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Introduction

Deserts where no Dark Age civilization would settle, have become Age of Empires II's most popular locations to fight for glory.

Battle of Africa and *King of the Desert* have become traditional events. But for one month, let's break out of Africa to populate every continent, introducing the *World Desert Championship*, a $8k+ 3v3 tournament on maps based on various deserts around the world, with a little bit of 1v1 action in between.

As you might imagine, most maps will be open land maps, but you will find enough variety to develop different strategies and gameplay.

Qualifiers & Seeding:

40 Teams will participate in the event. The six highest seeds will qualify directly to the main event, while the 7th up to the 12th seed will go directly to the second round of qualifiers. The matches will be determined by seed number (I. E. the highest seed available will face the lowest seed available). If a lower seed defeats a higher seed, then it will take its seed number (I. E. if seed 40 beats seeds 13 in the first round of the qualifiers, then it will become seed 13 for the second round of the qualifiers).

Only the best 3 players will be considered for the seeding (I. E. if one team has 3 2k-rated players and one 1.3k-rated 4th player, the average ELO of the team is still considered to be 2k).

Qualifier Round 1 will be Best of 3.

Qualifier Round 2 will be Best of 5.

Schedule:

- **April 09th: Sign-up deadline**
- **April 10th/11th: Seeding+brackets**
- **April 12th: Qualifier Round 1 & round 2 start**
- **April 12th/13th: Map pack v2 ready**
- **April 20th: Qualifier Rounds 1 finishes**
- **April 28th: Qualifier rounds 2 finishes**
- **April 30th: Round of 16 starts**
- **May 10th: Round of 16 finishes**
- **May 15th: First two series of quarterfinals (live)**
- **May 16th: Last two series of quarterfinals (live)**
- **May 22nd: Semifinals (live)**
- **May 23rd: Finals (live)**

Map Pool & Civilization Pool for the Qualifiers:

These maps are the ones that will be used for the qualifier round, but also will be used for the main event.

WDC_Atacama_v1: (Originally made by Mr ED, adjusted for the tournament by TheMadCADer & Huehuecoyotl22)
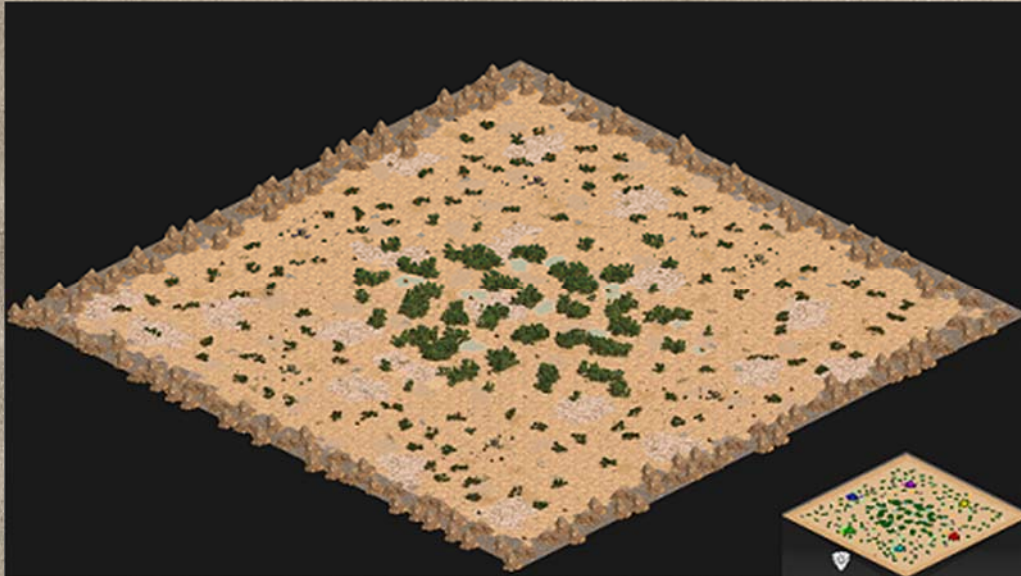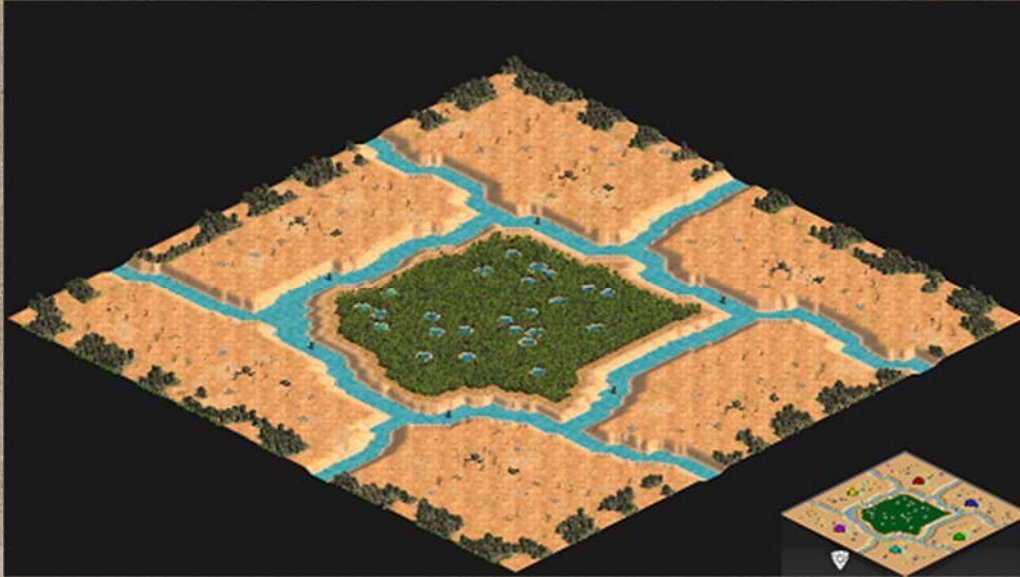

