



**KING OF INDIA**



# KING OF INDIA

KOI – Handbook - AOE INDIA OFFICIAL

Tournament Handbook

<https://aoe2.in>



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# 1. Tournament Staff

## 1.1 Lead Administrators

**1) Dorje**

Discord: dorjebodh#2641

**2) RogganWololo**

Discord: roggan\_wololo#3739

## 1.2 Supporting Administrators

**3) Wildling\_89**

Discord: Wildling#6272



## 2. General Rules

### 2.1 Communication and Respect

The AoE India website (aoe2.in) is the main channel for communication for any updates related to the tournament. Players are advised to familiarize themselves with the website before signing up. Players are expected to be respectful towards their opponents and tournament staff. Any disrespect towards opponents or tournament staff will result in disqualification from the tournament. All decisions taken by admins are final and binding on the players.

### 2.2 Scheduling

Scheduling will take place on the AoE2 India website. Each round will last no more than one week. Players are requested to abide to the time frame of the tournament while scheduling.

The first player to post should list their available times (with respect to GMT) on their respective scheduling thread. Players may refer to <https://greenwichmeantime.com/time-gadgets/time-zone-converter/> if they are not aware of their time zone. The opponent will then choose the time(s) best suitable for both the players. In case of ambiguity in scheduling, admins will decide a time when the games will have to be played.

Players are expected to show up at the scheduled time for their games. If players do not turn up within 30 minutes of their scheduled time, opponents may take a screenshot from the world time server and post it to the scheduling thread. Admins will evaluate this and take appropriate action on the same.

Unwillingness to schedule will result in disqualification of the concerned player(s).

## 2.3 Recorded Games

There will be a google drive folder created for recorded games. The link will be shared with the players. The winner of the game is expected to post the recorded game(s) in the respective folder.

Recorded games should be renamed as follows:

<Round>\_<Winner>\_vs\_<Loser>\_Game\_<game number>.mgz Example:

Ro32\_AssKickerwa\_vs\_RogganWololo\_Game\_2.mgz

In case of a drop, players may create multiple recorded files, with the name as:

<Round>\_<Winner>\_vs\_<Loser>\_Game\_<game number>-<part>.mgz Example:

Ro32\_AssKickerwa\_vs\_RogganWololo\_Game\_2-1.mgz

## 2.1 Drops

In case of a drop, players must initiate a save and exit and restore the games. If, due to some reason the game is not saved, then players should come to a mutual understanding as to whether they want to restart or want an admin decision on the drop. Admins will then give admin win/loss to the appropriate player(s).

## 2.2 Streaming and Spectating

In case you want to stream your point of view or cast the games, message the admins to get you added to the streaming list. You may spectate all the games freely. Players may request removal of spectators from the room.

## 2.3 Smurfing and Cheating

By signing up, players agree to the no-smurfing and no-cheating rules. If caught smurfing or cheating, players will be disqualified from the tournament and blacklisted for future tournaments.

## 3. Signing Up and Seeding

### 3.1 Tournament Format

This tournament will include 32 players in a 1v1 single elimination format. Tournament may be extended to 64 players depending on the quality and quantity of signups. The top 32 players will be picked from the signups on the basis of seeding.

### 3.2 Signing Up

Before signing up, players must read the handbook and agree to the rules.

A google form will be created for signups, which will include the following entries:

- 1) Most well-known nickname
- 2) Most well-known voobly profile link
- 3) Highest rated voobly profile link

Admins will verify the respective player profiles. Players will have to play all the games on the most well-known voobly profile.

### 3.3 Seeding

Players will have to have at least 50 games on the voobly RM 1v1 ladder to be seeded. Games on any other voobly ladder, including the old voobly RM ladders, will not be considered. Players will be assigned a “rating” for seeding which will be calculated as follows:

Rating points =  $0.25 * \text{Current ELO (on voobly RM 1v1)} + 0.75 * \text{Highest achieved ELO (on Voobly RM 1v1)}$ .

Players will then be seeded in descending order of their rating.

## 4. Game Rules

### 4.1 Game Versions

Before signing up, players must ensure that they own Age of Empires II HD and all the expansions - Forgotten Empires, African Kingdoms and Rise of Rajas, on steam.

All the games will be played on the latest available balance patch and the latest version of UserPatch 1.5 and WololoKingdoms. The current latest versions are balance patch 5.8, UserPatch 1.5 Build R7 and WololoKingdoms 5.7.2, respectively. This means that any balance patches released during the tournament will be incorporated in the tournament.

### 4.2 Game Mods

Small Trees, Grid Mod and Short Walls are part of the WololoKingdoms installer and free to use. In addition to this, players may use any graphic mods which affect only their point of view. Tournament admins will not assist players in setting up additional mods.



### 4.3 Game Settings

<b>Game:</b> Random Map	<b>Reveal map:</b> Normal
<b>Location:</b> Depending upon round	<b>Starting age:</b> Dark age
<b>Map size:</b> Tiny (2 player)	<b>Ending age:</b> Imperial age
<b>Difficulty:</b> Standard	<b>Victory:</b> Conquest
<b>Resources:</b> Standard	<b>Team together:</b> Yes
<b>Population:</b> 200	<b>Lock teams:</b> Yes
<b>Game speed:</b> Normal	<b>All Techs:</b> No
<b>Multi queue:</b> On	<b>Record Game:</b> Yes

## 4.4 Restarts

To call a restart, players must type “re” in in-game chat before 4 minutes (00:04:00) game time and initiate a save and exit.

