COLLECTION CUP

HOSTED BY LOCOSER

PLAYERS

24 invited players contest the first place of the tournament.

The top 8 players will start directly in the Round of 16, the remaining 8 players will be the winners of the preliminary rounds, where they will compete for a place in the Main Event.

Sorted by: 1v1 Historic Maximum Rated

SCHEDULE

PRELIMINARY ROUNDS

QUALIFIERS
June 18th to 30th

MAIN EVENT

ROUND OF 16
July 1st to 4th

QUARTERFINALS
July 8th to 9th

SEMIFINALS
July 10th

GRAND FINALE
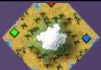July 11th

PRIZEPOOL

U$S 2400

DISTRIBUTION

U$S 700

U$S 400

U$S 250

U$S 100

U$S 50

$9^0 - 16^0$

$5^0 - 8^0$

$3^0 - 4^0$

2^0

1^0

MAP POOL

ARABIA

HIDEOUT	ACROPOLIS
SERENGUETI	MEDITERRANEAN
KILIMANJARO	VALLEY
FOUR LAKES	NOMAD
ATACAMA	GOLDEN SWAMP

CIVILIZATIONS

All civilizations are allowed, including Burgundians and Sicilians.

SETTINGS

All brackets will be played in Single Elimination format, BO5.

The Grand Finale will be BO7.

The tournament brackets will be organized on challonge.com, distributing the seeds based on the maximum historical rated of each player.

Draft Preset (BO5)

https://aoe2cm.net/preset/YkCKL

Draft Preset (BO7)

https://aoe2cm.net/preset/OxWwi

All series will include draft civilizations.

Players will choose their home maps before starting the draft, considering the following order:

Bo5:

Player A (Higher seed) pick a map.

Player B (Lower seed) pick two maps.

Player A (Higher seed) pick a map.

Bo7:

Player A (Higher seed) pick a map.

Player B (Lower seed) pick two maps.

Player A (Higher seed) pick two maps.

Player B (Lower seed) pick a map.

First map will always be Arabia, the next HMs will be chosen by the player who is losing the series, with a maximum of 2 times each. As long as the partial result remain tied, the player who hasn't chosen the previous map chooses the next one:

Arabia – hm – hm - hm – hm. (bo5)

Arabia – hm – hm - hm – hm - hm - hm. (bo7)

Laming is allowed.

RESTARTS

There are no REs per player, except in the case of bugged maps (any main resource that is inaccessible by more than 50%)

SPECIAL RULES

NOMAD START:

Players will not be able to fight, until they have both built their town center.

It's not allowed to wall rival villagers, until they have both built their town center.

STRAGGLER TREES:

Players are not allowed to delete the straggler trees wich spawn around an opposing player's town center.

DROP CASE:

In case of drop, the administration will seek to resume the game or restart it. If the administration considers the existence of an irremovable difference in favor of a player, the game will be given to him as won.

IN-GAME LOBBY

2 minute Spectator Delay.

Players should agree on which server should the game be played on. If no agreement is reached, the server will be determined by an administrator.

DATA MOD	DEFINITIVE SET		**POPULATION**	200
GAME MODE	RANDOM MAP		**GAME SPEED**	NORMAL
MAP STYLE	STANDARD		**REVEAL MAP**	NORMAL
LOCATION	MAP		**STARTING AGE**	STANDARD
MAP SIZE	TINY (2 PLAYERS)		**ENDING AGE**	STANDARD
AI DIFFICULTY	STANDARD		**TREATY LENGTH**	NONE
RESOURCES	STANDARD		**VICTORY**	CONQUEST

☒ LOCK TEAMS	☐ SHARED EXPLORATION	☐ TURBO MODE
☒ TEAMS TOGETHER	☒ LOCK SPEED	☐ FULL TECH TREE
☒ TEAM POSITIONS	☐ ALLOW CHEATS	☒ RECORD GAME

SCHEDULE

All schedules will be made on our Discord server for the convenience of both players and tournament administrators. Once entered, players will receive the corresponding role to access the section: Collection Cup.

You can request your player role to any administrator of the tournament.

Discord server link:

https://discord.gg/GCCJUjy

STREAMING POLICIES

All games will be broadcast live (if possible) and both days and schedules will be announced on our Discord server, in section: "Fixture".

The requested requirements will be the following:

1. Include the legend "Hosted by LocoSer" in the title of the stream.
2. Include the tournament banner on screens between games.
3. Include the following command for the host in the streamchat: !CollectionCup (https://www.youtube.com/c/locoser).

You can request your caster role to any administrator of the tournament.

CONTACT US

If you have any questions you can contact any member of the event organization.

Host: LocoSer#4916

Admin: Lordpatito#1970

Admin: PinkVonBulow#4092

Design: AgusGP#6378