EVENT
HANDBOOK

VERSION 1.1

Looking to participate?

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INTRODUCTION

The echoes of past clashes fade, replaced by the thunderous call to arms for a new event! Warlords return; bigger and fiercer, for its landmark fourth edition. For three years, we've witnessed legends rise, strategies perfected, and empires clash in unforgettable battles. The legacy is strong, but the future remains unwritten.

Now, the battleground evolves once more. Prepare for new challenges, refined strategies, and perhaps the toughest competition yet seen. Warlords IV isn't just a continuation; it's an elevation. Sharpen your minds, fortify your defences, and ready your armies.

Claim your place in the annals of Warlords history!

EVENT SUMMARY

- Played as one versus one.
- Featuring huge map variety.
- Players start with an additional six villagers.
- Three qualification stages with up to 64 players each.
  - First qualification stage running from the 21st of April to the 27th of April.
  - Second qualification stage running from the 28th of April to the 4th of May.
  - Third qualification stage running from the 5th of May to the 11th of May.
  - All games played as best of five.
- A thrilling main event.
  - Running from the 18th of May to the 1st of June.
  - Sixteen players in four groups of Round Robin.
  - Final single-elimination stage.
    - Featuring a third-place match.

EVENT SCHEDULE

The event schedule contains all relevant games and notable events happening throughout the main event.

PRELIMINARIES

9TH OF MARCH · · ◆ · · **18.00 GMT** MAP COMPETITION, BEGIN

17TH OF MARCH · · ◆ · · **18.00 GMT** ANNOUNCEMENT OF INVITED PLAYERS

31ST OF MARCH · · ◆ · · **18.00 GMT** MAP COMPETITION, SUBMISSION DEADLINE

3RD OF APRIL · · ◆ · · **16.00 GMT** MAP COMPETITION, RESULTS · · **18.00 GMT** HANDBOOK RELEASED

4TH OF APRIL · · ◆ · · **18.00 GMT** QUALIFICATION REGISTRATION, OPEN

QUALIFICATION STAGES

18TH OF APRIL · · ◆ · · **18.00 GMT** REGISTRATION CLOSED ▪ QUALIFIER #1

20TH OF APRIL · · ◆ · · **18.00 GMT** BRACKET DRAW & RELEASE ▪ QUALIFIER #1

21ST OF APRIL TO 25TH OF APRIL · · ◆ · · ROUND ONE ▪ QUALIFIER #1

25TH OF APRIL · · ◆ · · **18.00 GMT** REGISTRATION CLOSED ▪ QUALIFIER #2

26TH OF APRIL · · ◆ · · ROUND TWO AND THREE ▪ QUALIFIER #1

27TH OF APRIL · · ◆ · · FINALS ▪ QUALIFIER #1 **18.00 GMT** BRACKET DRAW & RELEASE ▪ QUALIFIER #2

28TH OF APRIL TO 2ND OF MAY · · ◆ · · ROUND ONE ▪ QUALIFIER #2

2ND OF MAY · · ◆ · · **18.00 GMT** REGISTRATION CLOSED ▪ QUALIFIER #3

3RD OF MAY · · ◆ · · ROUND TWO AND THREE ▪ QUALIFIER #2

4TH OF MAY · · ◆ · · FINALS ▪ QUALIFIER #2 **18.00 GMT** BRACKET DRAW & RELEASE ▪ QUALIFIER #3

5TH OF MAY TO 9TH OF MAY · · ◆ · · ROUND ONE ▪ QUALIFIER #3

10TH OF MAY · · ◆ · · ROUND TWO AND THREE ▪ QUALIFIER #3

11TH OF MAY · · ◆ · · FINALS ▪ QUALIFIER #3

PRELUDE

| 16TH OF MAY | ◆ | DRAW OF MAIN EVENT GROUPS |

MAIN EVENT, ROUND ONE

18TH OF MAY	◆	14.00 GMT GAME ONE	GAME TWO	GAME THREE
19TH OF MAY	◆	14.00 GMT GAME ONE	GAME TWO	GAME THREE
20TH OF MAY	◆	15.00 GMT GAME ONE	GAME TWO