Civ pool for this map: Aztecs, Mayans, Incas, Spanish, Portuguese, Japanese, Khmer
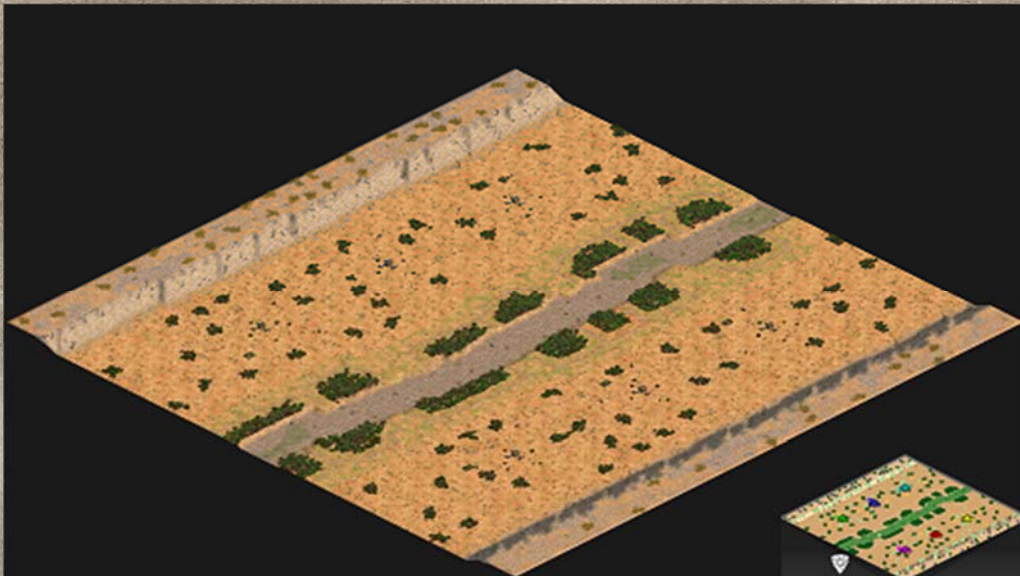
WDC_Gobi_v1: (by TheMadCADer)

