



THE RESURGENCE HANDBOOK

Looking to participate?



[Go to Participation](#)

Wanting to stream?



[Go to Content Creation](#)

VERSION 1.3
HANDBOOK BY CHRAZINI

TABLE OF CONTENTS

Tournament	3
Contact	3
Event Timeline	4
Qualification Stage	6
Main Event	8
Participation	12
Instructions	12
Registration Regulations	12
General Guidelines	13
Game & Patch	13
Cheating	13
Respect & Cooperation	13
Punctuality	13
Communication & Confidentiality	14
Recorded Games	14
Technical Difficulties	14
Penalties	14
Miscellaneous	14
Event Settings	15
Seeding	15
Civilisations	15
Schedule	16
Lobby Settings	17
Pre-Lobby	17
In-Game Lobby	17
Game Rules	18
Game Restarts	18
Laming	18
Nomad Start	19
Pausing	19
Exploits	19
Maps	20
Map Contest	22
Contest Rules	22
Entry Submission	22
Payout	23
Rules & Conditions	23
Prize pool	23
Content Creation	25
Broadcasting	25
Recorded Content	25
Changelog	26

TOURNAMENT

We are thrilled to announce The Resurgence, an event that will challenge even the best players. With a large, varied map pool and a unique approach to drafting civilisations, The Resurgence seeks to create an event where everything is possible, but nothing is certain. The event will span from the 30th of April and end with the grand final on the 22nd of May.

With a single-elimination qualification stage with room for up to 256 players, there should be plenty of room for everyone to swing their swords and shoot their bows - giving them a chance to qualify for the prestigious main event.

[Announcement Post](#)[Official Discord Server](#)[Official Stream](#)

SUMMARY

- One versus one.
- Players are drafting civilisations for the enemy to use.
- **Qualification Stage**, April 30th.
 - Round of 256 are **best of one**.
 - Round of 128 and 64 are **best of three**.
 - Round of 32 are **best of five**.
- **Group Stage**, May 7th to 15th.
 - GSL System
 - Sixteen players in four groups.
 - All matches are best of five.
- **Final Stage**, May 20th to 22nd.
 - Quarterfinals are **best of five**.
 - Semifinals are **best of seven**.
 - Grand final are **best of nine**.

[Liquipedia Page](#)

CONTACT

For any questions or inquiries regarding the event, please reach out using any of the methods below.

CHRAZINI

- **Discord:** Chrazini#5687
- **Steam:** Chrazini

NERFOX

- **Discord:** Nerfox#4561
- **Steam:** Nerfox

EVENT TIMELINE

The official timeline of the event. Entries marked in red are exceptionally important for anyone looking to qualify for the tournament. Missing these will lead to the inability to participate in the event.

PREFACE

Friday the 8th of April
15.00 UTC

The Resurgence Announced

Friday the 8th of April
15.30 UTC

Registration **Open**

Friday the 29th of April
18.00 UTC



Registration **Closed**

Friday the 29th of April
20.00 UTC

Seeding **Locked**

QUALIFICATION STAGE

Saturday the 30th of April
9.30 UTC

Check-In **Open**

Saturday the 30th of April
11.30 UTC



Check-In **Closed**

Saturday the 30th of April
12.55 UTC

Brackets **Published**

SINGLE-ELIMINATION

Saturday the 30th of April
13.00 UTC

Single Elimination LIVE GAMES
Qualification Stage

MAIN EVENT

GROUP STAGE

Saturday the **7th** of May
14.00 UTC

Group Stage RECORDED GAMES
Group **A** and Group **B**, Opening Matches

Sunday the **8th** of May
14.00 UTC

Group Stage RECORDED GAMES
Group **C** and Group **D**, Opening Matches

GROUP STAGE

Friday the **13th** of May
14.00 UTC

Group Stage RECORDED GAMES
All Groups, Winners' Matches

Saturday the **14th** of May
14.00 UTC

Group Stage RECORDED GAMES
All Groups, Losers' Matches

Sunday the **15th** of May
14.00 UTC

Group Stage RECORDED GAMES
All Groups, Decider Matches

SINGLE ELIMINATION

Friday the **20th** of May
14.00 UTC

Single Elimination LIVE GAMES
Quarterfinals

Saturday the **21st** of May
14.00 UTC

Single Elimination LIVE GAMES
Semifinals

Sunday the **22nd** of May
14.00 UTC

Single Elimination LIVE GAMES
Showmatch and **Grand Final**

TOURNAMENT
CONCLUDED

QUALIFICATION STAGE

To secure a spot in the main event, players must compete in the qualification stage. All sixteen players winning the qualification stage will move straight to the main event.

