HANDBOOK

| Official Discord Server | Want to participate? |

Version 1.7

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TOURNAMENT

Schlumpf666aoe presents you with a unique 3v3 format team tournament. Over the course of 6 weeks, the teams battle to see who has the best preparation. All teams are divided in 3 brackets based on their elo.

A special mapdraft allows the teams to prepare very well before the sets. But it also ensures that they have to play different maps from their own draft during the tournament, which makes it very diverse.

SUMMARY

- **3 vs 3**
- **Single elimination after group stage**
- **Max. 5 player per team**
- **3 best players elo used for seeding**

- **1 set per week - max. 6 sets**
- **Group stage - Best of 3**
- **Quarterfinals + Semifinals - Best of 5**
- **Finals - Best of 5**

CONTACT

For any questions regarding the tournament or anything related to the tournament please contact us via Discord:

Host:
schlumpf666aoe

Admins:
derhausmeister
chelbird
aenybaenaeny

IMPORTANT LINKS

EVENT TIMELINE

REGISTRATION PHASE

Sunday August 20 20:00 MESZ	Tournament Announcement Live on stream
Sunday August 20 20:00 MESZ	Registration open
Friday September 08 23:59 MESZ	Registration closed
Sunday September 10 20:00 MESZ	Seeding Announcement Live on stream

QUALIFIERS

Monday September 11 - Sunday September 17	1 Set - Single-Elimination BO3

MAIN EVENT

GOLD BRACKET

Monday September 18 - Sunday October 01	**GROUP STAGE** 2-3 Sets BO3
Monday October 02 - Sunday October 08	**QUARTER FINALS** 1 Set - Single-Elimination BO5
Monday October 9 - Sunday October 15	**SEMI FINALS** 1 Set - Single-Elimination BO5
Monday October 16 - Sunday October 22	**FINALS + 3rd place match** 1 Set - Single-Elimination BO5 played live on stream

MAIN EVENT

SILVER BRACKET

Wednesday September 20 -
Sunday October 15

Monday October 16 -
Sunday October 22

Monday October 23 -
Sunday October 29

Monday October 30 -
Sunday November 05

MAIN EVENT

BRONZE BRACKET

Wednesday September 27 -
Sunday October 22

Monday October 23 -
Sunday October 29

Monday October 30 -
Sunday November 05

Monday November 06 -
Sunday November 12

GROUP STAGE
2-3 Sets
BO3

QUARTER FINALS
1 Set - Single-Elimination
BO5

SEMI **FINALS**
1 Set - Single-Elimination
BO5 played live on stream

FINALS
1 Set - Single-Elimination
BO5 played live on stream

GROUP STAGE
2-3 Sets
BO3

QUARTER FINALS
1 Set - Single-Elimination
BO5

SEMI FINALS
1 Set - Single-Elimination
BO5

FINALS
1 Set - Single-Elimination
BO5 played live on stream

TOURNAMENT STAGE

The structure of each bracket depends on the number of teams per bracket.
For detailed information visit Toornament after the Seeding (September 10) is concluded:
https://play.toornament.com/de/tournaments/6976659768731033600/

After the first set (which is determined by seeding), winners and losers play against each other.
Teams with two wins are qualified for Semi Finals.
Before each round, a civdraft must first be conducted.
The mapdraft is provided by the admins and created when both teams are set.

BEST OF 3
Before the first match starts, teams must complete a full civdraft. The left/upper
team in Toornament of the match is the host of the draft.

Order of the games
GAME 1   Neutral map on the mapdraft
GAME 2   Map picked by the loser of game 1
GAME 3   Map picked by the loser of game 2

CIVDRAFT

BEST OF 5
Before the first match starts, teams must complete a full civdraft. The left/upper
team in Toornament of the match is the host of the draft.

Order of the games
GAME 1   Neutral map on the mapdraft
GAME 2   Map picked by the loser of game 1
GAME 3   Map picked by the loser of game 2
GAME 4   Map picked by the loser of game 3
GAME 5   Map picked by the loser of game 4

CIVDRAFT

PARTICIPATION

To participate in the tournament as a team, please follow the steps below.

