

Bribe and Conquest

Age of Empires IV team tournament

Official rules & handbook



\$3,760 prize pool

1v1 / 2v2 / 3v3

Rules edition, September 2026

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Most important rules

Roster and Top 9 ATR

A team may include at most 3 players from the Top 9 ATR. Player 4 and any approved emergency Player 5 must be outside the Top 9 ATR. The normal roster is 3 or 4 players. In a very exceptional availability case, administration may approve one emergency fifth player before that player competes. [Open the public ATR sheet](#).

Minimum player age

Every player must be at least 16 years old on September 28, 2026. Players aged 16 or 17 need parent or legal-guardian consent before competing. The captain's team record contains a 16+ eligibility confirmation; exact ages are not collected publicly.

\$3,760 prize pool

1st \$1,464 · 2nd \$915 · 3rd \$549 · 4th \$366 · 5th-6th \$183 each · 7th-8th \$50 each. Each team's prize is shared equally by its roster players (Rule 3.5). All payouts are processed only through [Matcherino](#), so every rostered player must have a verified Matcherino account.

Draft host

In the draft, the higher-seeded team is always the Host.

Finals: 3v3 only

Every Lower Final and Grand Final game is 3v3. The Lower Final is a Bo7 from 0-0. In the Grand Final the upper finalist starts 1-0, and the first team to reach four total wins is champion.

Official start date

Monday, September 28, 2026
18:00 CEST | 17:00 BST | 16:00 UTC | 12:00 EDT | 11:00 CDT | 09:00 PDT
There is no check-in: every tournament team is in the bracket and must be ready to play.

Multi-day scheduling

Each available match uses a rolling 24-hour deadline. At tournament start, teams have 24 hours to arrange, announce to admins, and play their first available match. After a result advances a team and its next opponent is known, a fresh 24-hour window begins. Any delay or time-zone exception requires administrator approval. Special cases, such as a clash with another tournament, must be requested from the admins directly (Rules 4.2.10 and 4.2.11).

Shared civilizations: Bo5 only

The two Shared Civilizations and double-pick rule apply only to Best-of-Five series. Bo3, Bo7, Lower Final, and Grand Final drafts use 11 unique civilizations per team. All formats keep the A-B-B-A snake order.

Both 1v1 players sit out the next 2v2

After every 1v1, the player used by each team cannot play in the immediately following 2v2. Both 1v1 players must sit out that 2v2. The restriction resets after the 2v2.

Match-day quick reference

Rule	At a glance
Start	Monday, September 28, 2026 - 18:00 CEST / 17:00 BST / 16:00 UTC / 12:00 EDT / 11:00 CDT / 09:00 PDT.
Team field	Closed. No new team entries are accepted. There is no check-in.
Schedule	Rolling 24-hour deadline: arrange, announce to admins, and play each available match. A fresh window begins when the next opponent is known; extensions require admin approval. Special cases (e.g. another tournament) go to the admins directly.
Age	Every player must be at least 16 on September 28, 2026; players aged 16 or 17 need parent or legal-guardian consent.
Prizes	\$3,760 pool: 1st \$1,464, 2nd \$915, 3rd \$549, 4th \$366, 5th-6th \$183 each, 7th-8th \$50 each. Shared equally within each team and paid only through Matcherino.
Roster	Normal roster: 3 or 4 players. A very exceptional availability case may receive written admin approval for one low-rated emergency fifth player before play. No sixth player or rotating extras.
Seeding	Only Players 1-3 count. Their ATR values are added for the team total; a player without an ATR uses half of their latest ranked 1v1 Elo. Players 4 and 5 do not affect the seed.
Bracket	Up to 32 teams; BYEs go to the highest seeds. Upper rounds are Bo5, then upper semifinals and final Bo7. Lower Rounds 1-4 are Bo3; Lower Rounds 5-6 and semifinal are Bo5; Lower Final is a 3v3-only Bo7.
Draft host	In the draft, the higher-seeded team is always the Host.
Grand Final	3v3 games only. Upper finalist starts 1-0; first to four total wins, no bracket reset.
Finals pools	Lower Final and Grand Final: the civilization pools change hands after Game 3 (Lower Final: back again after Game 6), each time with every civilization unplayed.
Maps	Admin randomizer sets Game 1; the previous game's loser picks each later map.
Civilizations	A-B-B-A snake. Bo5: 12 per team with two weighted Shared Civilizations. Bo3, Bo7, Lower Final, and Grand Final: 11 unique per team.
Lineups	Both teams' 1v1 players must sit out the immediately following 2v2; then the restriction resets.
Timer	Civilization pool 45 s; next-map choice, in-game ready check, game civilizations and snipe 2 min each; opening map bans and picks 40 s. At zero the room locks a legal random choice (an unready team is marked ready). No result-report timer.
Live help	Only the active players may discuss gameplay while a game is live.
Disconnect	Report it to an administrator immediately. Only an administrator may approve a restart.
Bugged spawn	Missing usable starting gold or stone may qualify for an admin-approved restart. Report it immediately and keep evidence.
Lobby	ClearMan UI Teamgame is required. Search 'clearman' under Game Mode and subscribe before joining; Random Standard Biome is encouraged.
Colors	Mandatory: Team A uses warm colors and Team B uses cool colors. Teammates must stay within their assigned family; refusal or repeat violations may cause a game loss.
Privacy	Never share captain, broadcast-pass, score-control, or lobby links publicly. Public Spectator and Overlay for stream links are safe to share and omit private lobby credentials.