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



SUMMARY

- Four rounds of single elimination.
- Played on **Saturday the 30th of April**.
- **Ro256** is played as **Bo1**.
- **Ro128** and **Ro64** is played as **Bo3**.
- **Ro32** is played as **Bo5**.
- Players winning **Ro32** will move on to the main event.

ROUND #1

ROUND OF 256

 Best of One

There is no map draft prior to the game in this round. Players must still complete a **civilisation draft** before starting their match, however.

The **highest-seeded** player of the matchup must host the draft.



MATCH ORDER

Game 1 Arabia



Civilisation Draft

ROUND #2

ROUND OF 128

 Best of Three

Before the first game commences, players must complete a **map draft** followed by a **civilisation draft**. The **highest-seeded** player of the matchup must host the drafts.

Players must only select the maps to play that they have drafted themselves.



MATCH ORDER

Game 1 Atacama

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

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



Map Draft



Civilisation Draft

ROUND #3

ROUND OF 64

Before the first game commences, players must complete a **map draft** followed by a **civilisation draft**. The **highest-seeded** player of the matchup must host the drafts.

Players must only select the maps to play that they have drafted themselves.



MATCH ORDER

- Game 1** Land Madness
- Game 2** The loser of the previous game's choice.
- Game 3** The loser of the previous game's choice.



Map Draft



Civilisation Draft

ROUND #4

ROUND OF 32

 Best of Five

Before the first game commences, players must complete a **map draft** followed by a **civilisation draft**. The **highest-seeded** player of the matchup must host the drafts.

Players must only select the maps to play that they have drafted themselves.



MATCH ORDER

- Game 1** Sahara
- 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.



Map Draft



Civilisation Draft

MAIN EVENT

The sixteen best performing players from the qualification stage will move on to the main event and will battle it out in the GSL system group stage before reaching the quarterfinals, semifinals and ultimately, the grand final.



SUMMARY

- **Group stage** lasting **three** rounds - **7th** of May to **15th** of May.
 - Four groups containing **four** players each.
- **Three** rounds of **single elimination** - **20th** of May to **22nd** of May.
- **Group stage** and **quarterfinals** are played as **Bo5**.
- **Semifinals** are played as **Bo7**.
- **Grand final** is played as **Bo9**.

ROUND #1

GROUP STAGE OPENING MATCHES

 **Best of Five**

Before the first game commences, players must complete a **map draft** followed by a **civilisation draft**. The **highest-seeded** player of the matchup must host the drafts.

Players must only select the maps to play that they have drafted themselves.



MATCH ORDER

- Game 1** Sunburn
- 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.



Map Draft



Civilisation Draft

ROUND #2

GROUP STAGE WINNERS' MATCHES

 Best of Five

Before the first game commences, players must complete a **map draft** followed by a **civilisation draft**. The **highest-seeded** player of the matchup must host the drafts.

Players must only select the maps to play that they have drafted themselves.



MATCH ORDER

- Game 1** Coast to Mountain
- 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.



Map Draft



Civilisation Draft

ROUND #2

GROUP STAGE LOSERS' MATCHES

 Best of Five

Before the first game commences, players must complete a **map draft** followed by a **civilisation draft**. The **highest-seeded** player of the matchup must host the drafts.

Players must only select the maps to play that they have drafted themselves.



MATCH ORDER

- Game 1** Chaos Pit
- 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.




Map Draft



Civilisation Draft

ROUND #3

GROUP STAGE DECIDER MATCHES

 Best of Five

Before the first game commences, players must complete a **map draft** followed by a **civilisation draft**. The **highest-seeded** player of the matchup must host the drafts.

Players must only select the maps to play that they have drafted themselves.



MATCH ORDER

- Game 1** Fish 'n' Fish
- 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.



Map Draft



Civilisation Draft

ROUND #4

QUARTERFINALS

 Best of Five

Before the first game commences, players must complete a **map draft** followed by a **civilisation draft**. The **highest-seeded** player of the matchup must host the drafts.

Players must only select the maps to play that they have drafted themselves.



MATCH ORDER

- Game 1** Plateau
- 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.



