Juicy United presents: Battlegrounds Custom

Age of Empires 2 Definitive Edition 1V1 Tournament

The Battlegrounds Custom tournament is a 1v1 tournament played on custom maps. There are eleven maps available for players to choose from consisting of land, hybrid, and water maps with options for both closed and open play. See "Map Pool" in this document for more detail on available maps.

❖ Tournament Staff

Paul McFarland *- Director, Organizer (TO) and host*
Discord: Juicy45#6697

Nick Soma *- Data Wizard (presentation, planning, and analysis)*
Discord: somatech27#4915

Michael Hitchcock *- Excel Sorcerer (map creation, presentation, planning, and analysis)*
Discord: hitchcmj#7791

Juicy Mission

We are to announce the third tournament created and organized by the Juicy United team! Our purpose here is to find more ways to provide value to the Age of Empires community.

This year, we are providing a tournament space for entry and intermediate level players to gain experience, meet new players, and enjoy competition with other players around the same level.

Registration

For the 1200 maximum Elo bracket, registration will need to be completed before March 31th, 2021.

For the 1400 maximum Elo bracket, registration will need to be completed before the end of day, May 12th, 2021.

For the 1650 max bracket Registration will need to be completed before the end of day, June 13th, 2021

- **Who can join?**
  - **Anyone within the required Elo range**
- **Current Tournament prize pool (potential to increase) = 150 dollars split across all brackets, Max prize for 1st place is 50 dollars at the moment, potential to increase**
- **Tournament maximum players** = *Will depend on the number of participants who sign up.*
- **Two separate brackets(max = highest 1v1 elo reached. If higher than each level you will be entered in the next bracket)**
  - **High ELO bracket(1650 max)**
  - **Mid Elo Bracket(1400 max)**
  - **Low ELO bracket(1200 max)**
- **Using the form in the link above, all players must provide Discord name and number. Participants will be required to have played a minimum of 50 ranked 1v1 games on account.**
- **All participants must register online in advance of the tournament date**. See the schedule for more details.
- For questions after reading this sheet, please ask anything under the **#tournament-discussion** text channel in the **Juicy45 Discord.**

Discord Invite:

https://discord.gg/Vf5GZs4

Registration Link:

https://forms.gle/WVukeNSFvcZnohi57

Casting

Open casting. Interested streamers should contact tournament staff via discord for access to private channels to receive recs.

Tournament Details

Brackets and Dates

- **All dates are subject to change.**
    - Any changes will be announced in the **Juicy45 Discord** under the channel **#tournament-announcement.**
- Brackets will be seeded randomly

1400 Max Elo Bracket Schedule (subject to change)(adjusting times as needed)		
Series	Start date	End Date
1 (RO32)	May 13th 2021	May 23rd 2021
2 (RO16)	May 24th 2021	May 31st 2021
3 (RO8)	June 1st 2021	June 7th 2021
Semi-finals	June 7th 2021	June 13th, 2021
Finals	June 14th 2021	June 21st 2021
1650 max elo bracket schedule(subject to change)	**(Adjusting times as needed for more or less player sign ups)**	
1 (RO32)	June 14th	June 20th
2 (RO16)	June 21st	June 27th

3 (RO8)	June 28th	July 4th
Semi-finals	July 5th	July 11th
Finals	July 12th	July 18th

Players Responsibilities

- First and foremost - have fun!!
- **All tournament games must be recorded**. These recorded games will be used to cast the tournament (while not all games will not be casted, but will still be used to validate who won each match).
  - All games will be submitted in a private channel that only casters and participants will be permitted to use. Recorded games must be posted in the channel without visible results.
    - **Failure to submit recorded games will result in a disqualification from the tournament.**
- Streamers are permitted to stream the games for the tournament. However the finals are not permitted to be streamed by any player other than the TO, if the final is streamed the player breaking this rule will forfeit 50% of their potential winnings.
- All players will use the in-game settings provided. Any alternative game setting will result in that single game forfeit. This will also result in a possible disqualification in future events. The TO will review the situation and make that decision.
- Coordinate with your opponents and be cooperative in scheduling.
- Play games at agreed on times.
- If you've read this document and have any questions, we're here to help. Please reach out to the TO or Data Wizard via DM on Discord, or post a question in the **#tournament-discussion** text channel in the **Juicy45 Discord**.

