LIDAKOR'S
EMPIRE
WARS
DUO

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SCHEDULE

Sign-up Deadline: 4th August, 23:59GMT
Seeding: 5th August
Brackets: 5th August

Qualifiers played: 5-12th August
Qualifiers streamed: 19-20th August

MAIN EVENT:

Playing times

12th - 18th August : Group Stage Round 1
19th - 26th August: Group Stage Round 2
27th August - 2nd September: Group Deciders
4th September: Quarterfinals [LIVE GAMES]
5th September: Semifinals [LIVE GAMES]
5th September: Grand finals [LIVE GAMES]

Both semifinals will be played at the same time to allow appropriate rest for the teams before the grand finals. As such, the second semifinals will be streamed after the first one, from recorded games.

Streaming times:

19-20th August: Qualifiers
21st - 22nd August: Group Stage Round 1
28th - 29th August: Group Stage Round 2
3rd September: Group Deciders
4th September: Quarterfinals
5th September: Semifinals & Grand Finals

Dates subject to change, please stay in touch with a tournament administrator in case any change occurs.

PRIZEPOOL DISTRIBUTION

A minimum prizepool of $20,000 sponsored by Microsoft will be on the line for the event. Additionally, LidaKor will be adding $1.00 for every subscription on his Twitch channel at the conclusion of the event.

1st place - 6000$ - (30%)
2nd place - 3000$ - (15%)
3rd and 4th place - 1500$ - (7,5%)
5-8th place - 800$ - (4%)
9-12th place - 600$ - (3%)
13-16th place - 400$ - (2%)
Lost in qualifiers - 100$ - (0,5%)**

**The 8 teams that reach the last round of qualifiers but don't get to the main event will get this prize.

MATCH SETTINGS

<u>QUALIFIERS (BO5):</u>

Game 1: EWD2-Arabia
Game 2: Loser of Game 1 Home Map
Game 3: Loser of Game 2 Home Map
Game 4: Loser of Game 3 Home Map
Game 5: Loser of Game 4 Home Map

The Lower seeded team may decide if they wish to be A or B.

Teams will conduct a map draft in the order of:
Pick: A, B
Ban: A, B
Pick: B, A

Teams may choose to play their home maps in any order.
Team A will host the civilization draft: https://aoe2cm.net/preset/aEcZn

GROUP STAGE&QUARTERFINALS (BO5)

Game 1: EWD2-Arabia
Game 2: Loser of Game 1 Home Map
Game 3: Loser of Game 2 Home Map
Game 4: Loser of Game 3 Home Map
Game 5: Loser of Game 4 Home Map

The lower seeded team may decide if they wish to be A or B.

In order to draft the maps, teams should use the map's draft:
https://aoe2cm.net/preset/wJkxz

Teams should not draft Arabia, only home maps. Teams may choose to play their home maps in any order.
Team A will host the civilization draft: https://aoe2cm.net/preset/WktJx

SEMIFINALS & GRAND FINALS: (BO7)

Game 1: EWD2 - Arabia
Game 2: Loser of Game 1 Home Map
Game 3: Loser of Game 2 Home Map
Game 4: Loser of Game 3 Home Map
Game 5: Loser of Game 4 Home Map
Game 6: Loser of Game 5 Home Map
Game 7: Loser of Game 6 Home Map

The Lower seeded team may decide if they wish to be A or B.

n order to draft the maps, teams should use the map's draft:
https://aoe2cm.net/preset/bvetu

Teams should not draft Arabia, only home maps. Teams may choose to play their home maps in any order.
Team A will host the civilization draft: https://aoe2cm.net/preset/uLEUG

MAP POOL

The mappack can be downloaded HERE, or in the in-game mod browser, typing “Empire Wars Duo II Maps”

The bread and butter of AoE2, with small adjustments to fit our tournament. This map invites players to play offensively, with a well-defined META-game

An ultra aggressive map, which is becoming more and more popular. With all the woods stacked in the middle, teams must compete to control this area, in order to have access to this vital resource. This version of the map features four small lakes in the corners, allowing docks to be built to boost the players' food income

Canberra offers a false feeling safety. Players start surrounded by palisade walls, that is open through a channel that connects all players to a central pond, featuring a single source of fish that offers an almost unlimited amount of food This, combined with the fact that the map is way smaller than the regulars ones, assures that games played in Canberra will be ultra aggressive, despite the first impression this map may give.

