

AGE
OF
EMPIRES
DEFINITIVE EDITION



THE OPEN
CLASSIC
HANDBOOK

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Overview

It is with great excitement that we are announcing the tournament **The Open Classic** - an event with the players in focus. The Open Classic is a three-day event spanning from the **23rd of July** to the **25th of July**. It will be a weekend packed with astounding gameplay as we will have up to 128 players fighting for the number one spot and a piece of the incredible **\$35,000.00** prize pool.

Throughout the initial two days, all games will be played concurrently, meaning that players will have a lot more freedom to play their matches. Streaming is entirely open, meaning that you will be able to pick from the vast selection of streamers that Age of Empires 2 offers. You may also watch any of your favourite players competing as streaming your point of view is allowed and highly encouraged.

The event format is kept as uncomplicated as possible with a straightforward single-elimination bracket that makes every game count. The map pool features a set of classic maps that have been popular throughout the years to make all the players feel right at home.

Format

The event will hold up to 128 participants placed in a single-elimination bracket based on their seed. The event will only span across one weekend, including Friday, and nearly all games are played concurrently. This means that it will be a fast-paced event with multiple games happening at the same time. If there are more than 128 registrations, only the highest-seeded players will be granted a spot in the tournament.

Host & Administration

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

Chrazini

Discord:
Chrazini#5687

Steam Friend Code:
30884500

AoEZone:
Chrazini

Ornlu

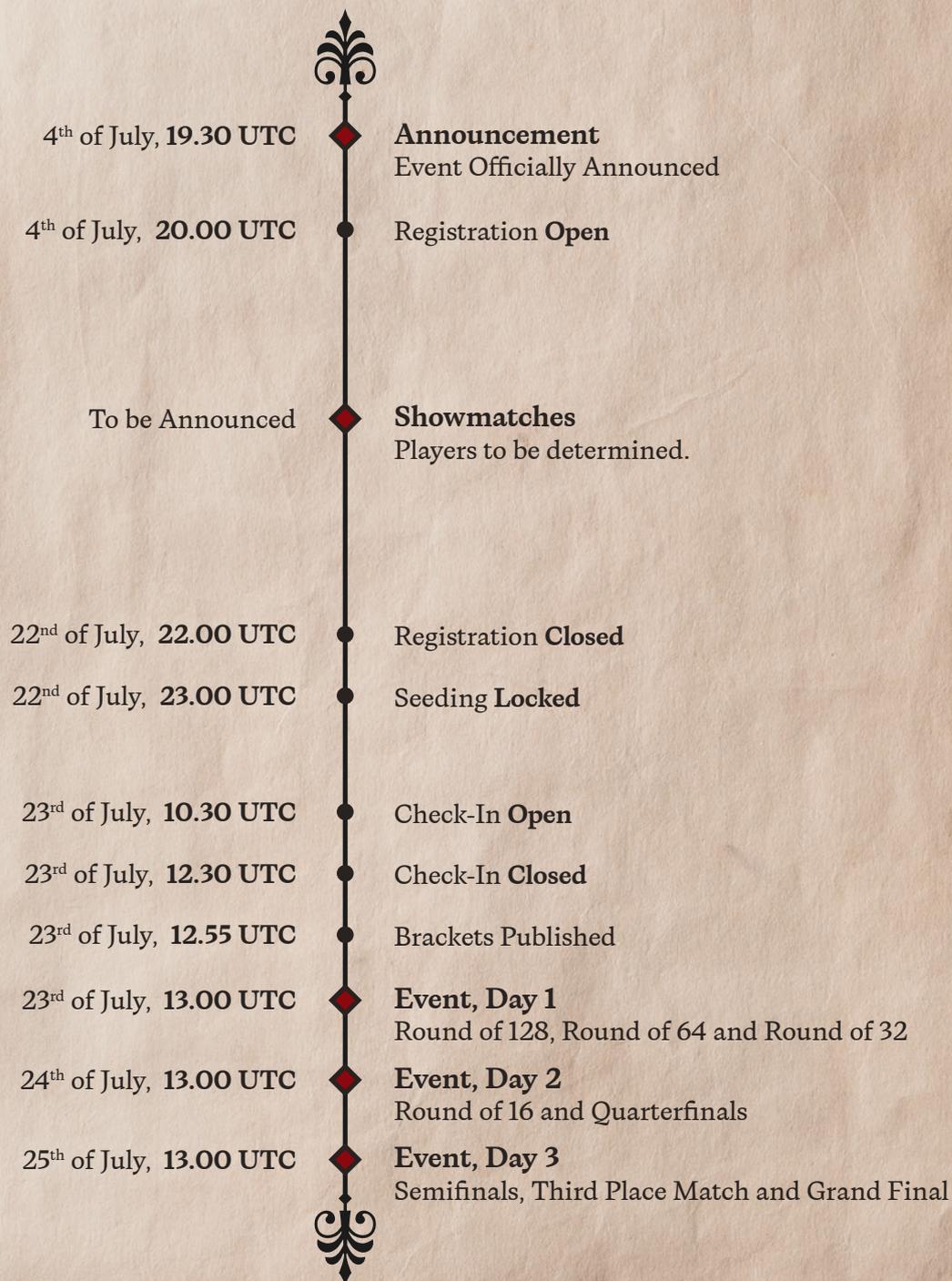
Discord:
OrnLu#7228

Steam Friend Code:
75394449

AoEZone:
OrnLu528

Timeframe

Below you will find all notable events through the tournament. It's crucial that all starting times and deadlines are respected, as forgetting to either register, check-in or show up at the event day could cause you to not able to participate.



↔ General Rules ↔

Game & Patch

1. Participants must own a genuine copy of Age of Empires II: Definitive Edition.
 - a. 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 your currently playing allies or tournament administrators is strictly forbidden. Receiving any information from third parties during a game may lead to disqualification.

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 updated during the event if deemed necessary.

Participation

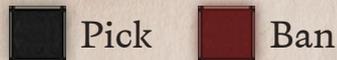
