



HandBöök

Version 1.2

Table of Contents

Tournament	3
Event Timeline.....	4
Participation	6
Matches and Schedule	8
Tournament Flow	14
General Rules.....	15
Event Settings	16
Game Rules	18
Lobby Settings	19
Map.....	20
Payout.....	21
Content Creation	22
Changelog.....	23

Tournament

King of the Desert is one of the most prestigious tournaments in Age of Empires II, and it is back with its fourth iteration. King of the Desert IV is a tournament played solely on the map Arabia and will span across four weeks - starting **Thursday** the **18th** of **November** and ending with the grand final on **Sunday** the **12th** of **December**.

King of the Desert IV invites sixteen of the best players in the world back to the event while simultaneously allowing another sixteen players to qualify in the qualification stage, taking place on the **30th** and **31st** of **October** - allowing up to **512 players** a chance to win a spot in the main event.

The main event will start off with a single-elimination bracket before branching out into a group stage that has drawn inspiration from both the swiss system and the GSL system used in previous iterations. The final stage of the event will once again be played as single-elimination until the new King of the Desert has been crowned.

Invited Players

King of the Desert IV will feature sixteen of the best players in the world, decided by previous tournament performances. These players are guaranteed a spot in the main event where they will meet the sixteen qualified players.

1. LIEREYY

2. THEVIPER

3. HERA

4. YO

5. DAUT

6. JORDAN

7. MBL

8. VILLESE

9. TATOH

10. VINCHESTER

11. ACCM

12. NICOV

13. DOGAO

14. CAPOCH

15. VIVI

16. BACT

Contact

The tournament is administered by **Chrazini**. For any questions or inquiries regarding the event, please reach out privately using the information below, or use one of the public threads.

DISCORD

CHRAZINI#5687

STEAM

CHRAZINI

Event Timeline



Preface

OFFICIAL ANNOUNCEMENT

10TH OF OCTOBER
18.00 GMT

REGISTRATION OPEN

10TH OF OCTOBER
18.30 GMT

REGISTRATION CLOSED

28TH OF OCTOBER
18.00 GMT

SEEDING LOCKED

29TH OF OCTOBER
18.00 GMT

Qualification Stage



CHECK-IN OPEN

30TH OF OCTOBER
11.00 GMT

CHECK-IN CLOSED

30TH OF OCTOBER
13.00 GMT

BRACKETS PUBLISHED

30TH OF OCTOBER
13.50 GMT

QUALIFICATION STAGE
DAY ONE

30TH OF OCTOBER
STARTING 14.00 GMT

QUALIFICATION STAGE
DAY TWO

31ST OF OCTOBER
STARTING 14.00 GMT

Main Event

PLAYOFFS ROUND OF 32	18 TH , 19 TH , 20 TH , 21 ST OF NOVEMBER STARTING 15.00 GMT
GROUP STAGE OPENING MATCHES	25 TH , 26 TH OF NOVEMBER STARTING 15.00 GMT
GROUP STAGE WINNERS & LOSERS MATCHES	27 TH , 28 TH OF NOVEMBER STARTING 15.00 GMT
GROUP STAGE DECIDING MATCHES	3 RD OF DECEMBER STARTING 15.00 GMT
PLAYOFFS QUARTERFINALS	4 TH , 5 TH OF DECEMBER STARTING 15.00 GMT
PLAYOFFS SEMIFINALS	11 TH OF DECEMBER STARTING 15.00 GMT
PLAYOFFS 3 RD PLACE MATCH	12 TH OF DECEMBER STARTING 15.00 GMT
PLAYOFFS GRAND FINAL	12 TH OF DECEMBER STARTING 17.00 GMT

Tournament Concluded

Participation

To partake in the tournament as a player, it's crucial that the following steps are followed in order to properly register for the event and secure your chance to participate in the qualification stage.

Registration Instructions

1. Join the official Discord server used for the event. This Discord server will be used for updates prior to and during the event and actively used for scheduling and finding opponents during the qualification stage. If a player is found not being part of the Discord server once the qualification stage has begun, they may be automatically **disqualified**.
2. Register on the Toornament event page linked below, where the brackets and more information regarding your games will become available once the event has started. Instructions on how to register on Toornament can be found on the registration form.

