

Llama's Chaos Cup



Welcome to Llama's Chaos Cup! The goal is to create a literally unique tournament experience by not only using an extremely randomized map pool (shout-out to Zetnus!) but also fully randomized Civs. In these times it is more important than ever to be able to adapt to the hand you are given, even if it's a poor one. With that said, I wish the best of luck to all participants. May only the most adaptable survive!

What you need to play:

- ❖ A copy of Age of Empires II: Definitive Edition.
- ❖ A functional understanding of English for communication purposes.
- ❖ Working internet connection that passes the Multiplayer Ranked Benchmark in-game.
- ❖ Zetnus HyperRandom and Zetnus Random Map Script Pack (available in Mods).
- ❖ A Discord account in the Llama Land server
<https://discord.gg/dKVUNP>
- ❖ Time to compete between September 5, 2020 and October 4, 2020.
- ❖ An ELO of up to 1700, with no evidence of intentional lowering after the tournament's announcement. (if there is significant interest in higher level play (1700+) then I may simultaneously host that.)

Prizes (we know what you really want):

- 1st place: \$150
- 2nd place: \$75
- 3rd place: \$25

Participants must be willing to send a valid PayPal or Venmo address in order to receive prize. If you wish to donate to the prize pool please PM me in the Discord channel.

Timeframe (tentative):

- ❖ Qualifiers: September 5-12, 2020
- ❖ Ro32: September 12-19, 2020
- ❖ Ro16: September 19-26, 2020
- ❖ Quarterfinals: September 26- October 2, 2020
- ❖ Semifinals: October 3, 2020
- ❖ Finals: October 4, 2020

Qualifiers:

If Qualifiers are necessary, the top 20% ranked 1v1 Elo participants shall be granted immediate entry. The remaining 80% shall have to participate in Qualifiers between Sept. 5-12, 2020. Qualifiers will be a Bo3 on Zetnus HyperRandom, with Full Random Civs for both players. Complete settings and rules will be the same as the Main Event. Players are responsible for scheduling their own games within the given period, and posting the time and date of the match in the tournament scheduling section of the discord.

Main Event:

The main event will take place between 9/12/2020 and 10/4/2020. Brackets will be available here: <https://challonge.com/qk5ixw4v>

Ro32 (Bo3):

- G1 Zetnus HyperRandom
- G2 loser of G1 home map
- G3 loser of G2 home map

Players will each pick 1 home map from the given map pool (see: Map Pool).

Ro16 (Bo3):

- G1 Zetnus HyperRandom
- G2 loser of G1 home map
- G3 loser of G2 home map

Players will each pick 1 home map from the given map pool (see: Map Pool).

Quarterfinals (Bo5):

- G1 Zetnus HyperRandom
- G2 loser of G1 home map
- G3 winner of G1 home map
- G4 Zetnus HyperRandom
- G5 loser of G4 home map

Players will each pick 2 home maps from the given map pool (see: Map Pool).

Semifinals (Bo5):

- G1 Zetnus HyperRandom
- G2 loser of G1 home map
- G3 winner of G1 home map
- G4 Zetnus HyperRandom
- G5 loser of G4 home map

Players will each pick 2 home maps from the given map pool (see: Map Pool).

Finals (Bo7):

- G1 Zetnus HyperRandom
- G2 loser of G1 home map
- G3 winner of G1 home map
- G4 Zetnus HyperRandom
- G5 loser of G4 home map
- G6 winner of G4 home map
- G7 Zetnus HyperRandom

Players will each pick 3 home maps from the given map pool (see: Map Pool).