You must complete two separate steps in order to register for this event properly and get a chance to participate.

- » **Firstly**, you must simply join the official Discord that will be used for updates prior to the event and actively used for scheduling and finding opponents during the event.
- » **Secondly**, you must sign up on the Toornament event page, 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.
- » By registering for this event, you promise to have read and accepted the rules and settings stated in the handbook.



Match Settings

During all rounds of the tournament, players must first complete a map draft, followed by a civilisation draft, before beginning the first game of the series.



The higher-seeded player will pick first during map drafts and will host the civilisation draft. This player is referred to as **A**, while the lower-seeded player is referred to as **B**. The maps are picked in the following order.

Best of Three



Best of Five



Best of Seven



Bo3 Draft

Bo5 Draft

Bo7 Draft

Day 1, the 23rd of July - 13.00 UTC

all games played concurrently

Round 1, Round of 128
Best of Three

Game 1: Arabia
Game 2: Loser's HM¹
Game 3: Loser's HM

Round 2, Round of 64
Best of Three

Game 1: Arabia
Game 2: Loser's HM
Game 3: Loser's HM

Round 3, Round of 32
Best of Five

Game 1: Arabia
Game 2: Loser's HM
Game 3: Loser's HM
Game 4: Loser's HM
Game 5: Loser's HM

Day 2, the 24th of July - 13.00 UTC

all games played concurrently

Round 4, Round of 16
Best of Five

Game 1: Arabia
Game 2: Loser's HM
Game 3: Loser's HM
Game 4: Loser's HM
Game 5: Loser's HM

Round 5, Quarterfinals
Best of Five

Game 1: Arabia
Game 2: Loser's HM
Game 3: Loser's HM
Game 4: Loser's HM
Game 5: Loser's HM

Day 3, the 25th of July - 13.00 UTC

all games played consecutively

Round 6, Semifinals
Best of Five

Game 1: Arabia
Game 2: Loser's HM
Game 3: Loser's HM
Game 4: Loser's HM
Game 5: Loser's HM

Third Place Match
Best of Three

Game 1: Arabia
Game 2: Loser's HM
Game 3: Loser's HM

Round 7, Grand Final
Best of Seven

Game 1: Arabia
Game 2: Loser's HM
Game 3: Loser's HM
Game 4: Loser's HM
Game 5: Loser's HM
Game 6: Loser's HM
Game 7: Loser's HM

1. Home Map

↔ Event Settings ↔

Seeding

1. All players registered for the tournament will be seeded using a combination of their highest achieved rating and their current rating on the lv1 ranked ladder.
 - a. Both ratings are weighted equally.
 - b. Players will be seeded one hour after the registration deadline have been reached.
2. If the number of entries exceeds the maximum number of available spots in the tournament, higher-seeded players will take precedence.