MAIN EVENT, ROUND TWO

21ST OF MAY	◆	14.00 GMT GAME ONE	GAME TWO	GAME THREE
22ND OF MAY	◆	15.00 GMT GAME ONE	GAME TWO
23RD OF MAY	◆	14.00 GMT GAME ONE	GAME TWO	GAME THREE

MAIN EVENT, ROUND THREE

24TH OF MAY	◆	14.00 GMT GAME ONE	GAME TWO	GAME THREE
25TH OF MAY	◆	14.00 GMT GAME ONE	GAME TWO	GAME THREE
26TH OF MAY	◆	15.00 GMT GAME ONE	GAME TWO

MAIN EVENT, FINAL STAGE

27TH OF MAY	◆	15.00 GMT ROUND OF TWELVE	ROUND OF TWELVE
28TH OF MAY	◆	15.00 GMT ROUND OF TWELVE	ROUND OF TWELVE
29TH OF MAY	◆	15.00 GMT QUARTERFINALS	QUARTERFINALS
30TH OF MAY	◆	15.00 GMT QUARTERFINALS	QUARTERFINALS
31ST OF MAY	◆	15.00 GMT SEMIFINALS	SEMIFINALS
1ST OF JUNE	◆	15.00 GMT THIRD PLACE MATCH	GRAND FINAL

FORMAT EXPLANATION

Warlords IV consists of three qualification stages and a main event. In each qualification stage, 64 players will be divided into four different single-elimination brackets. The twelve winners of these brackets make it to the main event, where they will be joined by the invitees Hera, Liereyy, TheViper, and TaToH.

