

# Masters of Mangonel



The event is hosted by [aeiouswallow](https://discord.gg/aeiouswallow)

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

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## 1. Schedule

Qualifier (All matches are Bo5)

Ro128: 07/04-13/04  
Ro64: 14/04-20/04  
Ro32: 21/04-27/04

Main Event (Ro16 and Quarterfinals are Bo5, Semifinals and Finals are Bo7)

Ro16: 28/04-04/05  
Quarterfinals: 05/05-11/05  
Semifinals and Finals: 12/05-17/05

## 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, 2025, 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, 2025, 16GMT. The 128 best seeded players will participate in the qualifier. The bracket will be released on April 7th, 2025 on Challonge and posted in the tournament discord.

*All the Main Event 16 players will rank each other to determine the new seeding.*

## 4. Maps and Settings

Searching for “ **Masters of Mangonel Map Pack** ” in the in-game mod workshop.  
Scenario name is “ **Masters of Mangonel** ”.

The lobby settings must be as follows.

Visibility: Public

Allow Spectators: Yes

Hide Civilizations: No

Spectator Delay: None

Game Mode: **Custom Scenario**

Scenario Selected: **Masters of Mangonel**

AI Difficulty: Standard

Resources: Standard

Population: 200

Game Speed: **Fast**

Reveal Map: **Explored**

Starting Age: Standard

Ending Age: Standard

Treaty Length: [None]

☐ Lock Teams

☒ Lock Speed

☐ Allow Cheats

☐ Turbo Mode

☐ Full Tech Tree

☐ Shared Exploration

☐ Handicap

☒ Record Game

☐ Antiquity Mode

***When there are only two players, the player colors must be blue and red.  
All the team numbers must be a dash(-).***

## 5. Gaming Rules

The blue player can move the referee to the corresponding desert tile of the chosen relic, to select whether it will be 1, 2 or 3 mangonel start.



**There is 1 mangonel on the left, 2 in the middle, and 3 on the right.**

Killing all the opponent's mangonel can earn 1 point and then the opponent's mangonel will respawn. **Score 11 points to win one game.**

In 1v1, **the additional victory condition is to control the center flag for two minutes.** If you leave or all the opponent's mangonel die, the timer will be cancelled.

The scoreboard is your gold (your team's score) and stone piles (opponent team's score).

**These civ mangonels benefited from Castle Age and Imperial Age Unique Technology: Mongols, Celts, Saracens, Ethiopians, Teutons. Also, Bohemians get chemistry, and Koreans get +1 maximum range and minimum range is 3.**

Beware of the following penalties so you do not incur the punishment:

1. Out-of-Bounds (Left): Passing the left line of the field will result in a penalty of death.
2. Out-of-Bounds (Right): Passing the right line of the field will result in a penalty of death.
3. Illegal Line Cross: Passing the line closest to the other team will result in a penalty of death. At game point this rule is negated to prevent hiding; the rule negation will be announced.
4. Camp at the base: Staying at base for too long will result in a penalty of death.

## 6.Civilization Drafts and Modes

Civs Draft

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

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

***Both players will use the same civ.***

The Civs draft is random by the admin ban and picks. The last civ of admin picked is the G1 civ, and then the loser of the previous game picks any remaining civ.

### ***In-game modes for each game***

G1: 1 mangonel start

G2: 2 mangonel start

G3: 3 mangonel start

G4: 2 mangonel start

G5: 3 mangonel start

G6: 2 mangonel start

G7: 3 mangonel start

## 7.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.

If the player uses the wrong civ or setting, the game should be restarted.

In case of disconnections or drops, the game must be saved and restored if possible. If restoring doesn't work, players can restart and manually control to make the same score before disconnection, and then continue.

If both players want to use a blue or red side, you can change the color in each game for fairness. G1 is decided by the higher seeded player first.

In the case of 10-10 and then both died, check the replay to see who died first. If both died almost at the same time and can't clearly see that, you can only rematch.

6. **Recorded:** The winner of match have to report the score and post the civ draft link and replays in the #match-results channel of the tournament discord.

## 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.

If the in-game language is Traditional Chinese, Indian and Turkish, rewatching the scenario replays will cause the game to crash. You can switch to other languages such as English and it will work fine.

When using CaptureAge to watch the scenario, there will only be a sound effect when the mangonel is thrown. If you feel too quiet, you can prepare additional background music.