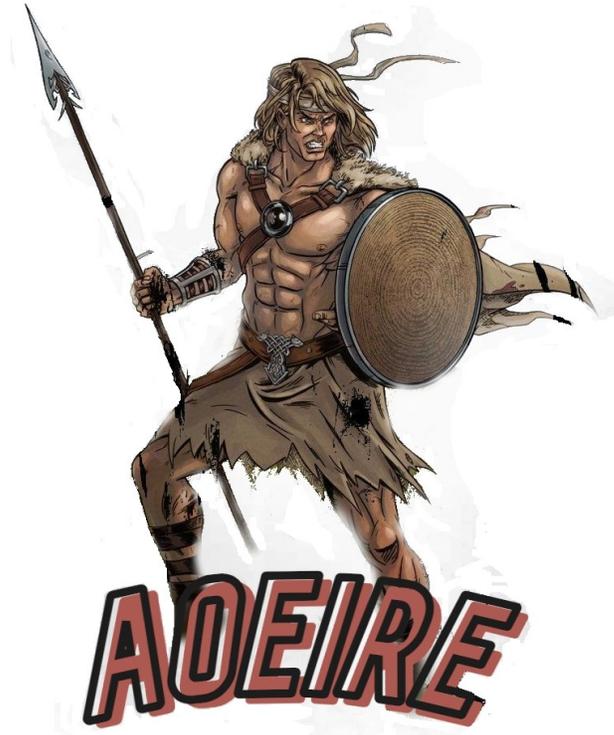


# Rí na hÉireann Úile

King of All Ireland (KoI)



A Dueling (1v1) Age of Empires II:  
Definitive Edition Tournament  
on a Custom Irish Map Pool

Organized and Casted by: [twitch.tv/AOEire](https://www.twitch.tv/AOEire)  
Casted and Challenges Designed by: [twitch.tv/PossiblySean](https://www.twitch.tv/PossiblySean)  
Random Maps Scripted by: [twitch.tv/TechChariot](https://www.twitch.tv/TechChariot)

## Prize Pool:

The current prize pool is \$100 USD (as of 10/11/2021). Please contact Stig\_Bubblecard#2081 if you would like to contribute.

Prizes distributed per the following table, pending number of brackets/leagues:

Winner in League...	Number of Brackets			
	One	Two	Three	Four
Platinum	N/A	N/A	N/A	65%
Gold	100%	65%	60%	20%
Silver	N/A	35%	30%	10%
Bronze	N/A	N/A	10%	5%

*Table 1: Breakdown of the Winnings from Various Brackets in KoI Tournament*

## Timeline:

Table 2 below describes the important milestones for the King of Ireland tournament:

Date (DD/MM/YY):	Milestone(s):
01/11/21	Map Pool Released, Finalized Pending Minor Balance Changes
13/11/21	Announcement Update in Age of Empires Online Forums, “Soft” Registration Opens, Practice Begins
08/01/22	“Soft” Registration Closes, Map Pool Solidified – No Further Design Changes Allowed, Confirm Registration Notice Sent
15/01/22	All Notices Confirming Participation Received
16/01/22	“Hard” Registration Performed, Data Mined From aoe2.net, Average Elos Calculated, Brackets Generated
17/01/22	Qualifier Round Begins (If Necessary)
24/01/22	First Round Begins
31/01/22	Second Round Begins
07/02/22	Third Round Begins
14/02/22	Fourth Round Begins (If Necessary)
21/02/22	Fifth Round Begins (If Necessary)
28/02/22	Sixth Round Begins (If Necessary)
04/03/22	Seventh Round Begins (If Necessary)
11/03/22	Tournament Ends, Though Casting May Continue, Prizes Disbursed Within a Few Days

*Table 2: Timeline of Player Responsibilities for King of Ireland Tournament*

As can be seen from Table 2, participants are expected to schedule and play one round each week, starting from January 17<sup>th</sup>, 2022, and going until March 11<sup>th</sup>, 2022 at the latest. The exact duration of the tournament will depend on the number of brackets achieved and the size of those brackets (which must be a power of two) but Table 2 outlines the maximum amount of commitment that could be required.