A hybrid map offering a variety of playstyles to succeed, this map offers a lot of unique aspects. The water features waves that behave just like land elevation. Using the wisely will determine the outcome of the naval battles. In land, the map features a flank and a pocket player for each team. The flanks start almost next to each other, while the pockets have a more relaxed position, shielded by their teammate. Thus, the pocket player can focus more on economical and territorial expansion towards the northern part of the map offering a large amount of gold.
The main source of wood is concentrated in the middle, so this area will prove to be an important pressure point as well.

Forest Pond evokes the idea of Hideout, with the huge difference of having a large lake in-between the players, causing the map to be far less defensive than the aforementioned one. Safer in the land than in the water, players must focus, at least in the beginning, on controlling the lake, while they keep an eye open for any attack that might happen on land.

A well-known classic, golden pit encourages teams to fight for the middle, where all the precious, shining metal awaits to be mined.

Hidden Treasures is a new map, specially created for Empire Wars Duo II. The players start not far from the centre of the map, where a shallow pond of hybrid terrain holds three relics. Around that swamp, two huge forests awaits. Parallel to those forest, near the edge of the map, two plateaus keep one relic and a large amount of gold each. In the corners, some extra stone, and some impaled bodies, forshadowing the collosal battles to come

One of the modern classics, Kawasan have appeared in several big tournaments. The middle holds both an astonishing amount of berries and all five relics. Each player spawns in between two lakes with generous amounts of fish available, so controlling both land and water are going to be important on this map.

Three concentric circles, each one different, that's River Belt. The inner one is made of hybrid terrain and it is where all the relics are located. The middle ring, the thicker one, is where players spawn, and the only area of the map where wood can be found. The exterior ring is made of water, and offers some deep-fish. In the four corners of the map, a vast quantity of mineral resources awaits, for those who dare to go that far to get them.

On Rockslide, players spawn surrounded by trees, and with the only opening facing a river. Rockslide have seen many games going to post-imperial age, due to the defensive nature of the map. Water is far more important than what it may seem at first glance, since it allows the players to attack the
starting base of your enemy and limit their expansion to the outside regions, where most gold can be found.
The main characteristic of this map is that
all the stone are in the corners of the map, and in order to get to it, players need to chop a line of wood first.

GAMMING RULES & LOBBY CONFIGURATION

GAME SETTINGS

The game settings must be the following.

Game : Empire Wars
Map Style : Custom
Location : Determined by stage
Size : Medium (4 player)
Difficulty : Standard
Population : 200
Game Speed : Normal
Reveal Map : Standard
Starting Age : Standard
Victory Condition : Conquest
Team Together : [X] Yes
All Techs : [ ] No
Allow Cheats : [ ] No
Lock Teams : [X] Yes
Lock Speed : [X] Yes
Record Game : [X] Yes
Multi Building Queue : [MQ]

RESTARTS

Players can request a restart in situations where their maps are bugged or otherwise failed to generate in the intended way.

a. The restart must be called during the first two minutes of in-game time.
b. After a restart, civilisations and positions must remain the same.

Players may call a restart if any of the following conditions are met:

- More than 50% of the sides on a player-specific gold deposit, stone deposit or forage bush cluster are inaccessible.
- The intended amount of relics fail to generate.
- Any herdable or wild animal that belongs to a player is trapped or in any way inaccessible.
- Any player-controlled units are trapped or in any way inaccessible.
- Villagers that are trapped but are otherwise still able to gather and deposit resources are excluded.
- Any player-specific object, such as resource deposit buildings, wild animals or villagers, fail to generate in the intended amount.

HIDDEN CIVILIZATIONS
For the entire event “Hidden Civilizations” must be selected when hosting the lobby on DE.

DIFFERENT CIVILIZATIONS
Different Civilizations means a civilization must be picked, choosing “Random” or “Team Random” at the start of the game is not allowed.

ALLOWED CIVILIZATIONS
All civs from Aoe II DE, Lords of the West and Dawn of the Dukes are allowed for the main event

GRAPHICAL MODS
Any graphic changes that only affect the player’s Age of Empires II: Definitive Edition are allowed.

CHEATING
Cheating is not allowed under any circumstances. Players using any kind of cheat will be disqualified from the tournament and banned from future events.

AUTOMATIC AGREEMENT & PUNISHMENT
All the game settings provided in this post MUST be followed. Not fo llowing them may result in penalties and possibly disqualification.

