

DELIRIUM CUP

By Lord Patito

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Tournament Overview

Welcome to the Delirium Cup, the most bizarre Age of Empires tournament ever! Here, regular gameplay doesn't exist. Three-player teams will face each other in beautiful yet unconventional maps, made by the best RMS masters out there. Each map has its own victory condition attached (sometimes, 2 victory conditions!) making the game play extremely different.

Players and teams composition

The tournament will feature a 3v3 format. Each team can sign up to seven (7) players. There's no ELO limit for the tournament. Each team should have a Team captain (the person in charge of scheduling the games and sending the recs). Players should sign up with their main account. Said accounts must have at least 40 1v1 ranked games and a total of at least 100 ranked games.

Inscription Process

To register, players should inscribe their Team in the corresponding AoeZone Toppic, providing the following information:

- o Team Name
- o Team players
- o Team captain (must be one of the players)
- o Aoe2.net profile of each player (obtained by copy-pasting your steam-profile ID number)

It's also suggested to join our discord (<https://discord.gg/YACxDmPPsr>).

Number of teams and seeding

The tournament will feature 16 teams, divided in 4 groups of 4 teams each. The 4 highest-Elo Teams (Average between historical max and actual Elo) will be head of the group, and the rest of the teams will be assigned into random groups. If we have between 17 and 31 teams, we will have a qualifier stage Bo3 before the main event. If we get 32 teams, we will feature 8 groups (and the best 8 teams will be head of the group). Inscriptions are closing Saturday 30th

at 17.00 GMT

Time Frame

The tournament will start the Monday 1st February. Notice that schedule will change depending how many teams we get (first option is from 17 up to 31 teams, second option is for 32 teams).

- February 1st to February 7th: qualifier stage / First game of round groups
- February 8th to February 14th: First and second /Second and third round of Group stage
- February 15th to February 21th: Third round of group stage/ Round of 16
- February 22th to February 26th: quarterfinals
- February 27th: Semi-finals
- February 28th: finals

*Timeframe may change//adapt to players competing in big tournaments.

Game modes and victory conditions

One of the main points that separates Delirium Cup from other tournaments is that we're using different victory conditions and different game modes. In each case the victory condition will be either Standard, or the one defined by the game mode. Here I explain which correspond what.

- Random map: We're using standard victory here. You can win by defeating your opponent, collecting all relics or building a wonder (Yes, you can actually use Atheism in this tournament!).
- Empire wars: Start in feudal age, with lots of vils, some buildings and ready to battle. Standard victory applies here as well.
- Regicide: Killing your opponents' kings eliminate them from the game (killing the queen does nothing though. Medieval times were not too in favour of gender equality). Standard victory applies, so you may also win by collecting relics or building a wonder
- Capture the relic: You start with 1 monastery, which can't be destroyed, and you can't build a second one. In the middle, there's a relic. Put that relic in your monastery and you **win instantly**. **Note that the game set this mode automatically in feudal, but we're starting in dark age, except when stated otherwise.**
- King of the hill: Dominate and control the monument in the middle of the map during the established time in order to win.
- Sudden Death: You can't build extra TCs. And you should think in protect the one you already have, since losing your TC means that you're automatically eliminated from the game.

Secondary Victory Conditions

As stated before, the great majority of maps would have two victory conditions. This can be activated by ticking the correct checkbox in the advanced options section. These complementary victory conditions are:

- Regicide
- Sudden Death
- Empire Wars

Maps

I'm really happy to introduce a group of maps created by, probably, the two best map-creators out here: Chrazini and Zetnus. Each map has been selected to synergize with the victory conditions it has assigned to it. Voilà the maps we're playing:

- Big Freeze (By Chrazini)
- Cenotaph (By Chrazini)
- Frazil (by Chrazini)
- Glaciar Springs (by Zetnus)
- Golden Stream (by Chrazini)
- Haboob (by Chrazini)
- Hyperrandom (by Zetnus) (Not a Homemap)
- Hidden Lake (by Zetnus)
- Hoodoo (by Chrazini)
- Kraken (by Zetnus)
- Mangroove floods (by Chrazini)
- Swamp Fever (by Chrazini)

In order to obtain the maps, players should download the "Delirium Cup map pack" either browsing the in-game tool or from [this link](#).

Due to the tournament being so different, we're explaining how to set each map victory conditions, in order to avoid confusion. If you have any question about any map, please contact the tournament admins. It's up to both teams to check the correct configuration of the match. A game can be invalidated by the admins if one of the participating teams happens to complain about an error in the settings.

Hyperrandom (By Zetnus): Standard Victory.