For example, if 88 people sign up who are distributed in two leagues of 22 (Gold) and 66 (Silver) respectively, then six people would be required to qualify for the Gold league of 16 (an even power of two), and two people would be required to qualify for the Silver league of 64 (also an even power of two). Both leagues would have a one-week qualifier

round, but the Gold league would require only 5 weeks to resolve (since  $2^{(5-1)}=16$  ) while the Silver league would require all 7 weeks to resolve (since  $2^{(7-1)}=64$  ).

If there is no qualifier round, then the first round will take its place, and all subsequent rounds are moved forward one week. If we achieve our goal of 128 participants, no further “Soft” Registrations will be accepted and the qualifier round will become the first round, with the tournament spanning until March 11<sup>th</sup> (since  $2^{(8-1)}=128$  ).

## **Registration:**

### Discord:

Participants are required to be in the AOEire discord server:

<https://discord.gg/EmqETvzEJC>

### Sign Up Link:

<https://docs.google.com/forms/d/e/1FAIpQLSfYzsPZTIQqbU421zFm-MIPMkeX10Fp99sXMrDyCLzThVeaPw/viewform>

### List of Sign ups:

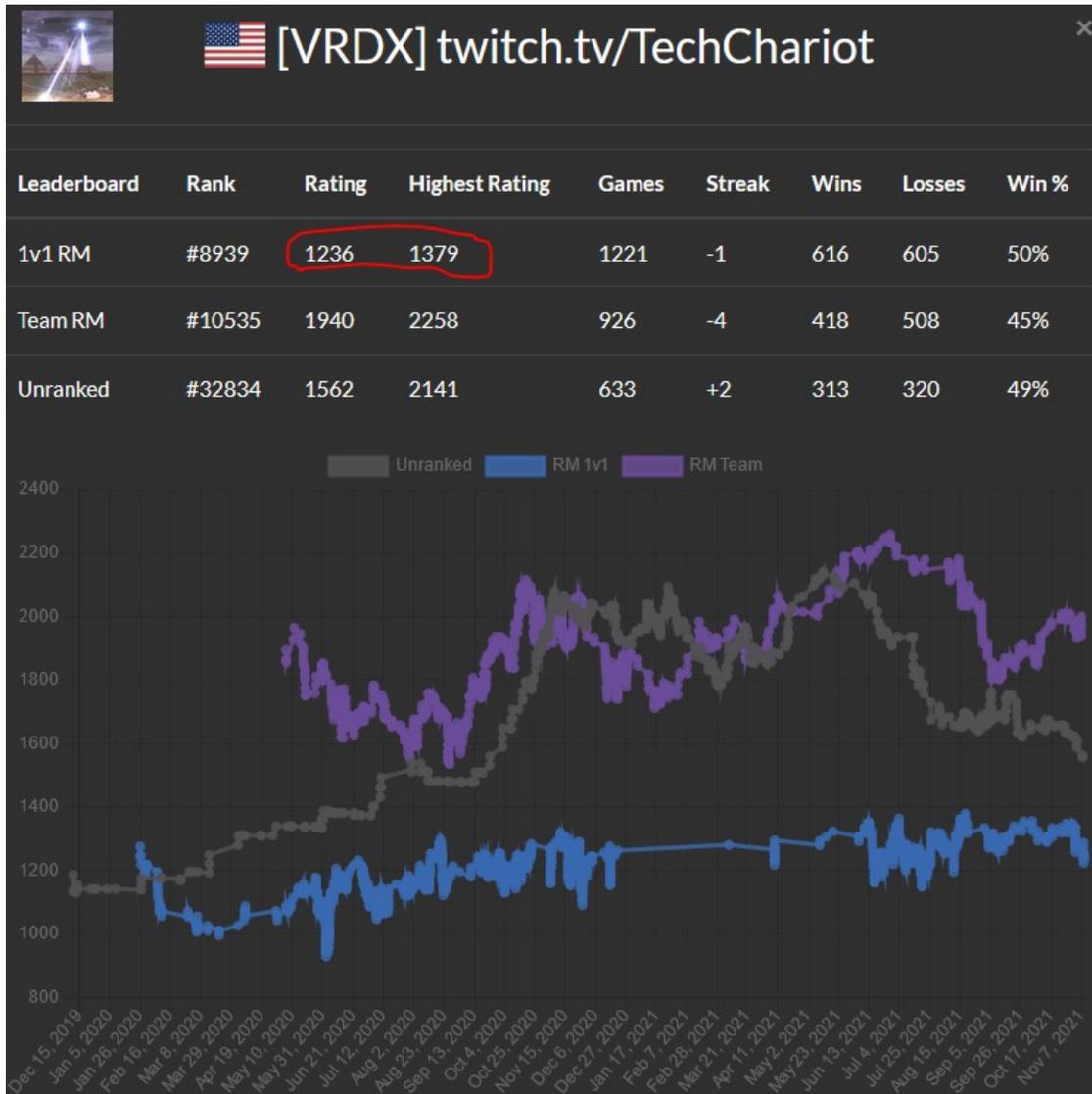
<https://docs.google.com/spreadsheets/d/1mGyBnZcOikB2QcfhR15FCrAP3EZijzucosBvbR0q32Y/edit?usp=sharing>

