



Age of Noob Presents The Golden Open

**Handbook
Version 1.01**



The Golden Open

Tournament Overview

The Golden Open is a tournament hosted in the Age of Noob discord server. The tournament will feature only “gold rush” style maps. The event schedule will be:

- **Sign-ups** close 31st July; first 64 get a spot, overflow is wait-listed
- **Group Stage:** 2nd August - 22nd August
- **Playoffs:** 23rd August - 12th September

Contact

The tournament will be hosted by Age of Noob and will be administered by Jasent_aoe and Henri. If you have any questions or need information regarding the tournament please contact the admins directly via direct message on discord, and they will get back to you as soon as they can.

Registration

Players with an average rating of 1800 elo and below can sign up to participate. The “soft” maximum player count is 64. However for every 16 players over 64 the tournament will be opened up to more players. This is because of group size. You can sign up [here](#)



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Format Overview

The Golden open will feature 64 - 128 players across a variety of skill levels.

The group stage will consist of 4-8 divisions of 16 while the playoffs will consist of 4-8 divisions of 8.

- Within each division, players will each play three best of 3s over 3 weeks.
- For group stage, win two matches you make the playoffs, lose two matches you're out
- Playoff seeding based on record, total number of game wins, and strength of opponents in losses
- The playoffs will also be three weeks

Group Stage

Each group consists of 16 players. Each player will play Bo3s until they lose twice in a modified swiss format.

- After the 3 rounds, the two 3-0 players will be seed 1 and 2 for the playoffs
- The six 2-1 players will be seeds 3 through 8 for the playoffs

See next page for example group stage.

Playoffs

The playoffs will consist of the 8 advancing players in a single elimination bracket. Players will be seeded based on their finishing position in the group stage. The quarter finals are best of 3 series and the semi finals/finals are best of 5 series.



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Seeding

1. All registered players will be sorted based on their ranked 1v1 elo
 - a. The only ladder taken into consideration is the 1v1 ladder on Age of Empires 2: Definitive Edition
2. Each player will be given a tournament seeding
 - a. This will be calculated by averaging their current and highest achieved 1v1 elo as of the cutoff date
3. Players will be required to play at least 1 ranked 1v1 game after signing up
 - a. This is to allow the admins to acquire data on player elo

Scheduling

1. Players are required to play 1 match per week while they are participating in the tournament
2. Players are to organise between themselves what time they are going to play during the week.
3. If a player fails to show up to a game within 30 minutes it will result in an automatic loss.
4. It is the higher seeded player's responsibility to post the confirmed match time in the dedicated channel in the Age of Noob discord

Map Pool

The maps in the map pool are:

TGO_Gold_Rush - Always game 1
TGO_Golden_Fort
TGO_Golden_Cross
TGO_Golden_Pit
TGO_Golden_Swamp

1. The map pack is available to download via the in game mod manager



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Home Maps

Depending on the length of a series, players will be required to select home maps to play during the series.

1. In a best of 3 series players pick 1 home map each
2. in a best of 5 series players pick 2 home maps each
3. Because Gold Rush is always played in game 1, players are not permitted to pick Gold Rush as a home map

Home Maps

Before every best of 3 match, the highest seed (seed A) will pick first. The order of picking is as shown.

Best of 3:

1. Seed A, Seed B

Before every best of 5 match, the order of picking will be as shown.

Best of 5:

1. Seed A, Seed B, Seed B, Seed A

1. Once a map is picked, it cannot be picked again by either player
2. During a series, the losing player of the previous map may choose *any* of the remaining maps picked by either player
 - a. Maps may not be repeated during a series

Civilization Rules

Each match will have a civilization draft. Players must use the presets provided.