Drafting and Game Setup

These rules will be in effect while any single Series in the tournament is played. If you are playing in the tournament, be sure to study this section carefully, especially if you have no prior tournament experience.

- **Sets**
  - **Best of seven; the finals.**
  - **Best of five: round of eight and semi-finals**
  - **Best of three: all other rounds.**
- **The map draft will go as follows:First of all, Battlegrounds will always be game 1, players will then draft as follows: alternating Ban, Ban, Pick, Pick for BO3, for BO5/BO7 the same will apply but more home maps will be selected before the draft begins. Lowest ELO player gets to ban first. Make sure to communicate this before the civ draft. We will always go to the losing players map after each game**
- **Draft settings and link**
  - Best of threes:
    - Per player - one ban, five civs, one snipe
    - Use Preset "J45 BO3 draft" – AoE2 Captains Mode (aoe2cm.net)(NEW)
  - Best of five's
    - Per player - on ban, eight civs, one snipe
    - Use Preset "J45 draft BO5" – AoE2 Captains Mode (aoe2cm.net) (NEW)
  - Best of sevens
    - Per player - one ban, ten civs, one snipe
    - Use Preset "J45 draft BO7" – AoE2 Captains Mode (aoe2cm.net)

Game Settings

Data Mod:	Default
Game Mode:	Random Map
Map Style:	Standard
Location:	**Arabia**
Map Size:	Tiny (2 player)
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

Advanced Settings
- ☑ Lock Speed
- ☐ Allow Cheats
- ☐ Turbo Mode
- ☐ Full Tech Tree
- ☑ Record Game

Randomize   **Reset**

Game Rules

- **Laming is permitted**
- **Exploits forbidden**
- **Should a player freeze or disconnect, a save and restore should always be attempted. If restore is not possible, players will restart the match**
    - All series will start with game 1 being Battlegrounds, then feature any maps in the map pool.
    - 1 Restart allowed per player, per Series.
        - Restart must be used within five in-game minutes of the start of the match.
    - A single pause is allowed per player per game, however no longer than 5 minutes. As a courtesy, please confirm with the other player that they are ready to resume when ready to end the pause.

- **When to play:** Games can be anytime agreed upon by the players within the schedule laid out in the "Main Event Schedule" table.
  - The TO will personally be casting many of, not all of the games. via the **Juicy45 YouTube channel**.
    - YouTube channel found here: https://www.youtube.com/channel/UCGTHCvvip_picTuwdGWldAA
- **Reporting Rule Violations**: At some point during the tournament, a player may violate either the tournament rules. For example, a player might pick a civilization again that they've already used in the same tournament series. The following rules apply toward rectifying rule violations.
  - If a player picks the wrong civ, i.e. same civ previously used then the opponent will pick the civ for the rule breaker, from the remaining civs in the draft.
  - If at any time rules are broken, the player who breaks the rules will have to forfeit that Game.
  - It is the responsibility of the players in the Game to detect violations and report them to the TO immediately.
  - Stopping a Game in progress to report a rule violation is allowed, however please be careful because if the TO reviews and confirms there was no violation then the player who stopped the game forfeits the game.
  - Rule violations must be reported at the time they occur. Otherwise, they will be ignored.
  - A TO is allowed to report any rule violations on behalf of a player.

Tournament Maps

Tournament maps can be subscribed to in-game by searching for the "Hitch Map Pack" or using the link below.

- https://www.ageofempires.com/mods/details/20260/

Battlegrounds

First introduced in Juicy's team tournament, Battlegrounds is an open map with reduced resources at home, but extras in the middle to fight over.

Will you attempt to take resources early on or will a fast castle allow you to secure the middle against an unprepared opponent?

Battlegrounds will be the first map played in every set.