- The position of some players in the qualification stage bracket will be randomly drawn.
  - The 4 highest-seeded players will be randomly drawn against the 4 lowest-seeded players.
  - The players seeded 5 to 8 will be randomly paired against seed 57 to 60.
  - The players seeded 9 to 12 will be randomly paired against seed 53 to 56.
  - The players seeded 13 to 16 will be randomly paired against seed 49 to 52.

The main event is played using the round-robin format, with sixteen players divided into four groups. The groups will be drawn, with each group consisting of one player from four different pools.

- **Pool A**: Invitees.
- **Pool B**: Players seeded 5th to 8th.
- **Pool C**: Players seeded 9th to 12th.
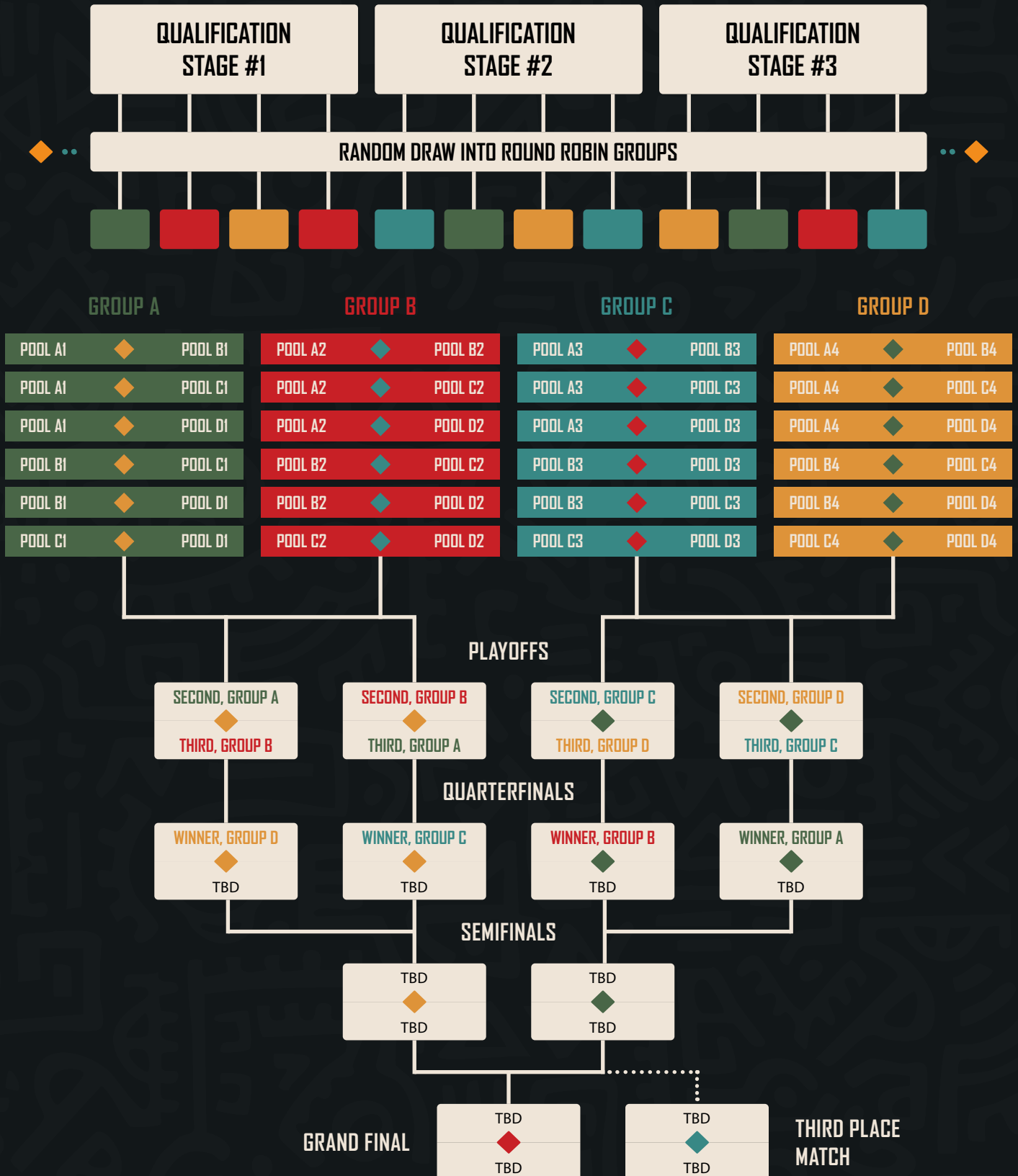- **Pool D**: Players seeded 13th to 16th.