Map Draft



Civilisation Draft

ROUND #5

SEMIFINALS

 Best of Seven

Before the first game commences, players must complete a **map draft** followed by a **civilisation draft**. The **highest-seeded** player of the matchup must host the drafts.

Players must only select the maps to play that they have drafted themselves.



MATCH ORDER

- Game 1** Arabia
- Game 2** The choice of the winner of game one.
- Game 3** The choice of the loser of game one.
- Game 4** Atacama
- Game 5** Fortified Clearing
- Game 6** The choice of the player behind in score after game five.
- Game 7** The choice of the player ahead in score after game five.



Map Draft



Civilisation Draft

ROUND #6

GRAND FINAL

 Best of Nine

Before the first game commences, players must complete a **map draft** followed by a **civilisation draft**. The **highest-seeded** player of the matchup must host the drafts.

Players must only select the maps to play that they have drafted themselves.



MATCH ORDER

- Game 1** Sunburn
- Game 2** The choice of the winner of game one.
- Game 3** The choice of the loser of game one.
- Game 4** Coast to Mountain
- Game 5** Yucatan
- Game 6** The choice of the player behind in score after game five.
- Game 7** The choice of the player ahead in score after game five.
- Game 8** The choice of the player behind in score after game seven.
- Game 9** The choice of the player ahead in score after game seven.



Map Draft



Civilisation Draft

QUALIFICATION STAGE

Single-Elimination



Group A

SEED 1	SEED 8	SEED 9	SEED 16
1-0	1-0	0-1	0-1
2-0	1-1	1-1	0-2
A1			
2-1	1-2		
A2			

GROUP STAGE

Round 1
Opening Matches

Round 2
Winners' & Loser's
Matches

Round 3
Decider Matches

Group B

SEED 4	SEED 5	SEED 12	SEED 13
1-0	1-0	0-1	0-1
2-0	1-1	1-1	0-2
B1			
2-1	1-2		
B2			

Group C

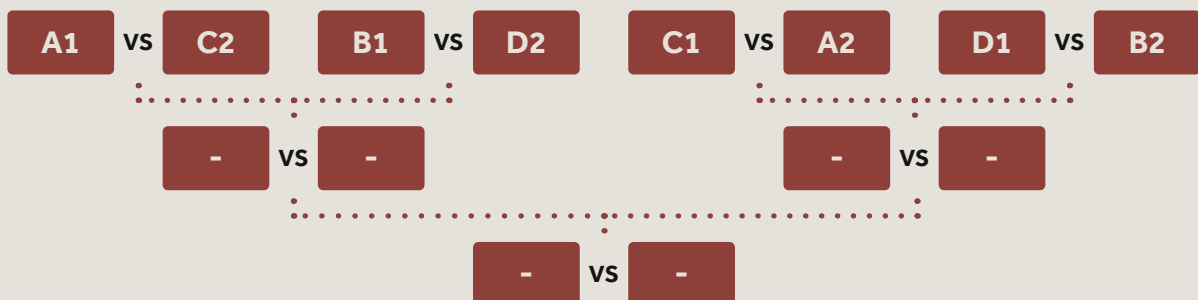
SEED 2	SEED 7	SEED 10	SEED 15
1-0	1-0	0-1	0-1
2-0	1-1	1-1	0-2
C1			
2-1	1-2		
C2			

Group D

SEED 3	SEED 6	SEED 11	SEED 14
1-0	1-0	0-1	0-1
2-0	1-1	1-1	0-2
D1			
2-1	1-2		
D2			

FINAL STAGE

Single-Elimination



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.



Official Discord Server



Registration Page

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 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.
 - 1.5.2** 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



Games are played on Age of Empires II: Definitive Edition.

- 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



Cheating, hacking and the use of macros are not allowed.

- 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 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



Respect and assist everyone involved in the event.

- 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



Be on time.

- 5.1** During live games, players must be in the game lobby and ready to begin their match at least five minutes before the scheduled time.
 - 5.1.1** Preliminary practices such as drafting civilisations must be completed beforehand.
- 5.2** 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.
 - 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



Communicate efficiently and confidentially.

- 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 RECORDED GAMES



Recorded games must always be shared.

- 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.
 - 7.2.2** The recorded games must be adequately labelled to indicate the players and correct game number.

§8 TECHNICAL DIFFICULTIES



Respect and assist everyone involved in the event.

