



AGE OF EMPIRES 2

QUALIFICATION STAGES

20th and 21st of August, 10.00 GMT/UTC • 27th and 28th of August, 16.00 GMT/UTC

HANDBOOK



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TOURNAMENT



To secure a spot in the main event, participants must compete in one of the two qualification stages and win the last round of eight. Participants are permitted to partake in both qualification stages in order to increase their chances of qualifying. However, if a player is to win the initial qualification stage, they must not partake in the second. The entirety of the qualification stage is played as single-elimination.

SUMMARY

- One versus one.
- Played with the **Empire Wars** game mode.
- Two separate qualification stages.
 - Round of 512 and 256 is **best of one**.
 - Round of 128, 64 and 32 is **best of three**.
 - Round of 16 is **best of five**.
 - Round of 8 is **best of seven**.
- Favouring different time zones.
 - Qualifier #1 starting on the **20th** at **10.00 GMT/UTC**.
 - Qualifier #2 starting on the **27th** at **16.00 GMT/UTC**.
- **Four brand new maps** and many returning favourites.
- Entirely **open streaming** for all languages.

 [LIQUIPEDIA PAGE](#)

This handbook contains all information related to the two qualification stages. More information about the main event and the settings surrounding that event will be released later. Maps and settings may differ between the qualification stages and the main event.

 [DISCORD SERVER](#)

 [OFFICIAL STREAM](#)



TIMELINE



MATCH SETTINGS



Before the first game of a round commences, players must first perform the preliminary drafts required for that round. The highest-seeded player of the matchup must host the drafts.

The drafted map pools are shared, and players may pick any maps drawn by them or their opponents when selecting maps to be played.

REMINDERS

- Each round of the qualification stage will have a different starting map.
- Ensure that lobbies are created with spectators allowed and with a delay of two minutes.
- Make sure that the correct player colours are used.
- Communicate with your opponent using Toornament. If they, for some reason, do not respond, try using the Discord server.
 - After a reasonable amount of time has passed with no communication from your opponent, reach out to an administrator.
- The final score must be submitted by the players on Toornament.
- Once a series has concluded, you must be watchful and immediately commence the next series once it becomes available.



DAY ONE

All games on day one are played concurrently and in rapid succession in the order shown below. Once an opponent is determined, players must begin their match immediately.

All times, except for the time for the first round, are estimates, and players are expected to be available when their match becomes available.

ROUND OF 512

 BEST OF ONE

Played on the 20th of August, starting 10.00 GMT/UTC • Played on the 27th of August, starting 16.00 GMT/UTC

No drafts are performed in this round.
The map is predefined, and players may choose any civilisation to play.



ROUND OF 256

 BEST OF ONE

Played on the 20th of August, starting around 10.45 GMT/UTC • Played on the 27th of August, starting around 16.45 GMT/UTC

No drafts are performed in this round.
The map is predefined, and players may choose any civilisation to play.



ROUND OF 128

 BEST OF THREE

Played on the 20th of August, starting around 11.30 GMT/UTC • Played on the 27th of August, starting 17.30 GMT/UTC



MAP DRAFT



CIVILISATION DRAFT



Game 1 Kawasan

Game 2 The loser of the previous game's choice.

Game 3 The loser of the previous game's choice.



ROUND OF 64

 BEST OF THREE

Played on the 20th of August, starting around 12.45 GMT/UTC • Played on the 27th of August, starting around 18.45 GMT/UTC



MAP DRAFT



CIVILISATION DRAFT



Game 1 Frigid Lake

Game 2 The loser of the previous game's choice.

Game 3 The loser of the previous game's choice.



ROUND OF 32

 BEST OF THREE

Played on the 20th of August, starting around 14.00 GMT/UTC • Played on the 27th of August, starting around 20.00 GMT/UTC



MAP DRAFT



CIVILISATION DRAFT



Game 1 Enclosed

Game 2 The loser of the previous game's choice.

Game 3 The loser of the previous game's choice.



ROUND OF 16

 BEST OF FIVE

Played on the 20th of August, starting around 15.15 GMT/UTC • Played on the 27th of August, starting around 21.15 GMT/UTC



MAP DRAFT



CIVILISATION DRAFT



Game 1 Atacama

Game 2 The loser of the previous game's choice.

Game 3 The loser of the previous game's choice.

Game 4 The loser of the previous game's choice.

Game 5 The loser of the previous game's choice.



DAY TWO

All games are played consecutively with no breaks between sets. The schedule for the remaining four matches is released shortly after day one of the qualification has concluded.

ROUND OF 8 BEST OF SEVEN

Played on the 21st of August, starting at 10.00 GMT/UTC • Played on the 28th of August, starting at 16.00 GMT/UTC

 MAP DRAFT

 CIVILISATION DRAFT



Game 1 Arabia

Game 2 The loser of the previous game's choice.

Game 3 The loser of the previous game's choice.

