

AGE
of
EMPIRES



HISTORY HIT
OPEN
HANDBOOK





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Overview



History Hit is a media network dedicated to making the past more accessible in the digital age. Along with our fast growing history podcasts and subscription video on demand channel, we're delighted to present our first ever Age of Empires tournament. We hope this will be the first of many competitive esports contests focused on historical gaming.

"Know the past if you would define the future."
Confucius

The History Hit Open will be a 64 player tournament placed in a **single-elimination bracket** competing for **\$5,000 prizepool**.

Tournament Format

The event will hold up to 64 participants placed in a **single-elimination** bracket. 60 players will be seeded based on their ranking in the current 1v1 Random Map ladder and 4 spots will be given to wild carders. For in-depth information read **7. Seeding**.

The event will only span across three weeks. This means that it will be an action packed and fast-paced tournament.

Administrator

The tournament will be administrated by **FlyLikeDjango**. Any questions or inquiries regarding the tournament must be sent directly to them or posted publicly on the official History Hit Discord-Server.

FlyLikeDjango

Discord:

FlyLikeDjango#0388

Steam Friend Code:

111892813

History Hit Discord-Server:

<https://discord.gg/VvNUYCQbrp>



Timetable



8 September 10:00 UTC	Official announcement
8 September 10:00 UTC	Registration open
24 September 18:00 UTC	Registration closed
25 September 18:00 UTC	Official bracket announcement
27 September - 3 October	Round of 64
4 October - 10 October	Round of 32
11 October - 14 October	Round of 16
15 October	Quarterfinals
16 October	Semifinals
17 October	3rd Place match and GRAND Finale



Registration



A registration is only valid if it's done before the 24 September 18 UTC. No exceptions will be made.

A registration is only possible on the official History Hit Website. Please click the following link: historyhit.com/open-registration and fill out the set form.

Furthermore, players have to join the [official History Hit Discord server](#) and sign up in the text-channel #registration.

Please write your registration in the following format:

- In-game Name:
- I **-Player Name-** confirm that I have read the rules and accept them. I confirm that I have registered myself on the official History Hit Website.
- Screenshot of your current Age of Empires 2 DE server pings.

Example:

In-game Name: **FlyLikeDjango**

I **FlyLikeDjango** confirm that I have read the rules and accept them. I confirm that I have registered myself on the official History Hit Website.

Screenshot my current Age of Empires 2 DE server pings:

Connection Quality	
ukwest	22
westeurope	48
eastus	93
westindia	131
westus2	154
southeastasia	166
brazilsouth	197



General Rules



All participants, broadcasters and administrators must express mutual respect to one another. Poor behavior, insults, racism or sexism, will not be tolerated. Great sportsmanship prior, during and after any tournament games is expected from all participants.

Game & Patch

Participants must own a genuine copy of Age of Empires II: Definitive Edition.

If the game receives a patch during the event, a decision will be made whether to remain on the old patch or employ the new one.

Cheating

Cheating or hacking is not allowed under any circumstances. Participants found utilizing any cheats or hacks will be immediately disqualified and banned from all future events.

Communicating with a person, other than your opponent and the tournament administrator, during a game is strictly forbidden. Receiving any information from third parties during a game lead to immediate disqualification and a ban form all future events.

Game Modifications

Players are allowed to use any graphical or UI modifications publicly available in the official mod workshop.

Smurfing

Smurfing, or in other words using an account that does not correctly reflect the true rating of a participant, is strictly forbidden. Participants found smurfing will be immediately disqualified and banned from all future events.

Scheduling Matches

The administrator will make a separate text channel for each match of each round where players can schedule their match and later draft their maps and civilizations. Until the Round of 16 the players are able to schedule their games on the official History Hit Discord by themselves. The games have to be played in the given timeframe.

Starting from the Quarterfinals the administrator will predetermine the starting time of each set in the according text channel on the History Hit Discord-Server.

Respecting Deadlines

All players must respect the tournament schedule and times for each round. There will be **NO** exceptions or delays granted to any player. No excuse will be accepted for failing to play in the specified time.

If the admin staff determines that a player is trying to avoid scheduling and playing the tournament games, the player may be warned, receive an admin loss for the game or match, or be disqualified from the tournament and future tournaments.

Players failing to schedule, or not showing enough effort to get the match scheduled (determined by the staff), in the first round will be replaced by the first ranked player that missed out on the tournament. Any player offering an Admin Win to their opponent, and not completing any round/games will be penalized 100% of their prize money. Players will complete map and civilization drafts prior to the scheduled start time and must also be available to start earlier than anticipated if the schedule is running under time, under advisement from the Administration.

Miscellaneous

Rules may be added and/or modified at any time prior to or during the event. Please check the official History Hit Discord-Server for any updates.

