

SuperLeAGE 2vs2

Brief description

Amateur 2vs2 tournament inspired by WC2vs2, hosted by T90Official & Nacho_AoE.

Starting date: January 16, 2021

Sign-ups: Free & unrestricted.

Prize Pool: 10 USD + donations to ram0n's stream.

Format: Group Stage + Single elimination bracket (*4 divisions, ALL teams move to the single elimination bracket*)

Sign-ups through discord server: <https://discord.gg/wD2dHN5> in the #Sign-ups-inscripciones channel

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Extended Description:

Prize Pool

All donations to the channel [twitch.tv/raam0nn](https://www.twitch.tv/raam0nn) will be added to the prize pool.

Teams & Players

All teams may have a sub. **ONLY** signed-up players will be able to participate in the tourney.

Format - *Group Stage + Single elimination bracket.*

Group Stage - GSL Style - Bo1 Arabia - January 16-17

Groups of 5-7 teams.

All teams will move to a different bracket, according to their performance in the group stage.

1° Position - **Golden** division

2° Position - **Silver** division

3° y 4° Position - **Bronze** division

5° Position - **Iron** division

Elimination brackets - Bo3 (Arabia will be the first map. Loser of that map chooses the next one)

- Ro16 - *January 23,24*
- Quarterfinals - *January 30,31*
- Semifinals - *February 6,7*
- 3rd&4th - *February 13*
- Finals - **Bo5** - *February 14*

Map pack

You can download the map pack from:

Menu → Mods → '**2v2 World Cup - Maps**'

<https://www.ageofempires.com/mods/details/18942/>

Homemaps must have been chosen prior to drafting the civs.

Map draft order - *Team 1 will be the first positioned team in the #Teams-captain channel*

Bo3 - Each team has 1 ban & 1 picks Team 1 - Team 2

Bo5 - Each team has 1 ban & 2 picks: Team 1 - Team 2 - Team 2 - Team 1

Civilizations

Team 1 always hosts the draft

Picks & Bans - Bo3 - [linkaoe2.cm](https://www.ageofempires.com/mods/details/18942/)

Picks & Bans - Bo5 - [linkaoe2.cm](https://www.ageofempires.com/mods/details/18942/)

Setting a different matchday:

- Players are available to choose any date and time at their will, **IF** it is PRIOR to the default time of the round. i.e:
Next round is Sunday 09/27.
Hence, eligible dates go from Sunday 09/20 to Sunday 09/27.
- In case that players cannot agree on a determined date, they will have to show up on the default date Sat 20hrs GMT, according to the calendar.
- In case you set a different date/time, you **MUST** inform it in the designated channel #To-Be-Defined. We won't accept any private conversation screenshots when requesting admin-win.
- There will be a 15-minutes-tolerance for every series.

Server:

- In case players cannot pick a server that is suitable for both, the default one will be East US.

General Rules:

- Respect among players is a must.
- 15 minutes tolerance for each game. Once exceeded, admin win will be granted.
- In-between-games-break: If a team exceeds the 15 minutes mark between games, admin loss can be requested.
- Both teams are responsible for setting up the rules correctly.

Sign-ups:

- Sign-ups through discord server: <https://discord.gg/wD2dHN5> in the #Sign-ups-inscripciones channel

Drops or disconnect:

- In the event of internet outages, games must be restored. Any suspicious behaviour will be reviewed and may have disciplinary sanctions if any system abuse is detected.

Open Streaming:

- **Anyone** can stream the games.

In-game Rules

Slinging

Players may not send any resources to their allies until they are in the **Castle age**.

Straggler Trees & Fish

Players are not allowed to delete the straggler trees which spawn within 10 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 or if it is cut down by one of the attacking player's villagers. On maps where main forests are exclusively straggler trees, it is strictly forbidden to delete straggler trees from opponents (using the "palisade trick") unless they are being used as part of a mid-section of a wall.

Players may not delete fish spawning on sand or Mangrove shallow terrain by placing a building on top of them.

Wrong civ pick (Bo3/Bo5)

If a player incorrectly chooses a civilization that has been banned or has previously been played the opposing team may choose their replacement civilization while still following any civilization rules.

Laming

Players may not steal enemy boars with their scout but are allowed to do anything else that is permitted within the game, including stealing boar with villagers, walling in resources, or blocking/killing villagers in the dark age.

Bugged Map Restarts

A team can request bugged map restarts during the first 6 minutes (game time). A restart requested due to a bugged map is the only restart allowed.

A bugged map is defined as the following for standard resource starts:

Trapped Villager or Scout: If a villager or scout cannot be moved.

Gold: Less than 5 tiles of the main gold cluster are at least accessible on one side, extra gold are excluded.

Stone: Less than 4 tiles of a stone cluster are at least accessible on one side, extra stones are excluded.

Berries: Less than 4 tiles of a berry cluster are at least accessible on one side.

Animals: Spawned with less than 3 deer or less than 8 sheep or less than 2 boars or, one or more of the animals being trapped.

Nomad Rules

In the event of a no-TC start (example: Nomad) - that is a start where players do not have Town Centers but only villagers:

1- The first buildings constructed must be either a Town Center, Dock, Mill, or Lumber camp. No Barracks, no Outpost, no Palisade Wall, and no more than one House may be built until the first TC is up.

2- Villager Fights are not allowed before minute 3:30 game time.

3- No TC fighting is allowed. If it happens the game must be replayed. Should the Administration decide that a TC fight occurred intentionally, that team will receive an Admin Loss for that game.

4- Before minute 3:30 game time it is not allowed to block another TC being built by using villager(s), intentionally killing enemy villagers, boars, sheep, or deer, or sit under an enemy TC to steal sheep. After 3:30 minutes players are free to do any of the above. Breaking these rules will result in an AW for the infringed team.

5- Killing enemy boar and deer will be defined as: you are not allowed to lame any deer (killing more than 1 deer without taking 20+ food from it) and you are not allowed to kill boars without the intent to harvest the boar yourself for food. (i.e. palisading a villager with the intent to kill simply to deny your opponent from using it)

Lobby Settings:



Create Lobby

Lobby Name

Visibility

Players

These Settings can not be changed after game creation

Set Password

☒ Allow Spectators ☒ Hide Civilizations

Spectator Delay

Server

Data Mod

Create Lobby **Cancel**

Game settings:

Data Mod : Definitive Set
Game Mode : Random Map
Map Style : Custom
Location : Chosen Map
Size: Tiny (4 players)
AI Difficulty : Standard
Resources : Standard
Population : 200
Game Speed : Normal
Reveal Map : Normal
Starting Age : Standard
Ending Age : Standard
Treaty Length: <None>
Victory Condition : Conquest

Lock Teams : [X] Yes
Team Together : [X] Yes
Team Positions : [X] Yes
Shared Exploration : [] No
Lock Speed : [X] Yes
Allow Cheats : [] No
Turbo Mode : [] No
Full Tech Tree : [] No
Record Game : [X] Yes