HANDBOOK

VERSION 1.0

Looking to participate in the tournament?

GO TO **PARTICIPATION**

Looking to broadcast the event?

GO TO **CONTENT CREATION**

Looking for something else?

GO TO **SCHEDULE**

GO TO **MATCH SETTINGS**

GO TO **LOBBY SETUP**

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The Tournament

We are returning to the unforgiving desert for another epic showdown between the most prominent players in the world. We are thrilled to announce another iteration of King of the Desert, with the main event happening between Tuesday the 9th of May and ending with a blast on Sunday 28th of May. Two separate qualification stages will take place the two weekends prior, on the 29th and 30th of April and the 6th and 7th of May.

This year, we are excited to announce a massive prize pool of $80,000, surpassing all previous iterations of King of the Desert ever held. The stakes are higher than ever, and the competition will be fierce, with the best players from around the world battling it out for ultimate supremacy.

Tournament Overview

- Played as one versus one.
- Played solely on the Arabia map.
- **Qualification Stages, April 29th to May 7th.**
  - Played as single-elimination.
- **Playoffs, May 8th to May 14th.**
  - Played as single-elimination.
- **Group Stage, May 16th to May 24th.**
  - An expanded GSL system.
  - Sixteen players in two groups.
- **Final Stage, May 25th to May 28th.**
  - Played as single-elimination.

Tournament Administration

The tournament administration is responsible for overseeing the registration process and ensuring fair play by enforcing the tournament rules. Furthermore, the tournament administration will handle any issues that may arise during the tournament, such as disputes between players or technical difficulties. The tournament administration will provide support to all players throughout the event, answering questions and addressing concerns. The tournament administration has the authority to impose penalties on players who violate the tournament rules.

List of Administrators

- **Head Administrator**
  Chrazini · Christian Amdi Jensen · **Discord:** Chrazini#5687 · **Steam:** Chrazini
- **Administrator**
  Rorarimbo · Deyan Paskalev · **Discord:** Rorarimbo#0282

Schedule

Preface

- Monday the 20th of March, **18.00** GMT/UTC — Official Announcement
- Monday the 20th of March, **18.00** GMT/UTC — Registration **Open**
- Sunday the 26th of March, **18.00** GMT/UTC — Handbook Released

Qualification Stage #1

- Thursday the 27th of April, **18.00** GMT/UTC — Qualifier #1 - Registration **Closed**
- Friday the 28th of April, **18.00** GMT/UTC — Qualifier #1 - Seeding **Locked**
- Saturday the 29th of April, **11.00** GMT/UTC — Check-In **Open**
- Saturday the 29th of April, **12.30** GMT/UTC — Check-In **Closed**
- Saturday the 29th of April, Starting **13.00** GMT/UTC — Bracket Released & Games Commence — UP TO **224**
- Sunday the 30th of April, Starting **13.00** GMT/UTC — Games Begin, Qualifier Deciders — **16**

Qualification Stage #2

- Thursday the 4th of May, **18.00** GMT/UTC — Qualifier #2 - Registration **Closed**
- Friday the 5th of May, **18.00** GMT/UTC — Qualifier #2 - Seeding **Locked**
- Saturday the 6th of May, **11.00** GMT/UTC — Check-In **Open**
- Saturday the 6th of May, **12.30** GMT/UTC — Check-In **Closed**
- Saturday the 6th of May, Starting **13.00** GMT/UTC — Bracket Released & Games Commence — UP TO **224**
- Sunday the 7th of May, Starting **13.00** GMT/UTC — Games Begin, Qualifier Deciders — **16**

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Starting Round

Tuesday the 9th of May Starting **16.00** GMT/UTC	Round of 32	2
Wednesday the 10th of May Starting **16.00** GMT/UTC	Round of 32	2
Thursday the 11th of May Starting **16.00** GMT/UTC	Round of 32	2
Friday the 12th of May Starting **16.00** GMT/UTC	Round of 32	2
Saturday the 13th of May Starting **13.00** GMT/UTC	Round of 32	4
Sunday the 14th of May Starting **13.00** GMT/UTC	Round of 32	4