1. Introduction

1.1. Event Concept

Bribe and Conquest is an Age of Empires IV team tournament built around a mixed match format. A team must be able to win through individual play, duo coordination, and full squad teamwork in the same series.

1.1.1. The tournament begins on Monday, September 28, 2026 at 18:00 CEST / 17:00 BST / 16:00 UTC / 12:00 EDT / 11:00 CDT / 09:00 PDT. There is no check-in: every tournament team is in the bracket and must be ready to play.

1.2. Administrative Authority

1.2.1. Tournament administration maintains final authority over rules, match procedures, disputes, penalties, and emergency decisions.

1.2.2. If a rule is unclear, captains must ask an administrator before the affected game begins whenever possible.

1.2.3. The handbook may be updated between stages. Material updates should be announced in the official communication channel.

1.3. Coverage

1.3.1. Official broadcasts, co-stream permissions, replay use, and highlight permissions are managed by tournament administration.

1.3.2. Players may be asked to wait for broadcast direction before launching a game selected for coverage.

1.3.3. Players remain responsible for avoiding stream information, spectator information, and any other outside assistance during live games.

2. Tournament format

2.1. Team Roster Size

Roster rule

The normal roster is 3 or 4 players. In a very exceptional availability case, administration may approve one emergency fifth player before that player competes. A team may include at most 3 players from the Top 9 ATR. Player 4 and any approved emergency Player 5 must be outside the Top 9 ATR.

2.1.1. Every team normally has a locked roster of 3 or 4 players. Player 4 is the optional substitute and must meet every eligibility rule in Rule 3.2.

2.1.2. Only players on that team's roster may occupy player slots. A roster replacement needs admin approval, and the outgoing player must be removed before the replacement is added.

2.1.3. In a very exceptional availability hardship, administration may approve one low-rated emergency fifth player. The captain must identify the player, explain the need in the official Discord, and receive written admin approval before that player joins a draft or game. This is one approved addition, not permission to rotate extra players between matches. No team may have a sixth player.

2.1.4. Each team must name a captain. The captain handles communication, lineups, drafts, and result reporting.

2.1.5. After any 1v1, the player fielded by Team A and the player fielded by Team B are both ineligible for the immediately following 2v2. Both 1v1 players must sit out that 2v2. The restriction resets after the 2v2, and any later 1v1 creates the same restriction again.

2.1.6. Before each game, the captain selects the required one, two, or three active players from the approved team roster. Additional roster players do not change a game's 1v1, 2v2, or 3v3 size.

2.2. Double-Elimination Bracket

Draft host

In the draft, the higher-seeded team is always the Host.

2.2.1. All teams begin in the upper bracket. Before the Grand Final, an upper-bracket loss sends a team to the lower bracket, and a lower-bracket loss eliminates it.

2.2.2. Upper-bracket matches are best of five, except the upper-bracket semifinals and the upper-bracket final, which are best of seven. Lower Rounds 1, 2, 3, and 4 are best of three. Lower Rounds 5 and 6 and the Lower Semifinal are best of five. The Lower Final is best of seven, and every game in it is 3v3.