GO TO **SEEDING**

After the group stage concludes, the group winners will progress directly to the quarterfinals stage. Players who finished second and third in their groups would play in a deciding playoff round to join the group winners, while players who finished last in the group stage would be eliminated.

TIE-BREAKERS

1. Number of match wins in the series between the involved players.
2. Game difference in the matches between the involved players.
3. Game difference from all matches in the group.
4. Most Game 1 wins from matches between the involved players.
5. Most Game 1 wins from matches in the group.
6. Tournament seeding at the start of the group stage.

FORMAT VISUALISATION

QUALIFICATION STAGE #1	QUALIFICATION STAGE #2	QUALIFICATION STAGE #3

RANDOM DRAW INTO ROUND ROBIN GROUPS

GROUP A

POOL A1	◆	POOL B1
POOL A1	◆	POOL C1
POOL A1	◆	POOL D1
POOL B1	◆	POOL C1
POOL B1	◆	POOL D1
POOL C1	◆	POOL D1

GROUP B

POOL A2	◆	POOL B2
POOL A2	◆	POOL C2
POOL A2	◆	POOL D2
POOL B2	◆	POOL C2
POOL B2	◆	POOL D2
POOL C2	◆	POOL D2

GROUP C

POOL A3	◆	POOL B3
POOL A3	◆	POOL C3
POOL A3	◆	POOL D3
POOL B3	◆	POOL D3
POOL B3	◆	POOL C3
POOL C3	◆	POOL D3

GROUP D

POOL A4	◆	POOL B4
POOL A4	◆	POOL C4
POOL A4	◆	POOL D4
POOL B4	◆	POOL C4
POOL B4	◆	POOL D4
POOL C4	◆	POOL D4

PLAYOFFS

| SECOND, GROUP A |
| ◆ |
| THIRD, GROUP B |

| SECOND, GROUP B |
| ◆ |
| THIRD, GROUP A |

| SECOND, GROUP C |
| ◆ |
| THIRD, GROUP D |

| SECOND, GROUP D |
| ◆ |
| THIRD, GROUP C |

QUARTERFINALS

| WINNER, GROUP D |
| ◆ |
| TBD |

| WINNER, GROUP C |
| ◆ |
| TBD |

| WINNER, GROUP B |
| ◆ |
| TBD |

| WINNER, GROUP A |
| ◆ |
| TBD |

SEMIFINALS

| TBD |
| ◆ |
| TBD |

| TBD |
| ◆ |
| TBD |

GRAND FINAL

| TBD |
| ◆ |
| TBD |

THIRD PLACE MATCH

| TBD |
| ◆ |
| TBD |

MATCH SETTINGS

Before the first game commences, players must first complete the preliminary drafts. Civilisations drafted are exclusive to the player who chose them. Maps drafted are shared, and players can choose any maps drafted by themselves or their opponents when selecting maps for the match.

The higher-seeded player must host the drafts.

All sets, during the tournament, use the same drafting formula. Before the map draft is initiated, the higher-seeded player decides which map-group the first map is to be played on. The draft is started, and the lower-seeded player must pick the first map from this group. Thereafter, players merely take turns choosing different maps. Once a map from a map-group has been selected, the remaining maps from that group are considered banned and can no longer be selected.

The first game of a match is played on the map that was drafted first. All subsequent games are chosen by the loser of the game that came before it.

BEST OF FIVE

CIVILISATION DRAFT

MAP DRAFT

CIVILISATION DRAFT

MAP DRAFT

BEST OF SEVEN

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.

JOIN DISCORD

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.

- Register for the qualification stage using the links below, and use the tournament page to find the brackets and more information regarding your games once the event has started. Instructions on how to register can be found on the registration form.

21st to the 27th of April

REGISTER FOR FIRST QUALIFICATION STAGE   **VIEW BRACKETS**

28th of April to the 4th of May

REGISTER FOR SECOND QUALIFICATION STAGE   **VIEW BRACKETS**

5th to the 11th of May

REGISTER FOR THIRD QUALIFICATION STAGE   **VIEW BRACKETS**

§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.

1.5.2 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.

ACCOUNT INACTIVITY

To qualify, the registered account must be active on the ranked leaderboard by the seeding deadline. Inactive accounts risk exclusion and forfeit guaranteed participation.

GENERAL GUIDELINES

§1 GAME AND PATCH

Games are played on the respective game of the competition.

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

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

§2 CHEATING

Cheating, unauthorized communication, and the use of scripts are prohibited and will result in disqualification.

2.1 Cheating or hacking is not allowed under any circumstances. Participants found utilising any cheats or hacks will be immediately disqualified and banned from all future events.

2.2 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.

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

§3 RESPECT AND COOPERATION

Respectful behavior is expected from all participants, and misconduct should be reported.

3.1 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.

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

3.2 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.

§4 BETTING

Betting is prohibited for all involved in the event.

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

§5 COMMUNICATION AND CONFIDENTIALITY

Participants must check event platforms regularly and private communication with admins is confidential.

5.1 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 PUNCTUALITY

Be on time.

6.1 Players must be in the game lobby and ready to begin their match at least ten minutes before their scheduled game.

> **6.1.1** Preliminary practices such as drafting civilisations must be completed beforehand.

§7 PENALTIES

Rule violations may result in penalties ranging from warnings to disqualification.

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

The administration reserves the right to make rulings not covered in the handbook.

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

Players are seeded using different metrics.

9.1 All three qualification stages will be seeded independently.

9.1.1 The top sixteen players will be seeded based on specific tournament performance in the previous twelve months.

9.1.2 The following sixteen players will be seeded based on the ATP ranking sheet.

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

9.2 For the main event, players will be seeded based on specific tournament performance in the previous twelve months.

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

§10 SCHEDULE

Only the first daily match is set, others follow immediately, and players must be ready when called.

10.1 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.

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

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

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

§11 CIVILISATIONS AND DRAFTING

Draft and play only accessible civilisations, and avoid repeating them within a matchup.

