RISE
TO
GLORY

HANDBOOK

Voobly

Version 1.0

MUNDO
AGE *of* EMPIRES

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Tournament

The VooblyOfficial team is proud to present Rise to Glory: a three week 3v3 tournament featuring top-teams of Age of Empires II. The settings and maps have been chosen to maximize the competitiveness of gameplay during the event. Fixed positions will give teams the opportunity to increase their strategic thinking, while heavy sling-nerfs will require players to rely on theirs individual skills, and co-operate as a team. This single-elimination event will feature 16 teams competing for a prize pool of $750+. Coverage in its entirety will be provided by VooblyOfficial in English, and MundoAOE in Spanish.

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 four players).
    2. A link to the Voobly profile of every player.
    3. The full name and abbreviation (clan tag) of your team.
2. All players on a team must own all the Age of Empires 2: HD Edition (2013 Edition) expansions on steam before the deadline has been reached.
3. To sign up, all players of the team must have **read** and **accepted** all the rules and settings stated in this handbook.
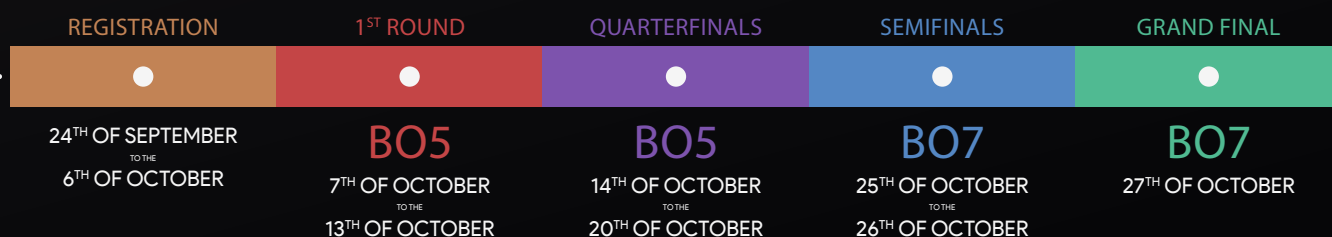
Prize Pool

The total prize pool of the tournament is 750$ and is distributed to the winning teams in the following order:

WINNING TEAM	400$		RUNNER-UP	200$		SEMIFINALISTS	75$

Stages & Timeframe

The event is divided into five consecutive stages, one of which is the registration. Once registration is complete, the top sixteen teams will move on the first round of the tournament where they will have a week to schedule and play their respective matches. From there they will move on to the quarterfinals, the semifinals and in the end the grand final where the winner of the tournament will be determined.

| REGISTRATION	1ST ROUND	QUARTERFINALS	SEMIFINALS	GRAND FINAL
	BO5	BO5	BO7	BO7
24TH OF SEPTEMBER TO THE 6TH OF OCTOBER	7TH OF OCTOBER TO THE 13TH OF OCTOBER	14TH OF OCTOBER TO THE 20TH OF OCTOBER	25TH OF OCTOBER TO THE 26TH OF OCTOBER	27TH OF OCTOBER

Settings

Seeding

1. All participating teams will be seeded according to their ranked performance. Once the registration deadline has been reached, the sixteen highest-rated teams will be granted a spot in the tournament.
    1. The ladders taken into account is **RM - 1v1** and **RM - Team Games**.
    2. Both the current rating and highest achieved rating will be considered.
    3. When two teams are competing, the higher seeded team will be **Team A** and opposing team is **Team B**.

Colour Positions

1. Players must choose their position on the map using colours in the in-game lobby - see the graphic below.
    1. The enable colour positions; the starting resources must be set to **Medium** in the lobby settings. This is merely used as a trigger and does not actually alter the player's resources.
2. Before launching the game, both teams must send their team's colour positions to an administrator - **this is extremely crucial**.