> [💬] **Official Discord Server**

> **Want to participate?**

INSTRUCTIONS

- Join the official Discord server used for the event. The Discord server will be used for updates prior to and during the event and actively used for scheduling and communication with other players or admins.
- Please register for the event by using the following link: https://play.toornament.com/de/tournaments/6976659768731033600/
- The registration will be accepted once the players have joined the Discord and the Elo verification has been successful to ensure a fair and competitive bracket.
- Registration closes Friday September 08 at 23:59 MESZ
    - Teams may register with 3-5 players. The strongest three players will be used for seeding.
- Please provide the following sign-up information for your team at Toornament:
    - Team name
    - Team captain (responsible for communication and scheduling)
    - Player information (for all players in the team)
        - Player name
        - aoe2insights profile link
        - Discord username
        - E-mail is not necessary, just type a fake mail into it, like test@rt.com

> **Participating teams**

§1 REGISTRATION REGULATIONS

1. By registering for the tournament, all participants accept all rules and settings stated in this rulebook.
2. The in-game name must be pronounceable and must not contain insults and offensive words or language.
3. In case of multiple accounts, the account with the highest 1v1 rating must be specified during registration. A violation can lead to disqualification in case of damaging intent towards the tournament (smurfing for lower bracket).
4. If, despite the registration conditions (minimum 1v1 RM), the account has abnormalities (winrate, winning streak), the tournament hosts reserves the right to an individual examination, which may result in a refusal or adjustment of the Elo.
5. Participants are not allowed to register with an account that does not belong to them.
6. The tournament host reserves the right to refuse registrations.

§2 ELIGIBILITY

1. To participate it is necessary to have read and understood all rules and conditions of participation.

2. All participants must have joined the Discord server:

   Official Discord Server

3. All participants must have played at least 50 1v1 ranked games on the main account, and at least 5 ranked games within the four weeks before the tournament starts.
4. If the above conditions are not (or cannot be) fulfilled, the tournament host reserves the right to permit or refuse participants to the tournament after individual examination.

§3 BRACKETS

GOLD BRACKET

Participating teams

1. Players must have at least 1700 1v1 elo to participate.
2. This bracket has no elo restriction (highest elo).
3. This bracket is **international**.

SILVER BRACKET

1. The average of the top 3 players of the team must be under 1700 calculated 1v1 elo.
2. The calculated elo for the highest ranked player must be under 1800.
3. This bracket is for the german community only.
4. International teams can sign up via Discord #waiting-list-international-teams to enter the waiting list. Free spots will be filled up with the international teams from this list.

BRONZE BRACKET

1. The average of the top 3 player of the team must be under 1350 calculated 1v1 elo.
2. The calculated elo for the highest ranked player must be under 1450.
3. This bracket is for the german community only.
4. International teams can sign up via Discord #waiting-list-international-teams to enter the waiting list. Free spots will be filled up with the international teams from this list.

To calculate the 1v1 elo, we run this formula:

current 1v1 elo * 0.66 + highest 1v1 elo * 0.34 = calculated 1v1 elo

If the respective requirements only apply to certain team constellations, the team can still register, but only play together in this constellation.

QUALIFIER:
For each bracket there can either be 8, 12 or 16 teams. If there are too many registrations, there will be a qualifier including one set per team (Bo3, 11th - 17th of September) depending on their seeding, with the highest seeded teams automatically being qualified.

GENERAL GUIDELINES

§4 GAME & PATCH

1. Participants must own a legal copy of the game Age of Empires II: Definitive Edition.
2. If the game receives a patch during the event, the following matches will be played on the new one.
3. All DLCs are allowed, but not necessary.

§5 CHEATING

1. Any attempt of cheating will be punished with the immediate disqualification from the tournament.
2. During a set any communication with third parties (all persons who are not **opponents, team members who are playing the current map** and **admins**) is prohibited. This includes being in a Discord channel, regardless of whether individual persons are "muted", or being present during the game in a cast. It is recommended to seek out possible game broadcasts on Twitch only after the full set has been streamed.
3. The use of scripts and macros is strictly prohibited. Performing multiple commands with one action is considered illegal.