Game 4 The loser of the previous game's choice.

Game 5 The loser of the previous game's choice.

Game 6 The loser of the previous game's choice.

Game 7 The loser of the previous game's choice.



PARTICIPATION



To partake in the tournament as a player, it is 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.



QUALIFIER #1
REGISTRATION
STARTING 10.00 GMT



QUALIFIER #2
REGISTRATION
STARTING 16.00 GMT



JOIN DISCORD

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.
- Register on the Tournament event page linked above, where the brackets and more information regarding your games will become available once the event has started. Instructions on how to register on Tournament can be found on the registration form.



An improper registration will result in your registration being declined.

§1 REGISTRATION REGULATIONS

- 1.1 Participants accept all rules and settings stated in this handbook by registering for the tournament.
- 1.2 The nickname provided 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.
 - 1.5.2 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 Age of Empires II: Definitive Edition.
- 2.2 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.

§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 PUNCTUALITY

- 5.1 During live scheduled games, players must be in the game lobby and ready to begin their match at least five minutes before the scheduled time.
 - 5.1.1 Preliminary practices such as drafting civilisations must be completed beforehand.
- 5.2 If a player fails to show up to a scheduled, 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.
 - 5.2.1 Exceptions can be made by the administration if it is clear that the participant is experiencing technical difficulties that prevent the game from starting.
- 5.3 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.



§6 COMMUNICATION & CONFIDENTIALITY

- 6.1 Once registered for the tournament, participants must regularly check all platforms associated with the event for anything that may concern them.
- 6.2 The contents of private messages or correspondences that are not available to the public with the tournament administration are deemed strictly confidential.

§7 PENALTIES

- 7.1 Upon discovering any participant committing any violations of the rules listed in this handbook, the tournament administration may issue one or more penalties.
 - 7.1.1 Penalties range from verbal or written warnings, prize forfeitures, game forfeitures, match forfeitures and complete disqualification.
- 7.2 Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future events.

§8 MISCELLANEOUS

- 8.1 The tournament administration reserves the right to amend, remove or otherwise change the rules at any time.
 - 8.1.1 Any modifications or additions will be listed on the last page of the handbook.
- 8.2 The tournament administration reserves the right to judge and act on cases not explicitly covered by the handbook.



EVENT SETTINGS



§9 SEEDING

- 9.1 The 128 highest-rated participants will be seeded based on their highest-achieved 1v1 empire wars rating.
 - 9.1.1 Ratings are fetched from the ranked leaderboards. If a player is not on the leaderboard, they may be seeded incorrectly.
 - 9.1.2 Players ratings will be taken from the account they register with; however, the tournament administration retains the right to seed players using alternative accounts.
 - 9.1.3 Seeding is performed and locked two days after the registration deadline.
- 9.2 The remaining 384 participants are seeded randomly.

☰ PLAYER SEEDING

§10 SCHEDULE

- 10.1 All games must be played at the announced times, as seen in the tournament schedule.
- 10.2 During the first six rounds, once a match becomes available, players must immediately play to keep the flow of the tournament going.
 - 10.2.1 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.
- 10.3 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.
- 10.4 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.

§11 CIVILISATIONS

- 11.1 During civilisation drafts, players must not draft civilisations that they do not have access to in the game.
- 11.2 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.
 - 11.2.1 The civilisation chosen must be picked from the opponent's drafted civilisation pool.
- 11.3 Players may not repeat a civilisation that they have already played during the same matchup.



§12 PLAYER COLOURS

- 12.1 The higher-seeded player must always play in the colour red, and the lower-seeded player must always play in the colour yellow.

§13 RECORDED GAMES

- 13.1 All games during the entire event must be recorded.
- 13.2 As soon as a game series has concluded, the victor must provide the recorded games in a zip-folder in the appropriate Discord channel.
 - 13.2.1 Potential restarts and restores must also be included.
 - 13.2.2 The recorded games must be adequately labelled to indicate the players and correct game number.
- 13.3 Failing to name and upload recorded games may lead to disqualification.

§14 TECHNICAL DIFFICULTIES

- 14.1 In the case of a game crash or de-synchronisation, the game must, by default, be saved and restored.
 - 14.1.1 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.
- 14.2 Any issues that can not be resolved between players must be immediately brought up to an administrator.



LOBBY SETTINGS



§15 PRE-LOBBY

- 15.1 Players must work together to find a game server that benefits them both equally.
 - 15.1.1 If 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.
- 15.2 Hidden civilisations must be enabled.
- 15.3 All game lobbies must be hosted publically.
- 15.4 Spectators must be allowed.
- 15.5 A spectator delay of exactly two minutes is required.

