



# HANDBOOK

VERSION 1.4

HOSTED BY  
TWITCH.TV/MEMBTV

HANDBOOK BY **CHRAZINI**

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# OVERVIEW

It is with great excitement and joy that we present to you, the third and biggest instalment of King of the Desert. Once again, we will experience the best players in the world fight on the map we all love - Arabia.

King of the Desert 3 will span across six weeks from the 14th of September to the 25th of October. In the previous instalments, the tournaments have been purely single-elimination, but to spice things up and create more content for you, we'll be running this year's instalment also using the GSL style format. All games from the group stage and onwards will be streamed live - so you can expect to be sitting at the edge of your seat as you experience some of the best Age of Empires 2 as of yet.



**OFFICIAL ANNOUNCEMENT**



**JOIN DISCORD**

## CONTACT

The tournament is hosted by MembTV and administrated by Chrazini. Any questions or inquiries regarding the event must be sent directly to Chrazini or posted publically on the official Discord server or forum.

**STEAM**

CHRAZINI

**DISCORD**

CHRAZINI#5687

**AOEZONE**

CHRAZINI

# PARTICIPATION

## REGISTRATION

1. To register for the tournament, you must use the dedicated thread on AoEZone.net to submit your application.
  1. Any changes made to the registration application after the initial submission must be disclosed with a tournament administrator.
2. By registering for the tournament, you promise to have read and accepted the rules and settings stated in the handbook.

## NAMING & SMURFING

1. Players must use the name they signed up with throughout the entire event. Even while not playing, the names must remain unchanged for the sake of consistency and due to it affecting recorded games.
2. Players must use their primary or most well-known account to sign up with - smurfing and account sharing is prohibited.

# GENERAL RULES

## GAME & PATCH

1. All games must be played on Age of Empires II: Definitive Edition.
2. If the game receives a patch during the event, a decision will be made whether to remain on the old patch or employ the new one.

## CHEATING

1. Cheating or hacking is not allowed under any circumstances. Participants found utilising any kind of cheat or hack will be immediately 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 during a game may lead to disqualification.
3. Point trading, account sharing or any other methods of artificially affecting the ranked ladder is strictly forbidden.

## RESPECT & COOPERATION

1. All participants, broadcasters and administrators must express mutual respect to one another. Poor behaviour, insults, racism or sexism will not be tolerated. Great sportsmanship prior, during and after any tournament games is expected from all participants.
2. 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.

## GAME MODIFICATIONS

1. Players are allowed to use any graphical or UI modifications that are publically available in the official mod workshop.

## COMMUNICATION

1. Once registered for the tournament, participants must regularly check all platforms associated with the event for any general updates or direct messages.
  1. Players may also be reached on other platforms if deemed necessary.

