

Age of Empires II: the Conqueror's Expansion- Rules

- 1) Teams of 3.
- 2) Version 1.0c.
- 3) Maps played:
 - Team Islands (TI).
 - Arena
 - Arabia
 - Random Land Map
 - Or, if both teams agree, any other map can be played.
- 4) Match Settings:
 - Timed. With a time limit of 45 minutes.
 - Resources: Standard
 - Population Limit: 200
 - Lock Team: Enabled
 - Game Speed: Normal
 - Map Size: 6 Player
 - Cheats: Disabled
 - All Techs: Disabled
 - Record Game: Enabled
 - Starting Age: Standard
- 5) Each player will be asked to pick a civilization. This decision will not be communicated to the opposing team. However, once decided, players cannot change the team after the decision phase. Adventurous players may choose 'Random' as their civilization.
- 6) Game will be saved at regular intervals (of 3-4 min). In the event of players being disconnected from the game, the latest save point will be loaded.
- 7) Conditions for victory:
 - Defeat all players in the opposing team**
 - Achieve the highest team score at the end of 45 minutes.**
 - i.e. $(\text{Player 1's score} + \text{Player 2's score} + \text{Player 3's score})/3$
- 8) Tower bugs, farm bugs etc. are strictly disallowed and use of any bug in the game will result in the immediate disqualification of the offending team.