

# SuperLeAGE of Africa

Amateur 3vs3 tournament inspired by Battle of Africa 2, the tourney hosted by MembTV. Maps were created by Chrazini.

Free sign-ups, no ELO restrictions.

Sign-ups through discord server: <https://discord.gg/wD2dHN5>

Each team may have 2 subs. Only signed-up players will be able to compete.

We aim to have 32 teams. If it is the case, there will be eight groups of 4 teams (round-robin). Top 2 of each group will move to Round of 16. *Subject to changes according to the number of teams.*

## **Team must provide:**

- *Steam profile link.*
- *AoE2.net profile link.*
- *Team time-zone.*

## **Schedule:**

Group Stage - Bo3

Friday - 08/21 - Round 1

Saturday - 08/22 - Round 2

Sunday - 08/23 - Round 3

These are **intended** dates. Teams can arrange to play other day, if it does not interfere with the following rounds.

Single elimination rounds

Saturday - 08/29 - Round of 16 - Bo3

Sunday -08/30 - Round of 8 - Bo3

Saturday - 09/05 - Semifinal - Bo3

Sunday - 09/06 - Final - Bo5

BoA2.Arabia will be the starting map in every series. The following map will be chosen by the loser team.

## **Matchday protocol:**

1- Home-Map selection: Each team have to choose their home-map. The team with the highest ELO seed, goes first.

2 - Draft: The higher seeded team will host the civilization draft, using our official pre-set <https://aoe2cm.net/preset/OhVMw>.

3- In-between-games-break: If a team exceeds the 15 minutes mark between games, admin loss can be requested.

**Map pack:** <https://www.ageofempires.com/mods/details/14302>

**Map List:**

- Arabia
- African Waters
- Beach-fight
- Canyon Lake
- Colosseum
- Desert Slope
- Donut
- Grand Bara
- Not Socotra.

**Draft:** You must use the following pre-set: <https://aoe2cm.net/preset/OhVMw>

- 1 initial ban for each team.
- Each team will pick 10 civilizations, in turns. Each civ can be chosen 1 time, by 1 team only, through the whole series.
- Once the picking phase is ended, each team will snipe one of their rival's civs.

**Admin RE:** A player can request bugged map restarts during the first 2 minutes (game time). You will have to pause the game, and send the screenshot to a mod.

A **bugged map** is defined as the following:

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

If any **Villagers** or the **scout** are unable to move or gather resources. If a vil is trapped in a resource patch but can still gather resources it is not bugged. If you have any questions please pause, and ask an admin.

**Drops:** In case of drops, games should be restored - *if possible*.

**Seeding:** It will be done according to Timezones and ELO, to ease the timings coordination and competitiveness.

**Open Streaming:** Anyone can either stream their games or cast.

**Patch:** We will be using ALWAYS the ongoing patch, unless it is buggy and makes it impossible to play the game. In case there is a new patch during the course of the tourney,

we will start using it.

**Lobby Settings:**

**Create Lobby**

Lobby Name **SuperLeAGE of Africa**

Visibility **Public**

Players **6**

**These Settings can not be changed after game creation**

Set Password

Allow Spectators  Hide Civilizations

Spectator Delay **3 Minutes**

Server **Default**

Data Mod **Definitive Set**

**Create Lobby** **Cancel**

Game Settings:

**Game Settings**

**Data Mod:** Definitive Set

**Game Mode:** Random Map

**Map Style:** Custom

**Location:** BoA2 - African Waters.rms

**Map Size:** Normal (6 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

**Team Settings**

- Lock Teams
- Team Together
- Team Positions
- Shared Exploration

**Advanced Settings**

- Lock Speed
- Allow Cheats
- Turbo Mode
- Full Tech Tree
- Record Game

**Randomize**      **Reset**

**Lobby Settings**

**Signed-up teams list:**

<https://docs.google.com/spreadsheets/d/1ElhZSluRniKxTbuUcHNL2iXu5LgdsVkmYaqf2VYPL8s/edit?usp=sharing>