Arena Cove

Players face off across a fish filled cove while protected by walls on land.
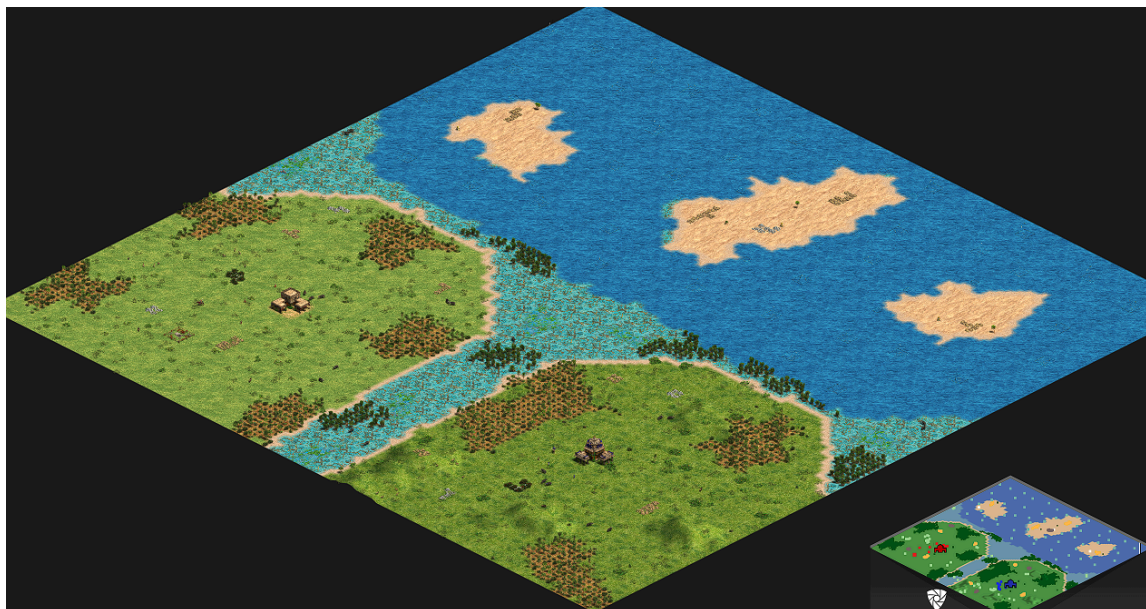
Will you battle on the sea or can you catch your enemy off guard through a land assault?
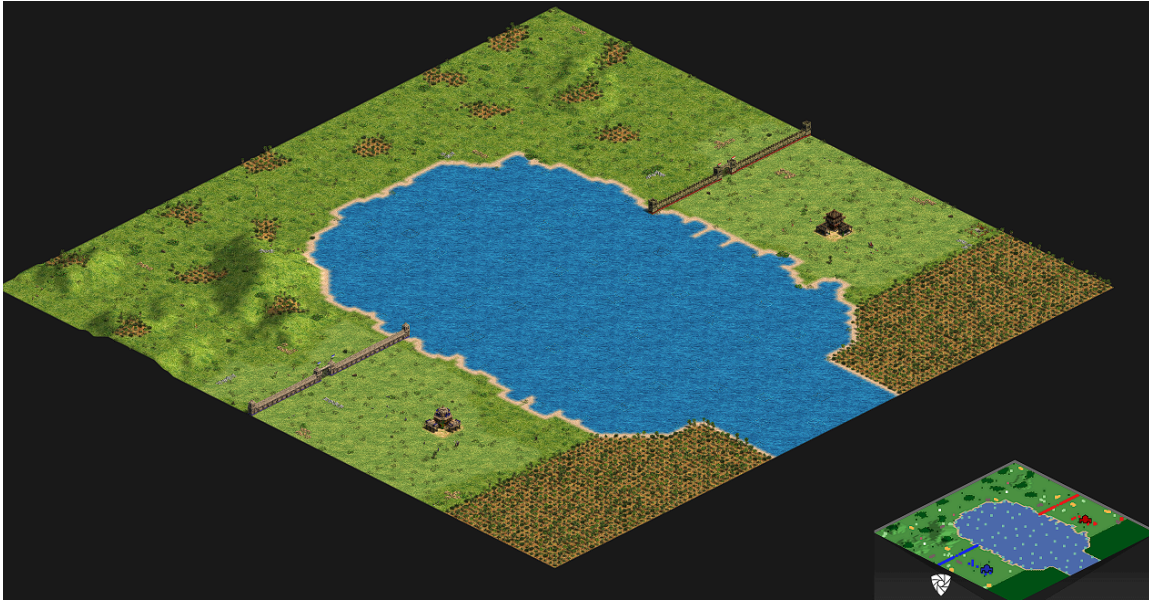
Bog Delta

Players start separated by a narrow band of bog terrain with a wide area of water with both fish and gold islands.

Will you kill your opponent with an early aggressive push or does securing resources in the delta ensure victory?