### Brackets:

Each bracket shall contain a minimum of eight participants within a 200 elo range maximum. The recommended range of dueling elo for this tournament is 1000 to 1800, and the volume of participants is capped at 128. Any registrations in excess of this number will be placed on a waiting list –we will try to work them in if brackets allow, but bracket decisions will not be made based on these players. Even with a timely sign-up, it is possible (but unlikely) that registrants with outlier elos will not be able to play because a bracket (minimum of 8 players) cannot be formed around their skill level.

## Elo Rules:

The numbers given in the “Brackets” section are average calculated elo, found by adding the highest ever elo achieved, current elo, and dividing by two. For example, the following image from AOE2.net shows the progression of TechChariot’s dueling elo over time:



*Figure 1: Time Progression of Dueling Elo for TechChariot 08/11/2021*

Were TechChariot to enter this tournament, he would be seeded using an average elo calculated thusly:  $(1236+1379)/2 = 1308$ .

Although a single number (average elo) is used for seeding, participants are required to submit a link to their match history, which will be inspected by tournament administrators and other volunteers for anomalous behavior. Though this may seem paranoid, King of Ireland tournament organizers have designed this competition with the following features that will mitigate the risk of “smurfing” and other dishonest play:

- 1) **Minimum of 50 1v1 games played on the account to be used in all matches** – Chances are if some guy is secretly 500 elo too high and has to play 50 games to be considered for registration, his AOE match history will tell us that he doesn’t belong in this tournament. Participants are required to play on their “highest rated” account. The 50 games are to be completed by the time of “hard” registration.
- 2) **Win Rate 40-60%** – Participants who are properly ranked on the DE ladder will win 50% of the time. That’s just how it works. If you have 50 games, you’ll likely already be in this range anyway.
- 3) **Public Registration** – A list of participants with their match history is made publicly available so we can maximize the number of eyes on it. If someone recognizes an alternate account of a player who doesn’t belong, they can bring it to the tournament administrators so we don’t have to figure it out while watching the tournament unfold.
- 4) **Custom Map Pool** – When maps are weird and new, nobody knows how to play them. Sure, being a good player certainly helps, but executing a build order designed for Arabia may not be as effective in a different application.

## Challenges:

The map pack can be found through the following link, or by typing “EIRE” into the mod center: <https://www.ageofempires.com/mods/details/44160>

The mod for the map pack also contains a Readme.txt with a description of the maps, and a detailed changelog for how they evolved through time. An easy-to-read PDF of this text file can also be found in the AOEire discord server.

Finals are a best of seven on all of the maps in the pool, semifinals are a best of five, quarterfinals and anything played before that is a best of three. The first map of any set is Ireland Arabia (contained within the EIRE map pack mod), and the remaining are “home maps” selected from the map pack by whoever lost the previous game in the set.

Civilization draft preset for all matches: <https://aoe2cm.net/preset/dMGmb>

Consists of 8 picks per player, then one snipe per player.

