

# 1v1

# Eagle Scout Cup

# Co-op

# Tournament



- 1400 1v1 elo max
- 1150 max elo for team(1v1rm rank) average
- Mappool: 10 Maps
- -teams of 2 players sharing control of 1 civ
- For sake of scheduling each team is allowed 1 sub
- Players will use civ draft preset <https://aoe2cm.net/preset/uLuCg>
- Players must check in before matches we will be using Toornament for Random seeding

**General**

The Low ELO Co-op Tournament will consist of 64 teams comprising two players in each team who will compete across several rounds in Best of 3 match ups. Teams are allowed to have 1 sub but games will be 1v1 Co-op style. We kindly ask that each team nominates a captain/spokesman to communicate to the admins about game times, problems, posting records etc.

We have adjusted the elos to make it a little more interesting and hope that players will help coach during the tournament as well to help new players improve!

To sign up join this discord:<https://discord.gg/xZWwEce> go to the sign up and enter your team info if you are solo looking for a team please specify we will try to help there is also a find teammate channel in the discord

Info we ask for is steam url, ingame name, AoE2.net link and team name if established

No inflammatory behaviour within the tournament community will be accepted – this includes but is not limited to: racism, sexism, bigotry, hatred or malicious comments of any kind towards any group of people.

### **Elo Ratings**

Each player must not exceed 1400 elo. We will be using the players elo as of August 31st to prevent quick elo drops and prevent smurfing. Players must have played 20 RM games prior to August 31st.

we do not allow smurfing if we see anything that suggests such will be an automatic ban

**we also do not allow cheating!!!! we will watch the recs as well as cast**

### **Seeding**

The tournament will be randomly seeded using Tournament.

### **Tournament Dates**

**Rounds will be 1 series per week and it will be up to captains/teams to make a schedule that suits the respective parties**

**Time frames for games will be Saturday-friday for each round with the finals being on on 10/17/2020**

09/12/2020 - 10/17/2020 (TBC)

### **Time Frame**

Round 1 (Time TBC): Bo3 - Arabia, Home Map of Game 1 loser, Home Map of Game 2 loser

Round 2 (Time TBC): Bo3 - Arabia, Home Map of Game 1 loser, Home Map of Game 2 loser

Round 3 (Time TBC): Bo3 - Arabia, Home Map of Game 1 loser, Home Map of Game 2 loser

Round 4 (Time TBC): Bo3 - Arabia, Home Map of Game 1 loser, Home Map of Game 2 loser

Round 5 (Time TBC): Bo5 - Arabia, Home Map of Game 1 loser, Home Map of Game 2 loser, Home map of game 3 loser, Home map of game 4

Round 6 (Time TBC): Bo5 - Arabia, Home Map of Game 1 loser, Home Map of Game 2 loser, Home map of game 3 loser, Home map of game 4

### **Map Pool (9 maps + Arabia)**

Each series will start with Arabia and each team will pick one home map

Arabia (starting map)

Arena

Acropolis

Socotra

Nomad

Budapest

Golden pit

Team islands

Hill Fort

Hideout

### **Prize Pool**

Winning team - \$50 usd

A special prize will go to the lowest rated team under 1k that got the furthest!!

### **GAME RULES**

**Only Approved AOE2DE graphic mods are accepted**

**Players will use** <https://aoe2cm.net/preset/uLuCg> for civ draft

The team that received the higher seed will make the lobby and will choose the first ban. For example in bracket 1

(Team 1

Team 2)

Team 1 will host lobby and make 1st ban however it is up to both teams to ensure lobby settings are correct

Please try to agree on a server that works for both parties if any issues contact an admin

The in game settings are to be as followed:

Data mod: Definitive set

Game mode:Random Map

Map Style:Standard

Location:(chosen map)

Map Size: 2 players

Resources:Standard

Population:200

Game Speed:Normal

Reveal map: Normal

Starting age:standard

Ending age:standard

Treaty length:none

Victory:conquest

**Please also have the following enabled:**

Lock teams

Team together

Lock speed

Team positions

**Please have the following disabled:**

Allow cheats

Turbo mode

Full tech tree

shared exploration

if for whatever reason there is a drop you should try to save and restore game

**Spectating**

Games will be casted by Cbassjr713 and TomSnuffles but participants are welcome to stream their POV/allow casting from someone else with semi finals and finals being an exception. Only casters previously mentioned may cast semifinals and finals live. All games should include a 5 minute spectator delay ingame and if you're streaming add a 120s delay to stream

## **Strategies**

There will be no bans on strategies!!

## **Admin win/loss OR restart**

Admin wins/losses OR restarts are discretionary

An admin restart will occur if resources are bugged (stone/gold inside a woodline for example) and in the event of a restart must be the same civs, positions and map.

An admin win/loss will occur if a player is found to have broken tourney rules ( stream-cheating)

We please ask the captains/spokesperson of the winning team to place recs in the rec channel in the discord when the series is over as well as civ bans.

The format of the records shared by the winning captain should be "Team Name1 vs Team Name2 G1,G2,G3,G4,G5"

## **Prize Money**

Prizes will be sent via PayPal at the conclusion of the tournament. If the recipients do not

use/have PayPal the prizes will be sent by other means. However, certain fees may be

deducted from the amount.

Admins are as followed: Cbass and Tomsnuffles

Twitch channels are as followed:

Cbass: <https://www.twitch.tv/cbassjr713>

TomSnuffles: <https://twitch.tv/tomsnuffles>

any changes to rules and announcements will be posted in the discord to all! We wish all good luck and have a blast!