11.1 During the group stage, players must perform the preliminary civilisations and maps before their scheduled game.

11.1.1 For the first match of the day, drafts must be initiated thirty minutes before the first game begins.

11.1.2 For all subsequent matches, drafts must be initiated once the previous series is on match point.

11.2 During the final stage, all drafts are performed live and must not be prepared beforehand.

11.1 Participants must only draft civilisations that they themselves have access to in-game.

11.1.1 If a participant drafts a civilisation that they do not have access to, the opponent may pick any available civilisation that was not banned in the same draft.

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 must not repeat a civilisation they already played during the same matchup.

11.3.1 If a civilisation was played due to a forced decision from a previous error, the civilisation may be repeated.

§12 ADDITIONAL REQUIREMENTS

The players most own a camera and may be required to conduct interviews.

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

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

12.2 As an anti-cheat measure, the tournament administration might request constant access to the players point of view and audio.

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

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

12.4 The tournament administration retains the right to request an up-to-date and reasonably high quality portrait image of themselves to be used on posters, banners and the official stream.

§13 TECHNICAL DIFFICULTIES

The administration will decide on game restarts or restores in case of crashes or desyncs.

13.1 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.

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

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

GAME RULES

§18 GAME RESTARTS

Players may only request restarts in cases where the map is bugged.

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

18.2 The restart must be called during the first two minutes of in-game time.

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

18.4 The administration retains the right to restart a game under any circumstance.

BUGGED MAP 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.

§19 LAMING

Laming is allowed.

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 bathroom, smoking or anything else non-technical 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 unpause the game.

20.4.1 Before unpausing, the participant pausing the game must ensure that the opponent is ready to continue.

§21 EXPLOITS

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

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

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

Respectful behavior is expected from all participants, and misconduct should be reported.

22.1 Attacking enemy units, buildings or herdable is not allowed.

22.1.1 Stealing enemy herdable is permitted.

22.1 Walling in enemy units or buildings is not allowed.

22.1 Walling in relics, resources, herdable or wild animals are not allowed.

22.1 Players must not knowingly construct their first town centre within firing range of the enemy town centre.

22.1 Killing wild animals without gathering a minimum of 20% of the total amount of food is not allowed.

22.1.1 If the opponent attacks the villager gathering, this rule ceases to have effect.

RESTART CONDITIONS

All rules in the paragraph above only apply on maps where players start without a town centre and only pertain for the first three minutes of in-game time.

LOBBY SETTINGS

§25 PRE-LOBBY

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

25.1.1 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.

25.2 Hidden civilisations must be enabled.

25.3 All game lobbies must be hosted publically.

25.4 Spectators must be allowed.

25.4.1 A spectator delay of exactly two minutes must be used.

§26 IN-GAME LOBBY

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

26.1.1 Wrong settings may result in a game being restarted.

DATA MOD	GAME MODE	MAP STYLE	LOCATION
DEFAULT	RANDOM MAP	CUSTOM	MAP NAME

MAP SIZE	AI DIFFICULTY	RESOURCES	POPULATION
TINY	STANDARD	STANDARD	200

GAME SPEED	REVEAL MAP	STARTING AGE	ENDING AGE
NORMAL	NORMAL	DARK AGE	STANDARD

TREATY LENGTH	VICTORY
NONE	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

MAPS

True to the original format, Warlords IV will feature the popular nine-villager start and a diverse set of maps divided into seven distinct categories. We have worked exceptionally hard to bring you some of the most competitive, visually stunning and entertaining maps. The map pool aims to bring a huge variety for viewers and allow for many different strategies to shine.

GO TO MOD PAGE

The official map pack can be aquired by subscribing to the in-game mod by searching for Warlords IV or by using the link above. Feedback or bug reports are invaluable to us, and we aim to improve and correct any potential errors before the event begins. Feedback can be provided in the official Discord server.

