sun 14 GMT	Sun 16 GMT
AA1	BB1	CC1	DD1
BB2	CC2	DD2	AA2

*\*For avoidance of doubt, the 16GMT matches need not wait for the 14GMT matches to complete*

Teams are permitted to play their match *prior* to the scheduled time above. In such a case, streaming is *not* allowed, though PoVs may be released (and casting permitted) at broadcast time.

Each match is a **Bo5** played according to the following settings:

- The map pool is expanded to the **full 11 maps**.
- Seed 1 is team A while seed 2 is team B
- Map and civ drafting rules are found in the DDR Guide
- With the same constraints as the prior deciders, each game is then hidden pick no repeat.
- Once again, the loser of each game gets to select the next map from the remaining maps.
- The winners of this Bo5 move onto the Round Robin Semis stage.

## Round Robin Final Four (Jul 22, 23, 29)

The final 4 teams play each other in round robin format:

- The teams are randomly assigned a food name: Teams **Butter, Honey, Pepper, and Salt**
- Each team plays an all-5-games-played match each of Jul 22<sup>nd</sup>, 23<sup>rd</sup>, and 29<sup>th</sup>
- Once again, teams are permitted to play their matches **ahead** of schedule, spoiler-free
- Given the broadcast times, teams play two matches in week 3, and 1 in week 4.

Match settings are almost identical to the Bo5s played before, but all 5 games are played:

- Map and civ drafting rules are once again found in the DDR Guide
- Once more, hidden pick no repeat, loser of each game picking the next map

**The broadcast schedule for the games on Jul 22<sup>nd</sup> and 23<sup>rd</sup> are as follows:**

Team	Sat 14 GMT	Sat 16 GMT	Sun 14 GMT	Sun 16 GMT
A	Butter	Honey	Pepper	Salt
B	Salt	Pepper	Butter	Honey

**The broadcast schedule for the final round robin sets on Jul 29<sup>th</sup> are as follows:**

Team	Sat 14 GMT	Sat 16 GMT
A	Butter	Salt
B	Honey	Pepper

- Map and Civ draft rules are once again in the DDR Guide
- Per Usual, the losing team gets to pick the next map to play on from any remaining.

After the decider match, a final tally determines the #1 and #2 teams from the round robin stage according to the following **Round Robin Tiebreaker rules:**

1. # of Sets won in the round robin stage
2. # of Games won in the round robin stage
3. Fewer # of games lost in the quarterfinals stage
4. Fewer # of games lost in the group stage
5. Head to head record in round robin stage

## Grand Finals (Sun, Jul 30)

The Grand Finals are played *live* on Sunday, Jul 30 at 14GMT as a Bo7

- Rank 1 by round robin tie-breaker is team A, while rank 2 is team B
- Once again, take a look at the DDR Guide for map and civ drafting rules
- Like all other series, the losing team for each game picks the next map from any of the remaining maps
- The teams are allotted up to a 5 minute break between each game

## Registration

### Instructions

- Your team captain must join the official Discord server for the event (additional team members are also welcome). This Discord server will be used for updates prior to and during the event and actively used for scheduling and finding opponents during the qualification stage. If a team captain is found not being part of the Discord server once qualifiers begin, the team may be automatically disqualified.
- Sign up on the Discord Server. Make sure to double-check all information with your teammates before submitting

## Tournament Rules

While mostly common sense, players should familiarize themselves with the following rules:

1. Registration
  - a. Player nicknames must not contain offensive words or language
  - b. Players should register on their own account, and play on the account that accurately reflects the participant's actual rating
  - c. The team captain need never play a game – they just need to communicate on behalf of the team and available and responsible when relevant on the team's behalf.
2. Game & Patch
  - a. All players must own a genuine copy of Age of Empires II: Definitive Edition and all its DLCs
  - b. If the game receives a patch during the event, defer to your admin's decision on whether to remain on the old patch or employ the new one.
3. Punctuality
  - a. For all matches, teams must be in the game lobby and ready to begin their match at least seven minutes before their scheduled time.
  - b. Preliminary practices such as map and civ bans/drafts should be completed beforehand for live games
  - c. If a team fails to show up on time for a game, there will be issued an admin loss for every 15 minutes they are late. Exceptions can be made by admins if it is clear that the participant is experiencing technical difficulties that prevent the game from starting.
  - d. Teams unable to play at the scheduled time should immediately contact their admin. While attempts may be made to accommodate the situation, there is no guarantee. Ultimately the burden is on the teams to show up on time or face potential admin losses. Please be courteous to everyone by showing up on time.
4. Cheating
  - a. Yeah, so don't cheat or hack. You and your team will be immediately disqualified and banned from all future events
  - b. This includes using scripts or macros, don't do it
  - c. Also don't communicate with anyone outside your teammates that are in game during matches. This includes receiving info from anyone outside the game
5. Penalties