PLAYER COLOURS
The higher seeded team should always play in the colour blue and green (P1 and P3) and the lower seeded team should always play in the colour red and yellow (P2 and P4).
If you do not follow this rule you will be penalized 5% of your prizemoney per series that you used incorrect colours.
Any prizemoney that is forfeited will be distributed proportionally among the other players.

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

SERVER
Players should together work out a server that gives the most equal pings for the two players, if they cannot agree on a server they should speak to an admin.

SLINGING
Players may not send any resources to their allies until the player wishing to send resources has reached Imperial Age.

TOURNAMENT RULES

SEEDING AND PARTICIPATION

Empire Wars Duo 2 has 16 Qualification spots available for players to sign-up for. After the sign-ups are closed the players will be ranked according to the current average rating achieved on the AoE2 DE 1v1 EW ladder and AoE2 DE 1v1 RM ladder with a 1:1 weight using the players' highest rated accounts at the end of signups. Admins retain the right to adjust seeding based on previous tournament performances of the players.

The main event will be using a group stage, where each group will consist of two invited teams, and two teams from the qualifiers.

RESPECTING DEADLINES

All players must respect the tournament schedule and times for each round. There will be no exceptions or delays granted to any player. No excuse will be accepted for failing to play in the specified time. If the admin staff determines that a player is trying to avoid scheduling and playing the tournament games, the player may be warned, receive an admin loss for the game or match, or be disqualified from the tournament. Players failing to schedule, or not showing enough effort to get the match scheduled (determined by the staff), in the first round will be replaced by the first ranked player that missed out on the tournament. Any player offering an Admin Win to their opponent, and not completing any round/games will be penalized 50% of their prize money per infraction.

Teams will complete map & civ drafts prior to the scheduled start time & must also be available to start earlier than anticipated if the schedule is running under time, under advisement from the Administration.

ADMIN TIMES

If both teams cannot come to an agreement in scheduling their match, the staff will analyse the situation, schedule and time zones in order to add a viable Admin Time that suits both players to the best of our ability. Admins will ensure players are not forced to play games between 2am - 6am local time.
If there is no agreement about the playing time by Friday 23.59 GMT, the staff might start interfering in order to get the games scheduled and completed in time.

RESPECT & FAIRPLAY

Every player must respect their opponent. Bad behavior (determined by the Admins) will result in a warning and may lead to immediate disqualification of the player. This tournament values not only great skills but also sportsmanship and fairness. Any insult, racism, or flaming will not be tolerated.

LAMING AND MIND GAMES IN-GAME ARE ALLOWED.

Players are requested to limit the time between games as much as possible to make the experience as smooth for everyone as possible.

NO SMURFING

All players have agreed to the No Smurf rule. Each player must submit all relevant player usernames for Admin discussion. Smurfing and account sharing is not allowed. Any discovery of the aforementioned will result in a player's disqualification.

Players must sign up with their most well-known nickname and must play their games with their most well-known nickname being shown in-game. If you do not follow this rule you will be penalized 5% of your prizemoney per series that you used an incorrect name.

LOBBY LOCATION

All tournament games (except ones marked as live in the final weekend) are to be played in an unranked lobby in AoE2 DE with the allow spectators option turned off.
If a game is not recorded, it must be replayed regardless of the result.

PATCH & UPDATES

In case a new patch and cames out during the tournament, a desicion will be made by admins regarding which version will be utilized for the rest of the competition.

SCHEDULING

Teams will send their available playtimes to the tournament admins and they will organize a time that works for both parties. Players are expected to check and respond to messages a minimum of once per day. Failure to schedule a game may result in Disqualification or loss of prize money.

RESTORING

In case of disconnections, the players must attempt to save and restore. All the .mgz recorded game files (multiple parts of the game before/after drop) must be provided when posting the recorded games.
If restoring is not possible, the recorded game should be provided, along with any additional information to the Administration of the tournament instantly. Subsequently, facts will be analyzed and a final decision made. If an Admin is not around at the time of playing and the players cannot agree on a result, continue with the rest of the series, and if the series is tied 2-2 at the end, then the final game shall be rescheduled.

SCHEDULE RELIABILITY, ADMIN WINS, RESCHEDULING

If a player does not show up to a scheduled game without notice their opponent must wait for a minimum of 20 minutes before any action can be taken. They should notify an Admin as soon as possible and a decision will be made. Failure to arrive on time/communicate potential issues to admins may result in prizepool losses.