§6 RESPECT & COOPERATION

1. All participants, streamers and administrators are obliged to behave respectfully towards others. This includes refraining from offensive statements, racism and sexism before, during and after the set and in the general environment of the tournament (Discord, Twitch).
   a. Any violation will be taken seriously and should be reported to the administration immediately.
2. All participants must cooperate with an appropriate attitude and help in any situation to ensure the smooth running of the event.

§7 RECORDED GAMES

1. All games during the entire event must be recorded.
   a. As soon as a game series has concluded, **the team captain whose team is named in Toornament first** must provide the recorded games in the **#recorded-games** of the tournament Discord. Potential restarts and restores must also be included. The civdraft must be added as well.

- To save the games in the Discord, go to the tournament Discord in the #recorded-games channel.
- Type in: **/result**
- The AoE Tournament Bot creates a new private thread in that channel. Go on the left side to that new channel, called "result dialog…".

- Now follow the instructions of the Bot.
- If you do everything correct, the recs appear in the #recorded-games channel.
- If something goes wrong, try it again or ping the admins for help.

§8 PUNCTUALITY

1. Players should arrive on time for a scheduled game. If no three players are present after 15 minutes, the team waiting gets an admin win for the first game.
2. After 30 minutes, the waiting team gets the win for this entire set.
3. In the circumstance that there are technical difficulties, a match date can be rescheduled at short notice.
4. If a team is unable to play at the scheduled time, it is their obligation to offer an alternative as soon as possible.
5. If there are significant difficulties in finding a new date, the admins must be informed immediately.

§9 COMMUNICATION

1. After registration, all developments should be regularly followed on Discord and Toornament.
    a. Communication with other participants takes place on the tournament Discord.
    b. The tournament Discord must not be muted during the tournament period.
    c. During a set both teams must be reachable via Discord for the administrators.
        i. In case a game is casted live, both teams should ideally be in a voice channel on the Official Discord server.

§10 TECHNICAL ISSUES

1. In the event of a game crash, out-of-sync, internet, power or PC failure, the game must be saved and restored. If a drop causes a clear disadvantage for a team, an admin should be contacted.
2. The team that caused the drop must take care of the restore.
    a. If it's not possible to restore the game or both teams agree on a restart, the disconnected team gets the admin loss for this map.

§11 PENALTIES

1. If there is any violation of the handbook, the tournament host reserves the right to issue warnings or penalties.
    a. These may range from written warnings to prize money reductions or disqualification.
2. Repeated rule violations may result in disqualification.

§12 MISCELLANEOUS

1. The tournament host reserves the right to change the rules at any time.
2. The tournament host reserves the right to decide individually on all cases not covered by the rules.

EVENT SETTINGS

§13 SEEDING

1. Teams will be seeded by 1v1 elo, using a mixture of current and peak elo, as well as the current elo of the top 3 TG elo scores in the team divided by the average top 3 TG elo scores across all registered teams.

   We will run this formula for every signed up player:
   $$(a/b) * (c * 0.66 + d * 0.34) = X$$
   a = average of the top 3 current TG elo scores within the team
   b = average of the "a" parameter across all registered teams
   c = current 1v1 elo of the player
   d = highest 1v1 elo of the player

2. For the team-rating the combined rating of the strongest possible team/player-combination will be calculated.

§14 CIVILIZATIONS

1. During the event, all civilizations (including DLC civs) can be played.
2. If a player selects a restricted civilization, the game must be restarted as soon as possible. **The team with the wrongly chosen Civ can choose two of their remaining civilizations.** The opposing team can then decide which of the selected ones they will play.

   > Prior civilizations, players positions and participating players for the restarted map must remain the same.

3. In each set, the team captains have the option to open a thread in the Tournament Discord channel #gold-civs/#silver-civs/bronze-civs to enter their chosen civs. This way you can avoid the penalty for picking the wrong civ. This is optional.
4. Teams may not re-select a civilization that has already been played in the matchup.

§15 COLORS

1.   Players must choose their color according to their position and team.
    a.   Each team must use the color choice given below.

| FLANK | + | POCKET | + | FLANK | VS | FLANK | + | POCKET | + | FLANK |

§16 MAP- AND CIVDRAFT

The mapdraft will be created by the admins, at least 1 day after the next opponent is known. In the tournament Discord under the #map-draft channel the mapdrafts are published and each team gets a ping after the draft is published.
Depending on the schedule, both teams have time to prepare for the maps.
The selected maps are chosen randomly based on 2 factors:

1.   Home map
- Every team chooses 6 maps before the start of the tournament as their homemaps.
- The admins chose 1 map of that selection for the set randomly.
- That map is blocked for the following set.