Civ pool for this map: Mongols, Chinese, Koreans, Tatars, Huns, Cumans, Slavs

WDC_Jalapão_v1: (by Chrazini)

Civ pool for this map: **Aztecs, Mayans, Incas, Spanish, Portuguese, Sicilians, Italians**

WDC_Karoo_v1: (by Cebdos)

Civ pool for this map: **Malians, Ethiopians, Berbers, Portuguese, Burgundians, Sicilians, Goths**

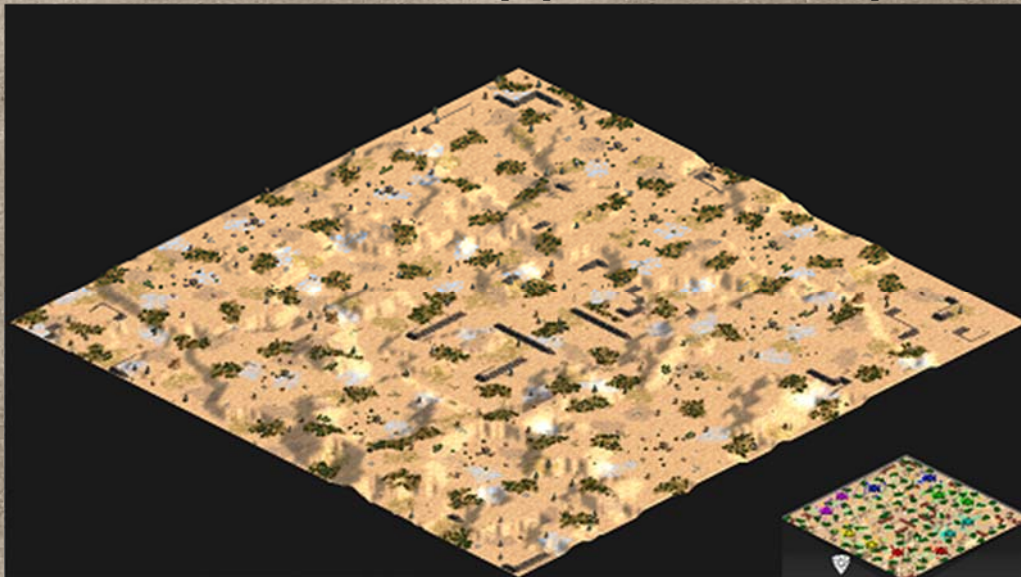## WDC_Mount_Bromo_v1: (by HenkDeSuperNerd)

Civ pool for this map: Malay, Burmese, Vietnamese, Teutons, Japanese, Indians, Khmer

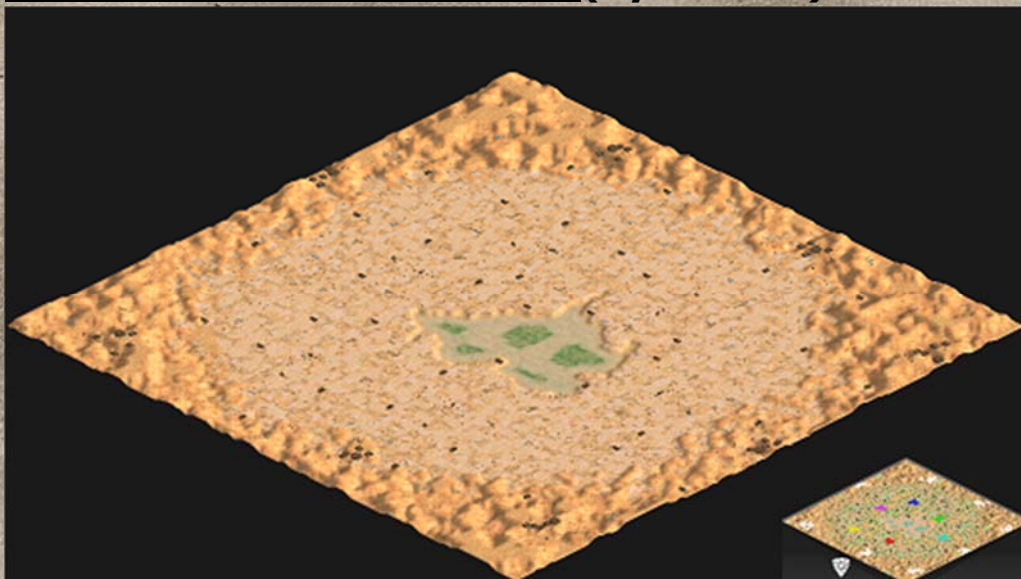## WDC_Simpson_Desert_v1: (by TheMadCADer, modified version of "Outback")

