AGE OF EMPIRES 3 (ASIAN DYNASTY):

Rules:

Game version: Age of Empires III - The Asian Dynasties

Game Settings & Game play:

- It is NOT allowed to take the 140 food treasure on Great Plains or the 300 coin treasure on Yukon
- If you are map-screwed and have for example 1 gold mine or no/too far food, you can resign before 3 minutes and re-host the game on the same map.
- **Civilizations for 1v1**: All TWC & TAD civilizations.
- In Pool phase BO 3's you can use 1 civilisation every game if you want. Of course it is also allowed to play different civilisations.
- In semi-final & final matches you can use a civilisation only twice maximum per match!, loser can choose same civilization but winner must change.
- **Civilizations for 2v2:** All TWC & TAD civilizations except Japan.
- You can use a specific civilisation combination only twice maximum per match. For example. In a BO 3 you play twice with French+Otto and the score is 1-1.
- In the third game you can't play French+Otto anymore. You CAN use French OR Otto, for example you can choose French+Brits in your 3rd game.
- You can't play both the same civ in a game, so for example two French is not allowed.
- **Game type**: Supremacy
- Map: A map from "competitive map" pool. (this pool includes the following maps: great plains, painted desert(Dutch not allowed), Mongolia, Saguenay, Siberia, Yukon, Yucatan, bayou, pampas, Borneo, Andes)

- Both players agree on a map to play. If they can't come to an agreement then they will each eliminate a map from the pool until one map remains.
- That will be the map for that game.
- You are not allowed to play on one map more than twice in a match (semi-final & final).
- Game rules: classic
- Starting age: Discovery
- Game speed: Medium
- Free for all: Optional
- Handicap: None
- Record game: only final
- Allow cheats: No

* All the rules are subjected to changes (if deemed necessary) by the organisers. The players will be notified immediately after the changes are effective.

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