Dry Lake

A once vibrant lake has all but dried up, but as the waters receded wild game and forests moved in.

Will you take advantage of your proximity to your opponent to do early damage or will you leave the lake bed searching for more resources?

Lanes

Players start in a lane facing their opponent, but by chopping through the tree lines additional resources can be secured.

Is it worth the effort to chop through for more gold or can you defeat your challenger before it is needed?
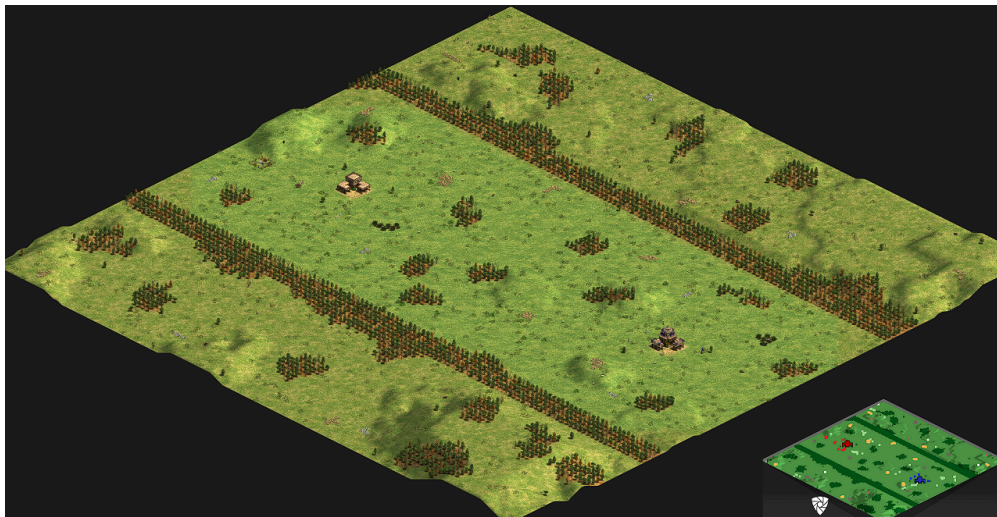
Motte and Bailey

Players start in their motte secure behind fortified palisade walls, but resources there are limited and players must travel down to their bailey to secure more. The palisade walls surrounding the bailey provide some protection, but they may be difficult to protect.
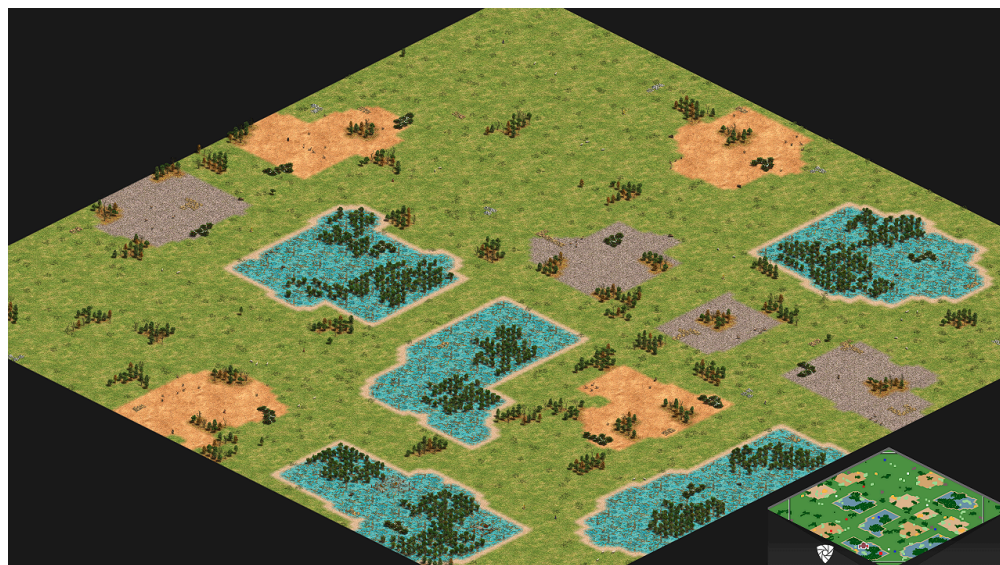
Will you use the protection from your palisades to boom or is your best defense to attack?
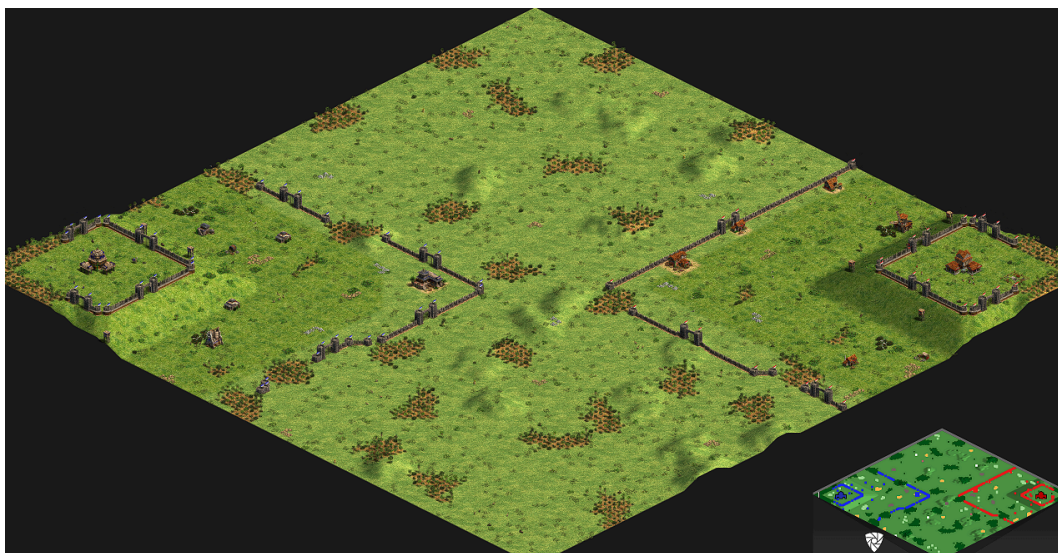
Nomad Hubs