Civ pool for this map: Britons, Franks, Teutons, Burgundians, Malay, Magyars, Celts

WDC_Taklamakan_v1: (by TheMadCADer)

Civ pool for this map: Chinese, Mongols, Koreans, Tatars, Turks, Indians, Persians

WDC_Umm_al_Samim_v1: (by Zetnus)

Civ pool for this map: Persians, Saracens, Vikings, Bulgarians, Byzantines, Italians, Ethiopians

The map pack is available here: (https://www.ageofempires.com/mods/details/22006/) or in the in-game mod browser (the map pack is "World Desert Championship Map Pack v1"). More info about the maps can be founded here https://www.aoezone.net/threads/world-desert-championship-map-guide.174350

Map Pool & Civilization Pools for the Main Event:

Coming soon.

Round & Series Structure:

The tournament is has a special round structure. Having Bo3 rounds, Bo5 rounds and Bo7 rounds, said rounds are far for being your everyday series. Following, we will list an example of each type of round:

Best of 3:

- Game 1: Map pack v1.1, free civ pick
- Game 2: Map pack v1.1, free civ pick, no repeat from game 1
- Game 3: Fixed map, civs from civ pool related to the map

  A "*Map Pack*" game means that the players should pick the map file named *WDC_Map_Pack (and correct version, e. g. 1.1, 1.2 or 2.1, etc.)*, that will generate, randomly, one of the maps from the map pool.

  In this case, players can pick any civ from the civ pool for the third game, regardless if they have use them in either the first or the second game.

Best of 5:

- Game 1: Map pack (e. g. v1.2), free civ pick
- Game 2: Game divided into a Bo3 of 1v1, in the fashion explained below:
  - Game 2.1: Team A (higher seed) chooses 1 player and 1 map. Then Team B chooses 1 player to face team A's player.
  - Game 2.2: Team B (lower seed) chooses 1 player and 1 map. Then team A chooses 1 player to face team A's player. These players must be different players than those who played game 2.1.
  - Game 2.3: Map pack (e. g. v1.2), random mirror civs – not played if both 1v1s are won by the same team. Also, the players to play this game can't be the same players that played either game 2.1 or game 2.2.

- **Game 3: Map pack (e. g. v1.2), free hidden civs, no repetition from game 1**
- **Game 4: Fixed map, 7 civ pool**
- **Game 5: Fixed map, 7 civ pool**

Keep in mind that in game 2, whenever a team chooses a map, it also chooses the civ pool related to it. That means that a map that was played in game 1 can be used in a 1v1 game of game 2. Also, the same civ can be used in the games 2.1, 2.2 & 2.3, as long the civ is in the civ pool associated to that map.

Game 2 counts as 1 point, divided in 3 sets, each of them being played by different players.

Same logic applies to game 4 and game 5: Teams can pick their civs freely from the civ pool associated to the fixed map, regardless if they have been used before or not (even if they were used more than once).

