ARENA

SEASONAL

HANDBOOK
SPRING 2019

CONTENTS

1. Tournament Staff

1.1 Tournament Hosts

Hosted by MrGPN on behalf of VooblyOfficial

https://www.twitch.tv/mrgpn

Discord: MrGPN – Chris#8815

1.2 Support Staff

Tournament Admin – NobodyAoE

https://www.twitch.tv/nobodyaoe

Discord: NobodyAoE#6869

NovaInc

https://www.twitch.tv/novainc

Discord: nigra#2795

2. Prizepool

2.1 Voobly Premium Prizes

1st Place: 1 Year Voobly Platinum
2nd Place: 1 Year Voobly Gold
3rd Place: 1 Year Voobly Silver

Prizes will be awarded within 48 hours of the event closing. Prizes will only apply to the account used in the tournament. Voobly ToS applies.

2.2 Cash Prizes

Starting prize pool: $150
Provided by VooblyOffical & MrGPN

Cash prizepool split:
1st Place: 80%
2nd Place: 20%

Anyone is welcome to donate to the prizepool. To do so, donate to VooblyOfficial on Twitch with a message indicating it's for the Arena Seasonal Prizepool. These will be listed on AoeZone.
https://www.twitch.tv/vooblyofficial

3. Tournament Rules

3.1 Official Communication

VooblyOfficial will be communicating with the community via the official AoEZone posts for the tournament. You may also contact tournament staff via the contact details listed in points 1.1 and 1.2. - Players must be respectful in their communication towards other players and tournament staff and can be disqualified as any tournament staff sees fit for misuse of said rights.

3.2 Scheduling

Players must schedule their games on
https://www.aoezone.net/
Scheduling must be done in GMT:
https://greenwichmeantime.com/time-gadgets/time-zone-converter/
Players must schedule their games within the given timeframe, and by signing up you are confirming you are able to play within specific times which may be for live casting during the finals and semi finals.

Further detailing on scheduling such as dates and times are on the AoEZone thread for scheduling this tournament:

3.3 Recorded Games

It is the winners responsibility to ensure they submit the recorded games to tournament staff. These games may be sent in to, preferably the tournament host, via Discord. If you do not have or cannot use discord, then please contact staff and alternate arrangements can be made for you.

Only quarter final games will be recorded, as semi final and final games will be casted live.

Recorded game naming format:
QF_Name1_Name2_Game(1,2,3,..).mgz
The names must be arranged in alphabetical order, so that the name of the games does not give away the result to the viewers in case of showing the recorded game browser. It is the winner's responsibility to name the recordings in this format.

3.4 Drops

In the case of a drop, players must save and exit and restore. If it cannot be restored, an admin must be contacted to come to a decision, or players can mutually agree to restart with the same civilization picks.

3.5 Behavioural

Players must not smurf. They must sign up with both the account they intend to play on and specifically mention their highest rated account if it is a different account. Players must also not cheat, or try to manipulate settings to gain an unfair advantage. As a blanket rule, Administrators can decide what is behaviour that can lead to you being disqualified, even if it is not covered here in the handbook.

Failure to adhere to the rules will lead in disqualification and/or banning from future VooblyOfficial hosted tournaments.

3.6 Streaming Policy

The games played in the course of this tournament will be streamed live or from recordings on the VooblyOfficial Twitch channel.
https://www.twitch.tv/vooblyofficial
Players are not allowed to stream their points of view. Streamers nor spectators will be allowed into the gameroom. Players may not release recorded games of played games to other streamers – these will be released publically for any use after the tournament has finished.

4. Signing up

4.1 Format and Seeding

This tournament will be semi invitational, involving 2 invited players and the 6 highest seeds from signups. This will be to ensure that players which the viewers want to see will be playing.

This tournament involves 8 players in a 1v1 single elimination format. Players will be seeded based on: (Highest Elo + Current Elo)/2. RM 1v1 Elo will be used. The highest 6 seeds will be selected to participate alongside the two invited players.

These players will play in the Quarter final. The four winners will play in the semi final, and the two winners from the SF will play the final. The seeding format for the quarter final will be:

1. 1 vs 8

     ➢ Winner of 1 vs Winner of 2

2. 3 vs 6

3. 2 vs 7

     ➢ Winner of 3 vs Winner of 4

4. 4 vs 5

4.2 Signing Up

Before signing up, players must read the handbook and agree to the rules. They must also ensure that they can play within the timeframe listed on the scheduling thread and announcement. Players will sign up on the Sign Up thread on AoEZone before the closing date:

Copy and paste signup form for entrants to complete:

1) Voobly Profile:
2) Highest rated Voobly Profile:
3) Have you read and accepted the rules, and are able to play at the listed times?:

It is the responsibility of admins to retrieve the ELO from the accounts submitted for seeding purposes.

