

HANDBOOK

VERSION 1.1



HOSTED BY



MembTV

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TOURNAMENT

Two years after the first instalment - Battle of Africa 2 will help set the standard as the first major team game tournament on Age of Empires 2: Definitive Edition. The tournament will feature sixteen of the best teams in the world and will last from the 1st of May all the way to the 7th of June.

Join us as we get to experience some fantastic games, with some excellent settings on some incredible maps - and due to popular demand, the tournament will now feature a gold league for the eight teams that fail to qualify for the main event. This will allow for some of the lesser-known teams to still experience the tournament altogether.

CONTACT

The event is hosted by **MembTV** and administrated by **Chrazini**. If you have any questions regarding the tournament, please use the dedicated Q&A thread or contact Chrazini directly via one of the options provided below.

DISCORD	CHRAZINI#5687
AOEZONE	CHRAZINI
STEAM	CHRAZINI (30884500)

REGISTRATION

1. All teams must use the dedicated thread on AoEZone.net to register. The application must include:
 1. A list of all players in the team (a maximum of five players).
 1. Players names must only use numbers and characters from the english alphabet.
 2. A link to the Steam and Voobly profile of every player.
 3. The full name and abbreviation (clan tag) of the team.
 4. A logo or branding image (optional).
2. To sign up, all players of the team must have **read** and **accepted** all the rules and settings stated in this handbook.

PRIZE POOL

The total prize pool of the tournament is 20,000\$ and is distributed to the teams in the following order. Once the event is concluded, MembTV will add **1\$ per current subscriber** to the total prize pool. If you're interested in donating to the prize pool, please contact the tournament administrator - the donation will be distributed as indicated below.

	MAIN EVENT	GOLD LEAGUE
WINNER	8000\$ 40%	500\$ 2.5%
RUNNER-UP	4000\$ 20%	250\$ 1.25%
SEMIFINALIST	2000\$ 10%	125\$ 0.625%
QUARTERFINALIST	1000\$ 5%	
8TH FINALIST	500\$ 2.5%	

STAGES

Seeds written in **bold** are used to visualise how teams would progress through the stages and may differ from the actual tournament. In this example, the higher seed is always victorious.

THE QUALIFICATION

In the qualification stage, sixteen teams will compete for a spot in the Battle of Africa 2 main event. The eight losing teams will move on to a gold league separate from the main event - this league uses almost identical settings throughout.

1. The qualification stage is a single-elimination stage played in the **best of three** format.
2. In the case of a lower-ranked team winning against their higher-ranked opponent, the winning team will take the seed number of their opponent moving forward.
3. The teams are matched according to their tournament rating, as shown below:

SEED 1	SEED 3	SEED 5	SEED 7
VS	VS	VS	VS
SEED 16	SEED 14	SEED 12	SEED 10

PLAYED:
1ST OF MAY - 10TH OF MAY

SEED 2	SEED 4	SEED 6	SEED 8
VS	VS	VS	VS
SEED 15	SEED 13	SEED 11	SEED 9

CAST:
16TH OF MAY & 17TH OF MAY

Once the qualification round is over, teams will be divided into two groups, depending on their seed.

GROUP STAGE

Once the group stage begins, the teams will have to face up against each competing team in their corresponding group - as shown at the bottom of the page. Once the group stage is concluded, the team with the most points of the corresponding group will move straight to the semifinals, while the team with the least points will be eliminated from the tournament. The remaining two teams will face up against the other group in the quarterfinals to compete for a spot in the semifinals.

1. All games in the group stage are played in the **best of five** format.
2. Points are given according to the final set results - these values are:

3 POINTS	2 POINTS	1 POINT	0 POINTS
3 - 0	3 - 2	2 - 3	1 - 3
3 - 1			0 - 3

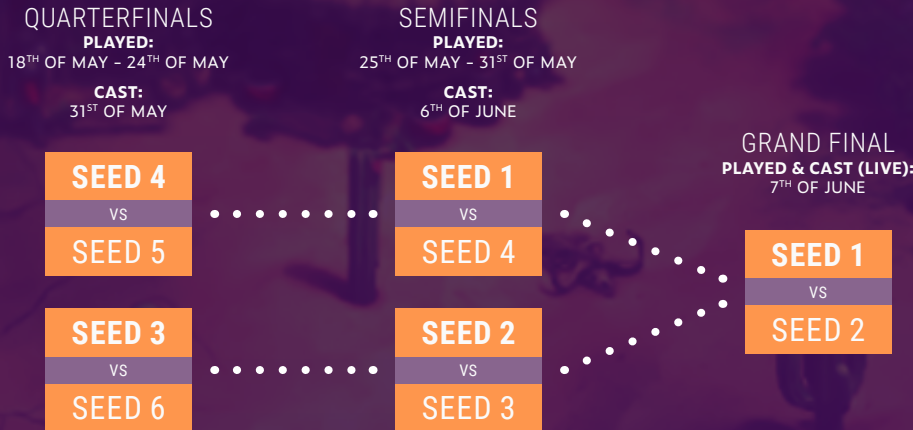
3. In the rare case that two or more teams share the same amount of points at the end of the group stage, the final positions are firstly decided by the wins against the tied opponent, then secondly decided by the total amounts of wins in the entire group stage and then thirdly decided by the tournament ranking.