Bo7:

- **Game 1: Map pack, free hidden civs**
- **Game 2: Map pack, free hidden civss, no repetition from game 1**
- **Game 3: Game divided into a Bo3 of 1v1, in the fashion explained below:**
    - **Game 3.1: Team A (higher seed) chooses 1 player and 1 map. Then Team B chooses 1 player to face team A's player.**
    - **Game 3.2: Team B (lower seed) chooses 1 player and 1 map. Then team A chooses 1 player to face team A's player. These players must be different players than those who played game 2.1.**
- **Game 3.3: Map pack (e. g. v1.3), random mirror civs – not played if both 1v1s are won by the same team. Also, the players to play this game can't be the same players that played either game 3.1 or game 3.2.**

- **Game 4: Fixed map, 7 civ pool**
- **Game 5: Fixed map, 7 civ pool**
- **Game 6: Fixed map, 7 civ pool**
- **Game 7: Fixed map, 7 civ pool**

As it is clearly visible, Bo5 series and Bo7 have a very similar structure.

Round of 16 and round of 8 will be Bo5. Semifinals and finals will be Bo7.

Tournament Rules:

Seeding:

• The 3 highest-rated players of your team signed up will be used for seeding.

• Seeding will be based on

◦ Age of Empires II: Definitive Edition ratings

▪ 50 % current RM 1v1 rating at the end on 2021-04-10 20:00 GMT.

▪ 50 % highest reached RM 1v1 rating on 2021-04-10 20:00 GMT.

A team beating a higher-seeded team prior to the round of 16 will obtain the seed of the team they beat. This is important, since seed 1-6 start in the Ro16 and seed 7-12 in the qualifier's 2nd round.

General Rules:

• **Game & Patch:** All games must be played on Age of Empires II: Definitive Edition, using the current version.

• **Respect & Sportsmanship:** All participants, streamers and administrators must respect each other. Bad behaviour, insults or racism will not be tolerated. Great sportsmanship is expected from all players.

• **Smurfing:** Players must use their primary account - smurfing and account sharing is prohibited. Players must use the nickname they signed up with.

• **Game Modifications:** Players are allowed to use any graphical mods that are available in the official mod workshop.

• **Cheating:** Cheating or hacking is not allowed under any circumstances. Players found using any kind of cheat or hack will be disqualified. Communicating with people during a game, other than your currently playing allies, currently playing opponents or

tournament administrators is strictly forbidden. Receiving any information from third parties will lead to disqualification.

● **Cooperation:** All participants must cooperate with a proper attitude and assist in any situation or incident they are involved in to ensure that the event runs smoothly.

● **Communication:** During the tournament and registration period, players must regularly check AoEZone.net and Discord for private messages and new information in the corresponding sub-forums. Players may also be reached on other platforms such as Steam or Discord, if deemed necessary.

● **Recorded games:** Recorded games from both players/teams have to be sent to Huehuecoyotl22 (@Huehuecoyotl22 on AoeZone, or Huehuecoyotl22#3717 on Discord) or Lord Patito (@Lord_patito on AoEZone Lord patito#1970 on Discord).

● **Maps:** Maps may be updated during the event if deemed necessary.

● **Penalties:** In case of a rule being broken by a team or player, the incident will be reviewed internally amongst the tournament administrators, and a sufficient penalty will be determined.

Game Rules:

● **Game Restarts:** Players/Teams have 1 restart per set available.

● **Admin Restarts:** In the case of a bugged map, the player or team whose resources are bugged may request a free restart.

A restart must be requested no later than 4 in-game minutes. It is the players own responsibility to determine if their map is bugged; however, players are allowed to pause the game and ask the tournament administrator for help determining the situation. After a restart, civilisations must remain the same. If it is a "map pack" game, use the "map pack" file again, which may or may not result in a different map.

● **A bugged map is defined when:** 1. Less than 50% of the sides on a player-specific gold are accessible. Extra golds that don't belong to a particular player are excluded. 2. Less than 50% of the sides on a player-specific stone are accessible. Extra stones

that don't belong to a particular player are excluded. 3. Less than 50% of the sides on a player-specific forage bushes are accessible. Extra forage bushes that don't belong to a particular player are excluded. 4. Any herdable or wild animal that belong to a player is trapped or in any way inaccessible. 5. Any player-controlled units are trapped or in any way inaccessible.