[JOIN DISCORD](#)

[TOORNAMENT PAGE](#)

Registration Guidelines

1. By registering for the tournament, participants accept all rules and settings stated in this handbook.
2. Any changes made to the registration after the initial submission must be disclosed to a tournament administrator.
3. Smurfing, or in other words using an account that does not correctly reflect the true rating of a participant, is strictly forbidden.
4. If a player has access to, and regularly uses multiple accounts, they must provide this information in the registration form.
5. Players names must be something that can be read or pronounced in English.
6. Participants must be able to speak English fluently. If a participant does not speak English, they may use a translator.
 - a. The name and contact information of the translator must be provided in the registration form.
 - b. The translator must be available at all times while the participant is playing.

Check-In

The qualification stage features a global check-in that begins three hours before the first round commences and will be open for two hours. It is crucial to check in on the Toornament page in this timeframe, as failing to do this will immediately lead to elimination from the event. If the number of entries exceeds the maximum number of available spots in the tournament, higher-seeded players will take precedence.

Communication

It is vital to communicate appropriately with your opponent. Players must use Toornament and its lobby feature to do general communication and drafting with their opponents.

In the case of an issue or dispute that cannot be resolved between the players, an administrator may be requested.

Reporting Scores

Both players must report scores through Toornament once a series has concluded. In case of an opponent misreporting a score, the score may be disputed. Once a score is reported and accepted, participants must remain available to check for future matches that may become available then or later.

Recorded Games

Recorded games must be shared by the victor in the appropriate Discord channel as soon as a series is over. The recorded games must include any potential restarts and do not need to be renamed.

Matches and Schedule

Before any matchup begins, players must first perform a civilisation draft according to the length of their game series.

The civilisation drafts begin with a set of bans before players proceed to pick civilisations.

The **higher-seeded** player will be referred to as **A**, and the **lower-seeded** player will be referred to as **B**.

PRESET	PRESET	PRESET	PRESET
BO3	BO5	BO7	BO9
1. A BAN	1. B BAN	1. A BAN	1. B BAN
2. B BAN	2. A BAN	2. B BAN	2. A BAN
3. B BAN	3. A BAN	3. B BAN	◆ ◆
4. A BAN	4. B BAN	4. A BAN	3. A PICK
5. A BAN	5. B BAN	◆ ◆	4. B PICK
6. B BAN	6. A BAN	5. A PICK	5. B PICK
7. B BAN	◆ ◆	6. B PICK	6. A PICK
8. A BAN	7. A PICK	7. B PICK	7. A PICK
◆ ◆	8. B PICK	8. A PICK	8. B PICK
9. A PICK	9. B PICK	9. A PICK	9. B PICK
10. B PICK	10. A PICK	10. B PICK	10. A PICK
11. B PICK	11. A PICK	11. B PICK	11. A PICK
12. A PICK	12. B PICK	12. A PICK	12. B PICK
13. A PICK	13. B PICK	13. A PICK	13. B PICK
14. B PICK	14. A PICK	14. B PICK	14. A PICK
15. B PICK	15. A PICK	15. B PICK	15. A PICK
16. A PICK	16. B PICK	16. A PICK	16. B PICK
	17. B PICK	17. A PICK	17. B PICK
	18. A PICK	18. B PICK	18. A PICK
		19. B PICK	19. A PICK
		20. A PICK	20. B PICK
			21. B PICK
			22. A PICK

Qualification Stage

All games are played concurrently in the order shown below. Once an opponent is determined, players must begin their match immediately.

All times provided for the first day of the qualification stage is only an approximation. Games may start earlier or later, depending on the length of the previous matchups.

Day 1

Saturday the 30th of October **14.00 GMT**
Round of 512
Best of Three

Saturday the 30th of October **16.00 GMT**
Round of 256
Best of Three

Saturday the 30th of October **17.00 GMT**
Round of 128
Best of Three

Saturday the 30th of October **20.00 GMT**
Round of 64
Best of Three

Before the first game begins, players must complete a civilisation draft using the link below. The highest-seeded must host the draft.

CIVILISATION DRAFT

Make sure you understand all rules and settings before starting your games.

The final stage of the qualification stage is divided into four groups. Each group contains four matchups that will be played concurrently.