- 8.1** In the case of a game crash or de-synchronisation, the game must, by default, be saved and restored.
 - 8.1.1** 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.
- 8.2** Any issues that can not be resolved between players must be immediately brought up to an administrator.

§9 PENALTIES



Violating any rules will result in 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.
- 9.2** Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future events.

§10 MISCELLANEOUS



Violating any rules will result in penalties.

- 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



Top 32 players are ranked using ATP rankings, the next 96 players using the ranked ladder and the remaining players randomly.

QUALIFICATION STAGE

- 11.1** The top thirty-two players will be seeded using ATP rankings.
 - 11.1.1** In the case of a tie, the player's highest-achieved one versus one random rating will be taken into account, followed by their current rating.
- 11.1** Another ninety-six players are seeded based on their highest-achieved one versus one random map rating.
 - 11.1.1** Ratings are fetched from the ranked leaderboards. If a player is not on the leaderboard, they may be seeded incorrectly.
 - 11.1.2** Players ratings will be taken from the account they register with; however, the tournament administration retains the right to seed players using alternative accounts.
 - 11.1.3** In the case of a tie, the player's current rating will be taken into account.
- 11.2** The remaining 128 players will be randomly seeded.
- 11.3** Seeding is performed and locked two hours after the registration deadline.



Qualification Seeding

MAIN EVENT

- 11.1** The sixteen qualified players will keep their relative seed going into the main event.
- 11.2** A winning player will inherit the seed of their opponent if it is higher than their own.



Main Event Seeding

§12 CIVILISATIONS



Players must only use civilisations drafted by the opponent and must not repeat civilisations.

- 12.1** Participants must have access to all civilisations in the game, including those from paid downloadable content packs.
- 12.2** When drafting civilisations, all civilisations picked are for the opposing player to use in the matchup.
- 12.3** 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.
 - 12.3.1** The civilisation chosen must be picked from the opponent's drafted civilisation pool.
- 12.4** Players may not repeat a civilisation that they have already played during the same matchup.

§13 SCHEDULE



Games are played concurrently and in rapid succession during the qualification and on set dates and times during the main event.

- 13.1** All starting times announced in the tournament are considered estimates. Players are expected to be available prior to and after their scheduled start times.

QUALIFICATION STAGE

- 13.2** Games are played concurrently and in rapid succession through.

- 13.2.1** It is crucial 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 will result in automatic disqualification.

MAIN EVENT

- 13.3** During the group stage, players must schedule and play their games within the predetermined timeframe shown below.

- 13.3.1 Opening Matches:** 2nd of May to the 4th of May

- 13.3.2 Winners' & Losers' Matches:** 5th of May to the 7th of May

- 13.3.3 Decider Matches:** 9th of May to the 12th of May

- 13.4** During the final stage, players will be given a date and time in which they are expected to play their games.

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

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

LOBBY SETTINGS

§14 PRE-LOBBY

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

14.1.1 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.

14.2 Hidden civilisations must be enabled.

LIVE GAMES

14.3 All game lobbies must be hosted publically.

14.4 Spectators must be allowed.

14.5 A spectator delay of exactly two minutes is required.

RECORDED GAMES

14.6 All game lobbies must be hosted privately.

§15 IN-GAME LOBBY

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 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

GAME RULES

§16 GAME RESTARTS



Players may restart in case of bugged maps.

- 16.1** Players have no unrestricted restarts available.
- 16.2** Players can request a restart in situations where their maps are bugged or otherwise failed to generate in the intended way.
- 16.3** The restart must be called during the first six minutes of in-game time.
- 16.4** After a restart, civilisations and colours must remain the same.
- 16.5** Administrators retain the right to restart a game under any circumstance.



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 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.

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



Laming is permitted.

- 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.
 - 17.1.1** Exceptions are made on maps with nomad start.

§18 NOMAD START



No shenanigans are allowed during the first three minutes of nomad games.

- 18.1** All rules in this paragraph only apply on maps where players start without a town centre and only pertain for the first three minutes of in-game time.
- 18.2** Attacking enemy units, buildings or herdable is not allowed.
 - 18.2.1** Stealing enemy herdable is permitted.
- 18.3** Walling in enemy units or buildings is not allowed.
- 18.4** Walling in relics, resources, herdable or wild animals are not allowed.
- 18.5** Players must not construct their first town centre within firing range of the enemy town centre.
- 18.6** Killing wild animals without gathering a minimum of 20% of the total amount of food is not allowed.
 - 18.6.1** If the opponent attacks the villager gathering, this rule ceases to have effect.