2.2.3. The upper-bracket winner and lower-bracket winner meet in one Grand Final. There is no bracket reset.

2.2.4. The bracket holds a maximum of 32 teams. Upper Round 1 pairs the seeds 1 v 32, 16 v 17, 8 v 25, 9 v 24, 4 v 29, 13 v 20, 5 v 28, 12 v 21, 2 v 31, 15 v 18, 7 v 26, 10 v 23, 3 v 30, 14 v 19, 6 v 27 and 11 v 22. If fewer than 32 teams are in the field, the empty places are BYEs and the highest seeds advance from Upper Round 1 without playing.

- 2.2.5. Upper-bracket losers drop into the lower bracket: Upper Round 1 losers play each other in Lower Round 1, Upper Round 2 losers enter Lower Round 2, quarterfinal losers enter Lower Round 4, semifinal losers enter Lower Round 6, and the upper-final loser enters the Lower Final. Upper Round 2 and upper semifinal losers drop in reverse order, so teams do not immediately meet an opponent from the same part of the bracket. Figure 2.2 shows every path.
- 2.2.6. Matches are freely scheduled. As soon as a team's next opponent is known, both teams have 24 hours to arrange the match, announce it to tournament administration, and play it.
- 2.2.7. Match numbers (UB M1 to M31, LB M1 to M30, and GF) are the same in Figure 2.2 and in the official bracket at corvinus1.app/bracket.
- 2.2.8. In the draft, the higher-seeded team is always the Host.

