

THE TAVERN'S TOURNEY

Handbook



Infos		Prize Pool	
<u>Game :</u>	Age of Empires 4	<u>Method :</u>	Steam gift
<u>Mode :</u>	AoE Battlegrounds	<u>Total :</u>	\$100
<u>Format :</u>	Free For All	<u>1st :</u>	\$60
<u>Stages :</u>	2 (Qualifiers and Finals)	<u>2nd :</u>	\$30
<u>Players :</u>	Min. 16 – Max. 32	<u>3rd :</u>	\$10
<u>Dates :</u> Stage 1 : Sat. June 29th, 20h00 UTC		<u>Organizer :</u> LePapaz	
Stage 2 : July 5th or 6th, time TBD		<u>Special Guest :</u> Jahy	

1. Introduction :

The tournament will be divided into two separate events : Qualifiers and Finals. The Qualifiers event will start on Saturday, June 29th, at 20h00 UTC. The time and date of the Finals event will be determined in accordance with the finalists, either on July 6th or July 7th (the next week end).

The brackets and scores will be accessible to all the participants on the tournament's dedicated Challonge webpage, which will be created only after registrations close. The link will be provided in discord in due time in the « Tavern's Tourney » category, along with other useful informations. Challonge's algorithm will be used to create and shuffle the brackets in the fairest way possible.

<u>First Stage :</u>	<u>Qualifiers</u>	16 - 32 players
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Will consist of 4 rounds played by 2-4 brackets simultaneously. Each round will consist of 1 match. Brackets will be randomly determined and shuffled between each round. Every bracket must have the same amount of players. If the number of participants does not allow equal distribution across all brackets, AI players will be added to the brackets that do not have enough players.

Players will score points in regards to their ranks in each round.

The 8 players who scored the highest will advance to finals and participate in the 2nd event.

<u>Second Stage :</u>	<u>Finals</u>	8 players
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The Finals stage will consist of 4 rounds played by a single bracket with the 8 players that qualified in the previous stage. Each round will consist of 1 match. Any points that were earned during the qualifiers will not be carried over to finals.

Players will score points in regards to their ranks in each round.

The 3 players who scored the highest will be declared winners and get their respective prizes.

Registration :

Registrations will be open for everyone, within the limit of 32 players, the only requirement being a very basic level of written english. All players will have to register on AoE Battlegrounds' discord in the dedicated channel (#registration in the « Tavern's Tourney » category), and will be accepted in chronological order until the player limit is reached. Each participant must use the **same account for the duration of the tournament**, which will be inquired upon registration along with the player's choice of civilizations for the qualifiers event (and cannot be changed afterwards).

More infos will be available in #registration (please read the post guidelines before registering).

2. Proceedings :

Directions :

All the participants must abide by the rules (see chapter « 3 Rules ») and the code of conduct (see chapter « 4 Code of Conduct ») during the entirety of the tournament, or they will suffer penalties ranging from losing a few points to being disqualified and replaced by an AI.

Any player that witnesses any violation of the rules or code of conduct of the tournament will have the duty to report it to the organizers with the necessary screenshots as proof.

Each and every lobby will be created and set by the organizers then one participant will be appointed as host. If any of the lobby settings is changed, the participant host will be disqualified.

At the end of each and every match players will have to send a screenshot of their lobbies' results displaying all the names, ranks, and civilizations of all the players. At least 2 different screenshots (from different players) of each bracket's results will be required after each and every round. If any bracket fails to provide those 2 screenshots, all the players in this bracket will lose 1 point.

A 15 minutes break will be taken between round 2 and 3 of each stage, any player that is late or is unnecessarily slowing down the overall process, for whatever reason, will be penalized.

<u>Stage 1</u>		<u>Qualifiers</u>	16 – 32 players
Round 1	All registered participants will be randomly divided into 2-4 brackets. All brackets will then play 1 match simultaneously.		
Round 2	Brackets will be shuffled. All brackets will then play 1 match simultaneously.		
Round 3	Brackets will be shuffled once again. All brackets will then play 1 match simultaneously.		
Round 4	Brackets will be shuffled one last time. All brackets will then play 1 match simultaneously.		
The scores of each participant across all rounds will then be calculated, and their civilizations verified. The 8 players with the highest scores will advance to finals and participate in the following event. In case of a tie, priority will be given following the priorities stated in section 3.3. Any points that were scored during the qualifiers will not be carried over to the finals.			

<u>Stage 2</u>		<u>Finals</u>	8 players
Round 1	1 match will be played.		
Round 2	1 match will be played.		
Round 3	1 match will be played.		
Round 4	1 match will be played.		
The scores of each finalist will then be calculated. The results will be officially announced after all necessary verifications have been made. In case of a tie for prize winning ranks, priority will be given following the rules stated in section 3.3.			

3. Rules :

3.1. General Rules :

Civilizations picks

Players cannot chose the same main civilization twice during the same event (4 rounds).
Every player must select the civilizations they specified when registering, in the very same order.
The Order of the Dragon civilization will be banned, this **only applies to players' main civilizations**.
Penalty : any player who picks the wrong main civilization for any particular round will not earn any points during this round regardless of the match's results.

Lobby hosts

Any player who was appointed lobby host will be responsible for the lobby settings (set by organizers), which must be **strictly** identical as what can be seen in section « 3.4 InGame Settings ».
Penalty : if any host modifies the settings, they will be disqualified and the round will be replayed.