§19 PAUSING



Pausing must only occur during critical technical difficulties.

- 19.1** 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.
 - 19.1.1** Using a pause to take a break, visiting the toilet, smoking or anything else non-technical is strictly forbidden.
- 19.2** An administrator can order a pause at any time for any reason.
- 19.3** Unless paused by the administration, players must immediately inform an administrator of the situation and issues they face.
- 19.4** The player pausing the game must also be the one to unpause the game.
 - 19.4.1** Before unpausing, the participant pausing the game must ensure that the opponent is ready to continue.

§20 EXPLOITS



The use of exploits is not allowed.

- 20.1** Intentionally utilising any bugs, glitches or errors in the game is not allowed.
 - 20.1.1** In instances where bugs are utilised, the administration will decide whether the match should be restarted or not.
- 20.2** Contact the tournament administration for any uncertainty about what is considered an exploit.

MAPS

The official selection of maps used for the event. The map pack can be acquired by subscribing to the map mod using this button below or by searching for "The Resurgence" 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 Map Pack



Official Discord Server



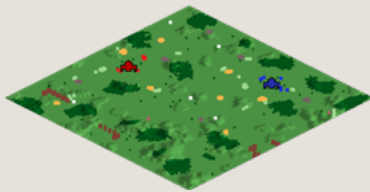
THE MAP PACK ARE SUBJECT TO CHANGE

While there is no guarantee of this, please note that three of the maps are likely to be replaced by three maps from the map contest once the winners from the map contest have been determined. The maps being replaced are likely to be somewhat similar in style to the maps replacing them.

ARABIA

Author • Ensemble Studios

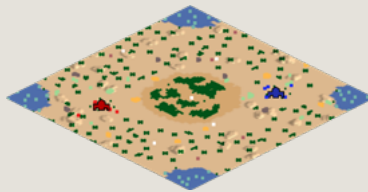
An open unforgiving arid desert with strategic elevation but sparse vegetation and water. The perfect battleground to find the most potent and brightest warriors.



ATACAMA

Author • Mr ED

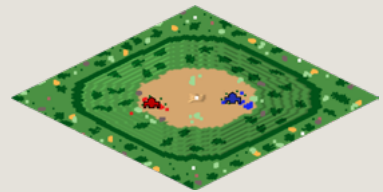
This barren desert is unlikely to quench anyone's thirst. However, with its occupants' unrelenting search, its aridity soon gives way to lush trees the deeper one goes.



CHAOS PIT

Author • TheMadCADER

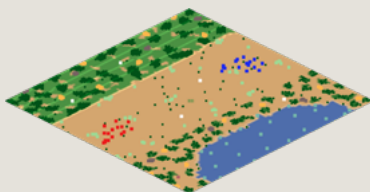
Surrounded by elevation and thick forests, players must utilise limited resources until they manage to cut themselves through the woods and discover vast riches on the other side.



COAST TO MOUNTAIN

Author • Roechelrochen

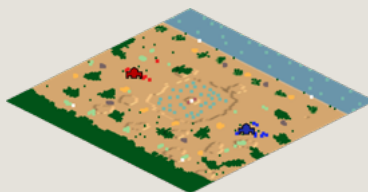
Wandering in the desert, players must quickly choose to either conquer the forested mountains, the sprawling savannah or the mineral-rich coastline.



FISH 'N' FISH

Author • Cebdos

An opening near the savannah coastline is sprawling with fish to be gathered by fishing ships and fishers. Securing the surrounding land will be crucial to take advantage of the wildlife.



FORTIFIED CLEARING

Author • Chrazini

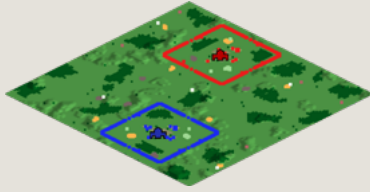
A clearing holding ancient relics is under siege from several civilisations. Defeat your foes by a direct attack through the clearing or surprise with a flank attack.



FORTRESS

Author • Ensemble Studios
Played as Regicide

A fortified city with all the structures you need to build up your forces quickly. Protect the king at all costs, as losing him will result in immediate defeat.



FRISIA

Author • abductedPlatypus

An ancient region of northwestern Europe. Take control of the seas and the islands rich in gold and stone and use them to crush your enemy on the neighbouring islands.