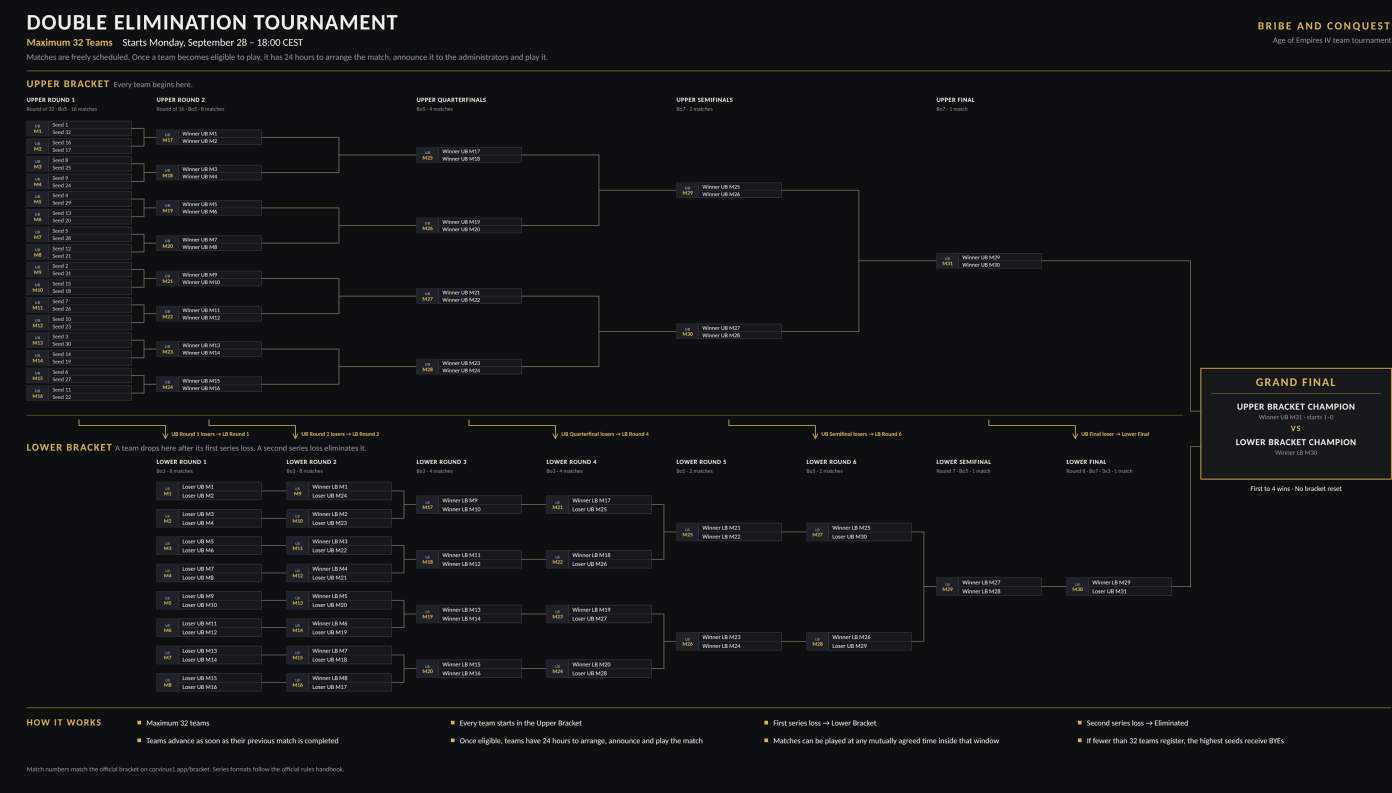


Figure 2.2 - 32-team double-elimination bracket. A full-size version is published on corvinus1.app/bracket.

2.3. Lower Rounds 1-4: Best of Three

Game	Format	Players per team	When played
Game 1	1v1	1	Always
Game 2	2v2	2	Always; both Game 1 players must sit out
Game 3	3v3	3	Only if the series is tied 1-1

- 2.3.1. Lower Rounds 1, 2, 3, and 4 are best of three. The first team to win two games wins the series, and the losing team is eliminated from the tournament.
- 2.3.2. Use the official draft room for the Bo3 map sequence and the matching 1v1, 2v2, or 3v3 civilization draft for each played game.

2.4. Best-of-Five Series

This mandatory sequence applies to upper-bracket rounds other than the semifinals and final, and to Lower Rounds 5 and 6 and the Lower Semifinal. The games must be played in the exact order shown below. Teams cannot start with the 3v3 or rearrange the sequence.

Game	Format	Required players	Notes
Game 1	1v1	1 per team	The series starts here. Blind player nomination.
Game 2	2v2	2 per team	Both Game 1 players must sit out.
Game 3	3v3	3 per team	Any three roster players.
Game 4	2v2	2 per team	Played only if neither team has reached three wins.
Game 5	3v3	3 per team	Final possible game.

2.4.1. Every Best-of-Five series starts with Game 1's 1v1 and continues in numerical order: 1v1, 2v2, 3v3, 2v2, then 3v3. The first team to win three games wins the series. Games that are no longer required are not played.

2.4.2. The losing team in every lower-bracket Best-of-Five series is eliminated. The Lower Semifinal winner advances to the Lower Final (Section 2.7).

2.4.3. Before every game, the captain chooses the required active players from the team roster before the lobby deadline.

2.5. Upper-Bracket Semifinals and Final

Game	Format	When played
Game 1	1v1	Always
Game 2	2v2	Always; both Game 1 players must sit out
Game 3	3v3	Always
Game 4	1v1	Always
Game 5	2v2	If required; both Game 4 players must sit out
Game 6	3v3	If required
Game 7	3v3	Final possible game

2.5.1. The upper-bracket semifinals and the upper-bracket final are best of seven. The first team to win four games advances: semifinal winners to the upper-bracket final, the upper-bracket final winner to the Grand Final.

2.5.2. Use the official draft room's Bo7 sequence. Games after the series is decided are not played.

2.6. Grand Final

The upper-bracket finalist starts the Grand Final at 1-0. This is a credited game win, with no map played for it. Every played game in the Grand Final is 3v3; there are no 1v1 or 2v2 games.

Played game	Format	When played
Game 1	3v3	Always
Game 2	3v3	Always
Game 3	3v3	Always
Game 4	3v3	If required
Game 5	3v3	If required
Game 6	3v3	Final possible game

- 2.6.1. Every played Grand Final game is 3v3. The first finalist to reach four total game wins is champion. The upper-bracket finalist needs three played-game wins; the lower-bracket finalist needs four.
- 2.6.2. The lower-bracket finalist begins at 0-1 because this is its second chance in the tournament. At most six games are played, and the Grand Final does not reset.
- 2.6.3. Use the official draft room's Grand Final sequence. Only maps corresponding to played games are used.
- 2.6.4. Games 1-3 use civilizations the team has not yet played. When the Game 3 result is confirmed, the two civilization pools change hands: each team takes over the 11 civilizations its opponent drafted, and every civilization in its new pool counts as unplayed. The draft room shows the exchange to both teams and to spectators for 20 seconds; then the team that lost Game 3 chooses the Game 4 map. Games 4-6 use civilizations from the new pool that the team has not yet played. There is no redraft.