§16 IN-GAME LOBBY

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

DATA MOD DEFAULT	GAME MODE EMPIRE WARS	MAP STYLE CUSTOM	LOCATION MAP NAME
MAP SIZE TINY	AI DIFFICULTY STANDARD	RESOURCES STANDARD	POPULATION 200
GAME SPEED NORMAL	REVEAL MAP NORMAL	STARTING AGE FEUDAL AGE	ENDING AGE STANDARD
TREATY LENGTH NONE	VICTORY TIME LIMIT	TIME LIMIT 900 YEARS	

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



GAME RULES



§17 GAME RESTARTS

- 17.1 Players have no unrestricted restarts available.
- 17.2 Players can request a restart in situations where their maps are bugged or otherwise failed to generate in the intended way.
- 17.3 A restart must be called during the first two minutes of in-game time.
- 17.4 After a restart, civilisations and colours must remain the same.
- 17.5 Administrators 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 or wild animal 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.

§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.

§19 LAMING

- 19.1 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.



§20 PAUSING

- 20.1 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.
 - 20.1.1 Using a pause to take a break, visiting the toilet, smoking or anything else non-technical without the permission of the administration is strictly forbidden.
- 20.2 An administrator can order a pause at any time for any reason.
- 20.3 Unless paused by the administration, players must immediately inform an administrator of the situation and issues they face.
- 20.4 The player pausing the game must also be the one to unpaue the game.
 - 20.4.1 Before unpausing, the participant pausing the game must ensure that the opponent is ready to continue.



MAPS



The official selection of maps used for the qualification stages. The map pack can be acquired by subscribing to the map mod using this button below or by searching for “Red Bull Wololo: Legacy - Map Pack” in the in-game mod workshop.

Feedback or bug reports are invaluable to us, and we aim to improve and correct any potential errors before the event begins, has anything been discovered. Provide your feedback on the official Discord server in the appropriate channel.



DOWNLOAD MAPS



DISCORD SERVER

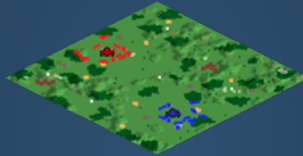
ACCLIVITY

Author • Chrazini



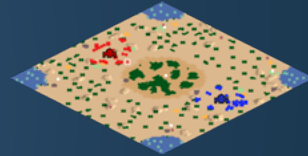
ARABIA

Author • Chrazini



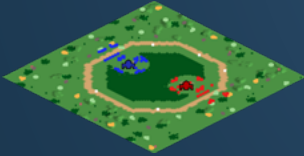
ATACAMA

Author • Mr ED



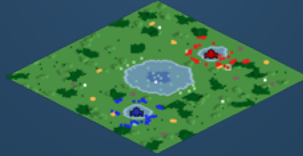
ENCLOSED

Author • Chrazini



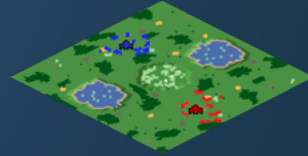
FRIGID LAKE

Author • Chrazini



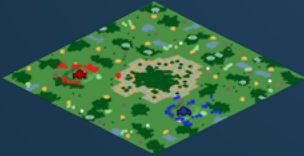
KAWASAN

Author • Chrazini



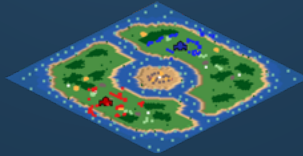
MORASS

Author • Chrazini



NORTHERN ISLES

Author • Chrazini



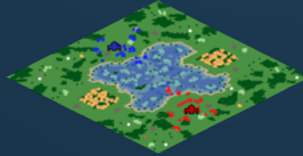
OUTCROP

Author • Chrazini



SHOALS

Author • Chrazini



THE BULL

Author • Chrazini



CONTENT CREATION



The qualification stages will be officially covered by Red Bull; however, the events offer entirely open streaming under the condition that the requirements below are wholly accepted and followed. Furthermore, before being allowed to broadcast content from the qualification stages, it is mandatory to register as a broadcaster using the button below.

 REGISTER AS BROADCASTER

 DOWNLOAD RESOURCES

§21 BROADCASTING

- 21.1 The streamer must register as an official broadcaster.
- 21.1 Streamers are recommended to use the official CaptureAge skin provided, while broadcasting the games.
 - 21.1.1 If a streamer can not, or does not, want to use the CaptureAge skin, they are required to display the tournament logo at all times while in-game.
- 21.2 The title of the stream must include “Red Bull Wololo”.
- 21.3 Players are allowed to stream their point of view.
 - 21.3.1 A stream delay of at least two minutes is required.
 - 21.3.1 External information that could give the player an unfair advantage must not be visible while in-game.

OFFICIAL BROADCASTS

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.

 LIST OF BROADCASTERS



CHANGELOG



VERSION 1.0

- Initial release.

VERSION 1.1

- Changed the maximum time to call an administrative restart from six minutes to two minutes.
- Added a link to subscribe to the map pack.
- Updated the map images to correctly reflect all the maps.
- Added a link to download streaming resources.