Once all matchups in a group have concluded or the next starting time has been reached, the next group of matchups will commence. This means that further overlap between groups may occur.

Day 2

Sunday the 31st of October **14.00 GMT**
Round of 32, Group 1
Best of Five

Sunday the 31st of October **16.30 GMT**
Round of 32, Group 2
Best of Five

Sunday the 31st of October **19.00 GMT**
Round of 32, Group 3
Best of Five

Sunday the 31st of October **21.30 GMT**
Round of 32, Group 4
Best of Five

Main Event

The main event begins with a round of single-elimination where the sixteen qualified players will meet the sixteen invited players in a fight to the death to find out who will make it into the group stage. Anyone losing in this round will be eliminated.

As with all matches in the event, players must begin by performing a civilisation draft. The highest-seeded player is Player A and must host the draft.



Round of 32

Thursday the 18th of November	15.00 GMT
Best of Five	17.15 GMT
	19.30 GMT
	21.45 GMT
Friday the 19th of November	15.00 GMT
Best of Five	17.15 GMT
	19.30 GMT
	21.45 GMT
Saturday the 20th of November	15.00 GMT
Best of Five	17.15 GMT
	19.30 GMT
	21.45 GMT
Sunday the 21st of November	15.00 GMT
Best of Five	17.15 GMT
	19.30 GMT
	21.45 GMT



The group stage is played as three rounds of swiss-system - it can also be seen as an extended version of the GSL system. Two wins will immediately qualify players for the quarterfinals, while two losses will eliminate players directly.

Participants are grouped by score; then, within a group, the highest-seeded player will be facing the lowest-seeded player.



Group Stage

Thursday the 25th of November	14.00 GMT
Group A, Opening Match	16.30 GMT
Best of Five	19.00 GMT
	21.30 GMT
Friday the 26th of November	14.00 GMT
Group B, Opening Match	16.30 GMT
Best of Five	19.00 GMT
	21.30 GMT
Saturday the 27th of November	14.00 GMT
Group A, Winners & Losers Match	16.30 GMT
Best of Five	19.00 GMT
	21.30 GMT
Sunday the 28th of November	14.00 GMT
Group B, Winners & Losers Match	16.30 GMT
Best of Five	19.00 GMT
	21.30 GMT
Friday the 3rd of December	14.00 GMT
Group A and B, Decider Match	16.30 GMT
Best of Five	19.00 GMT
	21.30 GMT



The group stage as a whole is divided into two groups. Players are divided based on their current seed.

Ties are inevitable with this system and will be broken by the two following factors. Firstly, checking whether the players have played each other earlier. If they have, whoever won the head-to-head match will break the tie. If they have not played earlier, the player's seed will break the tie.

The final stage is played as single-elimination starting in the quarterfinals. The placement in the bracket is determined by the player’s performance in the group stage. This is visualised in the tournament flow on the next page.