Group Stage

Tuesday the 16th of May Starting **16.00** GMT/UTC	Opening Matches	2
Wednesday the 17th of May Starting **16.00** GMT/UTC	Opening Matches	2
Thursday the 18th of May Starting **16.00** GMT/UTC	Opening Matches	2
Friday the 19th of May Starting **16.00** GMT/UTC	Opening Matches	2
Saturday the 20th of May Starting **13.00** GMT/UTC	Elimination Matches	4
Sunday the 21st of May Starting **13.00** GMT/UTC	Winners' Matches	4
Tuesday the 23rd of May Starting **16.00** GMT/UTC	Decider Matches	2
Wednesday the 24th of May Starting **16.00** GMT/UTC	Decider Matches	2

Final Stage

Thursday the 25th of May Starting **15.00** GMT/UTC	Quarterfinals	2
Friday the 26th of May Starting **15.00** GMT/UTC	Quarterfinals	2
Saturday the 27th of May Starting **15.00** GMT/UTC	Semifinals	2
Sunday the 28th of May Starting **14.00** GMT/UTC	Third Place Match	1
Sunday the 28th of May Starting **16.00** GMT/UTC	Grand Final	1

Match Settings

Qualification Stage

King of the Desert V offers no invitations. This means that all players must go through one of the two unforgivable qualification stages. All thirty-two players that make it to the end of the qualifiaction stage will make it into the main event of the tournament. The qualification stages consist of four rounds of single-elimination. The first three rounds are all played in rapid succession, which means that as soon as a match has been completed, the next match must begin as soon as the next opponent is determined. For the last round, played on the following day, players will be divided into four groups. Each group will contain eight 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.

GO TO **QUALIFICATION COVERAGE**

This optional spreadsheet above has been created to help distribute coverage throughout the qualification stages, allowing broadcasters to assign themselves specific games and view what matchups other broadcasters are planning to cover.

QUALIFIER, ROUND OF 256 — BEST OF ONE

Arabia

For the first round of the qualification stage, there will be no preliminary drafts. Players merely select their preferred civilisation with no restrictions.

Q1: 29th of April, 13.00 GMT
Q2: 6th of May, 13.00 GMT

QUALIFIER, ROUND OF 128 — BEST OF THREE

Arabia

Before the first game begins, players must complete a civilisation draft using the draft preset linked to the right. The highest-seeded player must host the draft.

Q1: 29th of April, 14.00 GMT
Q2: 6th of May, 14.00 GMT

GO TO **DRAFT PRESET**

QUALIFIER, ROUND OF 64 — BEST OF FIVE

Arabia

Before the first game begins, players must complete a civilisation draft using the draft preset linked to the right. The highest-seeded player must host the draft.

Q1: 29th of April, 15.30 GMT
Q2: 6th of May, 15.30 GMT

GO TO **DRAFT PRESET**

QUALIFIER, ROUND OF 32 BEST OF FIVE

Arabia

Before the first game begins, players must complete a civilisation draft using the draft preset linked to the right. The highest-seeded player must host the draft.

Q1: 30th of April, 13.00 GMT
Q2: 7th of May, 13.00 GMT

GO TO **DRAFT PRESET**

MAIN EVENT

All winners from the two qualification stages will go straight into the first round of the main event.

STARTING ROUND

The main event begins with a round of single-elimination, a fight to the death, to determine who will make it into the group stage of the tournament. Anyone losing this round will be entirely eliminated from the tournament.

All games in this round are played consecutively to ensure complete coverage.

MAIN EVENT, ROUND OF 32 BEST OF FIVE

Arabia

Before the first game begins, players must complete a civilisation draft using the draft preset linked to the right. The highest-seeded player must host the draft.

9th, 10th, 11th, 12th, 13th & 14th of May
Starting at 13.00 GMT & 16.00 GMT

GO TO **DRAFT PRESET**

GROUP STAGE

The group stage can be seen as an expanded version of the GSL system, focusing on avoiding repeat matchups.

The group stage as a whole is divided into two groups. Players are divided based on their current seed. Within the groups, players are arranged by score; then, within a group, the highest-seeded player will face the lowest-seeded player. If the previous factors end up with a repeat matchup, the no-repeat matchup rule will take precedence, and the players will be switched.

Ties are inevitable with this system and will be broken by the two following factors. Firstly, by 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 with the highest seed will break the tie.

GROUP STAGE, OPENING MATCHES BEST OF FIVE

Arabia

Before the first game begins, players must complete a civilisation draft using the draft preset linked to the right. The highest-seeded player must host the draft.