This nomad map includes three types of resource "hubs" - gold, wood, and food. Resource amounts on trees, animals, and mines are increased in their respective hubs.
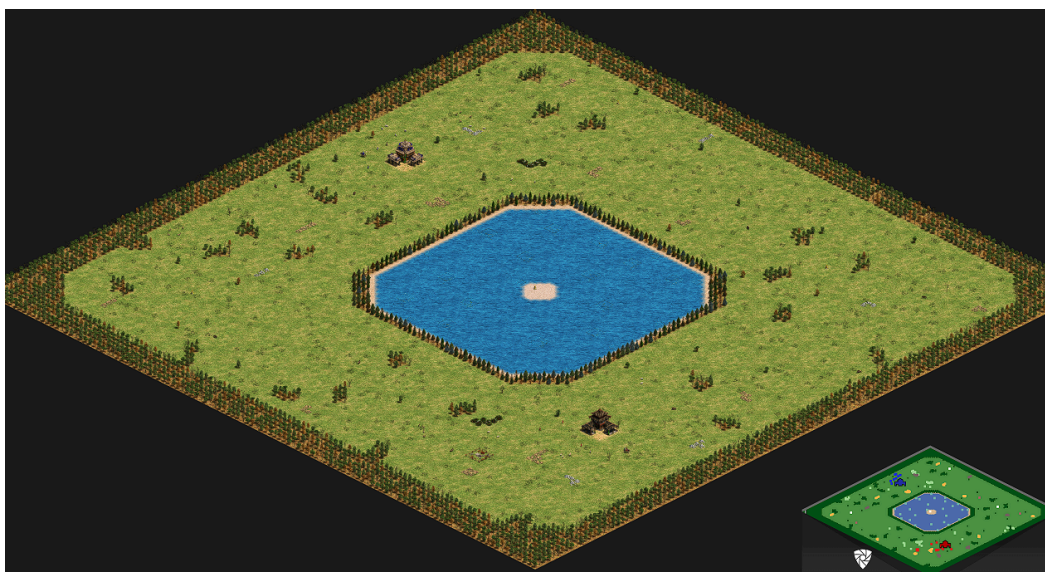
Do you TC on food for fast up times or is securing another resource more important?

Shaded Pond

Inspired by Oasis, this map is centered on a fully stocked pond shaded by a narrow band of trees.

Is the food worth the effort on the pond or is a land attack the correct path?

