Age of Empires – Italia

Website: https://www.ageofempiresitalia.it/
Twitch: https://www.twitch.tv/ageofempiresitalia
Facebook: https://www.facebook.com/groups/299140196775301
Community Discord: https://discord.me/aoeitalia
Tournament Discord: https://discord.gg/3XJvuJwsHX

ITA 3V3 TOURNAMENT – 1° EDITION
3v3

Spreadsheet: https://docs.google.com/spreadsheets/d/1uLvK2S6lPjHjSaJ4t6LHNX6q1iyfnrJGwYNe30-JknU/edit#gid=0

INTRODUCTION

Our goal is to create our first international tournament between european teams for a 3v3 tournament divided into 2 round robin groups (5 each). Top two teams advance to the semifinal.

SIGN UP	23/01	29/01
ROUND ROBIN	30/01	26/02
SEMIFINALS	27/02	04/03
FINAL	05/03	11/03

SIGN UP

Chat lorisaoe on discord and log into our tournaments server: https://discord.gg/3XJvuJwsHX
Teams from 3 to 6 players each (nickname and aoe2insights needed)

TEAM SEEDING

Best 3 players 1v1 elo (highest) for each team.
After the round robin phase who placed best in the group has the higher seed. If both are tie the original seed will be taken.

GENERAL RULES

Cheating, spec-cheating, use of bug exploits or hacking is not allowed under any circumstances.
All participants, broadcasters and administrators must express mutual respect to one another.
This is a for fun tournament, be respectful and have fun.
All matches must be player on the official Discord server.

SCHEDULE

Teams should have finished drafting by the scheduled time. If teams need extra time, then they should contact their opponent and also inform an admin.
Teams can schedule drafting prior to the series, it does not need to take place on the same day.

MATCHES

All matches will be Bo5 (the final may be Bo7)

Round Robin scores

3-0/3-1: 3 points
3-2: 2 points
2-3: 1 point
1-3/0-3: 0 point

Tiebreakers

- Wins vs tied opponents
- Games difference

MAP POOL

Map Pack name: ITA Invitational 3v3 Map Pack

Maps:

- Arena *(Rising Teams script)*
- Black Forest RF (explored) *(Rage Forest script)*
- Colosseum *(Rising Teams Pack)*
- Desert Paradise
- Grand Bara *(Rising Teams Pack, BoA3 script)*
- Maghreb *(Rising Teams Pack, BoA3 script)*
- Runestones (*Nations Cup 23 script*)
- Team Islands *(Rising Teams Pack, Nations Cup 23 script)*
- Two Rivers *(Rising Teams Pack)*

DRAFTS

<u>Consider teammates without DLCs during the draft.</u>

Map Draft
Bo5
https://aoe2cm.net/preset/BSHKC

Bo7 (WiP)
…

Civ Draft
Bo5
https://aoe2cm.net/preset/KJHqs (6 bans and 16 picks each)

Bo7 (WiP)
…

The higher seeded team decide to be host or guest and the decision is valid for both drafts (being Host in Map means Host must be picked as well in Civ, or vice versa guest+guest) and should host the draft.

ADMIN WIN/LOSS

Be punctual.
If a team does not show up for a series and is unresponsive, the team that is late may be subject to an AL for Game 1 after 20 minutes has passed the scheduled time.
For every 10 minutes thereafter, an AL will be granted to every game thereafter.
If a player plays with a restricted civilization, the game must be restarted, and the opponent may pick any available civilization (from their draft) for that player to play in the restarted game. Everyone else must remain the same civilization.

LAMING / SLING

Laming is permitted.
SLING: Possible only when the "slinger" reaches Imperial Age.

MAGHREB MAP RULES

The following rules only apply on maps with a nomad start and only pertain to the <u>first four minutes of in-game time.</u>
1. Attacking enemy units or buildings is not allowed.
2. Walling in enemy units, any resources and buildings is not allowed.
3. Players may not intentionally construct their first town centre within range of the enemy.
4. Laming wild animals (hunt) or herdables are not allowed.

5. However, it is only considered laming when not utilizing the resources, i.e if a player takes 35 food (one full trip) from the hunt then that is considered ok. Herdables do not need to collect the required amount of food (35), but would be expected to complete two round
trips (20). Dropping off at the dock is allowed.
6. Stealing herdable (i.e cows, sheep, geese) is allowed.
If two players unintentionally build their town centers in range of each other, the game must be immediately restarted.

RESTART
In each series, teams are granted one restart.
Restarts must be called no later than four in-game minutes, civilisations and colours must remain the same.

ADMIN RE
Players can request a restart in situations where their maps are bugged or otherwise failed to generate in the intended way. The restart must be called during the first six minutes of in-game time and civilisations and colours must remain the same.

COLOURS
Higher seed picks odd numbers(1 3 5), lower seed picks even numbers(2 4 6). May be the opposite if teams agree.

RECORDED GAMES
Higher seed may host the game, may be different if both teams agree.
Winner must send rec and drafts to on of the Admins.

STREAMING
The tournament is open streaming.
https://www.twitch.tv/ageofempiresitalia will cast the tournament matches when possible.

DISCONNECTIONS
In case of a game crash, by default teams should attempt to save and restore. Any issues that cannot be resolved between the teams should be immediately brought to the attention of your admin

LOBBY CREATION
All games during the entire event must be recorded.
Visibilità: **Public**
Players: 6
Allow Spectators: Y
Hidden Civ: Y
Server: the best one for both teams

GAME SETTINGS
Game Settings
Game: Random Map
Map Style: Custom
Location:
Size: 6 player
Difficulty: Standard
Population: 200
Game Speed: Normal
Reveal Map: Standard (Explored on BF)
Starting Age: Standard
Victory Condition: Conquest
Team Together: [X] Yes
Team Position: [X] Yes
All Techs: [ ] No
Allow Cheats: [ ] No Varie modalità: [ ] No
Lock Teams: [X] Yes

Lock Speed: [X] Yes
Record Game: [X] Yes
<u>Shared exploration on every map</u>

CONTACT INFORMATION

Discord:

- Lorisaoe
- Mettiu.
- mrdjm
- boom_aoe

PRIZE POOL

300 Pancarlini at the moment