5. Game Rules

5.1 Platform and Version

Games will be played on the Voobly platform. They will be played in Tournament Lobby 1 in password protected rooms, where only participants and tournament staff must know the password. These will be played unrated. Match stats is not acceptable.

The games will be played on Userpatch v1.5 RC. The game mod will be Wololokingdoms. As of now, WK 5.8.1 is the latest version. The tournament will adapt to the latest version of patch and WK mod as to which is the ranked version on Voobly.

It is the PLAYERS responsibility to ensure they have the correct patch and mod before playing.

5.2 Game Mods

Players may use any graphical modifications they see fit. This includes but is not limited to the small trees, grid mod, short walls and color mods included in the Wololokingdoms installer.

5.3 Game Settings

Game: Random map

Location: VAS_Arena_Spring

Map size: Tiny (2 player)

Difficulty: Standard

Resources: Standard

Population: 200

Game Speed: Normal

Multi Queue: Enabled

Reveal Map: Normal

Starting Age: Dark age

Ending Age: Imperial Age

Victory: Conquest

Team Together: Yes

Lock Teams: Yes

All Techs: No

Record Game: Yes

The map will be included as a Voobly mod, and linked in the announcement post. This will list all the changes that VAS_Arena has from the standard Arena map included in the WololoKingdoms expansion.

5.4 Restarts

One restart will be awarded per player in a best of 3 match, a best of 5 match, and a best of 7 match.

To call a restart, players must say in chat "re" before 4:00 minutes of game time, and have 15 seconds to initiate a save and exit. Failure to do so may result in an admin loss.

Admin restarts will be awarded before 5 minutes of game time. When no admin is present, a player must tell the other player before 5 minutes "Admin re" and initiate a save and exit. It is the responsibility of the other player to review the recording to ensure that it is an admin re. If there is any dispute, a tournament admin must be contacted. Administrators may message players of admin-re maps.

If there is any ambiguity of what constitutes a bugged map, admins have free discretion to decide what is and what isn't, even if it is something most would consider a bugged map but not mentioned in the rules.

5.5 Bugged Maps

A map is bugged if:

1. Players start with one or more trapped villagers
2. Players start with a trapped scout.
3. Less than 5 faces of the main gold are accessible
4. Less than 3 faces of the main stone are accessible
5. Players start with less than 3 accessible deer, 8 accessible sheep or 2 accessible boar. These resources MAY be outside of the player's wall.
6. No front gates (a gate that allows a player to access the centre of the map)
7. A "back area" which may or may not contain resources separated by a treeline one or more trees thick.
8. Less than one tile of distance between two player's initial walls or any overlap.

6. Civilization Settings

6.1 Civ Pool

For the quarter-finals and semi-finals, players may pick themselves a civ pool which includes one civ from EACH expansion. For the **finals**, players may pick **three** civs from Age of Kings and one of each from the other expansions.

AoK: Britons, Byzantines, Celts, Chinese, Franks, Goths, Japanese, Mongols, Persians, Saracens, Teutons, Turks, Vikings
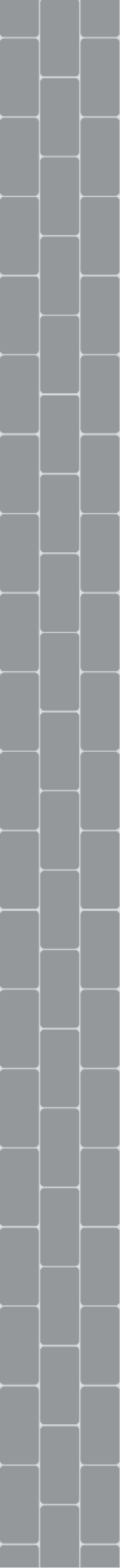**AoC:** Aztecs, Huns, Koreans, Mayans, Spanish
AoFE: Incas, Indians, Italians, Magyars, Slavs
AoAK: Berbers, Ethiopians, Malians, Portuguese
AoRoR: Burmese, Khmer, Malay, Vietnamese

An example pool: Teutons, Aztecs, Slavs, Malians, Malay

Civilizations are hidden pick. If a re or admin re occurs, players must pick the same civ. Picking a civ that is forbidden (repeating an expansion, a civ picked in a previous game in the same set) will result in an admin loss. It is the other player's responsibility to report it to administrators.

Players do not have to share their chosen
civilizations with anyone and can pick as they go.