1. For best of 3: <https://www.aoe2cm.net/preset/IFhyi>
2. For best of 5: <https://www.aoe2cm.net/preset/qyrOv>



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General Rules

Game and Patch

1. All games are played on Age of Empires 2: Definitive Edition using the latest patch throughout the entire event.

Respect and sportsmanship

1. All participants, streamers and administrators must respect each other. Bad behaviour, insults or racism will not be tolerated
2. Spoiler rule - results of any match should not be discussed within your division chat on the discord server
3. Great sportsmanship is expected from all players

Smurfing

1. Players **MUST** use their primary account - Smurfing and account sharing is prohibited
2. Players **MUST** use the nickname they signed up with

Cooperation

1. All players must cooperate with a proper attitude and assist in any situation to ensure that the event runs smoothly

Communication

1. During the tournament and registration period players must regularly check The Golden Open channels in the Age of Noob discord server
 - a. Players will be contacted by other means if needed



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Cheating

1. Cheating or hacking is not allowed in any circumstances. Players found to be using any kind of cheat or hack will be disqualified from and potentially banned from all future Age of Noob Tournaments
2. Communications with people during a game besides your opponent or admins is strictly forbidden. Receiving information from third parties will lead to disqualification

Miscellaneous

1. Rules may be added to or modified at anytime during the event.
2. In case of disconnects
 - a. Players should use the save file to restore
 - b. If no save file is available, either player may concede the game if they believe it was lost
 - c. If neither player concedes, the game is replayed
 - i. This is at the discretion of the admins
3. Players should utilize the track sheet to schedule their matches and post the results
4. Seeds 3 through 6 in each group will be determined by tie-breakers
 - a. Group stage tie-break is game win percentage
 - b. If tie(s) remain(s), then strength of opponent the 1 loss came from
 - c. If there is still a tie, then original seeding



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Game Rules Restarts

1. Players have 1 restart available to them to use in each match
 - a. This must be called no later than 5 minutes in game time
2. Admin restarts can be called in the event of a bugged map
 - a. Admin restarts must be called no later than 10 minutes in game time
3. It is the responsibility of the player to scout their map to determine when a map is bugged

A map is bugged when:

1. Less than 50% of the sides on a player-specific gold, stone and berries are accessible. Extra golds, stones and berries that don't belong to either player are excluded
2. Any herdable or wild animal that belong to a player are trapped or inaccessible in anyway
3. Any player-controlled units are trapped or are in anyway inaccessible

Laming

1. Boar stealing is prohibited during this tournament
 - a. This rule only applies to stealing an opponent's boar with a scout
2. All other forms of laming are permitted

Straggler Trees

1. Players are not allowed to delete the straggler trees that spawn within 8 tiles of an opposing player's Town Center
 - a. This rule does not apply if the straggler tree being deleted is apart of a wall for the defending player



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Lobby Settings

Both Players are equally responsible for making sure the lobby settings are correct. Wrong settings will result in a game being restarted completely.

Pre-Lobby

1. Spectator Delay must be 2 minutes
2. "Hidden Civilizations" must be enabled
3. The host of the game must be considerate and choose a server that is as fair as possible for both players

Other Rules

Broadcasting

1. Players are not only allowed to stream their POV but are encouraged to do so
 - a. Players must have a minimum of a 1 minute stream delay
2. People are allowed to cast games throughout the event.
3. Stream Sniping is strictly forbidden
 - a. If a player is found to be stream sniping they will be disqualified from the tournament



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In-Game Lobby

1. The in-game lobby must be set to the setting shown below
2. Take a moment and make sure that the settings are correct before every game

Data Mod	Definitive Set	Population	200
Game Mode	Random Map	Game Speed	Normal
Map Style	Custom	Reveal Map	Normal
Location	[mapname]	Starting Age	Standard
Map Size	Tiny	Ending Age	Standard
AI Difficulty	Standard	Treaty Length	None
Resources	Standard	Victory	Conquest

<input checked="" type="checkbox"/> Lock Teams	<input type="checkbox"/> Shared Exploration	<input type="checkbox"/> Turbo Mode
<input checked="" type="checkbox"/> Team Together	<input checked="" type="checkbox"/> Lock Speed	<input type="checkbox"/> Full Tech Tree
<input type="checkbox"/> Team Positions	<input type="checkbox"/> Allow Cheats	<input checked="" type="checkbox"/> Record Game