OPEN GROUP

LAND MADNESS
BY BIZ

STONE RUSH
BY ZETNUS

MORASS
BY CHRAZINI

SEMIOPEN GROUP

ARABIA
BY ENSEMBLE STUDIOS

BROOKESIDE BATTLEGROUND
BY BIZ

ENCLOSED
BY CHRAZINI

CLOSED GROUP

ARENA
BY ENSEMBLE STUDIOS

BASMO
BY WELCOMETORAPTURE

BLACK FOREST
BY ENSEMBLE STUDIOS

HYBRID GROUP

KAWASAN
BY CHRAZINI

IMMERSION
BY THEMADCADER

KELIMUTU LAKES
BY XINGXING

WATER GROUP

NORTHERN ISLES
BY CHRAZINI

SHORELINES
BY ZETNUS

BALTIC
BY ENSEMBLE STUDIOS

NOMAD GROUP

NOMAD
BY ENSEMBLE STUDIOS

RING NOMAD
BY ZETNUS

STRANDED
BY CHRAZINI

CHAOTIC GROUP

BORDER DISPUTE
BY UNKNOWN

SKUKUZA
BY YOUNGPANDA

AFRICAN WATERS
BY CHRAZINI

PAYOUT

§27 RULES AND CONDITIONS

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

27.2 Payments are handled exclusively through bank transfers.

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

27.3.1 The invoice must be provided no later than one month after the tournament's conclusion.

27.3.1.1 If no invoice is received before the deadline, the prizes are forfeited.

27.3.2 Failure to provide sufficient information for the payments to be completed will result in the payments not being made.

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

§28 PRIZE DISTRIBUTION

28.1 The total prize pool allocated to the players in the main event is **$64,000.00** and is distributed to the winners in the order shown in the table below.

	PLAYERS	PAYOUT PER PLAYER	PERCENT PER PLAYER	PAYOUT TOTAL	PERCENT TOTAL	
WINNER	1	$12,800.00	20%	$12,800.00	20%	◆
RUNNER-UP	1	$8,960.00	14%	$8,960.00	14%	◆
3RD PLACE	1	$6,400.00	10%	$6,400.00	10%	◆
4TH PLACE	1	$5,120.00	8%	$5,120.00	8%	◆
5TH TO 8TH PLACE	4	$3,520.00	5.5%	$14,080.00	22%	◆
9TH TO 12TH PLACE	4	$2,560.00	4%	$10,240.00	16%	◆
13TH TO 16TH PLACE	4	$1,600.00	2.5%	$6,400.00	10%	◆

28.2 The total prize pool allocated to the players in the qualification stages is **$6,000.00**, leaving **$2,000.00** for each qualification stage.

	PLAYERS	PAYOUT PER PLAYER	PERCENT PER PLAYER	PAYOUT TOTAL	PERCENT TOTAL	
FINALIST	4	$250.00	12.5%	$1,000.00	50%	◆
SEMIFINALIST	8	$125.00	6.25%	$1,000.00	50%	◆

28.3 In case of any additional funding going into the prize pool, it will be distributed in the main event prize pool using the percentages stated below.

28.4 Administrative losses can lead to significant prize deductions, depending on the severity of the offence or cause.

CONTENT CREATION

Warlords IV offer open streaming and free use of the tournament resources under the condition that the requirements below are wholly accepted and followed. Registration as a broadcaster is not a requirement.

TOURNAMENT RESOURCES

§29 BROADCASTING

29.1 The tournament and sponsor logos must be visible at all times.

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

29.3 For all streamers broadcasting on Twitch, it's mandatory to link MembTV's channel in the title of the stream by including @MembTV.

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

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

29.5 Broadcast titles must include the names of all sponsors.

29.6 Players are allowed to stream their point of view.

29.6.1 A stream delay of at least two minutes is mandatory.

29.6.2 External information that could give players an unfair advantage must not be visible to the player while in-game.

§30 RECORDED CONTENT

30.1 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.

30.1.1 The title of any externally uploaded content must include the full name of the tournament or the official abbreviation.

30.1.2 There must always be a direct clickable link to the official Twitch channel of the host.

CHANGELOG

The changelog tracks updates and revisions made to the handbook. We encourage everyone to review this section regularly to stay informed about any changes to rules, procedures, or other important details that may affect your tournament experience.

VERSION 1.0

- Initial release.

VERSION 1.1

- Fixed an error that showed the incorrect starting age.
- It's now clearer exactly when players are expected to be available before a match.
- Specified when players are expected to perform the map and civilisation drafts prior to their games.
- Specified that administrative losses may lead to prize deductions, depending on the nature or cause of the offence.
- Fixed some dates in the schedule being incorrect.
- Further expanded on how map drafting works.