All participants, broadcasters and administrators must express mutual respect to one another. Poor behavior, insults, racism or sexism, will not be tolerated. Great sportsmanship prior, during and after any tournament games is expected from all participants.

“If you know the enemy and know yourself, you need not fear the result of a hundred battles. If you know yourself but not the enemy, for every victory gained you will also suffer a defeat. If you know neither the enemy nor yourself, you will succumb in every battle...”

Sun Tzu



Match Settings & Rules



During all rounds of the tournament, players must first complete a map draft, followed by a civilization draft, before beginning the first game of the series.

Both map- and civilization draft have to be done on the official History Hit Discord-Server. The administrator will make a separate text channel for each match of each round where players have to draft their maps and share the link to the civilization draft.

Match Settings

Round of 64 will be **Best of 3**
Round of 32 will be **Best of 3**
Round of 16 will be **Best of 3**
Quarterfinals will be **Best of 3**
Semifinals will be **Best of 5**
3rd Place match will be **Best of 3**
GRAND Finale will be **Best of 7**

Best of 3

Game 1: Arabia
Game 2: Loser's Home Map
Game 3: Loser's Home Map

Best of 5

Game 1: Arabia
Game 2: Loser's Home Map
Game 3: Loser's Home Map
Game 4: Loser's Home Map
Game 5: Loser's Home Map

Best of 7

Game 1: Arabia

Game 2: Loser's Home Map

Game 3: Loser's Home Map

Game 4: Loser's Home Map

Game 5: Loser's Home Map

Game 6: Loser's Home Map

Game 7: Loser's Home Map

Map Draft

The higher-seeded player will pick first during map drafts and will host the civilization draft. This player is referred to as A, while the lower-seeded player is referred to as B. The maps are picked in the following order.

Blue text is for pick

Red text is for ban

Best of Three

A > B

Best of Five

A > B > B > A > A > B

Best of Seven

A > B > B > A > A > B > B > A

Civilization Draft

Players must draft civilizations using the respective draft provided for that specific round and must share the Link to the draft in the respective text channel on the official History Hit Discord-Server.

Players may not draft civilizations that they do not have access to in the game.

Best of 3 Civilizationdraft: <https://aoe2cm.net/preset/iYVOp>

Best of 5 Civilizationdraft: <https://aoe2cm.net/preset/UAaCW>

Best of 7 Civilizationdraft: <https://aoe2cm.net/preset/fdFsy>

If a player chooses a civilization they have not drafted, the game must be restarted and the opponent can choose one of the remaining civilizations that than has to be played. The opponent is not allowed to change his civilization.

If a player chooses a civilization twice, the game must be restarted and the opponent can choose one of the remaining civilizations that than has to be played. The opponent is not allowed to change his civilization.

Reporting Scores and Recorded Games

All games during the entire event must be recorded. As soon as a game series has concluded, the victor must provide the recorded games, as well as the final score of the match, including the name of the opponent, in the appropriate Discord channel. Potential restarted games must also be included.

Technical Difficulties

In the case of a game crash or de-synchronization, the game must be saved and restored.

Any issues that cannot be resolved between players must be immediately brought up to an administrator.

Restarts

Players can request a restart in situations where their maps are bugged or otherwise failed to generate in the intended way.

- The restart must be called during the **first five minutes** of in-game time.

- After a restart, civilizations and colors must remain the same.

Players may call a restart if any of the following conditions are met:

- More than 50% of the sides on a player-specific gold deposit, stone deposit or forage bush cluster are inaccessible.
- The intended number of relics fail to generate.
- Any herdable or wild animal that belongs to a player is trapped or in any way inaccessible.
- Any player-controlled units are trapped or in any way inaccessible.
- Villagers that are trapped but are otherwise still able to gather and deposit resources are excluded.
- Any player-specific object, such as resource deposit buildings, wild animals or villagers, fail to generate in the intended amount.
- If walls, on maps where players start with palisade or stone walls, fail to entirely enclose a player from the enemy.

Laming

Players are permitted to do anything that the game allows, including, but not limited to, walling in resources, blocking or killing villagers and killing enemy herdable or wild animals.

Northern Isles Rule

If a player chooses the Portuguese Civilization, they are **NOT** allowed to build a **Feitoria on the map Northern Isles**. This rule only applies to the map Islands. If a player chooses the Portuguese Civilization on another map, they are allowed to build a Feitoria.



Lobby Settings



All parties are equally responsible for making sure the lobby settings are correct before launching a game. Wrong settings will result in a game being restarted completely.

