



HANDBOOK

[TWITCH.TV/MEMBTW](https://twitch.tv/membtv)



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Overview

King of the Desert 2 is the successor to the memorable tournament with the same name back in 2017, hosted by MembTV and Swissboyy. The tournament will feature 32 of the very best players in Age of Empires 2 – fighting over the span of five weeks, from the 31st of December to the 3rd of February, in the extremely open and dangerous Arabian desert.

Registration

1. All players must use the **dedicated thread** on AoEZone.net to register.
2. All players must own all the Age of Empires 2: HD Edition expansions on steam before the deadline has been reached.
3. To sign up, you must have read and accepted all the rules and settings.

REGISTRATION THREAD

Prize Pool

The total prize pool of the tournament is 15,800\$ and is distributed to the winners in the following order:

	Players	Prize Per Player
Winner	1	5 , 000\$
Runner-up	1	2 , 500\$
Semifinalists	2	1 , 250\$
Quarterfinalists	4	625\$
8 th -finalists	8	312\$
16 th -finalists	16	50\$



Stages

All stages are played as single elimination.

ROUND 1

31st of December – 9th of January

10 civilizations played - **BO5**

Players pick five civilizations each.

Players may not repeat civilizations from the drafted pool.

10th of January – 16th of January

BO5 - 10 civilizations played.

Players pick five of the remaining civilizations each.

Players may not repeat civilizations from the drafted pool or from previous rounds.

ROUND 2

ROUND 3 QUARTERFINALS

25th of January – 27th of January

10 civilizations played - **BO5**

Players pick five of the remaining civilizations each.

Players may not repeat civilizations from the drafted pool or from previous rounds.

1st of February - 2nd of February
BO7 - 14 different civilizations played, 8 globally banned.
Players ban four civilizations each.
Players pick seven different civilizations each.
Players may not repeat civilizations from the drafted pool.

ROUND 4 SEMIFINALS

ROUND 5 GRAND FINAL

3rd of February
18 different civilizations played, 2 globally banned - **BO9**
Players ban one civilization each.
Players pick nine different civilizations each.
Players may not repeat civilizations from the drafted pool.



General Guidelines

Game & Platform

1. All games must be played on Voobly using the latest version of WololoKingdoms and the latest version of UserPatch.
2. It is the player's responsibility to make sure the mod and game patch is installed correctly and works properly.

Respect & Sportsmanship

1. All participants, streamers and admins must respect each other. Bad behaviour will result in a warning and may lead to a disqualification. Insults or racism directed towards other players will not be tolerated.
2. Great sportsmanship is expected from all players.

Smurfing

1. Players must use their primary account. Smurfing and account sharing prohibited.

Game Modification

1. Players are allowed to use any graphical mods that are publicly available on the Voobly workshop.

Cheating

1. Cheating or hacking is not allowed under any circumstances. Players found using any kind of cheat or hack will be disqualified and banned from all future events.
2. Communicating with people other than your opponent and tournament admins during the games is strictly forbidden. Receiving any information from third parties may lead to disqualification.

Confidentiality

1. Players must not share the results of their games until they have been made publicly available and streamed by MembTV.



Recorded Games

1. All games must be recorded.
 - a. In case of a game crash or a desynchronization, the game must be saved and restored.
2. As soon as the games have been finished, both the victor and loser **must** send the recorded games to **Chrazini** in a private message on AoEZone.net or Discord.
3. All games will be uploaded and made publicly available after each round is over.
 - a. The uploaded games may include fake or duplicate games to prevent spoilers.

Scheduling

1. Participants will have one week to schedule and play their games. The timeframes are:

31 st of December – 9 th of January	ROUND 1
10 th of January – 16 th of January	ROUND 2
25 th of January – 27 th of January	ROUND 3
1st of February – 2nd of February	ROUND 4
3 rd of February	ROUND 5

2. Players must provide all available times as early, and schedule as efficiently, as possible throughout the entire round. Players must use the scheduling sub-forum to communicate and confirm times with their opponents.
 - a. During the first and second round of the tournament, players are encouraged to schedule their games between 11.00 GMT and 22.00 GMT for easier live coverage.
 - b. During the quarterfinals of the tournament, players must schedule their games between 11.00 GMT and 22.00 GMT for easier live coverage. Scheduled games may not overlap with other games.
 - c. Before the semifinals and the grand final, players will be contacted by a tournament admin that will help find time where the games will be played out. The games will not overlap with the ECL.
3. If a team fails to show up to an arranged and confirmed game within 30 minutes, it will result in an automatic loss.



