



Assyria in Ashes

CLASSIC
CUP

Stage III

\$150

June 22 - July 7

Welcome to Assyria in Ashes, the third stage of the Classic Cup. This iteration of the tournament focuses on your Highland - Assyrian bronze age skill. We will be following a timeless and popular rule set that is simple and straightforward. Players will be competing for a cash prize of \$150 (split 100 / 50 to first and second) as well as seasonal points in the Classic Cup.

- 1. No walls**
- 2. No towers**
- 3. No tool war** (creation of tool units is forbidden)
- 4. No aggressive behavior until you hit bronze age.**
- 5. Once in bronze age, chariot archers are the only unit permitted**
- 6. Once iron, the entire Assyrian unit roster is free to use** (still no wall or tower)

These rules provide a quick and easy path to chariot archer wars. This emphasizes player skill in setting up a strong stone age economy to advance as quickly as possible to the bronze age; as well as emphasizing player micro with chariot archers.

Game settings -

- IV1
- Assyrian Mirror
- Large Map (4p)
- Highland
- Conquest
- Speed 1.5

Tournament Format

The tournament will consist of three stages

1. Qualifier vs Qualifier
2. Qualifier vs seeds 9 - 16
3. 16 Player Single Elimination Bracket (seeds 1 - 8 vs *new* 9 - 16)

Qualifier:

All new entrees

All players who lost in their qualifier rounds in Clash on Crete

Seeded by ELO / WinstonsWaffles

Seeds 9 - 16:

Seeds 9 - 16 from the Classic Cup's previous tournament

Seeds 1 - 8:

Seeds 1 - 8 from the Classic Cup leader board

Timeline

Sign ups: end June 20

Qualifier vs Qualifier : June 22 - June 27

Qualifier vs Seeds: June 29 - June 30

16 Player SE Bracket: July 5 - July 7

Rules and Regulations

1. Signing up for the tournament does not guarantee a spot.
2. In the event that a player who would be guaranteed a seed does not sign up, all players below are bumped up accordingly.
3. WinstonsWaffles will cast / admin ALL games from stages 2 and 3. Games from stage 1 are not guaranteed to be cast, but the preference is that they will be.
4. Sign ups are available on three platforms: AoEZone, personal discord message to WinstonsWaffles, or the dedicated signup space in the Classic Cup discord.
5. Sign ups end June 20th at 22:00 GMT.
6. Scheduling Matches:
 - a) Inability to schedule a match before a stage completes will result in disqualification .
 - b) Players must confirm their time at least 24 hours before their match.
 - c) Failure to show up without notice will result in disqualification.
 - d) With 12 hours prior notice, a reschedule can be attempted. If the timing doesn't work, the player who requested a reschedule will receive a disqualification.
7. Cash payout will be through Paypal.
8. All games must be played on Age of Empires: DE.
9. Players are permitted to stream their own games.
 - a) Admins may request players to turn off their stream if there is considerable lag in game.
10. Players caught cheating in any way will be immediately disqualified from any and all future tournaments related to the Classic Cup.
11. Time zones are hard, all discussions regarding time must be used in regards to GMT. It is up to you to do the time conversions.

Sign up Procedure

Step 1: Read all the rules

Step 2: Confirm you are free on the weekends of the tournament

Step 3: Join the CC Discord or have an AoEZone.net Account

Step 4: Sign up with the format shown below

Step 5: Await notification/confirmation from WinstonsWaffles

Format

Nickname:

Xbox Live Name:

Discord Name & Tag#:

Timezone:

Nationality (optional):

Again, sign ups are permitted as:

Messages to WinstonsWaffles on discord

AoEzone.net Messages

In the sign up space in the Classic Cup Discord