16th, 17th, 18th & 19th of May
Starting at 16.00 GMT

GO TO **DRAFT PRESET**

GROUP STAGE, ELIMINATION MATCHES BEST OF FIVE

Arabia

Before the first game begins, players must complete a civilisation draft using the draft preset linked to the right. The highest-seeded player must host the draft.

20th of May
Starting at 13.00 GMT

GO TO **DRAFT PRESET**

GROUP STAGE, WINNER MATCHES BEST OF FIVE

Arabia

Before the first game begins, players must complete a civilisation draft using the draft preset linked to the right. The highest-seeded player must host the draft.

21st of May
Starting at 13.00 GMT

GO TO **DRAFT PRESET**

GROUP STAGE, DECIDER MATCHES BEST OF FIVE

Arabia

Before the first game begins, players must complete a civilisation draft using the draft preset linked to the right. The highest-seeded player must host the draft.

23rd & 24th of May
Starting at 16.00 GMT

GO TO **DRAFT PRESET**

FINAL STAGE

The final stage of the tournament is reserved for the absolute best players making it out of the brutal group stage preceding this stage. Beginning with the quarterfinals, all rounds, going forward, are played as single-elimination. The placement in the bracket is determined by the player's performance in the group stage.

The final stage of the tournament will be a test of skill and endurance as we ramp up the match length to seven games and with a grand final of nine games.

Furthermore, a third-place match will take place on the last day of the event, to ensure everyone's warmed up for the grand final.

QUARTERFINALS BEST OF SEVEN

Arabia

Before the first game begins, players must complete a civilisation draft using the draft preset linked to the right. The highest-seeded player must host the draft.

25th & 26th of May
Starting at 15.00 GMT

GO TO **DRAFT PRESET**

SEMIFINALS BEST OF SEVEN

Arabia

Before the first game begins, players must complete a civilisation draft using the draft preset linked to the right. The highest-seeded player must host the draft.

27th of May
Starting at 15.00 GMT

GO TO **DRAFT PRESET**

THIRD PLACE MATCH BEST OF FIVE

Arabia

Before the first game begins, players must complete a civilisation draft using the draft preset linked to the right. The highest-seeded player must host the draft.

28th of May
Starting at 14.00 GMT

GO TO **DRAFT PRESET**

GRAND FINAL BEST OF NINE

Arabia

Before the first game begins, players must complete a civilisation draft using the draft preset linked to the right. The highest-seeded player must host the draft.