For a Best of 3 and Best of 5 series:- 1 restart per player

For Best of 7 and Best of 9:- 2 restarts per player

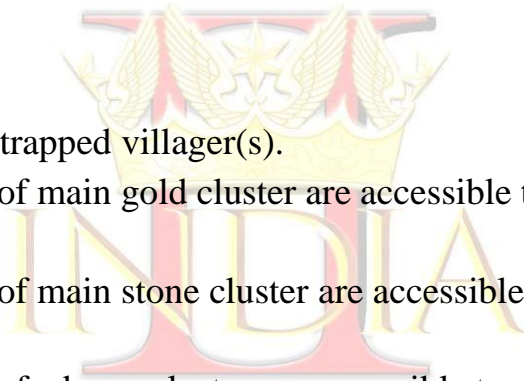
Admin restart will be available within first 6 minutes of game time, in case of a bugged map and does not count in the restart limit. Admin restart can be requested by players after scouting their maps or admins will message them. See the bugged map section for further details.

Admin decision on admin restart is final.

## 4.5 Bugged Maps

A map is bugged if:

- 1) Players start with trapped villager(s).
- 2) Less than 4 faces of main gold cluster are accessible to mine, extra golds are excluded.
- 3) Less than 3 faces of main stone cluster are accessible to mine, extra stones are excluded.
- 4) Less than 4 faces of a berry cluster are accessible to gather from.
- 5) Spawned with less than 3 accessible deer, 8 accessible sheep or 2 accessible boar.





## 5. Map and Civilization Settings

### 5.1 Map pool

The following maps are included in the map pool:

Arena, Acropolis, Regicide Fortress, Cross, Hideout, Valley, Prairie, Scandinavia, Steppe, Rehydration, Land Madness, El Dorado

Admins may add/remove maps to/from the map pool before the tournament commences

### 5.2 Civilization and Map Draft

Player A: Higher seed

Player B: Lower seed

#### For best of 3 games series

Players pick 5 different civs each in the format: ABBAABBAAB. Players then ban 2 civs for the opponent in the format: BAAB.

Players ban 2 maps each from the map pool in the format: ABBA and then pick one map each in the format BA.

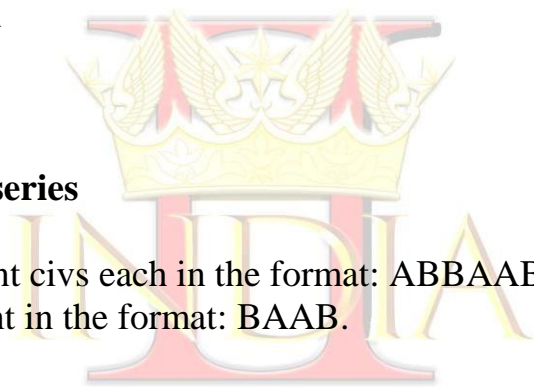
#### For best of 5 games series

Players pick 7 different civs each in the format: ABBAABBAABBAAB. Players then ban 2 civs for the opponent in the format: BAAB.

Players ban 1 map each from the map pool in the format: AB and then pick 2 maps each from the map pool in the format: BAAB.

#### For best of 7 games series

Players pick 9 different civs each in the format: ABBAABBAABBAABBAAB. Players then ban 2 civs for the opponent in the format: BAAB.



Players pick 1 map each from the map pool in the format: AB, then ban one map each in the format: BA, and then pick 2 maps each from the map pool in the format: BAAB.

### **For best of 9 games series**

Players pick 11 different civs each in the format: ABBAABBAABBAABBAABBAAB. Players then ban 2 civ for the opponent in the format: BAAB.

Players pick 2 maps each from the map pool in the format: ABBA, then ban one map each in the format: BA, and then pick 2 maps each from the map pool in the format: BAAB.

## **5.3 Round of 16**

Best of 3 games series.

G1:- Arabia

G2:- Home map of G1 loser

G3:- Home map of G1 winner



## **5.4 Round of 8**

Best of 5 games series.

G1: Arabia

G2: Home map of G1 loser

G3: Home map of G1 winner

G4: Home map of player who is trailing

G5: Home map of player who was leading before G4

## 5.5 Semifinal / Round of 4

Best of 7 games series.

G1: Arabia

G2: Home map of G1 loser

G3: Home map of G1 winner

G4: Home map of player who is trailing

G5: Home map of player who was leading before G4

G6: Home map of player who is trailing

G7: Home map of player who was leading before G6

## 5.5 Grand Final

Best of 7 games series.

G1: Arabia

G2: Home map of G1 loser

G3: Home map of G1 winner

G4: Home map of player who is trailing

G5: Home map of player who was leading before G4

G6: Home map of player who is trailing

G7: Home map of player who was leading before G6

G8: Home map of player who is trailing

G9: Home map of player who was leading before G8