Anything goes in Hyperrandom. The map is weird enough and represents the very soul of the tournament. That's why we aren't adding anything in particular. THIS IS THE FIRST MAP OF EVERY ROUND, AND CAN'T BE CHOSED AS A HOME MAP.

Game Settings	
Data Mod:	Default
Game Mode:	Random Map
Map Style:	Custom
Location:	DC_HyperRandom
Map Size:	Normal (6 player)
AI Difficulty:	Standard
Resources:	Standard
Population:	200
Game Speed:	Normal
Reveal Map:	Normal
Starting Age:	Standard
Ending Age:	Standard
Treaty Length:	<None>
Victory:	Standard

Team Settings	Advanced Settings
<input checked="" type="checkbox"/> Lock Teams	<input checked="" type="checkbox"/> Lock Speed
<input checked="" type="checkbox"/> Team Together	<input type="checkbox"/> Allow Cheats
<input checked="" type="checkbox"/> Team Positions	<input type="checkbox"/> Turbo Mode
<input type="checkbox"/> Shared Exploration	<input type="checkbox"/> Full Tech Tree
	<input type="checkbox"/> Empire Wars Mode
	<input type="checkbox"/> Sudden Death Mode
	<input type="checkbox"/> Regicide Mode
	<input checked="" type="checkbox"/> Record Game

Big Freeze (By Chrazini): Capture the relic

Your Arena wanna-be. Palisade walls instead of stone ones, and one relic in the middle. Note that we're starting in dark age, although the game set the start in feudal age when you choose Capture the relic game mode.

Game Settings	
Data Mod:	Default
Game Mode:	Capture the Relic
Map Style:	Custom
Location:	DC_Big Freeze
Map Size:	Normal (6 player)
AI Difficulty:	Standard
Resources:	Standard
Population:	200
Game Speed:	Normal
Reveal Map:	Normal
Starting Age:	Dark Age
Ending Age:	Standard
Treaty Length:	<None>

Team Settings	Advanced Settings
<input checked="" type="checkbox"/> Lock Teams	<input checked="" type="checkbox"/> Lock Speed
<input checked="" type="checkbox"/> Team Together	<input type="checkbox"/> Allow Cheats
<input checked="" type="checkbox"/> Team Positions	<input type="checkbox"/> Turbo Mode
<input type="checkbox"/> Shared Exploration	<input type="checkbox"/> Full Tech Tree
	<input type="checkbox"/> Empire Wars Mode
	<input type="checkbox"/> Sudden Death Mode
	<input type="checkbox"/> Regicide Mode
	<input checked="" type="checkbox"/> Record Game

Cenotaph (By Chrazini): Sudden Death

A.K.A post-apocalyptic Arabia. You only have 1 TC, so if it's gets destroyed, you're out. Plus, the ground around your town center won't allow you to build farms on it, favouring an aggressive game play.

Game Settings

Data Mod: Default

Game Mode: Random Map

Map Style: Custom

Location: DC_Cenotaph

Map Size: Normal (6 player)

AI Difficulty: Standard

Resources: Standard

Population: 200

Game Speed: Normal

Reveal Map: Normal

Starting Age: Standard

Ending Age: Standard

Treaty Length: <None>

Victory: Standard

Team Settings

- Lock Teams
- Team Together
- Team Positions
- Shared Exploration

Advanced Settings

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

Frazil (By Chrazini): Capture the relic- Regicide

Seven islands. The central one holds some extra gold and the relic the players should capture. There's no extra land here, so you should act quickly: Snipe the rivals kings, or steal the relic!

Game Settings

Data Mod:	Default
Game Mode:	Capture the Relic
Map Style:	Custom
Location:	DC_Frazil
Map Size:	Normal (6 player)
AI Difficulty:	Standard
Resources:	Standard
Population:	200
Game Speed:	Normal
Reveal Map:	Normal
Starting Age:	Dark Age
Ending Age:	Standard
Treaty Length:	<None>

Team Settings	Advanced Settings
<input checked="" type="checkbox"/> Lock Teams	<input checked="" type="checkbox"/> Lock Speed
<input checked="" type="checkbox"/> Team Together	<input type="checkbox"/> Allow Cheats
<input checked="" type="checkbox"/> Team Positions	<input type="checkbox"/> Turbo Mode
<input type="checkbox"/> Shared Exploration	<input type="checkbox"/> Full Tech Tree
	<input type="checkbox"/> Empire Wars Mode
	<input type="checkbox"/> Sudden Death Mode
	<input checked="" type="checkbox"/> Regicide Mode
	<input checked="" type="checkbox"/> Record Game

Glacial Springs (By Zetnus): King of The Hill – Empire Wars

In this marvellous universe, hills are made of water. And have monuments on top of them. Starting in feudal age, you can either go for land troops or warships to control the building in the centre. An aggressive, versatile and really different map.