## Game Settings & Rules:

### Lobby Settings (Unless Stated Otherwise):

Setting	Requirement
Data Mod	Default
Game Mode	Random Map
Map Style	Custom
Location	[A Map From The Map Pack]
Map Size	Tiny (2 Player)
AI Difficulty	Standard
Resources	Standard
Population	200
Game Speed	Normal
Reveal Map	Normal
Starting Age	Standard
Ending Age	Standard
Treaty Length	<None>
Victory	Conquest
Lock Teams?	Yes
Team Together?	Yes
Team Positions?	No
Shared Exploration?	No
Lock Speed?	Yes
Allow Cheats?	No
Turbo Mode?	No
Full Tech Tree?	No
Empire Wars Mode?	No
Sudden Death Mode?	No
Regicide Mode?	No
Record Game?	Yes

*Table 3: Basic Lobby Settings for King of Ireland Matches*

The only exceptions from Table 3 are: The map “Tara” shall have starting age feudal and “Empire Wars” option checked, and “Nomad” shall have a 5 minute treaty.

## General Rules:

**Restarts:** Restarts are allowed only in the unlikely event that a map is bugged. A map is considered “bugged” if resources are missing or at least 50% of their surface area is inaccessible, being blocked by a forest or another resource. These are custom maps – they might not have the traditional number of player-assigned resources. Please be careful, and come to the match knowing what you’re supposed to be getting. If you call a restart thinking you’re missing a gold only to discover your opponent has the same amount...then you just forfeited a game. In the event of a disconnect, a restoration is preferred. If this is not an option, please reach out to a tournament administrator for a decision.

**Slinging:** Slinging is impossible because teams are locked. Why would you want to send your opponent resources anyway?

**Cheating:** Is obviously not allowed. Bug exploits are considered cheating.

**In-Game Spectator Delay:** Five Minutes Minimum

**Hidden Civilizations:** Don’t forget to enable this setting since there is a Civ Draft.

**Point of View Stream Delay:** Two Minutes Minimum

**Laming/Tower Rushes/Town Center Drops:** All 100% allowed. We look forward to seeing your creative strategies unfold.

**Nomad Villager Entrapment:** There’s a treaty preventing nomad villager fighting and interference from building town center. However, trapping an enemy villager against a forest or another resource using quickwalling is forbidden. We require that everyone starts with three useful villagers on this map.

**Streaming/Casting:** With exception of the semi-finals and upward, this event is open to point of view (POV) streaming and casting to anyone. For those who wish to stream or cast matches, we would appreciate a referral to: [twitch.tv/AOEire](https://twitch.tv/AOEire)

## Recording and Uploading Games:

After playing in each round, the recordings proving the outcome must be uploaded to the appropriate recordings channel in the AOEire server within an hour. There will be a channel for each league. Although such an upload is ultimately the responsibility of whoever won the set, we would appreciate not being able to predict the winner based on who posted the results.

Random save game files shall be included (and appropriately named) if not all games were required to determine the outcome of the set –this will prevent anyone from working out the results before viewing the games.

Please include the following when posting the game:

1. League (an extra step to confirm proper location for post)
2. Round Designation
3. @Player names
4. Match Result (Please use spoiler tag, sandwich between players)
5. Game Recording Files

Attach a spoiler tag by using two vertical bars at start and end of message:

- ||this is a spoiler message||

For example, suppose that TechChariot got wiped out by Stig\_Bubblecard in the Quarterfinals of the Silver League. Then the results could be posted by either player as follows:

Silver

Quarterfinals

@TechChariot#4776 || 0 - 3 || @Stig\_Bubblecard#2081

TechChariot\_vs\_Stig\_Bubblecard\_G1.aoe2record

TechChariot\_vs\_Stig\_Bubblecard\_G2.aoe2record

TechChariot\_vs\_Stig\_Bubblecard\_G3.aoe2record

TechChariot\_vs\_Stig\_Bubblecard\_G4.aoe2record (secretly a dummy file)

TechChariot\_vs\_Stig\_Bubblecard\_G5.aoe2record (secretly a dummy file)