Shallows Sandwich

Inspired by Hamburger, this map places two players in close proximity on islands connected by shallows.
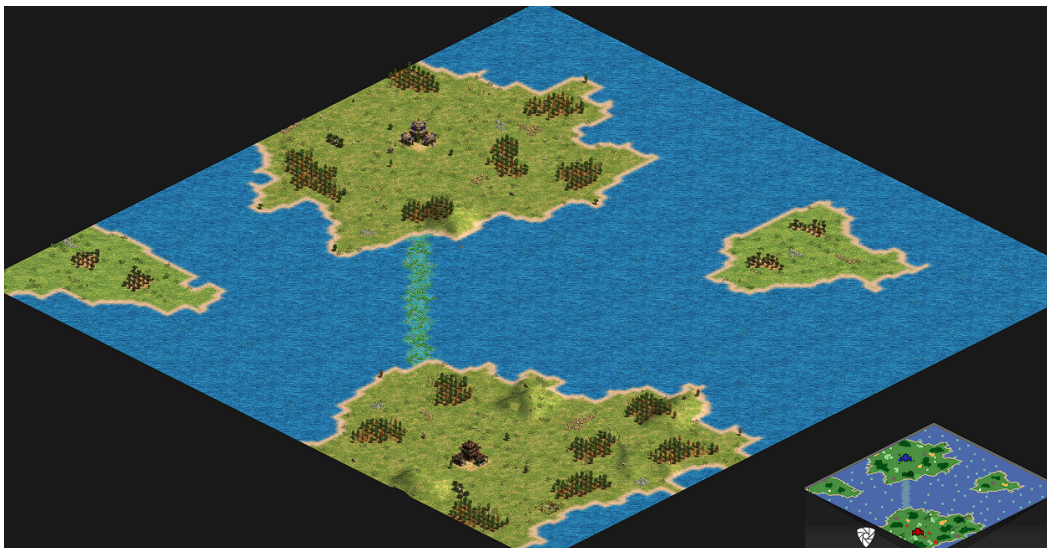
Can you survive the early pressure and build your economy on the outer ring or will you die to a feudal assault?
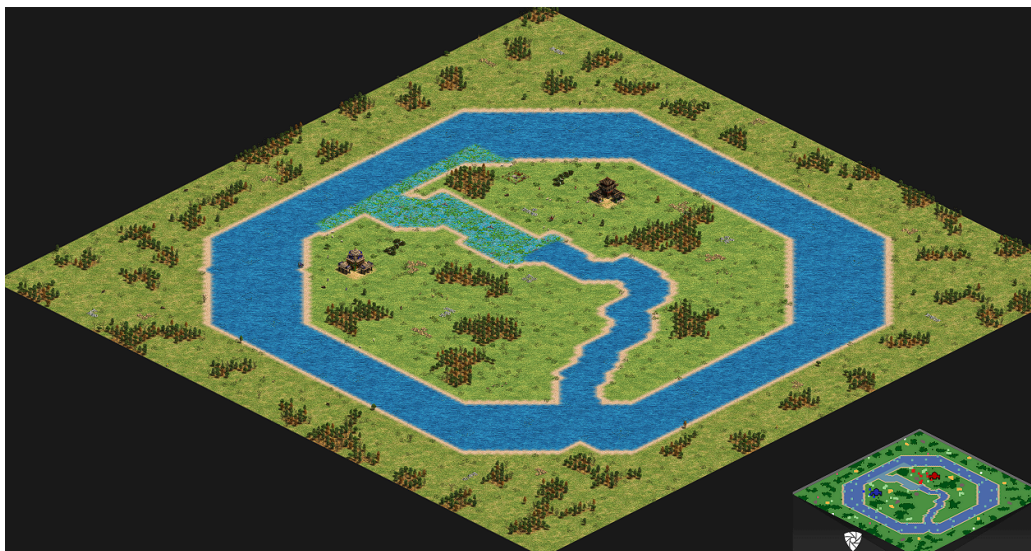
Sunken Isthmuses

This island map is modified by one narrow set of shallows ("sunken isthmuses") connecting each player.

Do you play standard islands or do the shallows present a new opportunity for aggression?

Trade Hub

The limited gold on this map can make unit production difficult, but the neutral docks and markets on the central island provide an opportunity for trade.

Is commerce worth the investment or can you close the game with your home territory's resources?