Final Stage

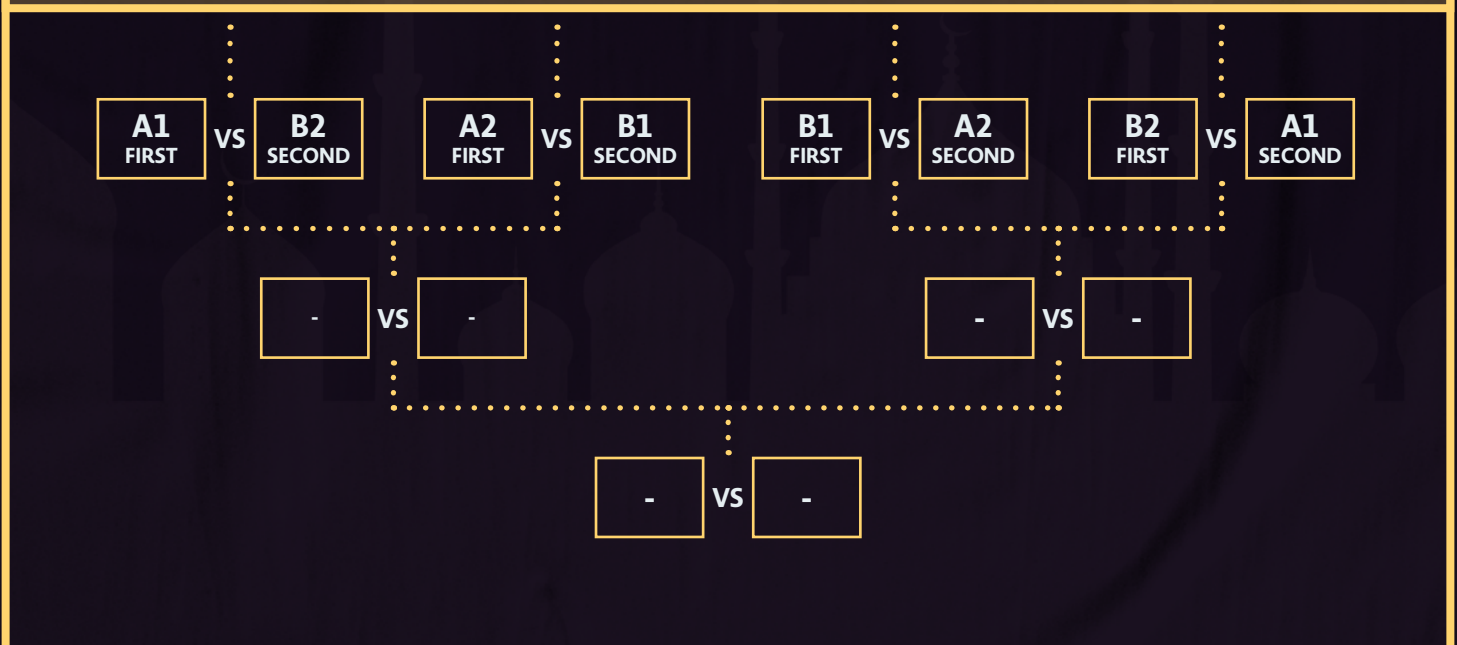
Saturday the 4th of December	15.00 GMT
Quarterfinals	18.00 GMT
Best of Seven	
Sunday the 5th of December	15.00 GMT
Quarterfinals	18.00 GMT
Best of Seven	
Saturday the 11th of December	15.00 GMT
Semifinals	18.00 GMT
Best of Seven	
Sunday the 12th of December	15.00 GMT
Third Place Match	
Best of Five	
Sunday the 12th of December	17.30 GMT
Grand Final	
Best of Nine	



Tournament Flow



GROUP A								ROUND OF 16 GROUP STAGE		GROUP B							
1	5	9	13	16	12	8	4	ROUND 1 OPENING MATCHES		2	6	10	14	15	11	7	3
1-0	1-0	0-1	0-1	0-1	0-1	1-0	1-0			1-0	1-0	0-1	0-1	0-1	0-1	1-0	1-0
2-0	1-1	1-1	0-2	0-2	1-1	1-1	2-0			2-0	1-1	1-1	0-2	0-2	1-1	1-1	2-0
A1 FIRST							A2 FIRST	ROUND 2 WINNERS & LOSERS MATCHES		B1 FIRST							B2 FIRST
	2-1	1-2				1-2	2-1				2-1	1-2			1-2	2-1	
A1 SECOND							A2 SECOND			B1 SECOND							B2 SECOND



General Rules

Game & Patch

1. Participants must own a genuine copy of 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 cheats or hacks will be immediately disqualified and banned from all future events.
2. Communicating with people during a game, other than tournament administrators, is strictly forbidden. Receiving any information from third parties during a game may lead to disqualification.
3. Account sharing is prohibited.

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.
3. Players are requested to limit the time taken between games as much as possible.

Game Modifications

1. Players are allowed to use any graphical or UI modifications publicly 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.
 - a. Players may also be reached on other platforms if deemed necessary.

Miscellaneous

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

Event Settings

Seeding

1. During the qualification stage, all players are seeded based on their highest-achieved 1v1 random map rating.
 - a. Ratings are fetched from the ranked leaderboards. If a player is not on the leaderboard, they may be seeded incorrectly.
 - b. Players ratings will be taken from the account they register with; however, the tournament administration retains the right to seed players using alternative accounts.
 - c. Seeding is performed and locked twenty-four hours after the registration deadline.
2. During the main event, the sixteen invited players are seeded based on previous tournament performances.
 - a. The sixteen qualified players keep their relative seed going into the main event.
 - b. A winning player will inherit the seed of their opponent if it is higher than their own.