Game Settings	
Data Mod:	Default
Game Mode:	King of the Hill
Map Style:	Custom
Location:	DC_Glacial Springs
Map Size:	Normal (6 player)
AI Difficulty:	Standard
Resources:	Standard
Population:	200
Game Speed:	Normal
Reveal Map:	Normal
Starting Age:	Feudal Age
Ending Age:	Standard
Treaty Length:	<None>
Victory:	Standard

Team Settings	Advanced Settings
<input checked="" type="checkbox"/> Lock Teams	<input checked="" type="checkbox"/> Lock Speed
<input checked="" type="checkbox"/> Team Together	<input type="checkbox"/> Allow Cheats
<input checked="" type="checkbox"/> Team Positions	<input type="checkbox"/> Turbo Mode
<input type="checkbox"/> Shared Exploration	<input type="checkbox"/> Full Tech Tree
	<input checked="" type="checkbox"/> Empire Wars Mode
	<input type="checkbox"/> Sudden Death Mode
	<input type="checkbox"/> Regicide Mode
	<input checked="" type="checkbox"/> Record Game

Golden Stream (By Chrazini): Empire Wars

A mix of Lombardia and Golden Swamp. Each team is in an opposite side of marsh-river, which keeps lots of gold in the middle. Empire wars mode ensures a really aggressive game plan and an almost immediate battle. A very beautiful and well-balanced map, with an real straight-forward gameplay.

Game Settings

Data Mod:	Default
Game Mode:	Empire Wars
Map Style:	Custom
Location:	DC_Golden Stream
Map Size:	Normal (6 player)
AI Difficulty:	Standard
Resources:	Standard
Population:	200
Game Speed:	Normal
Reveal Map:	Normal
Starting Age:	Feudal Age
Ending Age:	Standard
Treaty Length:	<None>
Victory:	Standard

Team Settings	Advanced Settings
<input checked="" type="checkbox"/> Lock Teams	<input checked="" type="checkbox"/> Lock Speed
<input checked="" type="checkbox"/> Team Together	<input type="checkbox"/> Allow Cheats
<input checked="" type="checkbox"/> Team Positions	<input type="checkbox"/> Turbo Mode
<input type="checkbox"/> Shared Exploration	<input type="checkbox"/> Full Tech Tree
	<input type="checkbox"/> Empire Wars Mode
	<input type="checkbox"/> Sudden Death Mode
	<input type="checkbox"/> Regicide Mode
	<input checked="" type="checkbox"/> Record Game

Haboob (By Chrazini): Empire Wars – Regicide

in a Smaller-than-usual map, surrounded by threes, each player starts with a Tower, a king, a queen, and a small village going on. Attack fast, cause here there's nowhere to run!

Game Settings

Data Mod:	Default
Game Mode:	Regicide
Map Style:	Custom
Location:	DC_Haboob
Map Size:	Normal (6 player)
AI Difficulty:	Standard
Resources:	Standard
Population:	200
Game Speed:	Normal
Reveal Map:	Normal
Starting Age:	Feudal Age
Ending Age:	Standard
Treaty Length:	<None>
Victory:	Standard

Team Settings

- Lock Teams
- Team Together
- Team Positions
- Shared Exploration

Advanced Settings

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

Hidden Lake (By Zetnus): Capture the relic- sudden Death

In how many things you can think at the same time? Are you able to Destroy your enemy TC while keeping an eye on both yours and the relic in the middle of the lake? Or would you send a monk to try to steal victory while you defend? One of the most out-of-the-box maps. Here, you can win (or lose) doing lots of things.

Game Settings

Data Mod:	Default
Game Mode:	Capture the Relic
Map Style:	Custom
Location:	DC_Hidden Lake
Map Size:	Normal (6 player)
AI Difficulty:	Standard
Resources:	Standard
Population:	200
Game Speed:	Normal
Reveal Map:	Normal
Starting Age:	Dark Age
Ending Age:	Standard
Treaty Length:	<None>

Team Settings	Advanced Settings
<input checked="" type="checkbox"/> Lock Teams	<input checked="" type="checkbox"/> Lock Speed
<input checked="" type="checkbox"/> Team Together	<input type="checkbox"/> Allow Cheats
<input checked="" type="checkbox"/> Team Positions	<input type="checkbox"/> Turbo Mode
<input type="checkbox"/> Shared Exploration	<input type="checkbox"/> Full Tech Tree
	<input type="checkbox"/> Empire Wars Mode
	<input checked="" type="checkbox"/> Sudden Death Mode
	<input type="checkbox"/> Regicide Mode
	<input checked="" type="checkbox"/> Record Game

Hoodoo (By Chrazini): Regicide

Your nomad adventure, but you start with much more vils, and a king. Notice that this map is played with medium resources and large size (8 players). Also, no team together or team positions. It's funnier that way. Also **VIL WARS are not allowed before minute 5, neither is attacking an enemy king with your vils before that minute.** In the other hand, you can snipe either Kings or vils with your TC, even before minute 5.