In case a team cannot show up and they cannot reschedule, the admins retain their right to ask teams to play at a pre-decided admin time.

PRIZE MONEY

Prizes will be sent via PayPal. If the recipients do not use/have PayPal the prizes will be sent by other means. However, certain fees may be deducted from the amount.

COMMUNICATION

Each player must be fluent in English and is responsible for scheduling, possible disputes, and everything else regarding their participation. If a player is not fluent in English, they can have an External Operator to represent them during scheduling, recorded game posting and in the Empire Wars Duo 2 tournament in general. The External Operator must be communicated to the tournament Admins ahead of time.

STREAMING, SPECTATING & SPOILERS

Because of standardized casting times, PLAYERS ARE NOT ALLOWED TO STREAM THEIR POV ON ANY STREAMING WEBSITE. Failure to comply will result in a potential ban and replacement.

PLAYERS ARE NOT ALLOWED TO REVEAL THE RESULT OF THEIR GAMES OR ANY SPOILERS UNTIL THOSE GAMES FINISHED IN THE OFFICIAL CASTING TIMES. SINCE REVEALING RESULTS BEFORE APPROPRIATE/INFORMATION LEAKS/SPOILERS (DETERMINED BY STAFF) RUIN CASTER AND VIEWER EXPERIENCE, IT WILL RESULT IN IMMEDIATE DISQUALIFICATION AND THE LOSS OF 80% PRIZEMONEY OF THE TEAM INVOLVED.

The entire event is open streaming. The entire event - including qualifiers - will be recorded games. Exception is only semifinals and Grand Finals which are going to be played live. Recorded games will be shared within a Discord group before each game.
The qualifiers may be streamed live or as recorded games by anyone as long as they follow the streaming rules.

Streamers of the event must use the provided banner in between games and the provided shield logo during games. It has to be made clear to viewers who is hosting and sponsoring the event. Failure to do so may result in the removal of casting rights for the given streamer.

PLAYER LOCATION

If a player has the potential to travel and play games from a different location, that player must request permission from the Admins beforehand. If Admins have any concern over a player's location and have not had a prior request, not only the player(s), but the player may be disqualified.

RULES ADDITIONS

New rules can be added and current rules can be changed. However, Admins MUST inform the players about such changes in Empire Wars Duo 2 Rules & Settings forum. All the latest additions in Rules & Settings will be in red.

RECORDED GAMES POSTING

Both teams must send their recorded games, the civ draft, and map picks to Lord_Patito immediately after the conclusion of their games. Failure to do so will result in a prize deduction.

USING WRONG CIVILIZATIONS

If a team uses civilizations unavailable for them in a game, the game has to be restarted, and the opponent can select the civs for the given team from the ones available. Teams are also required to notify the admin about this.

STREAMING POLICY

FOR CASTERS

Empire Wars Duo 2 is open casting for everybody.

The qualifiers and the main event will both be casted from recorded games. Exceptions to this is the final weekend, which will be covered live. The second semifinal will be played at the same time as the first one to allow appropriate rest for the teams, and casted from recorded games after the first semifinals.

Casters are required to display the tournament banner in between games. It is also preferred (but not mandatory) to display the tournament logo during games. Streamers are asked to make it clear to viewers who is hosting the event. It is preferred if you add a chat command that contains important information about the event. All the assets can be found in the unviersial tournament discord (link below).

Any kind of content created from the event's games (e.g. separate youtube videos), are also required to have a clear reference to the tournament.

Casters are asked to join the Empire Wars Duo II Discord (https://discord.gg/EVmGxASKxn) where updates, recorded games and drafts will be posted at.

FOR PLAYERS

Because most of the event is casted from recorded games, streaming POV of players is unfortunately NOT allowed. This rule also applies to the final weekend that will be casted live.

Players are allowed to cast/co-cast series their team was not involved in.

Players are not allowed to reveal the result of their games or any spoilers until those games finished in the official casting times. Since revealing results before appropriate/information leaks/spoilers (determined by staff) ruin caster and viewer experience, it will result in immediate disqualification and the loss of 80% prizemoney of the team involved.

ADMIN CONTACT

Lord Patito - Discord: Lord patito#1970

Please do not message Lidakor directly about matches/recorded games/ other administration issues.