## 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

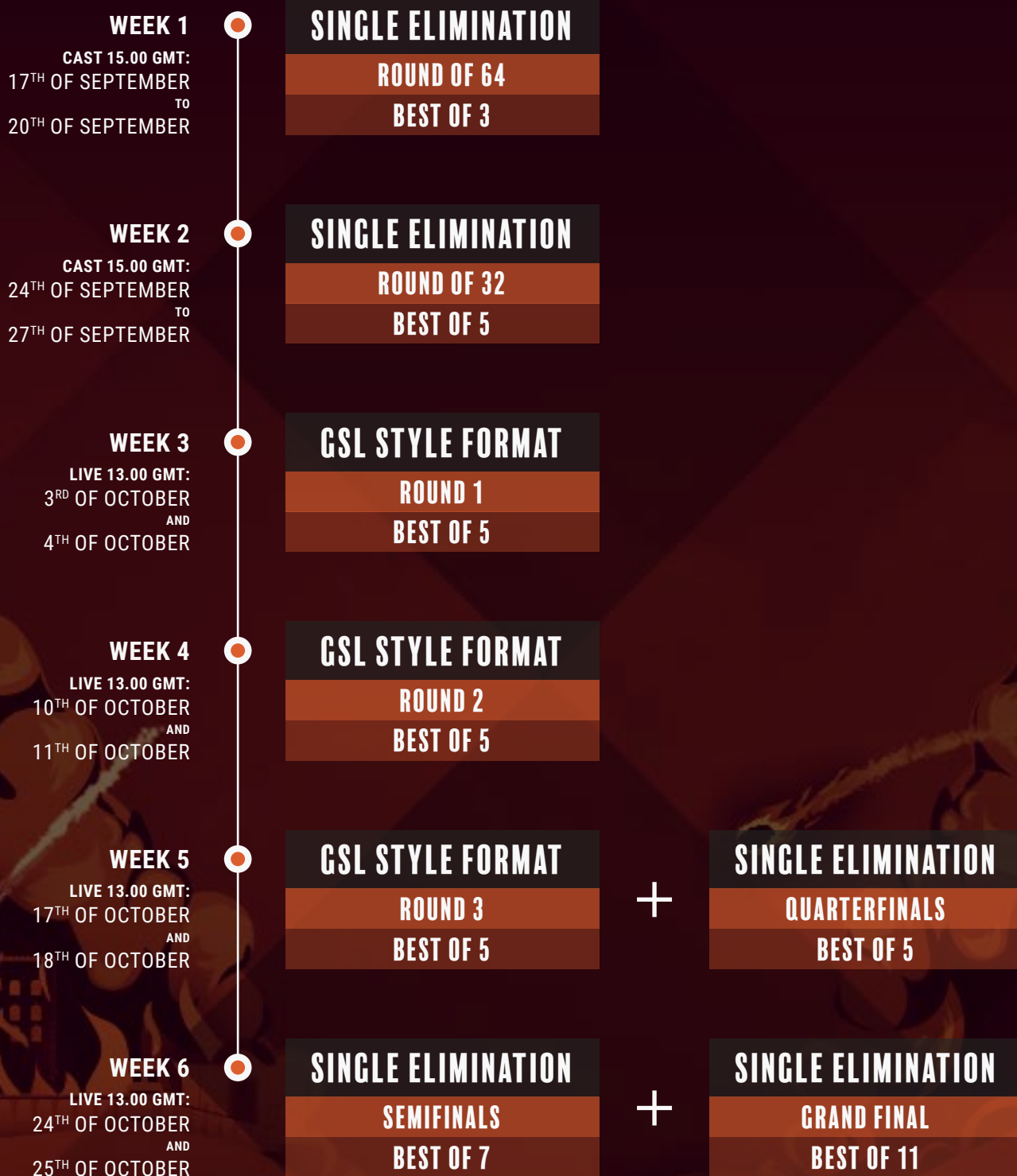
1. In case of any rule being broken by anyone involved in the tournament, the incident will be reviewed internally amongst the tournament administrators, and a sufficient penalty will be determined.



# EVENT FORMAT

The first two weeks of the tournament will be played in advance between the 7<sup>th</sup> of September and the 20<sup>th</sup> of September and later streamed as recorded games. Once the group stage commences, all games going forward will be played and streamed live.

Below is the tournament timeline as well as a bracket example to help get an overview of the entirety of the event.



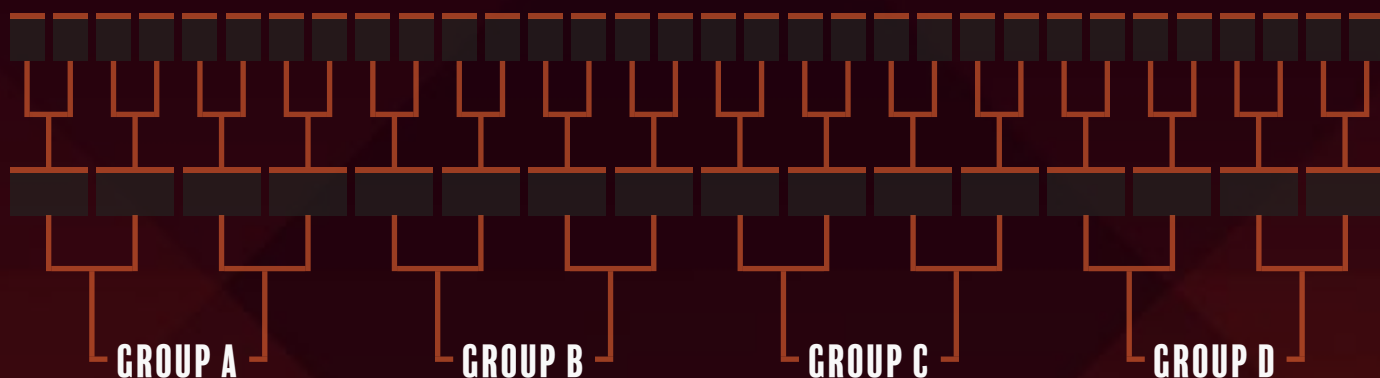
# SINGLE ELIMINATION

The first two weeks, as well as the final stages of the tournament, are played as single-elimination. The players are initially placed in the brackets based on the seeding they have gotten.

