

Welcome to the first ever ***Little Eagle Legends Cup!***

This tournament is free and the prize pool will be 250 USD.

It's a 2-day tournament with a group stage and a single elimination stage

Format will be 1v1 Arabia Bo1 for all matches until the semifinals than Finals and 3<sup>rd</sup> place match, which will be Bo3. There are **no elo restrictions** upon entering all are encouraged to join and have fun!

The first round of the tournament will be held on Saturday, July 31<sup>st</sup>, at 1200 gmt

Good luck to all players, we hope you enjoy this tournament!

Tournament Prize Pool: 250USD

Distribution:

Gold Bracket - 1st place: 125 USD

Gold Bracket - 2nd place: 75 USD

Gold Bracket - 3rd place: 50 USD

This time we will be accepting donations to the prize pool. If you are interested in contributing, you can contact any of the admins on our Discord. 100% of the donations will go to the prize pool.

The link to the discord is: [Discord](#) Please be sure to be in the discord for scheduling and posting results.

The Toornament Link to Register is: [Little Eagle Legends | Toornament - The esports technology](#)

## General Rules

Sign up Players must sign up on the Toornament page.

Signups close on Saturday, July 31<sup>st</sup> at 11:30 am GMT.

Entry Fee This tournament is free for all players.

## Prizes Tournament

Prize Pool: 250 USD Distribution:

1st place: 125 USD

2nd place: 75 USD

3rd place: 50 USD

Any donation will be distributed among these 3 positions. This section will be kept updated with the current prize pool. Prizes will be sent via bank transfer or Paypal, depending on the country of the

winner. Payment fees might apply. Donations Anyone interested in contributing to the prize pool can contact any of the admins on our Discord. 100% of the donations will go to the prize pool.

## Format & Seeding

The tournament size is going to be between 128 and 192 players. The tournament will consist of 2 stages:

1. Group stage: 32 groups of 4-6 players, double elimination until 2 players remain.
2. The 32 players with the highest ELO will be seeded in different groups. The rest of the seeds will be random. We will use the ELO at the end of **Thursday, July 29th**.
3. Single elimination stage: 64 players All matches will be Bo1, except the following: • Finals, Semifinals, and the 3rd place match which will be Bo3.
4. All players must respect the tournament schedule and times for each round. If a player arrives more than 10 minutes late to their match, they will lose that match.
5. Check-in Players must check-in between 11:00GMT and 11:40 GMT on the day of the tournament. Players who didn't check-in will not be placed in the tournament.
6. Streaming & Spectating This is an open streaming tournament. Anyone can freely stream any of the games live or as recorded games. By signing up, players acknowledge that their games can be spectated and cast by any streamers.

## Account Nicknames

Players must play the entire tournament with the account they registered with and should not change their nicknames during the course of the tournament. Game & Patch The tournament will be played on the latest Age of Empires 2: Definitive Edition patch.

Communication between players and admins The official communication channel between players and admins is Discord. In case an admin needs to contact a player, it will be done through Discord. Announcements about the tournaments will be made in the #announcements channel. Penalties In case of a rule being broken by a player, the incident will be reviewed internally amongst the tournament administrators, and a corresponding penalty will be determined.

Playing a Match Coordination between players, Players will arrange their matches through Discord. During the group stage, there will be one chatroom per group available in Discord. Lobby settings All games must be played in an unranked lobby with the allow spectators option turned on.

Settings must look exactly like the image below (except for name and server). Players should agree on a server that feels fair for both in terms of ping, if they cannot agree on a server they should speak to an admin. Both players are equally responsible for making sure the lobby settings are correct.

Create Lobby

Lobby NameLEL-Match 01

VisibilityPublic

Players2

These Settings can not be changed after game creation

Set Password

☒ Allow Spectators☒ Hide Civilizations

Spectator Delay5 Minutes

ServerDefault

Data ModDefinitive Set

☐ Co-Op Campaign

Create LobbyCancel

Game Settings (Bo1) Location must always be Arabia and the victory condition **must be Time Limit with 1100 years**. Record Game must be enabled. Both players are equally responsible for making sure the lobby settings are correct.

## Game Settings

Data Mod:	Definitive Set
Game Mode:	Random Map
Map Style:	Standard
Location:	Arabia
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:	Time Limit
Time:	1,100 years (1:30 hr)

### 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

Randomize

Reset

Lobby Settings

**Game Settings (Bo3)** Same settings as Bo1, except the map. Game 1: Arabia Game 2: Map chosen by loser of game 1 Game 3: Map chosen by loser of game

Map pool: Arabia, Cenotes, Four Lakes, Ghost Lake, Golden Pit, Hideout, Migration, Serengeti, Valley A player cannot choose the same civilization twice during the same match. All maps in a match must be different.

**Bugged maps-restarts:** A map is considered bugged if in a player's base any of the nearest 3 gold spots, 2 stone spots or berries are not accessible (e.g. bugged inside a wood patch). A player can request bugged map restarts during the first 4 minutes (game time). To do so, they must pause the game, coordinate with their opponent and restart the match. In the new match, both players must pick the same civilizations they picked in the first one.

**Graphical Mods:** Any graphic changes that only affect the player's AoE II: DE are allowed.

**Cheating:** Cheating or hacking is not allowed under any circumstances.

Admins, players and streamers must respect each other. Insults, racism or flaming will not be tolerated.

**Straggler Trees:** Players are not allowed to delete the straggler trees which spawn within **8 tiles** of an opposing player's town center. This rule does not apply if the straggler tree which is being deleted forms part of a wall for the defending player.

**Laming:** Players are allowed to do anything else that is permitted within the game, including walling in resources or blocking/killing villagers.

**Restoring:** In the case of disconnections, the players must attempt to save and restore. The players must not look at the map after saving the game and before restoring. All the .aoe2record recorded game files (multiple parts of the game before/after drop) must be provided when posting the recorded games. If restoring is not possible, the recorded game should be provided, along with any additional information to the admins immediately. The admins will review the recording and take a decision on how to proceed. Recordings After a match is finished, players must submit the recordings on the **#recordings** channel on Discord. Reporting results After a match is finished, players must immediately report the result on Toornament.