2.   Neutral map
- Every team selects 3 maps before the start of the tournament as their banned maps.
    - This selection only applies to the neutral map.
- The neutral map is chosen by the admins randomly from all maps that are not picked as a homemap or banned from one team (before the tournament).
- That map is blocked for the following set of each team.

Civdraft Best of 3   **Civdraft Best of 5**

Before the first match starts, the teams must complete a full civdraft. The left/upper team in Toornament is the host of the draft.

MAPPOOL

ARABIA

ARENA

BLACK FOREST

COASTAL FOREST

NOMAD

TEAM ISLANDS

BEACHFIGHT

CANBERRA

CHAOS PIT

DONUT

FOREST POND

FRONTLINE

MAPPOOL

GOLDEN LAKES

GRAND BARA

GROSSROX

MAGHREB

RING OF REEDS

RIVULET

The last 6 Maps, voted by the teams:

COLOSSEUM

DECENTRING
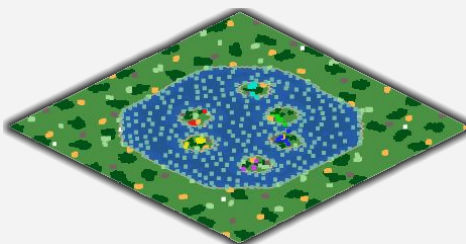
KAWASAN

REGICIDE FORTRESS

TEAM ACROPOLIS

TWO RIVERS

LOBBY SETTINGS

§17 PRE-LOBBY

1. Players must find a server that provides an equally good connection for both.
    a. In case of a problem, an admin should be contacted immediately to decide in case of doubt.
2. Hidden Civ has to be activated.
3. All lobbies must be hosted publicly.
4. Spectators must be allowed.
5. A **spectator delay of 2 minutes** is suggested but not a must.

§18 IN-GAME LOBBY

Both teams are equally responsible for the correct lobby settings. Make sure the lobby settings are correct before launching the game. Incorrect settings result in a restart.

Game Settings

Data Mod:	Definitive Set
Game Mode:	Random Map
Location:	**Arabia**
Map Size:	Normal (6 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
- ☐ Handicap

Advanced Settings

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

INGAME RULES

§19 RESTARTS

1. In general, restarts are not allowed.
2. Teams can request a restart if their map is bugged or otherwise incorrectly generated.
   a. Nomad-Maps are an exception to that rule. Each team can request one restart.
   b. For this, use the ingame chat, type "restart" and resign after that.
3. A restart must be requested within the first 4 minutes of a game.
4. When restarting, colors, civilizations and players remain the same.
5. Administrators reserve the right to restart a game at any time.

Conditions for a restart:
- Missing resources
- Resources that are significantly blocked (can be gathered from less than two sides)

In case of a bug related restart, please pause the game and contact your opponent and an admin.

If there is no admin available during the game time or is not responding within 5 minutes, it is up to the players to find a solution in mutual agreement.

§20 SLINGING

1. Sending of resources is allowed if the sending player is at least one age ahead of the receiving player or both have reached the Imperial age.
   a. If slinged not compliant with the rules, the amount sent must be returned immediately (trading fees will be lost). If this is not the case and the resources are used and not returned immediately, the disadvantaged team can demand an admin win.

§21 RESIGNATION

1. A game is considered lost as soon as a player of the corresponding team resigns.
   a. This rule does not apply for defeated players. Giving hints or generating other advantages by the insights of a defeated player is strictly forbidden.