Quitting

It will be strictly forbidden to quit the game **before** being eliminated or winning the game.
Penalty : unless the player can prove that it was due to a network problem, or a crash from the mod, they will be disqualified and replaced with an AI for the rest of the tournament. Players will have to provide game logs and screenshots as proof, and should not restart the game before providing logs. If the logs are lost, no exception will be made, quitting players will be disqualified.

Ingame Chat

Giving advice to another player during matches will be strictly forbiddden. So will any personal attack, or any other remark that is deemed unsportsmanlike or immoral by the organizers.
Penalty : any violator will be disqualified and banned from all subsequent matches.

Live Streaming

Participants will be allowed to live stream on any platform they wish to, as long as they mention it when registering (with link) and can add an **obvious** text prompt on the stream stating exactly :
« Live Tournament : please do not make suggestions in the chat otherwise I may be penalized ».
We would also kindly ask of you to mention « AoE Battlegrounds » in the title of your stream.
Penalty : -1 point any time a viewer gives an advice in the stream chat if said viewer is not banned within 2 minutes after making his very first suggestion (screenshots will be required as proof).

Punctuality

All participants must report in the discord's dedicated channel within 15 minutes before the start of any event. Any time a player is slowing down the overall process of the tournament, 1 point will be deducted for every 2 minutes that the organizers have to wait on that particular player. If said player is more than 15 minutes late, they will not participate in this round (score will be 0) and be replaced by an AI for the round but will **not** be disqualified from the tournament.

Withdrawal

After the start of the Qualifiers event, unless they face special circumstances, withdrawal is prohibited. If you insist on withdrawing, you might be banned from all potential tournaments in the future. Any registered player that fails to report in discord before the end of the qualifiers event will be considered as if they had withdrawn and might be blacklisted too.

If a player that qualified for Finals decides to withdraw from the tournament, the next highest scoring player from the Qualifiers stage will advance in their stead.

3.2 Scoring System :

Rank	Scored Points
1	10
2	8
3	7
4	6
5	4
6	3
7	2
8	0

3.3 Advancement Priorities (in order of prevalence):

1	Highest score
2	Ranked 1st the most
3	Ranked 8th the least
4	Ranked in the top 4 the most
5	Ranked the highest in the previous match

If those priorities fail to determine a winner, the two players in a tie will play a sudden death match in a private lobby with the exact same rules as any of the previous matches.

3.4 Ingame Settings (lobby) :

Overview **Game Mode** **Map**



AOE Battlegrounds v0.7.23 帝国酒馆
Please use this mod exclusively with the bundled map of the same name, otherwise it will not work properly.
This game mode is Free For All (does not support teams), and can b...
1V1V1V1..., Random Allocation
☐ Allow Observers 5 min Delay

Overview **Game Mode** **Map**



CHANGE MODE


AOE Battlegrounds v0.7.23 帝国酒馆
Please use this mod exclusively with the bundled map of the same name, otherwise it will not work properly.
This game mode is Free For All (does not support teams), and can be played with a mouse only (controllers not supported).
This mod was inspired by Hearthstone's Battlegrounds and StarCraft's Tavern Battle Mode....

☒ Description
☒ Auto Battle
☐ 预留
☐ Debug Mode
☐ Speed Up (solo only)

TUNING PACK
None
CHEATS
☐ Cheats Allowed

Team Size
1
Team Allocation Rules
Random Allocation

Overview **Game Mode** **Map**



CHANGE MAP

AOE Battlegrounds v0.7.23 帝国酒馆
Crafted Map
Random Locations
Max. 8 Players

Locations
Select Starting Location
Random Locations

4. Code of Conduct :

Every participant is expected to display good sportsmanship, punctuality and respect towards other players and organizers. Players must follow all of the organizers' instructions. Players are expected to compete at the highest level possible, to the best of their abilities, and in a way that is consistent with all the values associated with good sportsmanship.

Any player behaving in a way that is detrimental to the values mentioned above, even slightly, or is in violation of the Code of Conduct may be penalized or disqualified depending on the severity of the violation(s).

In addition, the organizers reserve the right to ban disqualified players from all potential future tournaments or events.

Inappropriate behaviour violating the Code of Conduct includes, but is not limited to :

- Behaving in an unsportsmanlike manner, disrupting or undermining the operations of the event ; annoying, abusing, threatening or harassing any other person in any way
- Interfering with tournament/event operations
- Intentional delay or tampering of gameplay or using any known or unknown method
- Modifying the game in a way that has not been authorized by the organizers
- Cheating of any kind
- Intentionally using any in-game bugs or hack to seek a gameplay or competitive advantage
- Offensive or obscene usernames
- Any other form of prejudice or hate including but not limited to racism, sexism, or ageism
- Using any language that is considered obscene, foul, vulgar, insulting, threatening, abusive, libellous, slanderous, defamatory or otherwise offensive or objectionable, or promotes or incites hatred or discriminatory conduct
- Engaging in any other type of behavior or conduct deemed inappropriate by the organizers in their sole discretion

Good luck, have fun !

AOE Battlegrounds' Discord : <https://discord.gg/GprrNGjVWD>

Mod Developer : heartmove
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Tournament Organizer : LePapaz
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