GROUP A	SEED 1	SEED 3	GROUP B	SEED 2	SEED 4	ROUND 1 PLAYED: 11 TH OF MAY - 17 TH OF MAY CAST: 22 ND OF MAY & 23 RD OF MAY
	VS	VS		VS	VS	
	SEED 7	SEED 5		SEED 8	SEED 6	
GROUP A	SEED 1	SEED 3	GROUP B	SEED 2	SEED 4	ROUND 2 PLAYED: 11 TH OF MAY - 17 TH OF MAY CAST: 23 RD OF MAY & 24 TH OF MAY
	VS	VS		VS	VS	
	SEED 5	SEED 7		SEED 6	SEED 8	
GROUP A	SEED 1	SEED 5	GROUP B	SEED 2	SEED 6	ROUND 3 PLAYED: 18 TH OF MAY - 24 TH OF MAY CAST: 30 TH OF MAY
	VS	VS		VS	VS	
	SEED 3	SEED 7		SEED 4	SEED 8	

FINAL STAGES

The final stages of the tournament are played as single elimination and will consist of a quarterfinal, semifinal and concludes the tournament with the grand final.

1. The quarterfinals and semifinals are played in the **best of seven** format.
2. The grand final is played in the **best of nine** format.



SETTINGS

SEEDING

1. Once the registration deadline (26th of April, 22.00 GMT) has been reached, all registered teams will be graded based on their ranked performance - the sixteen highest-rated teams will be granted a spot in the tournament.
 1. The only ladder taken into account is the 1v1 ladder on Definitive Edition.
2. The sixteen teams that make it into the tournament will be given a tournament rating.
 1. The rating will be calculated using a combination of their current elo and their highest achieved elo.
3. In addition to the tournament rating, teams returning from Battle of Africa 1 will be given extra points to increase their seed number.
 1. These values are 100 extra points for the winner, 75 extra points for the runner-up, 50 extra points for the semifinalists and 25 extra points for the quarterfinalists.
 2. To qualify as a returning team, the team must consist of at least three of the same players that played together in the last instalment.
4. When two teams are competing, the higher seeded team will decide whether they want to be **Team A** or **Team B**.

RECORDED GAMES

1. All games during the entire event must be recorded.
 1. In case of a game crash or de-synchronization, the game must be saved and restored.
2. As soon as the games have been finished, **both teams** must forward the recorded games to the tournament administrator.
 1. The recorded games must be adequately labelled to indicate the correct game number.
 2. Potential restarts must be included.
3. All games will be uploaded and made publicly available after each round is over.
 1. The uploaded games may include fake or duplicate games to prevent spoilers.

SCHEDULING

1. Players must use the scheduling sub-forum to communicate and confirm times with their opponents.
 1. Players must provide all available times as early, and schedule as efficiently, as possible throughout the entire event.
2. If a team fails to show up to an arranged and confirmed game within 30 minutes, it will result in an automatic loss.

CIVILISATIONS

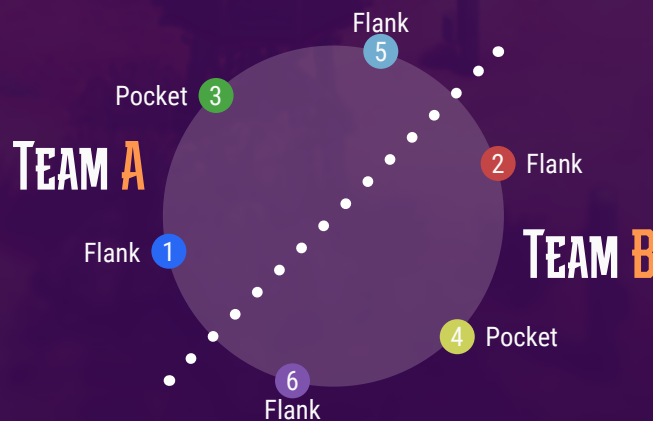
Civilisations are drafted using the following stage-specific presets:



1. During the quarterfinals, semifinals and grand final, the teams must perform a supplemental civilisation draft once their pool of civilisations runs out. These presets are labelled with an **S**.
2. In case of a player choosing a restricted civilisation, the game must be restarted, and the opposing team may pick any civilisation for that player to play in the restarted game.
3. Hidden civilisations must be enabled in the game lobby.