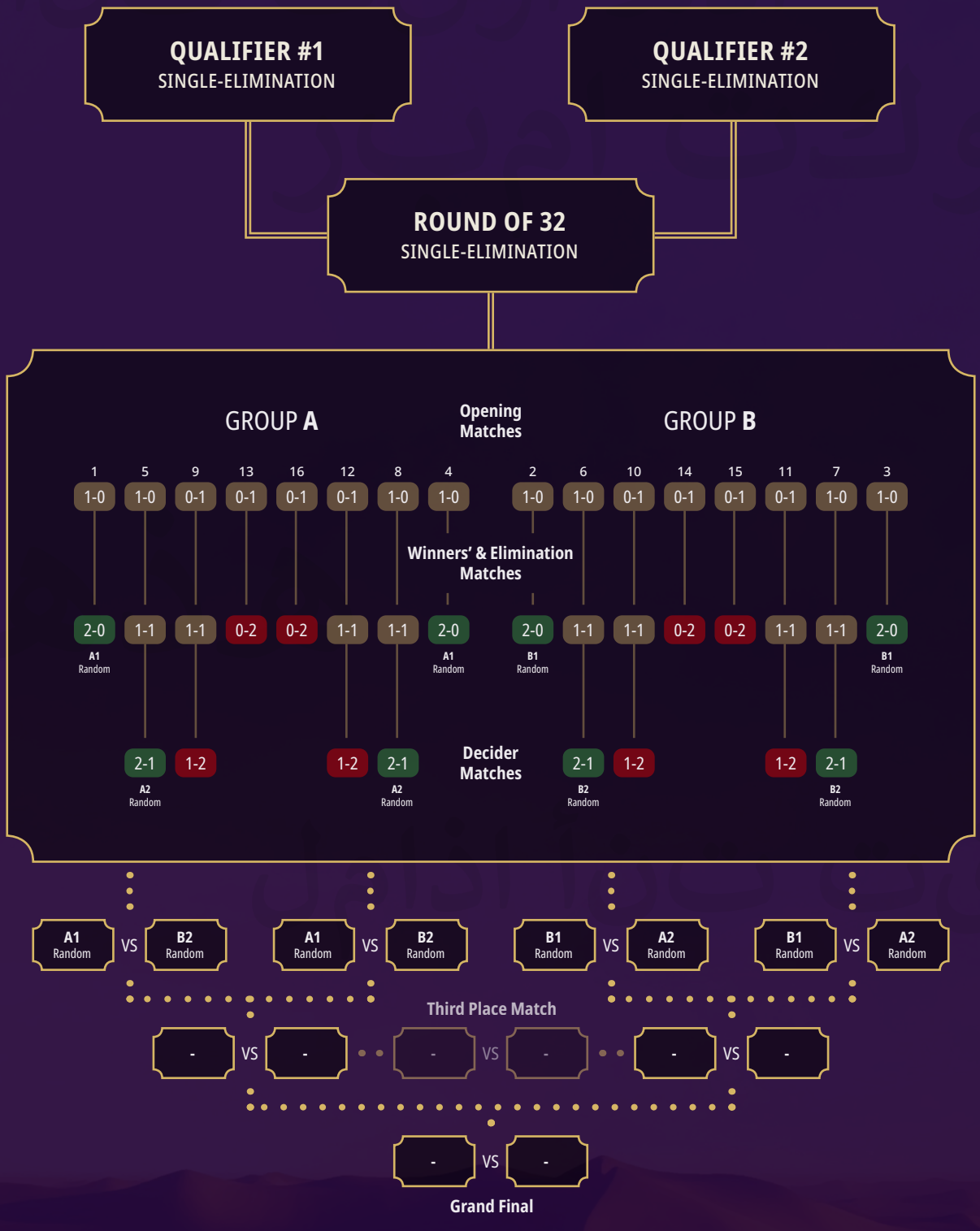
28th of May
Starting at 16.00 GMT

GO TO **DRAFT PRESET**

Tournament Format

The tournament bracket structure visualised in a clear and intuitive manner. The group stage contains example scores to showcase how this stage could potentially progress, in case the higher-seeded player always wins.

More specific details on how players progress through the different stages can be found under match settings.



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.

REGISTER FOR **QUALIFIER #1** | REGISTER FOR **QUALIFIER #2**

Registration Instructions

- 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.

  JOIN OUR **DISCORD SERVER**

- 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.

Check-In Reminder

The qualification stage features a check-in system. See the tournament schedule for the check-in window. Failing to check in will immediately invalidate the registration for that qualifier.

§1 Registration Guidelines

1.1 Participants accept all rules and settings stated in this handbook by registering for the tournament.

1.2 The nickname provided must be pronounceable in English and must not contain offensive words or language.

1.3 Utilising an account that does not correctly reflect a participant's actual rating is strictly forbidden.

1.4 If a participant has access to and uses multiple accounts, they must provide this information in the registration form.

1.5 Participants are allowed to register with and utilise an operator.

1.5.1 The operator will be responsible for communicating on behalf of the player, and the operator must be available at all times when the player is expected to.

1.5.1 The player using an operator will be held responsible for the actions that the operator makes on their behalf.

1.6 Participants must not register for the event with an account they do not own.

1.7 Anyone working in any capacity on an Age of Empires title with World's Edge cannot participate.

General Guidelines

§2 Game & Patch

2.1 Participants must own a genuine copy of the respective game they are playing.

2.2 If a game receives an update before the event has begun, a decision will be made whether to remain on the old patch or employ the new one.

2.2.1 If the update is released during the event, the rest of the event will be played out on the previous patch.

§3 Cheating

3.1 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.

3.2 Communicating with people during a game, other than the opponent and the tournament administrators, is strictly forbidden. Receiving any information from third parties during a game may lead to disqualification.

3.3 The use of scripts or macros is strictly forbidden. Issuing multiple commands using only one action is considered illegitimate.

§4 Respect & Cooperation

4.1 All participants, broadcasters and administrators must express mutual respect to one another. Poor behaviour, insults, racism, sexism or breach of netiquette will not be tolerated. Great sportsmanship during the entirety of the tournament is expected from all participants.

4.1.1 Any instances of misconduct or harassment will be taken very seriously and should immediately be brought to the attention of the tournament administration.

4.2 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.

§5 Communication & Confidentiality

5.1 Once registered for the tournament, participants must regularly check all platforms associated with the event for anything that may concern them.