2.7. Lower Final

The Lower Final is a best-of-seven series in which every game is 3v3; there are no 1v1 or 2v2 games. Both teams start at 0-0. The two civilization pools change hands after Game 3 and go back after Game 6.

Game	Format	Civilization pool
Game 1	3v3	Own drafted pool
Game 2	3v3	Own drafted pool
Game 3	3v3	Own drafted pool
Game 4	3v3	Opponent's drafted pool
Game 5	3v3	Opponent's drafted pool (if required)
Game 6	3v3	Opponent's drafted pool (if required)
Game 7	3v3	Own drafted pool again (final possible game)

- 2.7.1. Every Lower Final game is 3v3. The first team to win four games advances to the Grand Final; the losing team finishes 3rd. Games after the series is decided are not played. The Lower Final uses the same map-draft sequence as the Grand Final and has no civilization-pool redraft.
- 2.7.2. When the Game 3 result is confirmed, each team takes over the 11 civilizations its opponent drafted. When the Game 6 result is confirmed, each team takes its own 11 drafted civilizations back for Game 7. After each exchange every civilization in the team's pool counts as unplayed. The draft room shows each exchange to both teams and to spectators for 20 seconds; then the team that lost the previous game chooses the next map.

3. Rosters & seeding

3.1. Locked Team Field

- 3.1.1. The tournament team field is closed. No new team entries are accepted.
- 3.1.2. Each team's locked record includes its team name, captain contact, player display names, in-game names, platform profiles, regions, approved alternate accounts, and minimum-age eligibility confirmation.
- 3.1.3. Players must use their main account unless an administrator approved an exception before the roster lock.
- 3.1.4. The captain must be present in the official Discord or communication channel for the event.
- 3.1.5. Roster changes after the roster lock require administrator approval and may affect seeding or eligibility.
- 3.1.6. Only administration may approve a roster replacement after the field is locked. A replacement does not create a new team entry.
- 3.1.7. Only administration may approve an emergency fifth player under Rule 2.1.3. The approval and updated roster must be communicated before the player competes.

3.2. Roster Eligibility

Critical ATR rule

A team may include at most 3 players from the Top 9 ATR. Player 4 and any approved emergency Player 5 must be outside the Top 9 ATR. The normal roster is 3 or 4 players. In a very exceptional availability case, administration may approve one emergency fifth player before that player competes.

Minimum player age

Every rostered player must be at least 16 years old on September 28, 2026. A player who is 16 or 17 must provide parent or legal-guardian consent before competing.

- 3.2.1. Every rostered player must be at least 16 years old on the tournament start date, September 28, 2026.
- 3.2.2. The captain confirms that every rostered player is at least 16 years old. Exact ages are not collected publicly. Administration may privately request reasonable proof of eligibility before allowing a player to compete or receive prize money; verification material must not be posted publicly.
- 3.2.3. A player who is 16 or 17 must provide parent or legal-guardian consent before competing and must satisfy any age or verification requirements imposed by Matcherino or another required tournament platform.
- 3.2.4. A false or misleading minimum-age eligibility confirmation may result in removal from the roster, match forfeiture, disqualification, or withholding of tournament eligibility until the issue is resolved.
- 3.2.5. Top 9 ATR status is determined from the public ATR sheet using the organizer-announced snapshot at roster lock. Later rating movement does not retroactively change a locked team's eligibility.
- 3.2.6. The Top 9 limit counts the whole team roster. A team with three Top 9 ATR players may add only players from outside the Top 9 ATR as Player 4 or an approved emergency Player 5.
- 3.2.7. Example: Beasty, MarineLoRD, and Bee may play together even if all three appear in the Top 9 ATR at the official snapshot. Player 4 and any approved emergency Player 5 on that team must be outside the Top 9 ATR.
- 3.2.8. A player may not appear on more than one team roster at the same time.
- 3.2.9. A player may not play under a hidden alternate identity.
- 3.2.10. All rostered players must remain eligible, and at least three must be available for each match. A team with fewer than three available eligible players cannot play until administration approves a replacement or an emergency fifth player who also satisfies the ATR and age rules.
- 3.2.11. A team that cannot restore an eligible roster by the admin-set deadline forfeits the affected match.
- 3.2.12. An emergency fifth player must be at least 16, may not be rostered by another team, must be outside the Top 9 ATR, and must be low-rated enough that administration determines the addition does not strengthen the team's competitive level. Administration may refuse or revoke the exception to protect competitive integrity.