Flank
3

Pocket **2**

Team A

Flank **1**

4 Flank

Team B

5 Pocket

6

Flank
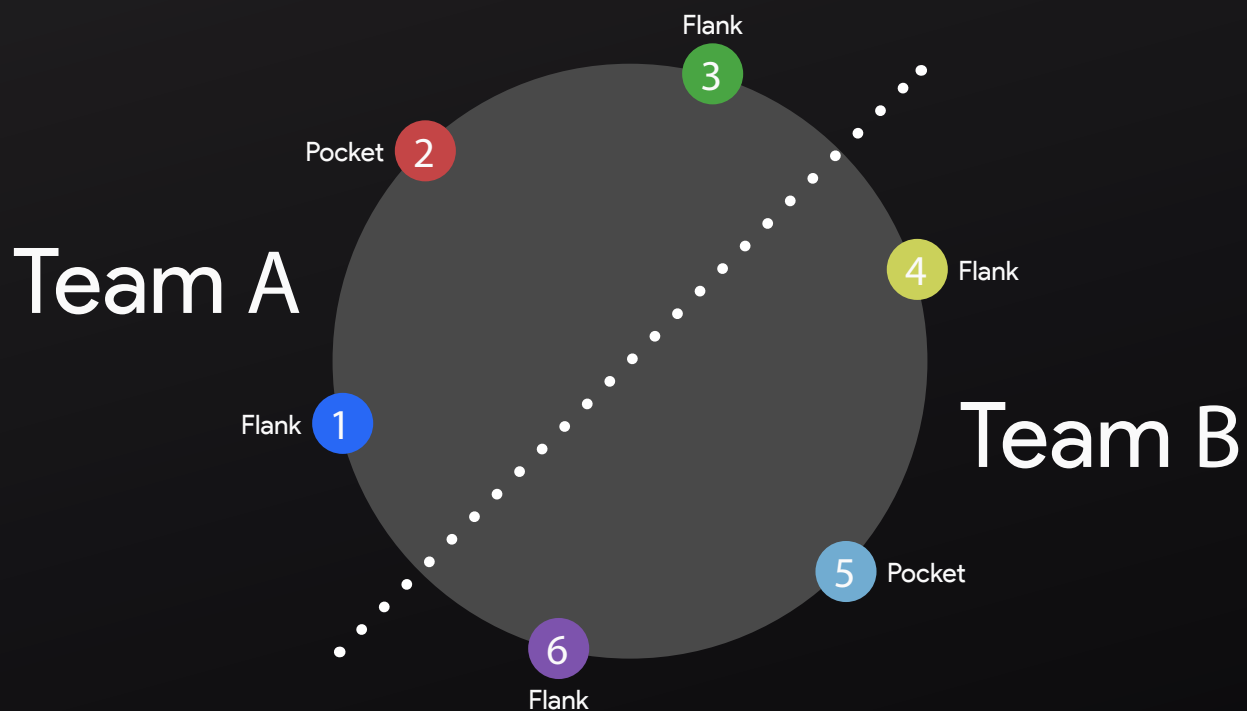
Civilisations

1. Teams may choose any civilisation **once** during each set of games.
    1. 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.
2. Hidden civilisations must be enabled in the game lobby.

Scheduling

1. Players must provide all available times as early, and schedule as efficiently, as possible throughout the entire round. Players must use the scheduling sub-forum to communicate and confirm times with their opponents.
    1. Before the semifinals and the grand final, players will be contacted by a tournament admin that will help find time where the games will be played out.
2. If a team fails to show up to an arranged and confirmed game within 30 minutes, it will result in an automatic loss.

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, the victor must forward the recorded games to a tournament administrator.
   1. Potential restarts must be included.

Maps

To download the maps, you must subscribe to the Voobly workshop map pack.

GO TO MAP PACK

The map pool is intended to support as many different playstyles as possible while still keeping a competitive edge. All the maps work with colour positions and contain modern techniques to increase balance and competitiveness while massively decreasing the chance of bugged maps.

Arabia	Acropolis	Oasis
Criss Cross	Islands	Hideout
Migration	Scandinavia	Grand Bara

1. Teams must perform a map draft in the Voobly game lobby before each game series.
   1. **Team A** may choose who picks first.
   2. In a **best of five**, each team must take turns choosing a map until a total of four maps have been chosen.
   3. In a **best of seven**, each team must take turns choosing a map until a total of six maps have been chosen.
   4. The map Arabia can not be drafted.
   5. Duplicate picks are not allowed.
2. The maps are played in the following order:

BEST OF FIVE ⋮ BEST OF SEVEN

Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	Game 7
Arabia	Loser of G1	Loser of G2	Loser of G3	Loser of G4	Loser of G5	Loser of G6

General Rules

Game & Platform

1. All games must be played on Voobly using the latest version of WololoKingdoms and the latest version of UserPatch.
2. It is the player's responsibility to make sure the mod and game patch is installed correctly and works properly.