GORGE

Author • TheMadCADer

With the river almost entirely dried out, the narrow gorge is home to a vast number of stone deposits. While these resources are crucial, they will be difficult to defend from enemy raids.



GRAND BARA

Author • Chrazini

A dried-up desert with little to no wildlife but plenty of valuable gold. Venture through the forests to take control of the barren desert, but be aware of the unstable cracked terrain.



NAIVASHA

Author • Fluxbastia

Minerals are plentiful but far away on an elevation that must be conquered. Utilise the water to gain a military and economic advantage.



LAND MADNESS

Author • Biz

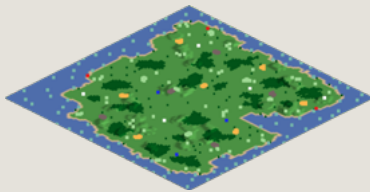
With resources scattered across the map and forests surrounded by unbuildable rugged terrain, walling is nearly impossible and military presence will be crucial.



NOMAD

Author • Ensemble Studios

Nomads looking to settle travel across the open land and rich oceans. They must use all resources they find to build a town, locate the enemies and ready themselves for battle.



PLATEAU

Author • TheMadCADer

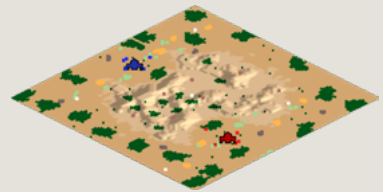
One plateau with room for only one king - take control of the surrounding resources and push the enemy off the mountains. Use the large elevation in your quest for total domination.



SAHARA

Author • TheMadCADer

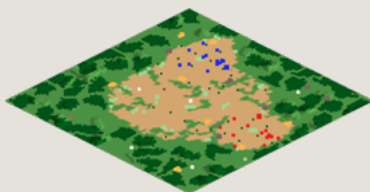
The open and unforgiving Sahara desert makes for a vulnerable empire and an exposed economy. You must utilise the landscape and take advantage of the surroundings to secure victory.



STEPPE

Author • Forgotten Empires

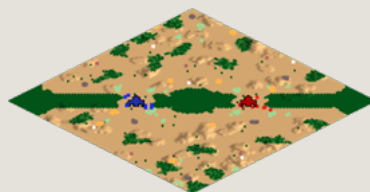
The cold and open Steppes are home to many grazing animals, but only the most formidable warriors dare venture out into the open and exposed fields to take advantage of the resources.



SUNBURN

Author • Chrazini

With one extensive forest dividing the savannah, choosing the right direction of attack will be critical in the quest for complete domination. The savannah is home to many resources.



YUCATAN

Author • Ensemble Studios

In the tropical rainforest, food is abundant, but dangerous jaguars stalk beneath the canopy. The large and unpredictable forests make it challenging to manoeuvre your army.



MAP CONTEST

The Resurgence will feature a map contest leading up to the event start where creative souls can submit their work to potentially be featured in the event. All submissions will be judged, and the three most compelling maps, according to the judges, will receive a monetary reward and a chance to have their map played in the tournament.



If you're new or inexperienced with map-making and would like to get your hands dirty, there's a dedicated and amiable Discord server all about making maps for Age of Empires II. You'll find guides, video tutorials and many friendly faces willing to help out. You can join the server by clicking the button below.



Map Discord Server

§21 CONTEST RULES

- 21.1** Each contestant can submit a maximum of two maps.
- 21.2** Contestants must only submit original content created by themselves.
- 21.3** No maps are guaranteed to be used in the tournament.
- 21.4** Once submitted, contestants accept and allow that the maps may be edited, altered or revised entirely if deemed necessary.
- 21.5** One contestant cannot receive multiple prizes. If a contestant has multiple winning maps, the map eligible for the lowest prize will go to the next contestant in line.



RECOMMENDATIONS

- The tournament is not themed around any specific region; however, keep the theme of the submissions concise.
- Mapmakers must value the competitiveness of their entries very highly.
- Changing default behaviour or stats of units or buildings is not disallowed but must be done exceptionally thoughtfully.

§22 ENTRY SUBMISSION

- 22.1** The maps must be submitted in the official tournament Discord server.



Official Tournament Discord Server

- 22.1** The submission must include the map name, a short description, and the map script itself.