Maps will be drafted from the given map pool in the following order, given that Player 1 is the Higher Elo player and Player 2 is the lower Elo player:

Bo3:

Player 2

Player 1

B05:

Player 1

Player 2

Player 2

Player 1

Bo7:

Player 2

Player 1

Player 2

Player 1

Player 2

Player 1

Map Pool:

- Zetnus HyperRandom
- Capricious
- The Unknown
- Metropolis (Regicide Only)
- BF Rivers
- Frontier
- Lake Nomad
- Water Wars

Lobby Settings:

Please ensure that both players agree on region server. If there is no way to do this, contact a mod for a decision. Further:

- Visibility set to public
- Players: 2
- Allow spectators must be on
- DO NOT hide Civs to ensure players all choose FULL RANDOM
- Spectator delay of at least 3 minutes

Game Settings:

Data Mod: Default

Game Mode: Random Map (Regicide for Metropolis Map)

Map Style: Custom/Special

Location: Dependent on map pick and round

Size: Tiny (2 player)

AI Difficulty: Standard

Resources: Standard

Population: 200

Game Speed: Normal

Reveal Map: Normal

Starting Age: Standard

Ending Age: Standard (Imperial Age)

Treaty Length: 0

Victory Condition: Conquest

Lock Teams: ☒ Yes

Team Together: ☒ Yes

Team Positions: ☐ No

Shared Exploration: ☐ No

Lock Speed: ☒ Yes

Allow Cheats: ☐ No

Turbo Mode: ☐ No

Full Tech Tree: ☐ No

Record Game: ☒ Yes

Restarts:

Lag

Restarts will be allowed for lagged games within the first 5 minutes of play.

Bugged Map Restarts:

The name of the game is adaptability here, people. Most of the maps are entirely random. Play with the hand you're dealt.

Mods:

Visual mods are allowed as long as they do not affect gameplay.

Smurfing:

We will be observing each participant to ensure (to the best of our ability) that there is no smurfing. What will not be allowed:

- Accounts created on the day of or immediately after the tournament announcement.
- Accounts with over 1700 Elo at the date of start
- Accounts with less than 40 ranked 1v1 games at the date of tournament start.
 - Note: this does not mean go start and resign from 40 games.
- Accounts that have seen a drastic lowering of Elo post tournament announcement.

Verified Smurfs will be DQ'd.

Cheating:

Cheating results in a DQ when caught, and a permanent ban from future events.

Grievances:

If you suspect your opponent of cheating, smurfing, etc. please contact a mod via the grievances channel. If your opponent somehow manages to accidentally cheat, and tells you post game, you may decide whether you wish to contact a mod or simply replay the game. Mods will make a decision after watching game rec.

Laming:

There are no restrictions on laming: boars, hunt, walling resources, etc are all totally allowed. Kind of a dick move though.

Strats:

Trushing, Douching, Villager fighting etc. are totally fine. Also, still kind of a dick move.

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 single trees being used as part of a mid-section of a wall.

Restoring Games:

Upon a disconnection, players will attempt to save and restore the game. If restoring is not possible, and neither player can agree on who would have won, a mod will make the call. If the mod cannot make the call fairly, continue with the next round with the opposite player's home map. If the first game drops, use the lower ELO player's home map. Should the match be tied in the last round, players will replay the dropped game.

Recs:

Recs for Qualifiers, Ro32, Ro16 will be sent to the tournament recs channel in the discord.

Recs for Quarterfinals onwards will be sent directly to me to avoid spoilers.

Streaming:

Qualifiers, Ro32, and Ro16 are open to streaming as long as:

1. You include "Hosted by Demonllama42" in the title
2. Use the provided overlay graphic
3. Have at least a 2 min delay on your stream while playing

Quarterfinals onward will be cast by myself exclusively here: <https://www.twitch.tv/demonllama42> until the end of the main event. During this period, players are welcome to host the official cast. Once finals are over, all recs will be released and free to stream.

Respecting your opponent's time:

Once you have scheduled your match in the Discord, you are locked in for said time. If you fail to be there on time, an admin win will be handed to the participant that IS there every 30 min until either they win or you arrive. That said, we do understand that life happens. Please contact both your opponent and Demonllama42 if you will be unable to attend your match, preferably with at least a 2-hour notice. One day extensions will be made for matches by request until the semifinals.

Sportsmanship:

Good sportsmanship is a requirement. You don't have to like each other, but you will at least respect the other participants. There will be no hate speech, bigotry, harassing etc. of any kind. Doing so will result in immediate DQ and ban for the offending party.

Note: sending a 105 or 8 in game, taunting, laming, etc. are not examples of the above. Making fun of a person for their accent, race, sexuality, gender etc. is.