5.2 The contents of private messages or correspondences that are not available to the public with the tournament administration are deemed strictly confidential, unless the content and surrounding conditions of these messages, by nature, must be brought up with third parties.

§6 Betting

6.1 All individuals involved in the event, and all individuals with any capacity to influence the outcome of a game series, are banned from betting.

§7 Recorded Games

7.1 All games during the entire event must be recorded.

7.2 As soon as a game series has concluded, both the victor and loser must provide the recorded games to an administrator.

7.2.1 Potential restarts and restores must also be included.

§8 Punctuality

8.1 During live games, players must be in the game lobby and ready to begin their match at least five minutes before the scheduled time.

8.1.1 Preliminary practices such as drafting civilisations must be completed beforehand.

8.2 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.

8.2.1 Exceptions can be made by the administration if it is clear that an participant is experiencing technical difficulties that prevent the game from starting.

8.3 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.

§9 Penalties

9.1 Upon discovering any participant committing any violations of the rules listed in this handbook, the tournament administration may issue one or more penalties.

9.1.1 Penalties range from verbal or written warnings, prize forfeitures, game forfeitures, match forfeitures and complete disqualification.

9.1 Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future events.

§10 Miscellaneous

10.1 The tournament administration reserves the right to amend, remove or otherwise change the rules at any time.

10.1.1 Any modifications or additions will be listed on the last page of the handbook.

10.2 The tournament administration reserves the right to judge and act on cases not explicitly covered by the handbook.

Event Settings

§11 Seeding

11.1 The top sixteen players will be seeded based on previous tournament results, as shown in the following spreadsheet.

GO TO **TOURNAMENT SEEDING**

11.2 The following thirty-two players will be seeded based on the ATP ranking sheet, as seen in the following spreadsheet.

GO TO **ATP SEEDING**

11.3 All remaining players will be seeded based on a combination of their current and highest ranking on the official 1v1 ranked ladder.

GO TO **LADDER SEEDING**

11.4 The initial seeding is locked on the 18th of April for the first qualifier and on the 25th of April for the second qualifier.

11.5 A winning player will inherit the seed of their opponent if it is higher than their own.

§12 Schedule

12.1 Only the first matchup of a day happens at a set time. Unless specifically told otherwise, all subsequent matchups will begin immediately after the previous one has ended.

12.2 Players will be given a date and approximate time in which they are expected to play their games.

12.2.1 The tournament administration will schedule games according to the player's timezones and preferences to the best of their ability.

12.2.2 Until a date and time are entirely confirmed, players are expected to remain available on the dates shown in the tournament timeframe.

12.3 It is the player's own responsibility to keep track of the program and be ready once their matchup is coming up.

§13 Civilisations

13.1 Participants must have access to all civilisations in the game, including those from paid downloadable content packs.

13.2 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.

13.2.1 The civilisation chosen must be picked from the opponent's drafted civilisation pool.

13.3 Players must not repeat a civilisation that they have already played during the same matchup.

§14 Additional Requirements

14.1 All players entering the main event must own or acquire a webcam to be used during all matches played.

14.1.1 Players must be clearly visible during the entirety of their games in well-lit surroundings.

14.2 As an anti-cheat measure, the tournament administration will have constant access to the players point of view and audio.

14.3 Players agree to be interviewed prior to and during the event.

14.3.1 These interviews may be conducted in writing, audio and video.

14.4 Players qualifying for the main event are required to provide an up-to-date and reasonably high quality portrait image of themselves to be used on posters, banners and the official stream.

§15 Technical Difficulties

15.1 In the case of a game crash or de-synchronisation, the administration will assess the situation and decide whether the game should be restored or restarted.

15.1.1 In case of a game restart, players must exit the game without revealing the map.

15.2 Any issues that can not be resolved between the players must be immediately brought up to an administrator.

Game Rules

§16 Game Restarts

16.1 Players can request a restart in situations where their maps are bugged or otherwise failed to generate in the intended way.

16.2 The restart must be called during the first six minutes of in-game time.

16.3 After a restart, civilisations and colours must remain the same.

16.4 The administration retain the right to restart a game under any circumstance.

Restart Conditions

- 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 herdable[1] or wild animal[2] 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.

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.

§17 Laming

17.1 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.

§18 Exploits

18.1 Intentionally utilising any bugs, glitches or errors in the game is not allowed.

18.1.1 In instances where bugs are utilised, the administration will decide whether the match should be restarted or not.

