AoE2 HyperRandom League

AoEII - League by Next_Lever, hitman999 and more

What's this thing?

This AoE2 league will be based on the legendary Map HyperRandom by Zetnus. There will be different versions of the Map just like Hyperrandom Land, HyperRandom Water, HyperRandom Walled etc....

Timetable:

Registration open now: <u>Registration Form Link</u> Registration closed: 27.09.2024 18 GMT Joining the league discord is mandatory: <u>League Discord Link</u> League Start: 29.09.2024 League End: 24.11.2024

Tournament Format:

Round robin league system with 6-8 participants per division Best of 3 Sets Victory set to standard Maximum ELO discrepancy within a division is 100 Tournament is open for everyone. Players that don't fit in a division will sadly be excluded.

Registration:

To sign-up to the tournament you need to join the Discord channel: <u>https://discord.gg/EmRXakKXjj</u> Registration open now: <u>Registration Form Link</u>

Civ Draft Links:

Best of 3: https://www.aoe2cm.net/preset/UBsiy

<u>Maps</u>

The main map will be HyperRandom. This is the first match of every round.

<u>Mappool</u>

The Mappool will consist of the following maps:

- HRL_HyperRandom
- HRL_HyperRandom_Walled (land only)
- HRL_HyperRandom_Land (no walls / no nomad / no water)
- HRL_HyperRandom_Water (hybrid or full water)
- HRL_HyperRandom_Nomad (same as Hyperrandom, but nomad, no walls)

<u>Map Draft:</u>

https://www.aoe2cm.net/preset/bgMlv

<u>Mappack:</u>

HyperRandom League Map Pack

- Special thanks to Zetnus for providing the maps

Lobby Settings:

 \rightarrow Here you see how you should set up the lobby before the start

Lobby Name	Ro32 Dino vs Ali	
Visibility	Public 🛛 🐨	
Players	2	
Co	-Op Campaign	
These Settings can no	t be changed after game creation	
Set Password		
Allow Spectat	ors 🛃 Hide Civilizations	
Spectator Delay	3 Minutes 🐨	
Server	Default 🐨	
Data Mod	Definitive Set 🛛 🐨	
Create Lobby	Cancel	
	Visibility Players Co These Settings can no Set Password M Allow Spectat Spectator Delay Server Data Mod	Visibility Public Players 2 Co-Op Campaign These Settings can not be changed after game creation Set Password Minutes Allow Spectators Hide Civilizations Spectator Delay 3 Minutes Server Default Data Mod Definitive Set

UGC Game ID: 220800599 Copy **Game Settings** Data Mod: **Definitive Set** Game Mode: **Random Map** Location: ZN@HyperRandom Map Size: Tiny (2 player) **AI Difficulty:** Standard **Resources:** Standard V **Population:** 200 Ŷ Game Speed: Normal V **Reveal Map:** Normal Ŷ **Starting Age:** Standard V **Ending Age:** Standard Ŵ V **Treaty Length:** <None> Victory: Standard

Team Settings

- Lock Teams
- Team Together
- **Team Positions**
- **Shared Exploration** Handicap

Advanced Settings

- **Lock** Speed
- Allow Cheats
- **Turbo Mode**
- Full Tech Tree
- **Empire Wars Mode**
- Sudden Death Mode
- Regicide Mode
- 🗹 Record Game

Make sure you have enabled: **Visibility: Public Allow Spectators: Yes Hide Civilizations: Yes** Server: Use the Server with the least combined Ping **Spectator Delay: 3 Minutes**

Victory: Set to Standard (the relic amount is minimum 2 relics)

Enable Recorded Game, you have to send your recs after the games in the Discord channel

Further Rules:

- Laming of all kinds is **allowed**.
- Cheating, bugusing, smurfing and all those shameful things on earth only the biggest fools would do are not allowed and will lead to a DQ.
- Let somebody else than yourself play on your account or have help from backseat gaming in any way can lead to a DQ.
- Each player can go for a player-restart 1x in each set within the first 2 minutes of a game for any reason.
- If one player map is bugged he can call an admin re:
 - A map is considered bugged if any of the following issues occur: One player is missing a unit or building. One player has no access to any gold, stone, or boars with more than 300 food (provided that the enemy has easy access to these resources). Players must report any such issues to their league manager or admin within 24 hours of the game. The admin will then decide whether the map is bugged and needs to be replayed. (Admin RE) Alternatively, players may speak with each other and agree to replay the game instantly. We ask players to consider this a FUN league.
- Civs must remain the same after a restart.
- If a player picks a wrong/already used civ, the game needs to be restarted and the opponent can choose any civ from the leftover civs in the list of the player that made the mistake.
- If a player misses a scheduled game by more than 30min, the other player can ask for an admin win.
- Admins will make the decisions about which players are allowed to join the League.

Matchmaking/Schedule:

Players will find each other in the League Discord and have to figure out a date by themselves within the timetable.

Then the players will post their scheduled date in the Discord channel "#confirmed-scheduling, like this:

Group 12 ThisDino vs hitman999 23. July 16 GMT (Make sure to use GMT-Time)

Recorded Games and Result:

Make sure to send all the recorded game files and results in the Discord Channel "#recorded-games" (in your division) somewhat close like this:

Group 12 - ThisDino vs Hitman999 ||2:1|| ← Use these bars to hide the score in Discord. Civ Draft: "Captains Mode Link" Rec 1: Group 12- ThisDino vs hitman999 - G1 Rec2: Group 12- ThisDino vs hitman999 - G2 Rec3: Group 12- ThisDino vs hitman999 - G3

In case no player is freely willing to upload the rec, the winner is obliged to upload the rec

Streaming

The tournament is open for everybody to stream.

If you're streaming your POV you must disable chat for the time you're drafting and while playing, or play with a stream delay of at least 3 minutes.

Backseat gaming is strictly forbidden for streamers as well!