Communication

1. During the tournament and registration period, players must regularly check AoEZone.net for new information in the tournament forum and private messages from tournament admins.
 - a. Tournament admins may also be reached on Discord.

Civilizations & Drafting

1. Civilizations will be drafted using **Captains Mode**.
 - a. Players must choose the appropriate KotD2 preset.
 - b. Doing best of five, players pick five civilizations each in the order a, bb, aa, bb, aa, b.
 - c. Doing best of seven, players pick seven different civilizations each in the order a, bb, aa, bb, aa, bb, aa, b.
 - d. Doing best of nine, players pick nine different civilizations each in the order a, bb, aa, bb, aa, bb, aa, b.
2. During the first 3 rounds of the tournament, players have complete freedom when it comes to picking civilizations; however, players may only use each civilization once during all 3 rounds.
 - a. To see available civilizations for all participants during the first three rounds, use [this link](#).
 - b. If a round ends before all drafted civilizations have been used, they may be re-picked in later rounds.
3. Once the 4th round begins, the civilization pool will be reset, and all civilizations will become available again for both round four and five.
4. In case of a player choosing the wrong civilization, the game must be restarted, and the opponent may pick any civilizations for him to play in the restarted game.

Webcam

1. Players must own or acquire a webcam to be used during the semi and grand final.
2. During the semi and grand final, player's faces, and reactions will be shown on the live stream of MembTV.
3. Before the semifinals start, the semifinalists will be contacted by a tournament admin that will aid the player in setting up their webcam for the live stream.



Registration & Seeding

1. Once the deadline has been reached, the 32 highest rated players will be granted a spot in the tournament.
 - a. Players must have at least 15 or more 1v1 ranked games played on the official map, with the account they registered with, in the two weeks leading up to the registration deadline by the time it is reached.
2. The 32 players that make it into the tournament will be given a tournament rating. The rating will be calculated using a combination of their current elo, their highest achieved elo, their performance during the two weeks leading up to the tournament and potential alternative accounts.

Miscellaneous

1. Rules may be added and/or modified at any time during the tournament. If anything is changed, removed or added, all players will be notified accordingly.



Game Rules

Game Restarts

Player Restarts

1. In every round, each player will be granted one restart. A restart must be requested no later than 4 in-game minutes. Games that are restarted must be included when sending the recorded games later. Civilizations will remain the same after a restart.
2. A restart cannot be saved and carried over to future rounds.
 - a. In the grand final, players will be granted two restarts.

Admin Restarts

1. In the rare case of a bugged map, the player whose resources are bugged may request a free restart no later than 6 in-game minutes. It's the players own responsibility to determine if their map is bugged. Games that are restarted must be included when sending the recorded games later. Civilizations will remain the same after a restart.
A bugged map is defined if:
 - a. Less than 5 tiles of a player-specific gold are accessible on one side. Extra golds that don't belong to a particular player are excluded.
 - b. Less than 4 tiles of a player-specific stone are accessible on one side. Extra stones that don't belong to a particular player are excluded.
 - c. Less than 4 tiles of player-specific forage bushes are accessible on one side. Extra forage bushes that don't belong to a particular player are excluded.
 - d. Any of the starting animals are trapped or in any way inaccessible, this includes the 8 goats, 2 boars and 3 zebras.
 - e. Any villagers or scout are trapped.

Straggler Trees

1. Players are not allowed to delete the straggler trees which spawn within 8 tiles of an opposing player's town center.
 - a. This rule does not apply if the straggler tree which is being deleted forms part of a wall for the defending player.



Lobby Settings

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

All games must be hosted and played inside the “King of the Desert 2 Tournament” Voobly lobby.