Scheduling

1. For the first two days of the tournament, all games are played **concurrently**.
 - a. Tournament games must start around the predetermined times set in the tournament schedule and must progress as their next opponent is determined.
 - b. If both players agree, games may be slightly skewed from the original schedule but must still be completed in a reasonable time not to halt the tournament flow.
2. For the third and final day of the tournament, all games are played **consecutively**.
 - a. The initial match-up must start at precisely 13.00 UTC while coming match-ups will commence once the one before them has concluded.
 - a. If the first semifinal drags on for more than 2 hours and 30 minutes, the second semifinal may commence ahead of time.
3. Due to the varied tournament flow, only a starting time has been determined. It is essential that players remain available and actively check the tournament bracket for their next opponents once their matches have finished.

Civilisations

1. Players must draft civilisations using the respective draft provided for those specific rounds.
 - a. Players may not draft civilisations that they do not have access to in the game.
2. If a player chooses 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. If players are using drafted civilisations, the civilisation chosen must be picked from the opponent's drafted civilisation pool.
3. Players may not repeat a civilisation that they, or the opponent, has already played during the same matchup.

Reporting Scores & 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 final score of the match, including the name of the opponent, in the appropriate Discord channel.
 - a. Potential restarted games must also be included.

Technical Difficulties

1. In the case of a game crash or de-synchronisation, the game must be saved and restored.
2. Any issues that can not be resolved between players must be immediately brought up to an administrator.

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 five minutes of in-game time.
After a restart, civilisations and colours must remain the same.

Players may call a restart if any of the following conditions are met:

- » More than 50% of the sides on a player-specific gold deposit, stone deposit or forage bush cluster are inaccessible.
- » The intended amount of relics fail to generate.
- » Any herdable¹ or wild animal² that belongs to a player is trapped or in any way inaccessible.
- » Any player-controlled units are trapped or in any way inaccessible.
 - » Villagers that are trapped but are otherwise still able to gather and deposit resources are excluded.
- » Any player-specific object, such as resource deposit buildings, wild animals or villagers, fail to generate in the intended amount.
- » If walls, on maps where players start with palisade or stone walls, fail to entirely enclose a player from the enemy.

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.

Game Rules

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.
 - a. There are exceptions to this rule on maps with nomad start.

Nomad

The following rules only apply on maps with nomad start and only pertain to the first three minutes of in-game time. Intentionally breaking any of these rules is strictly forbidden.

1. Attacking enemy units, buildings or herdable is not allowed.
 - a. Stealing herdable is allowed.
2. Walling in enemy units and buildings is not allowed.
3. Players may not construct their first town centre within range of the enemy.
4. Laming¹ wild animals are not allowed.

If two players unintentionally build their town centres in range of each other, the game must be immediately restarted.



¹ Laming is determined by a player killing a wild animal without gathering a minimum of 20% of the total food in said animal. If the gathering villager is being attacked by the opposing player, the gathering requirement is no longer obligated.

↳ 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

- » Players must work together to find a game server that benefits them both equally.
- » All game lobbies must be hosted publically.
- » Spectators must be allowed.
- » Hidden civilisations must be enabled.
- » For the first two days of the event, a 1-minute spectator delay must be set. For the final day, no spectator delay is required.

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	Population:	200
Game Mode:	Random Map	Game Speed:	Normal
Map Style:	Custom	Reveal Map:	Normal
Location:	TOC - *****	Starting Age:	Standard
Map Size:	Tiny (2 player)	Ending Age:	Standard
AI Difficulty:	Standard	Treaty Length:	< None >
Resources:	Standard	Victory:	Conquest

Team Settings

- Lock Teams
- Team Together
- Team Position
- Shared Exploration

Advanced Settings

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

↔ Maps ↔

The official map pack for the event tries to capture some of the classic maps that have been played throughout some of the best years of Age of Empires II. The event will be using a set of custom map replacements, even for the standard maps.

Make sure to download the official map mod by using the link below.

[Download Maps](#)

Arabia

The most classic of all competitive maps! An open, arid region dotted with low hills and sparse forests.