COLOUR POSITIONS

1. Players must choose their position on the map using colours in the in-game lobby.
 1. Each team must only use the assigned colours indicated below.
 2. Players are free to change their colour in-between games.
 3. Before launching the game, both teams must send their team's colour positions to an administrator - **this is extremely crucial**.



GOLD LEAGUE

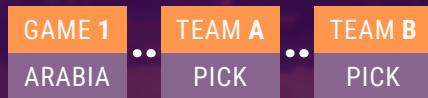
The eight teams that fail to enter the main event will instead enter the gold league. This league is close to identical with the main event; however, there are minor differences listed below.

1. The total prize pool is smaller and only stretches to the semifinalists.
2. The quarterfinals, semifinals and grand final are played in the best of five format, instead of best of seven and nine.
3. The only match guaranteed to be officially streamed by MembTV is the grand final that is played on the 5th of June.
4. Players in the Gold League are allowed to stream their point of view throughout the event.
 1. If there is any streaming players, the spectator delay must be set to at least five minutes.

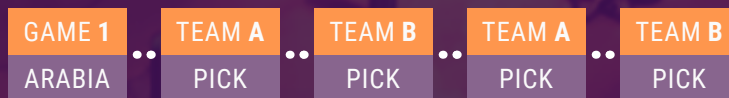
MAPS & DRAFTING

Before the first game commences, and before the civilisation draft, the teams must draft what maps are to be played in the order shown below.

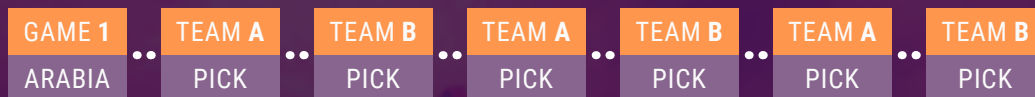
THE QUALIFICATION



GROUP STAGE



QUARTERFINALS & SEMIFINALS



DRAFTING & PICKING

1. The map **Arabia** can not be drafted.
2. Duplicate picks are not allowed.
3. The map draft must be shared the tournament administrator.
4. The losing team of the previous match may choose any map from the map pool to be played next - this includes the maps that the opposing team has drafted.

DOWNLOAD

All the official maps are to be downloaded through the in-game mod feature. It's crucial that all participants subscribe to the mod to ensure they receive all potential updates for the maps.

1	ARABIA	4	CANYON LAKE	7	DONUT
2	AFRICAN WATERS	5	COLLOSEUM	8	GRAND BARA
3	BEACHFIGHT	6	DESERT SLOPE	9	NOT SOCOTRA

[GO TO MOD PAGE](#)

GENERAL RULES

GAME & PATCH

1. All games must be played on Age of Empires II: Definitive Edition, using the same patch throughout the entire event.

RESPECT & SPORTSMANSHIP

1. All participants, streamers and administrators must respect each other. Bad behaviour, insults or racism will not be tolerated.
2. Great sportsmanship is expected from all players.

SMURFING

1. Players must use their primary account - smurfing and account sharing is prohibited.
2. Players must use the nickname they signed up with.

GAME MODIFICATIONS

1. Players are allowed to use any graphical mods that are available in the official mod workshop.

CHEATING

1. Cheating or hacking is not allowed under any circumstances. Players found using any kind of cheat or hack will be disqualified and banned from all future events.
2. Communicating with people during a game, other than your currently playing allies, currently playing opponents or tournament administrators is strictly forbidden. Receiving any information from third parties will lead to disqualification.

COOPERATION

1. All participants must cooperate with a proper attitude and assist in any situation or incident they are involved in to ensure that the event runs smoothly.

COMMUNICATION

1. During the tournament and registration period, players must regularly check AoEZone.net for private messages and new information in the corresponding sub-forums.
 1. Players may also be reached on other platforms such as Steam or Discord, if deemed necessary.

CONFIDENTIALITY

1. Players must not share the results of their games until the games have been made publicly available to the public.
2. Recorded games may only be shared with the tournament administrator.

MISCELLANEOUS

1. Rules may be added and/or modified at any time during the event.
2. Maps may be updated during the event if deemed necessary.

PENALTIES

1. In case of a rule being broken by a team or player, the incident will be reviewed internally amongst the tournament administrators, and a sufficient penalty will be determined.