Slinging:

● 1. In Feudal Age sling is forbidden. 2. In Castle Age you may sling another player who is still in Dark Age or Feudal Age. 3. In Imperial Age there are no restrictions.

Trading:

● It is not allowed to intentionally place markets in both ends of a trade route in order to increase the trade income by trading with adjacent markets or skip the first trip.

Straggler Trees:

● Players are not allowed to delete the straggler trees which spawn within 8 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.

Regarding Nomad start maps:

● You are not allowed to attack an enemy villager within the first 3 minutes of game time, unless that villager is constructing a building (house, wall, barracks, dock etc.) in close range of your own building(s).

Animal Laming:

Stealing or killing a boar (or equivalent) or sheep (or equivalent) of another player is forbidden. If there are extra boars/sheep around the map or in the center of the map, meaning that those

are not clearly connected to one player, this does not apply to them.

Lobby Settings:

● Both teams are equally responsible for making sure the lobby settings are correct.

● Wrong settings will result in a game being restarted completely.

● Pre-Lobby:

◦ The lobby must be hosted publicly.

◦ Please set a spectator delay of minimum 2 minutes, maximum 6 minutes. Please be aware that a higher delay might influence admin (restart) decisions, as watching admins will have the same delay.

◦ "Hidden Civilisations" must be enabled, unless the specific bracket sign-up topic states otherwise for that specific game.

◦ The host of the game must be considerate and choose a game server that is as fair as possible for both teams.

● In-Game Lobby:

◦ The in-game lobby settings must be set to the settings shown below. Take a moment and make sure that all settings are correct before every game.

· Data mod: Definitive set

· Game mod: Random map (only for Fortress: choose Regicide)

· Map style: Custom

· Location: [map name]

· Map size: according to game mode (1v1 = tiny; 3v3 =normal)

· AI 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]**

- **Team position [X] Yes**

If the team position checkbox is selected in lobby, players with cool colours (1,3,5) will be together and face the team with warm colours (2,4,6), meaning it works the same way as in ranked games.

7.4. Recorded Games:

● All games during the entire event must be recorded.

● In case of a game crash or de-synchronisation, the game must be saved and restored.

● The recorded games must be adequately labelled to indicate the correct game number.

● Potential restarts must be included.

● The uploaded games may include fake or duplicate games to prevent spoilers.

Scheduling:

● Players must use the scheduling sub-forum to communicate and confirm times with their opponents. They are allowed to schedule

outside of the topics, however, the confirmed time must be posted there.

● Players must provide all available times as early, and schedule as efficiently, as possible throughout the entire event.

● If a player/team fails to show up to an arranged and confirmed game within 30 minutes, it will result in an automatic loss; unless both teams agree to reschedule within the given time frame of the specific round.

Streaming:

Streaming is completely open. POV streaming is allowed. A spectator delay (minimum 2 minutes) has to be set and a stream delay is recommended to prevent cheating.

Official streamers are:

Mundo AoE will cover the event streaming in Spanish on Youtube:
https://www.youtube.com/mundoaoe14
https://mundoaoe.com/

SilentTV will cover the event streaming in Spanish on Twitch:
https://www.twitch.tv/SilentTV, altough he will also upload the videos on Youtube
https://www.youtube.com/channel/UCunPXD4C6DFxil30ENDGiZg

Nova will cover the event streaming in English on Twitch:
https://www.twitch.tv/NovaAoE

MembTV will cover the event streaming in English on Twitch:
https://www.twitch.tv/membtv

TheSniper_AOE will cover the event in French on Twitch:
https://www.twitch.tv/thesniper_aoe

Admin Contact:

Admin can be contacted via either Discord or AoEzone

- Huehuecoyotl22: (@Huehuecoyotl22 on AoeZone, or Huehuecoyotl22#3717 on Discord)
- Lord Patito (@Lord_patito on AoEZone Lord patito#1970 on Discord).