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 publicly available on the Voobly 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 Voobly or Discord, if deemed necessary.

Confidentiality

1. Players must not share the results of their games until they have been made publicly available or streamed by VooblyOfficial.
1. Recorded games may only be shared with tournament administrators.

Miscellaneous

1. All participants must comply with the Voobly code of conduct.
2. Rules may be added and/or modified at any time during the event.
3. 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.
2. Penalties can range from a warning, a prize deduction or to a complete disqualification.

Game Rules

Game Restarts

1. Teams have no restarts available.

Admin Restarts

1. In the rare case of a bugged map, the player 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 a 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 five sides of a player-specific gold are accessible on one side. Extra golds that don't belong to a particular player are excluded.
    2. Less than four sides of a player-specific stone are accessible on one side. Extra stones that don't belong to a particular player are excluded.
    3. Less than four sides of player-specific forage bushes are accessible on one side. Extra forage bushes that don't belong to a particular player are excluded.
    4. Any herdable[1] or wild animal[2] 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. It is not possible to send any resources to any players until coinage has been researched.
    1. While it may appear as the option is still available before coinage is researched, a player will not receive any resources when slung.
    2. The slinging tax rate will be set to 20% once coinage has been researched.
2. Coinage has been moved to the Imperial age.
3. Banking has been disabled.

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**.

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1 Herdable animals include sheep, turkeys, cows, llamas, goats and water buffaloes.
2 Wild animals include boars, javelinas, elephants, rhinoceroses, deer, ostriches and zebras.

Lobby Settings

Both teams are equally responsible for making sure the lobby settings are correct.
All games must be hosted and played inside the "Tournament 1" Voobly lobby.

Voobly Game Lobby

1. All games must be played unranked.
2. The spectator delay must be set to 1 minute and 30 seconds.
3. The game room settings must be set to the following:

Patch: | v1.5 RC

☐ Rated Game

☒ Mod: | WololoKingdoms

SPECTATOR SETTINGS

☒ Players join room as spectators.　　☒ Always start spectator server.　　☐ Spectators cannot chat in the game room.

☒ Players can control whether they are spectators.　　☒ Allow spectators to join after launch.

ADVANCED SETTINGS

☒ Hidden Civilisations.　　☒ Anti-Cheat Protection.

☐ Hidden Scores.　　☒ NAT Traversal.

In-Game Lobby

1. Take a moment and make sure that all settings are correct before **every game**.
2. Wrong settings will result in a game being restarted completely.
3. The in-game lobby settings must be set to the following:

Game:	Random Map		Difficulty:	Standard		Reveal Map:	Normal
Map Style:	Custom		Resources:	Medium		Starting Age:	Standard
Location:	RG – Map		Population:	200		Victory Condition:	Conquest
Size:	Normal		Game Speed:	Normal		Multi Queue:	Enabled

Broadcasting

The event will be broadcasted exclusively by **VooblyOfficial** (English) and by **MundoAoE** (Spanish) - links to those channels can be found below.

VOOBLYOFFICIAL TWITCH   **MUNDOAOE YOUTUBE**

Streaming & Spectating

1. Streaming is exclusive to VooblyOfficial and MundoAoE.
2. Anyone may broadcast the games once the recorded games have been made publically available.
3. Players are not allowed to stream their point of view.

Interviews

1. We aim to interview the teams on VooblyOfficial after their respective live matches.

Administrators

Chrazini
DISCORD:
Chrazini#5687
VOOBLY:
Chrazini
AOEZONE:
Chrazini

Nomad
DISCORD:
Nomad#9804
VOOBLY:
Nomad
AOEZONE:
Nomadophobia

NOVA
DISCORD:
Nigra#2795
VOOBLY:
NOVAinc
AOEZONE:
NOVAinc

LidaKor
DISCORD:
LidaKor#8449
VOOBLY:
LidaKor
AOEZONE:
LidaKor

Nobody
DISCORD:
NobodyAoE#6869
VOOBLY:
Nobody41
AOEZONE:
Nobody41

Apolo
DISCORD:
Apolo#2505
VOOBLY:
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