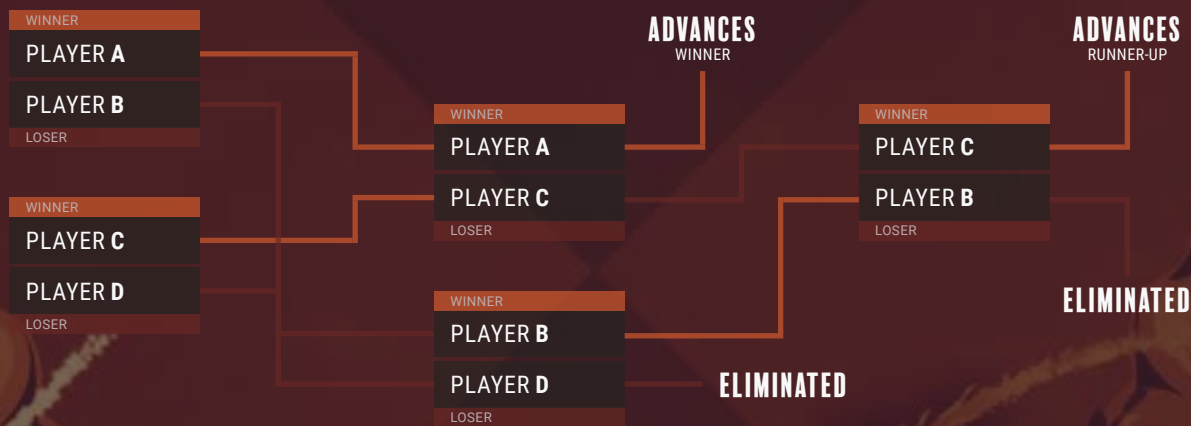
# GSL STYLE FORMAT

The GSL style format is a new addition to the King of the Desert series and will commence in the third week with the remaining sixteen players. In this stage, the players are split into four groups based on seeding with two people from each group advancing to the quarterfinals.

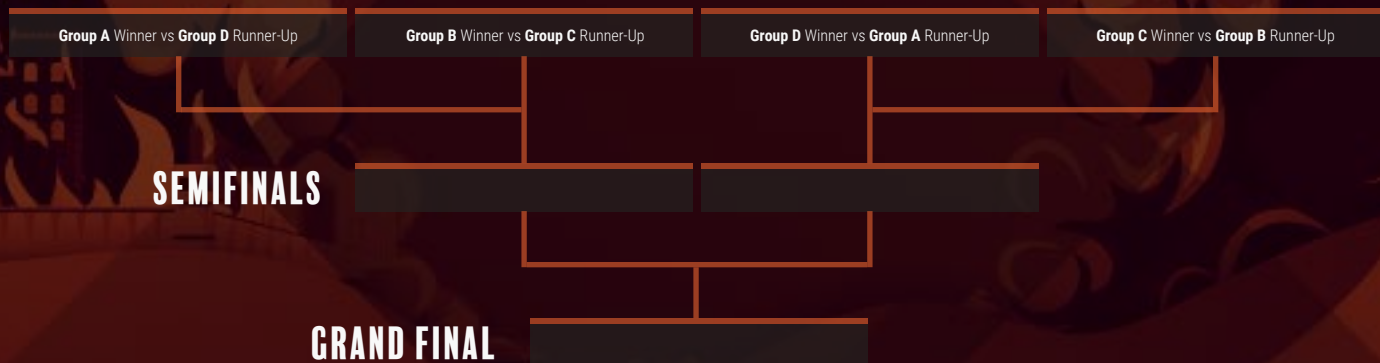
## ROUND OF 64 & ROUND OF 32



### GROUP EXAMPLE



## QUARTERFINALS



# EVENT SETTINGS

## SEEDING

1. One hour after the registration deadline has been reached, the 64 highest-rated players will be granted a spot in the tournament.
  1. Ratings will be pulled from the ranked 1v1 RM ladder on Definitive Edition.
  2. Players must have a minimum of 50 games played on the ranked 1v1 ladder.
2. The sixteen highest-seeded players will be determined by using previous tournament performances.
  1. In case of a tie in the tournament rating, a combination of the players current rating and highest achieved rating will be used.
3. The remaining lowest-seeded players will be determined by their ranked performance
  1. Seeding here will be based on a combination of their current rating and their highest achieved rating - these ratings are weighted equally.
4. In the case of a player winning against a higher-seeded opponent, the winning player will take the seed number of their opponent moving forward.