Scheduling

1. All games must be played at the announced times, as seen in the tournament schedule.
2. During the qualification stage, once a match becomes available, players must immediately play to keep the flow of the tournament going.
 - a. It is essential that players remain available and actively check the tournament site for updates on their next opponents once their matches have finished. Failing to play in time may result in disqualification.
3. Players are expected to be available prior to and after their scheduled start times. Most times provided during the event will be estimations and may change at any time.
4. If a player is unable to play at a scheduled time, attempts may be made to accommodate the player's situation. Still, no guarantee can be ensured. Failing to play at a scheduled time may lead to disqualification.
5. If a player fails to show up to an arranged or confirmed game within twenty minutes, the opponent will be granted an administrative game win thereupon, and for every additional ten minutes they are late.

Recorded Games

1. All games during the entire event must be recorded.
2. As soon as a game series has concluded, the victor must provide the recorded games, as well as the name of the opponent, in the appropriate Discord channel.
 - a. Potential restarted games must also be included.

Civilisations

1. During civilisation drafts, players must not draft civilisations that they do not have access to in the game.
2. If a player plays with a restricted civilisation, the game must be restarted, and the opponent may pick any available civilisation for that player to play in the restarted game.
 - a. The civilisation chosen must be picked from the opponent's drafted civilisation pool.
3. Players may not repeat a civilisation that they have already played during the same match.

Technical Difficulties

1. In the case of a game crash or de-synchronisation, the game must be saved and restored.
 - a. It is recommended that players join a voice chat together while playing to report any issues they may experience during the game immediately and increase the viability of saved games.
2. Any issues that can not be resolved between players must be immediately brought up to an administrator.

Webcam

1. All players entering the main event must own or acquire a webcam to be used during all matches played.
2. Players must be clearly visible during the entirety of their games in well-lit surroundings.
3. Players may be required to go through a quick quality check before games to ensure that everything functions as intended.

Interviews

1. Players agree to be interviewed prior to and during the event.
 - a. These interviews may be conducted in writing, audio and recorded video.

Game Rules

Game Restarts

1. Players have no restarts available.

Administrative Restarts

1. Players can request a restart in situations where their maps are bugged or otherwise failed to generate in the intended way.
 - a. The restart must be called during the first six minutes of in-game time. After a restart, civilisations and colours must remain the same.
2. Administrators retain the right to restart a game under any circumstance.

PLAYERS MAY REQUEST A RESTART IF ANY OF THE FOLLOWING CONDITIONS ARE MET

1. More than 50% of the sides on a player-specific gold deposit, stone deposit or forage bush cluster are inaccessible.
2. The intended amount of relics fail to generate.
3. Any herdable or wild animal that belongs to a player is trapped or in any way inaccessible.
4. Any player-controlled units are trapped or in any way inaccessible.
5. Any player-specific object, such as resource deposit buildings, wild animals or villagers, fail to generate in the intended amount.

Laming

1. Players are permitted to do anything that the game allows, including, but not limited to, walling in resources, blocking or killing villagers and killing enemy herdable or wild animals.

Pausing

1. Players must only pause a game if they, or their opponents, are experiencing severe issues that are directly affecting the game and their ability to play.
 - a. Players must also pause the game if an administrator tells them to do so.
2. Once a game is paused, players must immediately inform an administrator of the situation and issues they face.
3. The player pausing the game must also be the one to unpause the game.
 - a. Before unpausing, the participant pausing the game must ensure that the opponent is ready to continue.

Lobby Settings

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

Pre-Lobby

1. Players must work together to find a game server that benefits them both equally.
2. All game lobbies must be hosted **publically**.
3. Spectators must be **allowed**.
4. Hidden civilisations must be **enabled**.
5. A spectator delay of exactly **two minutes** is required. Players may not set this delay to anything below or above it.