GAME RULES

GAME RESTARTS

1. Teams have no restarts available.

ADMIN RESTARTS

1. In the rare case of a bugged map, the player or team whose resources are bugged may request a free restart.
 1. A restart must be requested no later than six in-game minutes.
 2. It is the players own responsibility to determine if their map is bugged; however, players are allowed to pause the game and ask the tournament administrator for help determining the situation.
 3. After a restart, civilisations and positions must remain the same.
1. A bugged map is defined when:
 1. Less than 50% of the sides on a player-specific gold are accessible. Extra golds that don't belong to a particular player are excluded.
 2. Less than 50% of the sides on a player-specific stone are accessible. Extra stones that don't belong to a particular player are excluded.
 3. Less than 50% of the sides on a player-specific forage bushes are accessible. Extra forage bushes that don't belong to a particular player are excluded.
 4. Any herdable¹ or wild animal² that belong to a player is trapped or in any way inaccessible.
 5. Any player-controlled units are trapped or in any way inaccessible.

SLINGING

1. Slinging resources to allied players are not allowed until the player slinging the resources has reached the **Imperial Age**.

TRADING

1. It's not allowed to intentionally place markets in both ends of a trade route in order to increase the trade income by trading with adjacent markets or skip the first trip.

STRAGGLER TREES

1. Players are not allowed to delete the straggler trees which spawn within eight tiles of an opposing player's town center.
 1. This rule does not apply if the straggler tree, which is being deleted, forms part of a wall for the defending player.

RESIGNATION

1. A game is declared lost once a player from the respective team has **resigned**.
 1. This rule does not apply if the player is **defeated**.

¹ Herdable animals include sheep, turkeys, cows, llamas, goats, geese, pigs and water buffaloes.

² Wild animals include boars, javelinas, elephants, rhinoceroses, deer, ostriches, ibexes and zebras.

LOBBY SETTINGS

Both teams are equally responsible for making sure the lobby settings are correct. Wrong settings will result in a game being restarted completely.

PRE-LOBBY

1. The lobby must be hosted privately.
1. Spectators are not allowed.
2. "Hidden Civilisations" must be enabled.
3. The host of the game must be considerate and choose a game server that is as fair as possible for both teams.

IN-GAME LOBBY

1. The in-game lobby settings must be set to the settings shown below.
2. Take a moment and make sure that all settings are correct before **every game**.

DATA MOD DEFINITIVE SET

GAME MODE RANDOM MAP

MAP STYLE CUSTOM

LOCATION BOA2 - MAPNAME

MAP SIZE NORMAL

AI DIFFICULTY STANDARD

RESOURCES STANDARD

POPULATION 200

GAME SPEED NORMAL

REVEAL MAP NORMAL

STARTING AGE STANDARD

ENDING AGE STANDARD

TREATY LENGTH NONE

VICTORY CONQUEST

LOCK TEAMS

TEAMS TOGETHER

TEAM POSITIONS

SHARED EXPLORATION

LOCK SPEED

ALLOW CHEATS

TURBO MODE

FULL TECH TREE

RECORD GAME

BROADCASTING

To take advantage of the open streaming, you must first contact the tournament administrator to receive the stream banners and potentially additional information. This is purely done to keep track of the official streamers, to make sure everyone is adequately informed and to provide them with the official recorded games.

QUALIFICATION	ROUND 1	ROUND 2	ROUND 3
16 TH OF MAY	22 ND OF MAY	23 RD OF MAY	30 TH OF MAY
17 TH OF MAY	23 RD OF MAY	24 TH OF MAY	
QUARTERFINALS	SEMIFINALS	GRAND FINAL	
31 ST OF MAY	6 TH OF JUNE	7 TH OF JUNE	

STREAMING

1. The entire event offers open streaming under the circumstances listed below.
 1. All streamers must display one of the provided banners before, after and in-between tournament games.
 2. It must be clearly said during the stream who is hosting the event.
 3. The text "Hosted by MembTV" must be included in the stream title.
 4. Streamers on Twitch and Mixer must add a custom "!BOA2" command with the text "Tournament hosted by MembTV - <https://www.twitch.tv/membtv/>" or something equivalent.
 5. If the games are uploaded elsewhere (e.g. YouTube), it must be clear, by using the title or description, who the host of the tournament is.
2. The games are to be streamed at **13.00 GMT** on the days shown above.
 1. The recorded games will be provided live as the streamers progress through the games.
3. Players are not allowed to stream their point of view.

SPONSORS

Thanks to the sponsors that helped make this event happen.

1. **Microsoft** (11.000\$)
2. **Oracle455** (4.000\$)
3. **PkZ** (1.000\$)
4. **MembTV** (4.000\$)