## SCHEDULING

1. Players must use the official Discord server to communicate and confirm times with their opponents.
  1. During the first two weeks of the tournament, players have complete freedom to schedule and play their games whenever they and their opponent is available.
  2. During the group-stage and onwards, Players must schedule around the pre-defined dates and times that are presented in the scheduling text channels.

### REQUIRED AVAILABILITY

PRE-WEEK 1	7 <sup>TH</sup> OF SEPTEMBER - 13 <sup>TH</sup> OF SEPTEMBER
PRE-WEEK 2	14 <sup>TH</sup> OF SEPTEMBER - 20 <sup>TH</sup> OF SEPTEMBER
WEEK 3	LIVE - 3 <sup>RD</sup> OF OCTOBER - 4 <sup>TH</sup> OF OCTOBER
WEEK 4	LIVE - 10 <sup>TH</sup> OF OCTOBER - 11 <sup>TH</sup> OF OCTOBER
WEEK 5	LIVE - 17 <sup>TH</sup> OF OCTOBER - 18 <sup>TH</sup> OF OCTOBER
WEEK 6	LIVE - 24 <sup>TH</sup> OF OCTOBER - 25 <sup>TH</sup> OF OCTOBER

2. If a player fails to show up to an arranged and confirmed game within 30 minutes, it will result in an automatic loss.

## LIVE GAMES

1. During live games, players are expected to minimise the downtime before and in-between games.
2. Breaks or pauses must be appropriately requested - leaving for any period of time without notice is strictly forbidden.

## CIVILISATIONS

1. Civilisations will be drafted using Captains Mode using the official King of the Desert 3 presets.



**CAPTAINS MODE - B03**



**CAPTAINS MODE - B05**



**CAPTAINS MODE - B07**



**CAPTAINS MODE - B011**

2. In case of a player choosing a restricted civilisation, the game must be restarted, and the opponent may pick any civilisation for that player to play in the restarted game.

## RECORDED GAMES

1. All games during the entire event must be recorded.
  1. In the case of a game crash or de-synchronisation, the game must be saved and restored.
2. As soon as a game-set has been concluded, both players must forward the recorded games to the tournament administrator.
  1. The recorded games must be adequately labelled to indicate the correct game number. If this is not done correctly, the games will not be considered sent.
  2. Potential restarts must be included.
3. All games will be uploaded and made publicly available after each round is over.

## WEBCAM

1. The players must own or acquire a webcam to be used from the quarterfinals and onwards.
  1. Players accept that their face and reactions will be shown live on MembTV Twitch stream during their games.
  2. All quarterfinalists will be contacted by a tournament administrator prior to their games to aid in setting up their webcam for the live stream.



# GAME RULES

## GAME RESTARTS

1. There are 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. Tournament administrators always have the right to restart a game, for any reason.
  4. After a restart, civilisations and positions must remain the same.
2. A bugged map is defined when:
  1. Less than 50% of the sides on a player-specific gold are accessible.
  2. Less than 50% of the sides on a player-specific stone are accessible.
  3. Less than 50% of the sides on a player-specific forage bush are accessible.
  4. Any extra neutral resource or relic fails to generate correctly.
  5. Any herdable<sup>1</sup> or wild animal<sup>2</sup> that belongs to a player is trapped or in any way inaccessible.
  6. Any player-controlled units are trapped or in any way inaccessible.

## STRAGGLER TREES

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

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

<sup>2</sup> Wild animals include boars, javelinas, elephants, rhinoceroses, deer, ostriches, ibexes and zebras.

# LOBBY SETTINGS

All parties are equally responsible for making sure the lobby settings are correct before launching a game. Wrong settings will result in a game being restarted completely.

## PRE-LOBBY

1. The host of the game must be considerate and choose a game server that is as fair as possible for all parties.

### DURING WEEK 1 & 2

2. The lobby must be hosted **privately**.
3. Spectators must **not** be allowed.
4. Hidden civilisations must be enabled.

### DURING WEEK 3, 4, 5 & 6

2. The lobby must be hosted **publicly**.
3. Spectators must be **allowed**.
4. Hidden civilisations must be enabled.

## IN-GAME LOBBY

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

DATA MOD	DEFINITIVE SET
GAME MODE	RANDOM MAP
MAP STYLE	CUSTOM
LOCATION	KOTD3 - ARABIA
MAP SIZE	TINY
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

# MAP

All games will be played on a custom version of Arabia that will feature a balanced but more open generation - the map is based on the previous tournament version.