- a. If any participant violates any of the tournament rules, admins may choose to issue one or more penalties, which may be financial
  - b. Financial penalties involve deducting part or all of the incremental prize money for the match and prior matches and splitting it among the rest of the teams pro rata
    - i. To the extent there is one other team more acutely affected than others, they will get half of those forfeitures, with the rest of teams splitting the other half.
    - ii. For instance, if Team Avocado is 30 minutes late to their match vs Team Banana in the quarterfinals, and a financial penalty is issued, then half of the penalty will be awarded to Team Banana and the other half split among the rest of the teams pro rata as essentially an increase to the prize pool for everyone else.
  - c. Repeat offenders are subject to escalating penalties, including disqualification from future events
6. Recorded games
- a. Given the nature of this tourney, it is crucial that all games played during the event are recorded
  - b. As soon as each game series is finished, both teams must provide the recorded games to their admin within 15 minutes of the match.
  - c. Recorded games should be labeled to show the teams and game number and date. For instance, Game 2 of GL vs Suomi played on December 12 would be labeled:  
"GL\_Suomi\_G1\_12Dec22"
  - d. Please also include all games that required a restart or restore as well.
7. Respect & Cooperation
- a. Be a good sport. Avoid insults and use good etiquette to keep the environment respectful at all times
  - b. Please report incidents including those being uncooperative or showing poor attitude
8. Communication & Confidentiality
- a. Once registered for the tournament, participants should check the Discord, communicate there, and contact admins with any questions they may have.
  - b. Direct messages or any other communication not available to the public are considered confidential and should be respected as such
  - c. To the extent there is a dispute and communication is desired to be used as evidence, obtain permission from the other party to share it or otherwise show that the other party is unwilling to have that information shared.
9. Technical Difficulties
- a. In case of a game crash, by default teams should attempt to save and restore.
  - b. Any issues that cannot be resolved between the teams should be immediately brought to the attention of your admin
10. Miscellaneous
- a. Admins may update these rules. Any updates will be noted on the last page of this guide book and mentioned on the Discord
  - b. Admins will use their best judgment to decide on appropriate actions for cases that this guide book did not explicitly contemplate.

## Event Rules and Info

### Seeding

- All teams are seeded based on a combination of their previous tournament performances in similar tournaments and their highest-achieved one versus one and TG ratings in 2023. Tournament performances will not be taken into account when determining the cutoff for qualifiers and instead considered as a factor purely to make adjustments to top seeds as necessary
- Only the three highest-rated players on the team will be taken into account.
- Ratings are fetched from the links teams submitted on registration. If links don't work, teams may be seeded lower than expected.
- Players ratings will be taken from the account they register with; however, the tournament administration retains the right to seed players using alternative accounts.
- In the case of a tie, the team's current rating will be taken into account.
- **A winning team inherits the seed of their opponent if it is higher than their own and vice versa**

### Civ Picks

- As mentioned, players must be able to access all civs including those from DLCs
- Teams may not repeat a civilization they already played during the same matchup
- If any player picks a restricted civilization, the game must immediately be restarted. The opposing team has the right to choose any available position for that player to play in the restarted game. All other settings (player position and previous picks) should remain the same

### Colors

- Games are played using team positions. Players need to choose their relative position as some maps do not support the 7 or 8 color.
- Each match should be the colors associated with 1, 3, 5 vs. 2, 4, 6