18.2 Contact the tournament administration for any uncertainty about what is considered an exploit.

Lobby Setup

§19 Pre-Lobby

19.1 Players must work together to find a game server that benefits them both equally.

19.1.1 If the players can not agree on a server to play on, they may flip a coin for the first game and alternate between their preferred servers going forward.

19.2 Hidden civilisations must be enabled.

19.3 All game lobbies must be hosted publically.

19.4 Spectators must be allowed.

19.5 A spectator of exactly two minutes must be used.

§20 In-Game Lobby

20.1 All parties are equally responsible for ensuring the lobby settings are correct before launching a game.

20.1.1 Wrong settings may result in a game being restarted completely.

DATA MOD	GAME MODE	LOCATION	MAP SIZE
DEFAULT	RANDOM MAP	KOTD5 - ARABIA	TINY
AI DIFFICULTY	**RESOURCES**	**POPULATION**	**GAME SPEED**
STANDARD	STANDARD	200	NORMAL
REVEAL MAP	**STARTING AGE**	**ENDING AGE**	**TREATY LENGTH**
NORMAL	STANDARD	STANDARD	NONE
VICTORY			
CONQUEST			

TEAM SETTINGS

- [x] Lock Teams
- [x] Team Together
- [ ] Team Positions
- [ ] Shared Exploration
- [ ] Handicap

ADVANCED SETTINGS

- [x] Lock Speed
- [ ] Allow Cheats
- [ ] Turbo Mode
- [ ] Full Tech Tree
- [ ] Empire Wars Mode
- [ ] Sudden Death Mode
- [ ] Regicide Mode
- [x] Record Game

MAP

The official tournament map will be very similar to the official map present in the game. Nevertheless, there will be a separate tournament version available on the in-game mod workshop. This version must be used for all tournament games, and participants must remain subscribed to this workshop item in order to receive potential updates and fixes. If a match is played on the wrong map version, it may be deemed inadequate, and a rematch will be required.

SUBSCRIBE TO THE **OFFICIAL MAP**

INNER WORKINGS

The map offers more consistent generations compared to the previous iterations, and the unpredictableness has been narrowed slightly. The map consists of many different variables that depend on each other; however, to provide a rough idea of how the map operates, an outline has been created below.

PLAYER AREA

The player area is the area immediately surrounding the players. These parameters will affect all players the same.

FOREST DISTANCE

- VERY CLOSE FORESTS 10%
- CLOSE FORESTS 45%
- FAR FORESTS 40%
- VERY FAR FORESTS 5%

NUMBER OF FORESTS

IF VERY CLOSE FORESTS

- TWO FORESTS 20%
- THREE FORESTS 80%

ELSE IF CLOSE FORESTS

- TWO FORESTS 15%
- THREE FORESTS 80%
- FOUR FORESTS 5%

ELSE IF FAR FORESTS

- THREE FORESTS 40%
- FOUR FORESTS 60%

ELSE IF VERY FAR FORESTS

- THREE FORESTS 5%
- FOUR FORESTS 95%

FOREST SIZE

IF FAR FORESTS

- LARGE FORESTS 20%
- HUGE FORESTS 50%
- IMMENSE FORESTS 30%

ELSE IF VERY FAR FORESTS

- HUGE FORESTS 20%
- IMMENSE FORESTS 80%

ELSE

- SMALL FORESTS 5%
- MEDIUM FORESTS 25%
- LARGE FORESTS 45%
- HUGE FORESTS 25%

NUMBER OF PONDS

IF TWO FORESTS

- NO PONDS 90%
- ONE POND 10%

ELSE

- NO PONDS 85%
- ONE POND 10%
- TWO PONDS 5%

For the sake of simplicity, the player elevation percentages have been simplified below. In reality, they will vary slightly depending on the forest size.

PLAYER ELEVATION

- NO ELEVATION 15%
- VERY LOW ELEVATION 45%
- LOW ELEVATION 20%
- MEDIUM ELEVATION 10%
- HIGH ELEVATION 7%
- VERY HIGH ELEVATION 3%

GLOBAL MAP AREA

Global parameters define the neutral areas outside of the player bases. Outside of the parameters mentioned below, there are a few additional minor parameters being changed, most of which are entirely aesthetic. These are not present in the handbook.

