

## AOS OVERWORLD CUP RULES

0. 24 hours on turn. Pretty enough for everything, ye?
1. Make your turn in time! The plan is to complete whole tournament till the end of the life. Small advice: contact your opponent to remind him/her about turn and to decide when both of you will be able to play to speed up the game.
2. If you can't make a turn because of ANY reason, message me in Telegram, so I will be able to stop another player from skipping your turn. If you keep silence, there will be no other choice. 3 skipped turns in a row = loss.
3. System is: when you lose for first time, you go from 'upper' part of tournament to 'lower'. In quarter-final some players from 'lower' will be returned.
4. After 100 turn judge (I suppose, organizer will be judge) can instantly end the battle, if he thinks, that there is no sense in fighting cuz of great advantage on one of sides.
5. Make screenshots when you start and end your turn, so we will be able to watch full match after the end of battle.
6. Be polite, friendly, make new friends ^-^

Map rules (standard, but if both players want something different - we will change for them):

Map: Random from 20\*20 to 30\*30

Starting units: Minimal

Number of towns: Normal

Map visibility: explored

Starting technologies: No

Pop limit: 800

Hours to take turn: 24

Turn limit: any (but mind, judge can stop your duel in any time)