Pre-Lobby

- Players will be given a server predetermined by the administrator. The administrator will predetermine a server that benefits them both equally.
- All game lobbies must be hosted publicly.
- The Lobby-Name should be:
Player A vs. Player B – History Hit Open (RoX)
Example: FlyLikeDjango vs. King Sancho – History Hit Open (Ro32)
- Spectators must be allowed.
- Hidden civilization must be enabled.
- A spectator delay of 3 minutes is mandatory.

In-Game-Lobby

The in-game lobby settings must be set to the settings shown below. Between each game, take a moment and make sure that all settings are correct. Location:

Game Settings

Data Mod:	Definitive Set
Game Mode:	Random Map
Map Style:	Standard
Location:	Arabia
Map Size:	Tiny (2 player)
AI Difficulty:	Standard
Resources:	Standard
Population:	200
Game Speed:	Normal
Reveal Map:	Normal
Starting Age:	Standard
Ending Age:	Standard
Treaty Length:	<None>
Victory:	Conquest

Team Settings	Advanced Settings
<input checked="" type="checkbox"/> Lock Teams	<input checked="" type="checkbox"/> Lock Speed
<input checked="" type="checkbox"/> Team Together	<input type="checkbox"/> Allow Cheats
<input type="checkbox"/> Team Positions	<input type="checkbox"/> Turbo Mode
<input type="checkbox"/> Shared Exploration	<input type="checkbox"/> Full Tech Tree
	<input type="checkbox"/> Empire Wars Mode
	<input type="checkbox"/> Sudden Death Mode
	<input type="checkbox"/> Regicide Mode
	<input checked="" type="checkbox"/> Record Game



Seeding



All players registered for the tournament will be seeded using a combination of their highest achieved rating and their current rating on the 1v1 ranked ladder.

- Both ratings are weighted equally.
- Players will be seeded one hour after the registration deadline have been reached.

If the number of entries exceeds the maximum number of available spots in the tournament, higher-seeded players will take precedence. This rule only applies for the first 60 spots in the tournament.

Wildcard Spot

Four spots in the tournament will be wildcard spots. That means that these four players will be chosen randomly out of the top 61 to 100 seed after the initial seeding. If there are not four registrants ranked 61 to 100, the remaining spots will be covered by 61-150, then 61-200 and so on. We included this so player that are not in the top 60 by ranking still have a chance to participate in the tournament.



Map Pool



The event will be using a set of custom map replacements, even for the standard maps. Make sure to download the official map mod by using the link below.

We are using an official tournament map mod located here:
<https://www.ageofempires.com/mods/details/44265>

Featured maps are as follows:

- 1. Arabia**
- 2. Cenotes**
- 3. Arena**
- 4. Hideout**
- 5. Northern Isles**
- 6. Gold Rush**
- 7. Lowland**
- 8. Mediterranean**
- 9. Cross**



Streaming & Broadcasting



The event offers entirely open streaming under the condition that the broadcast requirements below are wholly accepted and followed. It is also required that anyone that wishes to broadcast the event reaches out to a tournament administrator to gain access to the required resources and unique Discord channels that will provide all the necessary game information. It is vital that you, as a broadcaster, understand the rules and settings of the event, and we encourage everyone to read through the handbook, even when not participating.

We encourage everyone to stream the event and provide their viewers with great content from the casters that they enjoy the most.

Broadcast Requirements

- All broadcasts must display one of the provided banners before, after and in-between any tournament games.
- The tournament logo must be visible at all times while in-game.
- It must be clearly said during the stream who is hosting and sponsoring the event.
- All broadcasts must have a unique command for the event, providing credit and information for viewers. The command and corresponding text is shown below.
- All broadcasts must also add said command to their stream title.

Player Requirements

Players are allowed to stream their point of view at any time during the event.

- All stream alerts must be disabled while playing.
- Players must stream with a 3-minute delay.
- External information (such as stream chat) that could give players an unfair advantage must not be visible to the player while in-game.
- Players must also fulfil all the broadcaster requirements.

Unique Command

!HHO

The History Hit Open is presented by History Hit. Visit our website at historyhit.com/gaming



Payout



Requirements

To become eligible for a monetary reward, the following requirements must be met.

- All required games must have been played within the respective timeline.
- All recorded games and drafts must have appropriately shared in the respective Discord channels.
- The player **must** forward a completed invoice to a tournament administrator before the 16th of November.
- The invoice must include the name and address of the recipient. For more assistance, contact an administrator.

Prize pool

Total prize pool is \$5,000 and is entirely sponsored by History Hit

The Prize pool will be distributed as follows:

1	\$1,800
2	\$1,200
3	\$700
4	\$500
5 - 8	\$200



Changelog



Version 1.0 – 08.09.2021

- Initial release

Version 1.2 - 27.09.2021

- Updated Map Pool