§22 LAMING

1. <mark>Laming is not allowed within the first 5 minutes of the game.</mark>

   Laming is understood as:
   - Killing or stealing enemy herdable or wild animals
     - Only in case of a nomad start: killing wild animals without gathering from them
   - Actively blocking or killing villagers that are hunting their own boars (excluding neutral ones like on beachfight)
     - Other vills may be attacked with a scout, e.g. a dock or walling vill
   - Interactions from villagers at the enemy base, such as vill fights, fighting buildings, deleting farms etc.
   - Walling in enemy ressources or villagers

   The following maps are exceptions from the laming rules described above: coastal forest, chaos pit, frontline, black forest

§23 PAUSES

1. Players are only allowed to pause a game if they or their opponent experience serious problems.
   a. Pausing to take a breather, use the toilet, smoke or address any other non-technical or non-health concern is not allowed.
2. An administrator can order a break at any time for any reason.
3. The player who pauses the game must also be the player who ends the pause.
   a. Before the break ends, it must be ensured that the opponent is ready for the game to continue.

§24 EXPLOITS

1. Intentionally utilising any bugs, glitches or errors in the game is strictly forbidden.
   a. The tournament host has the right to give a restart if they deem it necessary due to the exploitation of a bug.
2. If in doubt, contact the administrators to ensure what is considered exploitation of bugs.
3. Should a new bug occur due to a new game version, this must be reported to the tournament host as soon as possible.

PRIZEPOOL

§25 RULES & CONDITIONS

1. The prizepool will be distributed via PayPal.
2. In the event of fraud, the administrators reserve the right not to pay out the prize money to a team.
3. The team captains of the eligible teams are responsible for coordinating the prize. Winnings will be equally distributed to each member of the teams if not stated otherwise.

§26 PRIZEPOOL

1. The initial prizepool is $110. The current prizepool is $1000.
2. The prizepool is sponsored by Schlumpf666aoe.
3. Donations to https://matcherino.com/tournaments/99844/overview during the tournament will be added to the prizepool.
4. The prizepool splits into four parts: 50% for the winning team of the gold bracket, 25% for the second place, 15% for the third place and 10% for the fourth place.

CONTENT CREATION

Streaming of the games is allowed under the following conditions:

§27 BROADCASTING

1. The stream title must mention the name of the tournament (Rising Teams or RT) and the host (Schlumpf666aoe).
2. Streamers must add a command for the tournament in the chat: !rt → Rising Teams is a 3v3 tournament hosted by Schlumpf666aoe https://twitch.tv/schlumpf666aoe
3. Also there must be a command !prizepool → All donations on Matcherino go to the prizepool of Rising Teams: https://matcherino.com/tournaments/99844/overview
4. The commands must be mentioned in the title of the stream.
5. During the broadcast of the tournament games, the logo of the tournament must be visible.
6. The official logo is available on the tournament Discord in the channel #important-infos.
7. Players are allowed to stream their POV. A stream delay is suggested but **not** required.
   a. If there is no stream delay, there should not be a spectator delay.

§28 RECORDED CONTENT

1. If content from this tournament is uploaded, the title of the tournament and the name of the host must be mentioned in the title of the content.
2. A link to the stream of the tournament host must also be included.

CHANGELOG

All changes made to the handbook after the release will be listed below.

Version 1.0
20th of August, 2023

- Initial release

Version 1.1
26th of August, 2023

- §3 Brackets
  Changed: if the requirements only apply to certain team constellations, the team can still register, but only play together in this constellation.
- §13 Seeding
  Changed: which players are taken to calculate the seeding.
- §20 Slinging
  Added: consequences for breaking the rule are added

Version 1.2
2nd of September, 2023

- §26 Prizepool
  The split of the prizepool has been updated.

Version 1.3
5th of September, 2023

- §17 Pre-Lobby
  Changed: a spectator delay is no longer required
- §27 Broadcasting
  Changed: a stream delay is no longer required

Version 1.4
9th of September, 2023

- §22 Laming
  Changed: Laming is - in case of a nomad start - killing wild animals without gathering from them
- §17 Pre-Lobby
  Added: In case of a problem with deciding on a server, an admin should be contacted immediately to decide in case of doubt.

CHANGELOG

Version 1.5

10th of September, 2023

- §22: Laming
  Added: maps that are an exception to the laming rule: black forest
- Mappool
  Added: the last six maps from the voting were added

Version 1.6

12th of September, 2023

- §22: Laming
  Changed: the laming rules were specified

Version 1.7

26th of September, 2023

- §22: Laming
  Changed: the laming rules were specified