Voobly Game Lobby

1. All players will be sent a universal password that they have to use throughout the entire tournament. This password may not be shared with anyone.
2. All games must be played unranked.
3. Spectator delay must be set to 1 minute and 30 seconds.
 - a. During round 4 and 5, the spectator delay must be removed completely.
4. The game room settings must be set to the following:

Patch: v1.5 Beta R7

Rated game.

Mod: WololoKingdoms

Spectator Settings

- Players join room as spectators.
- Players can control whether they are spectators.
- Always start spectator server.
- Allow spectators to join after launch.
- Spectators cannot chat in game room.

Advanced Settings

- Hidden Civilizations.
- Hidden Scores.
- Anti-cheat Protection.
- NAT Traversal.



In-Game Lobby

1. Take a moment and make sure that all settings are correct before **every game**.
2. The in-game lobby settings must be set to the following:

Game:	Random Map
Map Style:	Custom
Location:	KotD2 - Arabia
Size:	Tiny
Difficulty:	Standard
Resources:	Standard
Population:	200
Reveal Map:	Normal
Starting Age:	Standard
Victory Condition:	Conquest



Multi Queue

Map

All games will be played on a modified version of Arabia.

TO DOWNLOAD THE MAP

[CLICK HERE](#)

Changelog:

- All cliffs have been removed.
- Ponds will no longer generate.
- All players spawn with one goat already captured close to their starting town center.
- Deer has been replaced by zebras and always spawn in patches of three.
- Relics are more evenly spread out across the map.
- A group of four wild camels will spawn somewhere in the desert.
- Several changes to the overall aesthetics.



Broadcasting

All games will be streamed by MembTV on his official Twitch channel.

[WWW.TWITCH.TV/MEMBTW](https://www.twitch.tv/membtv)

Most games throughout the tournament will be streamed live, and a few from recorded games - to stay informed and up to date with the streaming schedule, check the official MembTV schedule.

All games will be will also announced on AoEZone.net so you know exactly when to tune in.

[GO TO MEMBTW](#)

[GO TO SCHEDULE](#)



MembTV

Streaming

1. The tournament offers a semi-open streaming policy.
 - a. To get streaming rights on Twitch or Mixer and get access to all tournament games throughout all five weeks, streamers must pay a one-time fee of 0.4\$ per current subscriber, up to a maximum of 1,000\$, on their biggest platform.
 - b. To get streaming rights on YouTube and access to all tournament games throughout all five weeks, streamers must pay a one-time fee of 0.5\$ per 1000 total views, up to a maximum of 1,000\$, during the last 30 days.
 - c. To get streaming rights on any other platform, you must pay a one-time fee of 50\$.
 - d. Broadcasters must provide documentation for their subscribers and views.
 - e. Broadcasters must show the tournament banner and logo in-between games, during their streams. It must be made clear, during the stream, who is hosting and sponsoring the tournament. Furthermore; during the tournament, broadcasters are expected to host MembTV at the end of KotD2-related streams.
 - f. Players paying to broadcast their point of view must add an extra 8 minutes delay to their stream.



Contact

Feel free to contact us at any point if you have questions, suggestions or any kind of feedback.

Chrazini

Lead Administrator & Support

Discord: Chrazini#5687

AoEZone: <https://www.aoezone.net/members/chrazini.48855>

Voobly: <https://www.voobly.com/profile/view/123721778>

MembTV

Tournament Host, Sponsor & Administrator

Discord: MembTV#1543

AoEZone: <https://www.aoezone.net/members/membtv.21357>

Voobly: <https://www.voobly.com/profile/view/11574>

Twitch: <https://www.twitch.tv/membtv>

YouTube: <https://www.youtube.com/user/FoptMembrillo>

Twitter: <https://twitter.com/MembTV>



Special Collaborations

1. Thanks to Resonance22.

[TWITCH](#)

[YOUTUBE](#)

2. Thanks to Swissboyy.

3. Thanks to TheMax, Zuppi & Rubenstock for their feedback.



Sponsors



Memb TV

5,000\$

Microsoft®
Studios



5,000\$

Matt

Salsa

5,800\$

