

DAO Hidden Cup Tournament

The Manual



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Overview: Format

- 2v2, **Hidden**
- Hero unit pseudonyms, dummy accounts, your team will be identifiable by seed number only.
- **No qualifiers:** *Teams are seeded manually according to a weighted 1v1/TG rating system and according to balance considerations of the organizer.*
- **Double Elimination:** *Each round of the top bracket (Win Bracket) the losing teams will drop to the corresponding round of the lower bracket (Lose Bracket). If you lose in the lower bracket, you're eliminated.*
- The winners of each bracket move on to compete in their respective **Finals**.
- The losing team of the WB Final goes on to compete against the last team – of the LB elimination – in the LB Final. The winning team of the LB final will go on to compete with the winner of the WB in the **Grand Final**.
- **Civ & Map pool (ban & pick) voting per round**
- **Arabia is the first map every round**, after that you can pick from the map pool:
 - Arena
 - Hideout
 - Oasis
 - Golden Swamp
 - Ghost Lake
 - Socotra
 - Lombardia
 - Four Lakes
 - Team Islands
 - Nomad
 - *Holy Line (special maps)*
 - *Enemy Islands (special maps)*
- organized by [DAO] Motions and the [Doctrine](#) community.
- Pretty standard [rules](#)

Tournament Structure: Double Elimination

The Brackets



The team seed (WB Round 1) will be communicated at the start of the tournament (13th of november)

Scheduling

Signups

- You will be able to sign up with your team **until 0:00am the 6th of November**.
- Sign up as captain of your duo by PM'ing [DAO] Motions (join the discord: [Doctrine discord](#)). You can also sign up solo, but be aware that you may end up being a *reserve* if enough teams of 2 sign up.
- You will be assigned pseudonyms (in the theme of ingame Hero units).
- You may team up with whoever you want and share your identity with that one person, but you must keep your identity a secret from other players.
- **All communications** on sign up, team composition, results of matches played and name assignment will **go through [DAO] Motions** on Discord or Steam, to prevent identities from being revealed. Do not discuss things in a public channel.
- **You will make a [dummy account](#)** on steam (through steam's Family Sharing). *You will reserve that account for tournament games only. This is to avoid your nationality, rating and recordings to become public on the game's official website, Steam & aoe2.net.*

Matchups

- The tournament will **start on the 13th of November**, a Friday.
- Start/end times of the round periods are 00:00 UTC
- Teams are free to set their own date & time within the appointed periods, with the exception of the finals:
 - **WB Round 1 (13 November – 20 November)**
 - **WB Round 2 & LB Round 1 (to be disclosed)**
 - **WB Round 3 & LB Round 2 (to be disclosed)**
 - **LB Round 3 (to be disclosed)**
 - **LB Round 4 (to be disclosed)**
 - **WB Round 4 (WB Final) & LB Round 5 (to be disclosed)**
 - **LB Round 6 (LB Final) (to be disclosed)**
 - **Grand Final (to be disclosed)**
- The organizers will update all scheduling & bracket info on the [DAO Hidden Cup Tournament page](#) and announce things on Discord.
- If a team fails to be ready **1 hour after the agreed upon time**, without communicating, they will forfeit that match and lose the round. Should the need arise to reschedule for any reason, contact the opposing team **and** the organizers **before** match time.
- **Rounds should be planned on a weekly basis.** Make sure to set a date with the opposing team within a proper time frame. IF there is a delay for any reason whatsoever, the organizer will let you know. **The finals and Grand Final schedule will be arranged by both participants and the organizer.**
- The finals will be streamed. A set date for those games will be agreed upon by the organizer as well as the participants.

RULES

General rules / Settings

- **Private games** only, no spectating! & **Hidden civs enabled!**
- Every game should be played with the following **settings**:

Game Settings

| | |
|----------------|-------------------------|
| Data Mod: | Default |
| Game Mode: | Random Map |
| Map Style: | STANDARD / SPECIAL MAPS |
| Location: | GAME SPECIFIC |
| Map Size: | Medium (4 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 | Advanced Settings |
|--|---|
| <input checked="" type="checkbox"/> Lock Teams | <input checked="" type="checkbox"/> Lock Speed |
| <input checked="" type="checkbox"/> Team Together | <input type="checkbox"/> Allow Cheats |
| <input checked="" type="checkbox"/> Team Positions | <input type="checkbox"/> Turbo Mode |
| <input type="checkbox"/> Shared Exploration | <input type="checkbox"/> Full Tech Tree |
| | <input checked="" type="checkbox"/> Record Game |

Randomize **Reset**

- **laming is allowed, Slinging is allowed.**
- A **restart** will only be available **if a player DC's within the first 10 minutes** or the resources are bugged. If a player DC's any later then the game should play on or attempt to restore the match.
- Any cheats, exploits or changes to the official settings are obviously prohibited. Unsportsmanlike behavior (like insulting participants, spamming taunts, abusing the pause mechanic) will be penalized.
- **Chat:** Taunts only + "gl hf", "gg".