### Restarts

- By default, teams have no restarts
- In situations where the maps are bugged teams can request a restart. Bugs include:
  - Player-specific herdables or lurables are inaccessible
  - Player-controlled starting units are inaccessible
  - Player-specific objects fail to generate the intended amount
  - *More* than 50% of the SIDES on gold, stone, or berries are inaccessible
- The rules of Pizza, whenever it is selected:
  - In lobby, put shared/allied vision OFF. Team vision will turn on when you complete your TC
  - The following rules apply BEFORE 3 minutes in game time. None of these rules apply AFTER the 3 minute mark
    - i. No vil fighting
    - ii. Each individual villager may only shoot 0 or 1 huntable (eating optional)

iii. TCs in shooting range of each other is an auto restart of the game with same civs

- For the set map ROE RAGE, each player should have at least one woodline between their base and *either* of the two side puddles/ponds. For clarification, so long as a woodline (not the back one that all players have) is closer to the base than the puddle, that woodline is considered to be between the puddle and base, even if it is not a direct line between puddle and base.
- Any restarts must be called within the first FOUR minutes of in-game time.
- The original replay MUST be submitted
- After a restart, civs and colors must remain the same
- Admins can elect to restart a game as well

### **Laming**

- No restrictions – players are permitted to do anything that the game allows, including, but not limited to, walling in resources, blocking/killing villagers and taking/killing enemy sheep/hunt

### **Slinging**

- No rules, but tax increased to 50% by default with research costs increased for coinage/banking

### **Pausing**

- Players must only pause a game if they, or their opponents, are experiencing severe issues that are directly affecting the game and their ability to play
- Using a pause to take a break, visiting the toilet, smoking or anything else nontechnical is strictly forbidden and may result in admin penalties
- The player pausing the game must also be the one to unpause the game.
  - Before unpausing, the participant pausing the game must ensure that the opponents are ready to continue
- Teams pausing must immediately inform an admin of the situation and issues they face
- Admins may order a pause at any time

### **Game End**

- A game is declared lost once a player from the respective team has resigned
- This rule does not apply if the player is defeated

### **Exploits**

- Intentionally utilising any bugs, glitches or errors in the game is not allowed
- In instances where bugs are utilised, the administration will decide whether the team should be penalized and whether the match should be restarted or not
- Contact your admin for any uncertainty about what is considered an exploit

### **Out of game requirements**

- Teams should send their admin a portrait image of each player who plays to be used for broadcasts, posters, or banners
- One team member should be available for interview either immediately following a match or prior to the live broadcast of that match, as applicable

## Broadcasting

All interested streamers should join the Discord Server to obtain access to recorded games

- Both players and casters must wait until the scheduled broadcast time to stream each game
- All streamers must **display one of the provided banners** before, after, and in-between tournament games
  - All streamers should play the tourney trailer at least once
- Broadcasters must add a custom chat command clarifying the host, the sponsor, and link to the aoezone or liquipedia post to the event; command should be part of the stream title.
- For players who choose to play live and stream the event, **a minimum stream delay of 2 minutes is required.**
- For live games, the host must use a public lobby and implement a ***Spectator delay of two minutes.***
- For games played in advance of broadcast, private lobbies should be hosted with spectators disabled but games recorded. For qualifiers ONLY, if both teams wish to do so, lobbies may be hosted public with a 2 minute spec delay.

All Casters must abide by the following rules of the sponsor Microsoft during all casts or risk loss of the role:

- No alcohol, tobacco or firearms
- No gambling websites that promote free or pay services
- No dating or personals sites
- No adult products or services (Trojan, Viagra, etc.)
- No debt services
- No online pharmacies
- No religion or religious content
- No political campaigns from candidates or issues
- No adult content such as: excessive or distasteful language, nudity, overt/excessive sexuality images, or racy creative.
- No defamatory, libelous, slanderous, or unlawful content
- No hate speech or discrimination
- No profanity
- No illegal activity
- No cryptocurrency

## Lobby Settings

- Teams should find a game server that benefits both equally. If a mutually preferred server cannot be found, they may flip a coin for the first game and alternate between preferred servers each game.
- Hidden civilizations must be enabled
- For qualifiers, utilize a private lobby unless both teams wish to host public with 2 min spec delay
- For the main event,
  - If live, use a public lobby allowing spectators and at least a 2 minute delay
  - If pre-recorded, use a private lobby
- In game settings have been copied (but for one exception) from BoA3 as follows:

Data Mod	Game Mode	Map Style	Location
Default	Random Map	Custom	Map Name
Map Size	AI Difficulty	Resources	Population
Normal	Standard	Standard	200
Game Speed	Reveal Map	Starting Age	Ending Age
Normal	Normal	Standard	Standard
Treaty Length	Victory		
None	Conquest		
<b>Team Settings</b>	<b>Advanced Settings</b>		
<input checked="" type="checkbox"/> Lock Teams	<input checked="" type="checkbox"/> Lock Speed	<input type="checkbox"/> Empire Wars Mode	
<input checked="" type="checkbox"/> Team Together	<input type="checkbox"/> Allow Cheats	<input type="checkbox"/> Sudden Death Mode	
<input checked="" type="checkbox"/> Team Position	<input type="checkbox"/> Turbo Mode	<input type="checkbox"/> Regicide Mode	
<input checked="" type="checkbox"/> Shared Exploration	<input type="checkbox"/> Full Tech Tree	<input checked="" type="checkbox"/> Record Game	

Shared exploration is ON for all of the tourney, however, except in the case of the Pizza map, where it will turn on once TC is complete if shared exploration is checked off.

## Payout

### Eligibility

- All required games must have been played on time
- All recorded games and drafts must have been shared with admins on time
- Payments are handled exclusively through bank transfers
- Participants must forward a completed invoice to the tournament administration
  - The invoice must include the personal details such as the participant's full name and address
  - The invoice must be provided no later than one month after the tournament conclusion
  - Invoices not received before the deadline may result in the forfeit of prizes
  - For payments to be made, sufficient information for payments must be provided
  - Tournament admins retain the right to withhold any payments if any evidence of fraud or foul play has been discovered
  - Prizes will be sent to a single person per team. That person has the responsibility to distribute the prize among the players
  - Any bank fees incurred on transfer will be netted from the payout (otherwise it would be borne by the host)

### Prize Pool

- The total prize pool allocated to the teams is \$24,000 (sponsored by Microsoft)
- Any and all donations will go 100% to the prize pool
- The additional funding that goes into the prize pool will be distributed using the percentages below:

Place	Payout	% Payout	Total Payout
1st place	6900	28.8%	6900
2nd place	4200	17.5%	4200
3rd / 4th	2700	11.3%	5400
5th to 8th	1350	5.6%	5400
9th to 12th	213	0.9%	852
13th to 16th	105	0.4%	420
12 promoted	69	0.0%	828

## Map Pool:

Please see the “Delicious Map Atlas” pdf for pictures and descriptions of the maps

The map pool is expanded in each stage of the tournament as follows.

### ***Qualifiers Bo3, 5 maps:***

- **Roe Rage (set map)**
- Ball-O-rena
- Chive Topped Hummus
- Seafood Pie
- Peace-O-Pizza

### ***Qualifiers Bo5, 2 additional maps added for 7 total:***

- Chile Con Carne
- Duel Enchiladas

### ***Main Event, Group Stage, same 7 maps:***

- **Roe Rage (set map)**
- Ball-O-rena
- Chile Con Carne
- Chive Topped Hummus
- Duel Enchiladas
- Peace-O-Pizza
- Seafood Pie

### ***Main Event, all other stages, all 11 maps are used with these additional four added:***

- Fishcake Fiesta
- Tres Leches
- Ghostly Goulash
- Shady Fish Market

Credits: (Hummus was submitted as Namib by Zetnus before getting Dragonmilked, and Roe Rage was submitted as Murky by TheMadCadder before getting Dragonmilked)

## Additional Miscellaneous Items and Changelog

- Map pool section in handbook updated to correctly reflect latest map pool
- Slings rules updated
- Updated seeding formula to take into account ranked TG rating (so it's the sum of both 1v1 and TG ratings instead of just 1v1)
- Added a broadcast requirement
- Added specific rules for Pizza
- Added admin rule for Roe Rage
- Revised  $\frac{2}{3}$  player rule to only apply to first week rather than rest of qualifiers
- Clarified broadcast rule