**SUBSCRIBE TO MAP MOD**

## CHANGELOG

- Players are guaranteed to have reasonably close woodlines.
- Relics should now generate very evenly.
- Relics now scale across all maps with the new default Definitive Edition numbers.
- The map is now compatible with Empire Wars, Regicide, Capture the Relic and Deathmatch.
- Ponds will generate once again.
- Ponds will never generate in forests that are in close proximity to the starting town centre.
- Elevation now appropriately scales across all map sizes.
- More elevation will now generate around the player's initial town centre.
- Massively decreased the chance of bugged maps.
- The three starting herdable will now always generate around the initially captured one.
- Zebras and ostriches will no longer generate near fruit bushes.
- Straggler trees are more evenly distributed.
- Resource deposits are now more balanced and evenly spread out across the map.
- Rhinoceros or elephants have replaced the boars.
- The wild camels now generate in two separate groups.
- Added one more quality carpet.

# PAYOUT

To become eligible for a monetary reward, the following requirements must be met.

## REQUIREMENTS

1. All required games must have been scheduled and played within the respective timeline.
2. All recorded games and drafts must have been forwarded to a tournament administrator.
3. The player must win at least one of their game series.
4. The player must send a completed invoice to a tournament administrator before the 30th of October 2020 - instructions on how to do this can be found in the official Discord server.

## PRIZE POOL

The total prize pool of the tournament is **\$50,000** and is distributed to the winners in the following order. Thank you to the incredible sponsors that helped make this event happen.

<b>PINZTEC</b>	\$30,000
<b>MICROSOFT</b>	\$20,000

	<b>REWARD</b> <small>PER PLAYER</small>	<b>PERCENTAGE</b> <small>TOTAL</small>	<b>PLAYERS</b>
<b>WINNER</b> .....	\$17,000	34%	1
<b>RUNNER-UP</b> .....	\$9,000	18%	1
<b>SEMIFINALISTS</b> .....	\$4,000	8%	2
<small>LOSERS OF SEMIFINALS</small>			
<b>QUARTERFINALISTS</b> .....	\$2,000	4%	4
<small>LOSERS OF QUARTERFINALS</small>			
<b>8<sup>TH</sup>-FINALISTS</b> .....	\$750	1.5%	8
<small>LOSERS OF GROUP STAGE</small>			
<b>16<sup>TH</sup>-FINALISTS</b> .....	\$125	0.25%	16
<small>LOSERS OF R032</small>			
<b>32<sup>TH</sup>-FINALISTS</b> .....	\$0	0%	32
<small>LOSERS OF R064</small>			



# BROADCASTING

The tournament offers open streaming; however, it is required for anyone interested in broadcasting the event to contact a tournament administrator for access to necessary files and additional information. Before reaching out, it is vital to have read and understood the entire handbook, especially the rules stated below.



## OFFICIAL STREAM

WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6
<b>15.00 GMT</b>	<b>15.00 GMT</b>	<b>13.00 GMT</b>	<b>13.00 GMT</b>	<b>13.00 GMT</b>	<b>13.00 GMT</b>
17 <sup>TH</sup> OF SEPTEMBER	24 <sup>TH</sup> OF SEPTEMBER	3 <sup>RD</sup> OF OCTOBER	10 <sup>TH</sup> OF OCTOBER	17 <sup>TH</sup> OF OCTOBER	24 <sup>TH</sup> OF OCTOBER
18 <sup>TH</sup> OF SEPTEMBER	25 <sup>TH</sup> OF SEPTEMBER	4 <sup>TH</sup> OF OCTOBER	11 <sup>TH</sup> OF OCTOBER	18 <sup>TH</sup> OF OCTOBER	25 <sup>TH</sup> OF OCTOBER
19 <sup>TH</sup> OF SEPTEMBER	26 <sup>TH</sup> OF SEPTEMBER				
20 <sup>TH</sup> OF SEPTEMBER	27 <sup>TH</sup> OF SEPTEMBER				

## STREAMING

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 while streaming the event.
4. Streamers on Twitch must add a custom "!KOTD3" command with the text "Tournament hosted by MembTV - twitch.tv/membtv" or something equivalent.
5. If the games are uploaded elsewhere (e.g. YouTube), it must be made clear who the host of the tournament is.
  1. The first line in the video description must include the name and twitch-link of the host.
  2. Thumbnails must include an easily visible MembTV logo.
6. Players are not allowed to stream their point of view.
  1. Players may record their games and later stream their point of view as their games are officially cast.