Rounds

Arabia is always the first map, no matter what. Always communicate your schedule with the organizers. Both parties always send their recordings.

If you're in WB Round 1

- The format is **best of 3**
- Each team **bans 1 map** from the pool
- Each team [bans 2 civs](#) from the pool
- Aside from that, free pick, no repeat

If you're in WB Round 2 or 3

- The format is **best of 5**
- Each team **bans 1 map** from the pool
- Each team [bans 3 civs](#) from the pool
- Aside from that, free pick, no repeat

If you're in LB Round 1 – 4

- The format is **best of 3**
- Each team **bans 1 map** from the pool
- Each team [bans 2 civs](#) from the pool
- Aside from that, free pick, no repeat

If you're in LB Round 5

- The format is **best of 5**
- Each team **bans 1 map** from the pool
- Each team [bans 3 civs](#) from the pool
- Aside from that, free pick, no repeat

If you're in WB Final / LB Final

- The format is **best of 7**
- Each team **bans 2 maps** from the pool
- You have to [use the civ drafting tool](#)

If you're in the Grand Final

- The format is **best of 7**
- Each team **bans 2 maps** from the pool
- You have to [use the civ drafting tool](#)

After a round

Don't publish the score

Don't stream, don't share the results. There will be match review days (friday/saturday) where the organizers stream all the recorded games in our Discord and/or a streaming platform that will be announced if used.

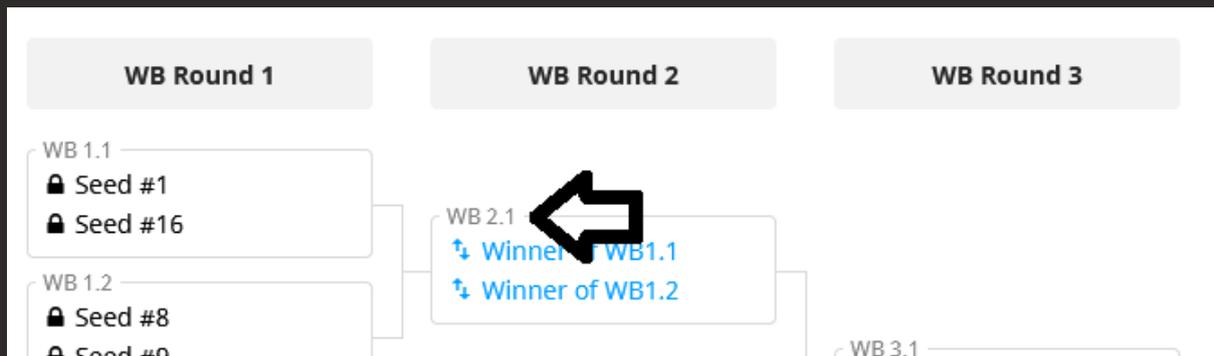
In the case of the Finals and Grand Finals, there will be direct spectating.

Send the recordings

After a finished series both the winning and losing team have to send the recorded games to the tournament admins on Discord. To make it easier on us: please name the recordings according to the following format:

`bracketcode_matchnumber_teamnumber.aoe2record`

For example, you are **team 3** in the **1st room of round 2** in **Winner Bracket**;