PAYOUT

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


§23 RULES & CONDITIONS

- 23.1** All required games must have been played within the respective timelines.
- 23.2** All recorded games and drafts must have been appropriately shared.
- 23.3** Payments are handled exclusively through bank transfers or PayPal.
- 23.4** The participant must forward a completed invoice to a tournament administrator.
 - 23.4.1** The invoice must include personal details such as the participant's full name and address.
 - 23.4.2** The invoice must be provided no later than one month after the tournament conclusion.
 - 23.4.2.1** If no invoice is received before the deadline, the prizes are forfeited.
 - 23.4.3** Failure to provide sufficient information for the payments to complete will result in the payments not being made.
- 23.5** The tournament administration retains the right to cancel any pending payment if any evidence of fraud or foul play has been discovered.

§24 PRIZE POOL

PLAYERS


- 24.1** The total prize pool allocated to the players is **\$10,000.00** and is distributed to the winners in the following order.
 - 24.1.1** Sponsors for the prize pool includes **Microsoft** (\$10,000.00).
- 24.2** In case of any additional funding that goes into the prize pool will be distributed using the percentages stated below.

	NUMBER	PAYOUT PER PLAYER	PERCENT PER PLAYER	PAYOUT TOTAL	PERCENT TOTAL
1 st	1	\$3,000.00	30%	\$3,000.00	30%
2 nd	1	\$1,800.00	18%	\$1,800.00	18%
3 rd to 4 th	2	\$900.00	9%	\$1,800.00	18%
5 th to 8 th	4	\$450.00	4.5%	\$1,800.00	18%
9 th to 16 th	8	\$200.00	2%	\$1,600.00	16%
17 th to 32 nd	16	\$0.00	0%	\$0.00	0%

MAP CONTEST

24.3 The total prize pool allocated to the map contest is **\$300.00** and is distributed to the winners in the following order.

24.3.1 Sponsors for the prize pool includes **Chrazini** (\$300.00).

	NUMBER	PAYOUT PER CREATOR	PERCENT PER CREATOR	PAYOUT TOTAL	PERCENT TOTAL
1 st	1	\$150.00	50%	\$150.00	50%
2 nd	1	\$105.00	35%	\$105.00	35%
3 rd	1	\$45.00	15%	\$45.00	15%

CONTENT CREATION

The Resurgence offers open streaming under the condition that the requirements below are wholly accepted and followed. Furthermore, before being allowed to broadcast content from The Resurgence, it is necessary to register as a broadcaster using the button below. Once accepted, you will be given access to unique Discord channels that will provide additional information.



Register as Broadcaster



Download Resources

§25 BROADCASTING

- 25.1** All streamers must display one of the provided banners before, after and in-between tournament games.
- 25.2** The tournament logo must be visible at all times while in-game.
- 25.3** It must be clearly said during the stream who is hosting and sponsoring the event.
- 25.4** Broadcasters must add a custom chat command clarifying the host of the event, the sponsors and a link to the official broadcast.
 - 25.4.1** The command must be added to be part of the stream title.

LIVE GAMES

- 25.5** During live games, players are allowed to stream their point of view.
 - 25.5.1** A stream delay of at least two minutes is mandatory.
 - 25.5.1** External information that could give players an unfair advantage must not be visible to the player while in-game.

RECORDED GAMES

- 25.6** During recorded games, players are not allowed to stream their point of view.
 - 25.6.1** Players are allowed to record their gameplay to be released when games are cast.



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

§26 RECORDED CONTENT


- 26.1** 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.
 - 26.1.1** There must always be a direct clickable link to the official Twitch channel of the host.
- 26.2** Content must not be shared on other platforms until 48 hours after the respective content has been broadcast.

CHANGELOG

All changes made to the handbook after release will be listed below. Use the page buttons  to go directly to the respective changes.






VERSION 1.0

8th of April, 2022

-  1 Initial release.




VERSION 1.1

19th of April, 2022

-  6 Clarified the rules regarding selecting home maps.
-  12 Added a page visualising the tournament flow.
-  16 Corrected a typo under the seeding section.
-  16 Elaborated on seeding in regards to ties.
-  25 Corrected a typo under the map contest prize distribution.



VERSION 1.2

28th of April, 2022

-  3 Nerfox have been added to the list of administrators.
-  6 Map and civilisation drafts have been updated to reflect the new map and civilisations.
-  22 Kawasan has been replaced by Naivasha.

VERSION 1.3

3rd of May, 2022

-  5 Adjusted the timeline to reflect recent changes.
-  8 Adjusted the drafts to no longer include Indians.