Game Settings

Data Mod:	Default
Game Mode:	Random Map
Map Style:	Custom
Location:	DC_Hoodoo
Map Size:	Large (8 player)
AI Difficulty:	Standard
Resources:	Medium
Population:	200
Game Speed:	Normal
Reveal Map:	Normal
Starting Age:	Standard
Ending Age:	Standard
Treaty Length:	<None>
Victory:	Standard

Team Settings	Advanced Settings
<input checked="" type="checkbox"/> Lock Teams	<input checked="" type="checkbox"/> Lock Speed
<input type="checkbox"/> Team Together	<input type="checkbox"/> Allow Cheats
<input type="checkbox"/> Team Positions	<input type="checkbox"/> Turbo Mode
<input type="checkbox"/> Shared Exploration	<input type="checkbox"/> Full Tech Tree
	<input type="checkbox"/> Empire Wars Mode
	<input type="checkbox"/> Sudden Death Mode
	<input checked="" type="checkbox"/> Regicide Mode
	<input checked="" type="checkbox"/> Record Game

Kraken (By Zetnus): King of the hill - Regicide

A huge archipelago, with resources scattered around small islands. You have to keep moving, in order to survive here. Just remember where you leave your King!

Game Settings

Data Mod:	Default
Game Mode:	King of the Hill
Map Style:	Custom
Location:	DC_Kraken
Map Size:	Normal (6 player)
AI Difficulty:	Standard
Resources:	Standard
Population:	200
Game Speed:	Normal
Reveal Map:	Normal
Starting Age:	Standard
Ending Age:	Standard
Treaty Length:	<None>
Victory:	Standard

Team Settings

- Lock Teams
- Team Together
- Team Positions
- Shared Exploration

Advanced Settings

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

Mangroove Flood (By Chrazini): King of the hill – Sudden Death

Oh boy, this one is a real messy one. All three members of the team start close to each other, in swamp lands. Only a stripe of steady land exists, in the middle of the map, where the monuments rest. Watch out for the demo-ships!

Game Settings

Data Mod:	Default
Game Mode:	King of the Hill
Map Style:	Custom
Location:	DC_Mangrove Flood
Map Size:	Normal (6 player)
AI Difficulty:	Standard
Resources:	Standard
Population:	200
Game Speed:	Normal
Reveal Map:	Normal
Starting Age:	Standard
Ending Age:	Standard
Treaty Length:	<None>
Victory:	Standard

Team Settings	Advanced Settings
<input checked="" type="checkbox"/> Lock Teams	<input checked="" type="checkbox"/> Lock Speed
<input checked="" type="checkbox"/> Team Together	<input type="checkbox"/> Allow Cheats
<input checked="" type="checkbox"/> Team Positions	<input type="checkbox"/> Turbo Mode
<input type="checkbox"/> Shared Exploration	<input type="checkbox"/> Full Tech Tree
	<input type="checkbox"/> Empire Wars Mode
	<input checked="" type="checkbox"/> Sudden Death Mode
	<input type="checkbox"/> Regicide Mode
	<input checked="" type="checkbox"/> Record Game

Swamp Fever (By Chrazini): King of the hill

You will like some neighbours more than others. All players start next to each other, in a circle of chaos. In the middle, the monument waits to be conquest. The outside lands are the home of extra resources. Expand your eco across the other side of the river while you hold your ground... or trush/douche your opponent. It's up to you.