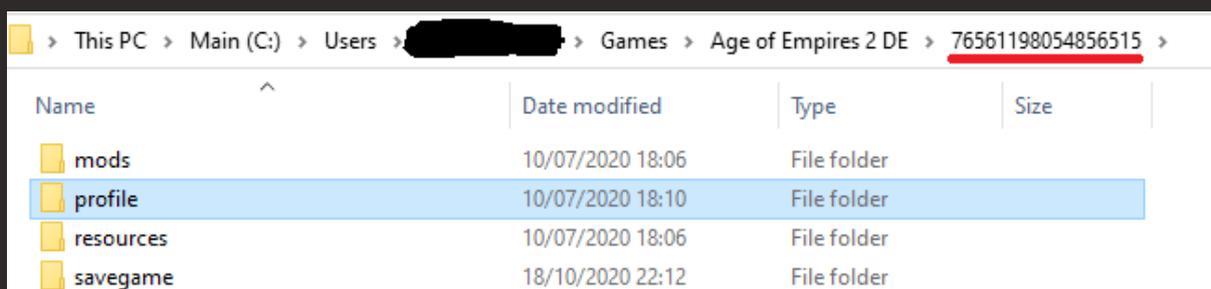
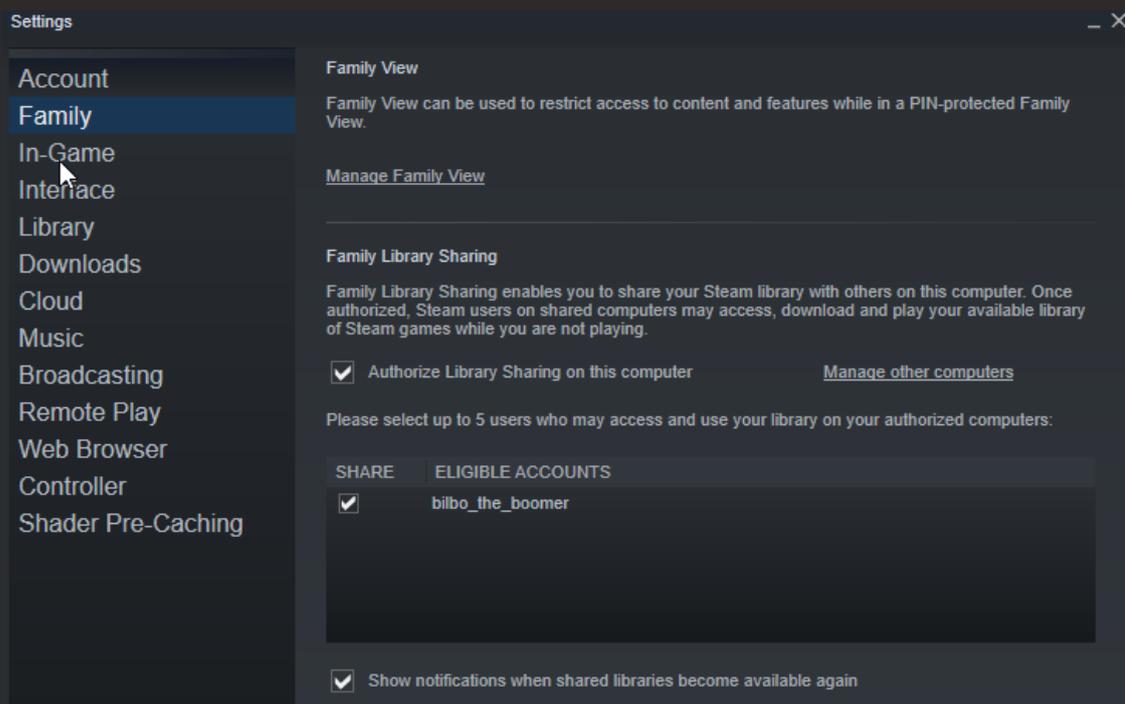
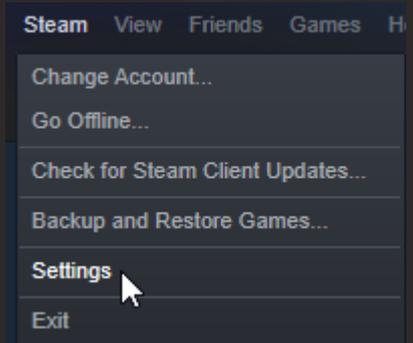


So your filename should be

`WB2_1_3.aoe2record`

Addendum: Making a Steam dummy account

1. Go to settings > Family
2. Enable "Authorize Library Sharing on this computer"
3. Create a new account with a different e-mail (name doesn't matter much, you can change it anyway).
4. In the same settings as before, tick the box the name of your new account to authorize the new account's use of your library.
5. Log into your new account. **EDIT YOUR DUMMY STEAM PROFILE TO CHANGE TO RANDOM NATIONALITY** (aoe2.net flags workaround). *24h before tourney!*
6. Copy the *mods* and *profile* folders from the old numbered folder in the Age user directory to the new one.
7. Before the 31st of October, befriend **[DAO] Motions** (ask steam number in Private message) and **request a pseudonym**.



Addendum: Map pool



NOTE: Arabia is fixed first of round and can't be picked again!



Addendum: Tools

Discord: <https://discord.gg/RJkpgaS>

Toornament matches: [page](#)

Captains Mode civ draft tools:

- BO3: <https://www.aoe2cm.net/preset/hixVZ>
- BO5: <https://www.aoe2cm.net/preset/tMDyW>
- BO7 (finals): <https://www.aoe2cm.net/preset/MHCUI>