Winter Series

- ☐ Concept
- ☐ Dates and broadcast
- ☐ Players & Signups
- ☐ Structure and schedule
- ☐ Civilization Rules and Map rules
- ☐ Map pool
- ☐ Prize distribution
- ☐ Points distribution
- ☐ Lobby Configuration

Concept

The Winter Series comprises of three separate tournaments where 64 leading players will play in a standard-setting tournament. As well as prize money, the events will also award seeding points for the EGC Winter Championship.

Dates and broadcast:

Winter Series 1: December 15th and 16th. Home Map: Lipany
Winter Series 2: January 4th and 5th. Home Map: French Pass

Winter Series 3: January 11th and 12th. Home Map: Danube

All play starts at 17:00 GMT

All of the Winter Series events are open broadcast in every language. **To be eligible you must have the 'caster' role on the EGC Discord server** and follow all rules that will be announced at a later point.

Players & Signups

Every preceding Saturday, signs-ups will open. On Monday, we finalize the seedings and the top 64 players will have the possibility to play the event.

We will select the top 64 using the following criteria:

8 Genesis Main Event Players (replaced with the last 8 from previous Winter Series for tournaments 2 & 3).
8 Invitees
48 Ranked Ladder

Structure

The event will be divided in two stages, over two days.

Day 1: Round of 64 (Bo3), Round of 32 (Bo3), Round of 16 (Bo3) and Round of 8 (Bo3).

<u>Day 2:</u> Semi-finals (Bo3) and Finals (Bo5).

Civilization rules

Civilization pick is free and hidden, no repeat. In addition, each player must **globally** ban one civ per series (which means the civ will be banned for both players). The player with higher seed will be the first one to ban In order to do these, players should use one draft for the first game, where they will ban the civ, and one draft for the remaining games:

G1 preset: https://aoe2cm.net/preset/afRUD
GX preset: https://aoe2cm.net/preset/OnaaJ

Map Pool

The first map of each round will be a fixed map. Then, the loser of the previous game will choose the next map to be played. Most maps are available to be chosen as a home map, once per series, except the fixed first map.

The **excluded** maps are: Ancient Spires, Warring Islands and Archipelago.

During the semi-finals and finals only, a bespoke pre-selected map seed will be used. To add diversity, every single week we will change the first fixed map.

Prize Distribution (Tournament 1 and Tournament 2)

1st: $700
2nd: $400
3rd–4th: $250
5th-8th: $100

Prize Distribution (Tournament 3)

1st: $1200
2nd: $600
3rd–4th: $400
5th-8th: $100

Point Distribution:

1st: 45 points
2nd: 22 Points
3rd – 4th: 10 Points
5th – 8th: 5 Points
9th – 16th: 2 Point
17th-32nd: 1 Point

Lobby Configuration

The lobbies should get the configuration explained below:

- ☐ Public game.
- ☐ Allow Observers: 1 min delay
- ☐ Win conditions: Landmarks/Sacred/Wonders
- ☐ Starting resources: Standard
- ☐ Starting Age: Age 1
- ☐ Map state: Concealed.
- ☐ Map size: Micro (2 players)
- ☐ Biome: to be indicated by the admin
- ☐ Team starting locations: Team Together
- ☐ Seed: to be indicated by the admin