Game Settings

Data Mod:	Default
Game Mode:	King of the Hill
Map Style:	Custom
Location:	DC_Swamp Fever
Map Size:	Normal (6 player)
AI Difficulty:	Standard
Resources:	Standard
Population:	200
Game Speed:	Normal
Reveal Map:	Normal
Starting Age:	Standard
Ending Age:	Standard
Treaty Length:	<None>
Victory:	Standard

Team Settings	Advanced Settings
<input checked="" type="checkbox"/> Lock Teams	<input checked="" type="checkbox"/> Lock Speed
<input checked="" type="checkbox"/> Team Together	<input type="checkbox"/> Allow Cheats
<input checked="" type="checkbox"/> Team Positions	<input type="checkbox"/> Turbo Mode
<input type="checkbox"/> Shared Exploration	<input type="checkbox"/> Full Tech Tree
	<input type="checkbox"/> Empire Wars Mode
	<input type="checkbox"/> Sudden Death Mode
	<input type="checkbox"/> Regicide Mode
	<input checked="" type="checkbox"/> Record Game

Map Draft

Map Draft will happen before starting the series (I.E. Before playing Hyperrandom). The Draft's format is the one explained below:

Bo3:

Team A Picks a Home map
Team B Picks a Home map
Team B Picks a Home map
Team A Picks a Home map

Bo5:

Team A Picks a Home map
Team B Picks a Home map
Team B Picks a Home map
Team A Picks a Home map
Team A Picks a Home map
Team B Picks a Home map

Bo7:

Team A Picks a Home map
Team B Picks a Home map
Team B Picks a Home map
Team A Picks a Home map
Team A Picks a Home map
Team B Picks a Home map
Team B Picks a Home map
Team A Picks a Home map

"A Team" being the Higher-seed team, and "B Team" being the Lower-seed team. Notice that each team have a spare home map per round.

Tournament and round formats

The tournament will feature four groups of four teams each, playing in a GSL format. The best two teams of each groups classify to the knock-out stages. Group's rounds will be Bo3, Quarterfinals and semi-finals will be Bo5, the same that the bronze match. The great Final will be a Bo7. If we happen to have a round of 16, it will be also Bo5.

First map of every round is going to be Hyperrandom. Then, the loser of the last game will be picking HM. In this fashion:

Bo3:

G1: Hyperrandom
G2: HM of G1 Loser
G3: HM of G2 Loser

Bo5:

G1: Hyperrandom
G2: HM of G1 Loser
G3: HM of G2 Loser
G4: HM of G3 Loser
G5: HM of G4 Loser

Bo7:

G1: Hyperrandom
G2: HM of G1 Loser
G3: HM of G2 Loser
G4: HM of G3 Loser
G5: HM of G4 Loser
G6: HM of G5 Loser
G7: HM of G6 Loser

Rules

- **Any team using an exploit-cheat in their favour would be disqualified from the tournament. Depending if we get or not a hotfix before the start the tournament, Lithuanians will or will be not allowed in the tournament. In any case Burgundians and Sicilians will be banned from the tournament.**
- The tournament is civ pick, hidden, no repeat (I.E: Teams may pick their civilizations, and use every once per round). Lobbies should have the "hidden civ" option activated
- Trushing, Douching and lamming sheep/boars is allowed.
- Straggler trees up to 8 tiles away from the enemy TC can't be erased and/or lammed, except for those used as part of a wall
- Sling is not allowed in feudal age. Players should reach Castle age before sending resources to an ally. Players receiving tributes may be in any age.
- Each team can use a RE-start each round, for any reason, as long as it is asked before the 5th minute.
- All games shall be played with spectators allowed, and with two (2) minutes of spectator-delay.
- It's not allowed to attack villagers/kings with villagers before the 5th minute in maps with a nomadic start (Hoodoo and Hyperrandom, if the later turns out to be a nomad map). Nevertheless, this units could be attacked/killed anytime with TC fire.
- Teams should be present at the scheduled time. If one team do not show up at the arranged time, the rival team must wait for 15 minutes. After those 15 minutes have past, and if the rival team still haven't show up (or is missing at least one player), the team that showed up with all three players at the scheduled time may ask for an admin win for the whole series

Violation of any rule will result in automatic forfeiture of the game for the team that broke the rule. If a team breaks a rule for a second time, said team will be disqualified from the competition.

Scheduling and recs

Team captains are in charge of scheduling the matches and inform the admins through the discord server(<https://discord.gg/YACxDmPPsr>). Alternatively, team captains can create a topic in the corresponding Aoezone's tournament subforum.

In order to submit recs, team captains should post them in the designed discord channel. Said recs should be in a zip file, with dummies recs in necessary, and the result should be in an attached message, labelled as Spoiler (I.E not visible without clicking on it). Alternatively, the recs can be posted in a dedicated thread in aoezone, with the described format.

Casting

Tournament is open casting. If you're interested in doing so, contact Lord Patito (Lord

patito#1970), either by discord or Aoezone

Prizes

If you want to donate to the prizepool, please contact me, Lord_patito, either by Discord or by Aoezone.

LORD PATITO

MUNDO
AGE OF EMPIRES

NOVA