GLOBAL FOREST NUMBER

- FEW FORESTS 10%
- SOME FORESTS 80%
- MANY FORESTS 10%

GLOBAL FOREST SIZE

- SMALL FORESTS 5%
- MEDIUM FORESTS 65%
- LARGE FORESTS 30%

GLOBAL PONDS

- NO PONDS 30%
- FEW PONDS 40%
- SOME PONDS 25%
- MANY PONDS 5%

GLOBAL ELEVATION

- LOW ELEVATION 5%
- MEDIUM ELEVATION 65%
- HIGH ELEVATION 20%
- VERY HIGH ELEVATION 10%

GLOBAL PREDATORS

- FEW PREDATORS 15%
- SOME PREDATORS 60%
- MANY PREDATORS 20%
- VERY MANY PREDATORS 5%

GLOBAL CLIFFSIDES

- NO CLIFFSIDES 20%
- FEW CLIFFSIDES 58%
- SOME CLIFFSIDES 20%
- MANY CLIFFSIDES 2%

Payout

§21 Rules & Conditions

21.1 All required games must have been played within the respective timelines.

21.2 All recorded games and drafts must have been appropriately shared.

21.3 Payments are handled exclusively through bank transfers.

- 21.3.1 Exceptions are made for the qualifier prices, which are paid exclusively using PayPal.

21.4 The participants must forward a completed invoice to the tournament administration.

- 21.4.1 The invoice must include personal details such as the participant's full name and address.
- 21.4.2 The invoice must be provided no later than one month after the tournament conclusion.
  - 21.4.2.1 If no invoice is received before the deadline, the prizes are forfeited.
- 21.4.3 Failure to provide sufficient information for the payments to complete will result in the payments not being made.

21.5 The tournament administration retains the right to cancel any pending payment if any evidence of fraud or foul play has been discovered.

§22 Prize Pool

22.1 The total prize pool allocated to the players is **$81,600.00** and is distributed to the winners in the following order.

- 22.1.1 Sponsors for the prize pool includes **Microsoft** ($80,000.00) and **MembTV** ($1,600.00 and all additional tournament expenses).

22.2 If the MembTV Twitch channel is to reach 5,000 subscribers during the event, the main event prize pool will be increased by an additional $2,500.00.

- 22.2.1 If the channel reaches 10,000 subscribers, an additional $5,000.00 are added.

22.3 In case of any additional funding that goes into the prize pool will be distributed using the percentages stated below

	PLAYER	PAYOUT PER PLAYER	PERCENT PER PLAYER	PAYOUT TOTAL	PERCENT TOTAL
1ST	1	$20,000.00	25%	$20,000.00	25.00%
2ND	1	$12,000.00	15%	$12,000.00	15%
3RD	1	$8,000.00	10%	$8,000.00	10%
4TH	1	$6,400.00	8%	$6,400.00	8%
5TH TO 8TH	4	$3,000.00	3.75%	$12,000.00	15.00%
9TH TO 12TH	4	$2,000.00	2.5%	$8,000.00	10.00%
13TH TO 16TH	4	$1,400.00	1.75%	$5,600.00	7.00%
17TH TO 32ND	16	$500.00	0.625%	$8,000.00	10.00%

CONTENT CREATION

King of the Desert V offers open streaming under the condition that the requirements below are wholly accepted and followed. Furthermore, before being allowed to broadcast content from King of the Desert V, it is necessary to register as a content creator using the button below.

WATCH **OFFICIAL STREAM** REGISTER AS **CONTENT CREATOR**

§23 BROADCASTING

23.1 All streamers must display one of the provided banners before, after and in-between tournament games.

23.2 The tournament logo must be visible at all times while in-game.

23.3 It must be clearly said during the stream who is hosting and sponsoring the event.

23.4 Broadcasters must add a custom chat command clarifying the host of the event, the sponsors and a link to the official broadcast.

- 23.4.1 The command must be added to be part of the stream title.

23.5 Players are allowed to stream their point of view.

- 23.5.1 A stream delay of at least three minutes is mandatory.
- 23.5.1 External information that could give players an unfair advantage must not be visible to the player while in-game.

§24 RECORDED CONTENT

24.1 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.

- 24.1.1 The title of any externally uploaded content must include the full name of the tournament or the official abbreviation.
- 24.1.2 There must always be a direct clickable link to the official Twitch channel of the host.

24.1 Content must not be shared on other platforms until twenty-four hours after the respective content has been broadcast.

List of Content Creators

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

VIEW ALL **CONTENT CREATORS**

Changelog

Version 1.0

26th of March, 2023

- Initial release.