In-Game Lobby

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

DATA MOD

DEFAULT

GAME MODE

RANDOM MAP

MAP STYLE

CUSTOM

LOCATION

MAP NAME

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 POSITION
- ☐ SHARED EXPLORATION

ADVANCED SETTINGS

- ☒ LOCK SPEED
- ☐ ALLOW CHEATS
- ☐ TURBO MODE
- ☐ FULL TECH TREE
- ☐ EMPIRE WARS MODE
- ☐ SUDDEN DEATH MODE
- ☐ REGICIDE MODE
- ☒ RECORD GAME

Map

All games during the entire event will be played on the same custom version of Arabia. The version used for this tournament is the most unique map ever created for any of the King of the Desert iterations in the past.

This map will feature many random elements, making each map generation unique and challenging to predict.

The map will offer thousands of different unique setups and will allow all playstyles to shine. All map variations are balanced between all players, which should make for an even and fair tournament.

DOWNLOAD MAP

Notable Features:

1. Randomised forest amount, size and distance from the players.
2. Randomised elevation amount and elevation height around the players starting area and on the rest of the map.
3. Randomised pond generation around players and the rest of the map.
4. Balanced and evenly spaced resources surrounding the players.
5. Zebras and ostriches always generate in patches of three.
6. Neutral camels generate far from players, potentially exposing enemy armies nearby.
7. Players are starting with one herdable in their possession for a consistent start.
8. Beautiful hand-crafted carpets now, once again, appear near the player's town centres.

Payout

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

Requirements

1. All required games must have been played within the respective timeline.
2. All recorded games and drafts must have appropriately shared.
3. The player must forward a completed invoice to a tournament administrator before the end of the year 2021.
 - a. The invoice must include the name and address of the recipient. For more assistance, contact an administrator.

Prize Pool

The total prize pool of the tournament is **\$75,000.00** and is distributed to the winners in the following order.

Position	Reward	Players
1 st place	\$20,000.00	1
2 nd place	\$10,000.00	1
3 rd place	\$6,000.00	1
4 th place	\$5,000.00	1
5 th to 8 th place	\$2,500.00	4
9 th to 12 th place	\$1,750.00	4
13 th to 16 th place	\$1,250.00	4
17 th to 32 nd place	\$600.00	16
33 rd to 48 th place	\$150.00	16

The event is sponsored by **Microsoft**, **PinzTec** and **MsHuggah**.

For every **5000 subscribers** on the **MembTV** Twitch channel, **\$2,500.00** will be added to the prize.

For every **50.000 subscribers** on the **MembTV** YouTube channel, **\$2,500.00** will be added to the prize.

Content Creation

The event offers entirely **open streaming** under the condition that the broadcast requirements below are wholly accepted and followed. It is also required that anyone that wishes to broadcast the event reaches out to a tournament administrator to gain access to the required resources and unique Discord channels that will provide all the necessary game information.

It is vital that you, as a content creator, understand the rules and settings of the event, and we encourage everyone to read through the handbook, even when not participating.

MEMBTV TWITCH

We encourage everyone to stream and create any kind of content for the event and provide their viewers and audiences with great content from the casters and content creators that they enjoy the most.

Broadcasting

1. All streamers must display one of the provided banners before, after and in-between tournament games.
2. The tournament logo must be visible at all times while in-game.
3. It must be clearly said during the stream who is hosting and sponsoring the event.
4. The tournament host must be explicitly mentioned in the title of the broadcast.
5. Broadcasters must add a custom chat command clarifying the host of the event, the sponsors and a link to the official broadcast.
6. Players are not allowed to stream their point of view.
 - a. Players are allowed to record their gameplay to be released later.

Recorded Content

1. When uploading gameplay from this event to other video sharing platforms, it must be clear, by using the title or description, who the tournament's host is.
 - a. There must always be a direct clickable link to the official Twitch channel of the host.
2. Content must not be shared on other platforms until 48 hours after the respective content has been broadcast.

Changëlög

Version 1.0, 10/10/2021

- Initial release.

Version 1.1, 21/10/2021

- Fixed incorrect starting times for the qualification stage and the main event main event on the timeline (page 5).
- Fixed the schedule to correctly show 14.00 GMT as the starting time (page 9, 10).
- Fixed the day of the week to correctly display Sunday (page 10).
- Added missing information regarding YouTube subscribers (page 21).

Version 1.2, 22/11/2021

- Changed the starting time of the group stage from 15.00 GMT to 14.00 GMT (page 12).