Arena

A clearing in a dense forest, where stone walls offer protection from early enemy attacks. However, this leaves no room for retreat once the fighting starts.



Islands

Played with a 1:45 hour time limit.

Each player controls their own island but must be wary of enemy transports.



Atacama

An extremely open desert, with almost all wood located far away in the centre of the map.



Fortress

Played with regicide enabled.

A king commands a well-fortified base, complete with stone walls and a castle.



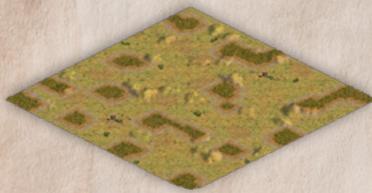
Nomad

Three villagers are scattered across a large island and must quickly find a suitable location to build their empire.



Land Madness

Rocky terrain surrounds each and every forest on this very open map, denying players a completely walled base.



Hideout

Players begin on either side of a massive forest, protected by palisade walls, but enemy armies may lurk around the corner.



Gold Rush

Players are separated by a large hill covered with gold. Controlling it can yield a massive tactical and economic advantage.



↔ Broadcasting ↔

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 broadcaster, understand the rules and settings of the event, and we encourage everyone to read through the handbook, even when not participating.

We encourage everyone to stream the event and provide their viewers with great content from the casters that they enjoy the most. You can watch everything from TheViper's point of view on his official Twitch channel.

TheViper Twitch

Broadcast Requirements

1. All broadcasts must display one of the provided banners before, after and in-between any 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. All broadcasts must have two unique commands for the event, providing credit and information for viewers. The commands and corresponding text is shown below.
 - a. All broadcasts must also add said commands to their stream title.
5. Players are allowed to stream their point of view at any time during the event.
 - a. All stream alerts must be disabled while playing.
 - b. For the first two days of the event, players must stream with a 1-minute delay. For the final day, no delay is required.
 - c. External information (such as stream chat) that could give players an unfair advantage must not be visible to the player while in-game.
 - d. Players must also fulfil all the general requirements.

!toc

"The Open Classic is arranged by TheViper and sponsored by Microsoft and TheViper's community. All information regarding the event can be found here: [https://liquipedia.net/geofempires/The Open Classic](https://liquipedia.net/geofempires/The_Open_Classic)"

!surfshark

"Surfshark is sponsoring this tournament! Get Surfshark VPN at <https://surfshark.deals/TOC> with 83% off and 3 extra months for free!"

Broadcasters that are sponsored by a company competing directly with Surfshark is not required to add the Surfshark command. They must still, however, state vocally on the stream that Surfshark is sponsoring the event.

↔ 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 in the respective Discord channels.
3. The player must forward a completed invoice to a tournament administrator before the 2nd of August 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 **\$35,000.00** and is distributed to the winners in the following order.

	Reward	Percentage	Players
1st Place	\$7,450.00	21.29%	1
2nd Place	\$5,000.00	14.29%	1
3rd Place	\$3,250.00	9.29%	1
4th Place	\$2,500.00	7.14%	1
Top Eight	\$1,500.00	17.14% / 4.29%	4
Top Sixteen	\$750.00	17.14% / 2.14%	8
Top Thirtytwo	\$300.00	13.71% / 0.86%	16

Thanks to **Microsoft** (\$25,000.00), **Surfshark** (\$9,000.00) and **TheViper** (\$1,000.00) for sponsoring the prize pool and allowing this event to happen. Thanks to **TheViper's community** for support and sponsoring all extra costs tied to the event.

The logo, trailer and other artwork have been created by **keagen**.
The handbook is designed and written by **Chrazini**.

↔ Changelog ↔

All changes and updates to the handbook will be listed below.

Version 1.0, 04-07-2021

- » Initial release.

Version 1.1, 05-07-2021

- » Specified rules regarding laming and added nomad-specific rules (page 10).
- » Fixed incorrect lobby settings. Cheats have been disallowed, and the winning condition has been changed from standard to conquest (page 11).

Version 1.2, 19-07-2021

- » Added an additional condition for bugged maps (page 9).
- » Updated the link to download the map pack (page 12).
- » Added additional requirements regarding the new sponsor for anyone broadcasting the event (page 13).
- » The prize pool and the distribution has been adjusted to reflect the updated prize pool (page 14).

