

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:



The image shows a 'Create Lobby' dialog box with a parchment-like background and decorative borders. At the top center is the title 'Create Lobby' in a bold, serif font. To the right of the title is a small square button with an 'X' icon. Below the title, there are several settings: 'Lobby Name' with a text field containing 'SuperLeAGE of Africa' in green; 'Visibility' with a dropdown menu set to 'Public'; 'Players' with a dropdown menu set to '6'. A bold warning message 'These Settings can not be changed after game creation' is centered below these settings. Under the warning, there is a 'Set Password' text field. Below that are two checked checkboxes: 'Allow Spectators' and 'Hide Civilizations'. Further down are three more dropdown menus: 'Spectator Delay' set to '3 Minutes', 'Server' set to 'Default', and 'Data Mod' set to 'Definitive Set'. At the bottom of the dialog are two large, dark red buttons: 'Create Lobby' on the left and 'Cancel' on the right.

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
<div>Team Settings</div> <div><input checked="" type="checkbox"/> Lock Teams</div> <div><input checked="" type="checkbox"/> Team Together</div> <div><input checked="" type="checkbox"/> Team Positions</div> <div><input type="checkbox"/> Shared Exploration</div>	
<div>Advanced Settings</div> <div><input checked="" type="checkbox"/> Lock Speed</div> <div><input type="checkbox"/> Allow Cheats</div> <div><input type="checkbox"/> Turbo Mode</div> <div><input type="checkbox"/> Full Tech Tree</div> <div><input checked="" type="checkbox"/> Record Game</div>	
<div>Randomize</div> <div>Reset</div> <div>Lobby Settings</div>	

Signed-up teams list:

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