3.3. No Check-In

- 3.3.1. There is no check-in. Every tournament team is placed in the bracket and is expected to play its matches within the scheduling windows of Rule 4.2.
- 3.3.2. A team that does not play within its window is handled under Rule 4.2.
- 3.3.3. The captain must remain reachable in the official Discord until the team is eliminated or the tournament ends.

3.4. Seeding

Only Players 1-3 count for seeding

The seeding total is the sum of the player-point values for Players 1, 2, and 3 on the locked roster. Player 4 and any approved emergency Player 5 never contribute points to the team's seed.

- 3.4.1. Only Players 1, 2, and 3 on the locked roster count toward seeding. Their three player-point values are added to form the team's seeding total. Player 4 and any approved emergency Player 5 contribute zero and cannot cause reseeding.
- 3.4.2. A player's rating is their official ATR (Tournament ELO). A player without an ATR counts at half of their aoe4world ranked 1v1 rating, taken from the most recent season in which they were ranked. A player with neither counts as zero.
- 3.4.3. Seed locks should be announced before brackets are published.
- 3.4.4. Administrators may reseed if withdrawals or eligibility issues would seriously damage bracket integrity.

3.5. Prize Payouts

- 3.5.1. All tournament prize payouts will be processed exclusively through Matcherino.
- 3.5.2. Every rostered player must have an active Matcherino account and complete any account verification required to receive a payout.
- 3.5.3. Prize money cannot be paid outside Matcherino. Players are responsible for providing the correct Matcherino account information when requested by administration.
- 3.5.4. The prize pool is \$3,760 and is distributed to eight teams as shown in Table 3.5. The two teams tied for 7th-8th receive a fixed \$50 each. The remaining \$3,660 is shared between the top six by fixed percentages; if the pool grows before the Grand Final, the 7th-8th prize stays at \$50 and every top-six place grows by the same percentage.

- 3.5.5. The two teams eliminated in the lower-bracket round before the Lower Semifinal (Lower Round 6 in a full 32-team bracket) finish tied for 5th-6th place. No tiebreak match is played, and each of the two teams receives the full 5th-6th share. In the same way, the two teams eliminated in the lower-bracket round before that (Lower Round 5 in a full 32-team bracket) finish tied for 7th-8th place, and each receives the full 7th-8th prize.
- 3.5.6. A team's prize is shared equally by all of its approved rostered players, including a substitute or emergency fifth player who did not play. A different split is allowed only if every roster player on that team confirms it to administration in writing before payouts are made.
- 3.5.7. For an approved five-player roster, an equal split is: 1st \$292.80 each, 2nd \$183 each, 3rd \$109.80 each, 4th \$73.20 each, 5th-6th \$36.60 each, and 7th-8th \$10 each.
- 3.5.8. Payouts are made after the Grand Final result is confirmed. A disqualified team forfeits its prize, and administration decides how any forfeited share is handled.

Table 3.5 - Prize distribution. Percentages are of the \$3,660 left after the two 7th-8th prizes.

Place	Share	Team prize	Per player (4 players)	Per player (3 players)
1st - Champion	40%	\$1,464	\$366	\$488
2nd - Grand Final	25%	\$915	\$228.75	\$305
3rd - Lower bracket final	15%	\$549	\$137.25	\$183
4th - Lower bracket semifinal	10%	\$366	\$91.50	\$122
5th-6th - Lower Round 6 (each team)	5% each	\$183 each	\$45.75	\$61
7th-8th - Lower Round 5 (each team)	Fixed	\$50 each	\$12.50	\$16.67
Total		\$3,760		

4. Communication & coordination

4.1. Official Communication

- 4.1.1. Official tournament communication takes place in the announced Discord server or admin-approved communication channel.
- 4.1.2. Captains are responsible for monitoring announcements, schedule updates, rule changes, and admin requests.
- 4.1.3. A message from tournament administration in the official channel is considered official unless corrected by administration.

4.2. Match Coordination

- 4.2.1. Captains must use the announced match chat or platform match window to contact opponents, conduct drafts, and report issues.
- 4.2.2. If an opponent does not respond, the captain must notify an administrator and provide timestamps or screenshots if requested.
- 4.2.3. A team that is more than 15 minutes late without admin-approved cause may lose map choice, suffer a map loss, or forfeit the match.
- 4.2.4. Teams must not start a broadcast-selected game until the administrator or broadcast lead has cleared the lobby to begin.
- 4.2.5. The tournament runs across multiple days. Match days, daily match windows, and scheduling updates are announced and coordinated through the official Discord.
- 4.2.6. Administration will make reasonable efforts to accommodate team availability. Captains must report availability conflicts and time-zone constraints as early as possible.
- 4.2.7. A team may request a postponement of up to one day or a different match time because of availability or time-zone constraints. A request is not automatic and requires administrator approval after considering the opponent, broadcast schedule, and bracket deadlines.
- 4.2.8. When the tournament begins, every team whose opponent is known has 24 hours to contact that opponent, agree and announce the match time to tournament administration, and complete the match. If an opponent is not yet known, the 24-hour window begins when that opponent or match assignment becomes available.
- 4.2.9. After a team completes a match, a new 24-hour window begins as soon as its next opponent or match assignment becomes available. The same arrange, announce, and play requirement repeats after every match. Any extension must be approved under Rule 4.2.7 before the deadline expires.
- 4.2.10. Special cases: a team with a serious reason it cannot play within its 24-hour window, for example a clash with another tournament it is already committed to, may ask the administrators for a special exception. If the request is accepted, administration may extend the deadline beyond the one day allowed

under Rule 4.2.7 or set a different match date.

4.2.11. Special cases must be requested directly from the administrators, and before the deadline expires. Administration decides each case at its own discretion and is not obliged to accept any request. Minor or everyday inconveniences are not grounds for moving a match by several days.

4.3. Lineup Submission

- 4.3.1. All 1v1, 2v2, and 3v3 lineups are submitted privately in the official draft room. A team's locked lineup is hidden until both captains lock, then both are revealed together.
- 4.3.2. For 2v2 and 3v3 games, captains must submit participating players before civilization selections are finalized.
- 4.3.3. The 1v1 player from each team is ineligible for the immediately following 2v2. Both teams must use two different roster players for that 2v2. The restriction ends after the 2v2, and a later 1v1 starts the same one-game restriction again for both teams.
- 4.3.4. Once lineups are revealed, changes require administrator approval. Technical emergencies should be reported immediately.
- 4.3.5. A player who is not participating in the active game may not provide live strategic information after the game begins.

4.4. Result Reporting

- 4.4.1. After each game, either captain reports the winning team in the official draft room. The other captain must explicitly confirm or dispute that report.
- 4.4.2. Only a confirmed game result changes the series score and the linked tournament bracket. The room records the map, civilizations, lineups, and game winner automatically.
- 4.4.3. Replay files should be preserved until the tournament concludes and must be provided if requested by administration.

4.5. Official Draft Room

- 4.5.1. Captains must use the private Host or Guest link issued for their match. In the draft, the higher-seeded team is always the Host (Rule 2.2.8).
- 4.5.2. Active map and civilization decisions use a visible countdown unless the room is paused: 45 seconds for each civilization-pool pick; 2 minutes each for the previous loser's next-map choice, the in-game ready check, the hidden per-game civilization set and the snipe; and 40 seconds for each opening map ban or pick. If the timer reaches zero, the draft room immediately locks one legal random choice and advances the draft.
- 4.5.3. Ready checks: after both rosters are locked, both teams press Ready before the timed map draft starts; this first check has no timer, and a team that never becomes ready may be treated as a no-show. Once a game's map is known, both teams see it in the draft room and press Ready again. The hidden civilization selection starts when both teams are ready, or when the 2-minute ready check runs out. This gives both teams the same time to study the map, whichever team chose it.
- 4.5.4. Locked rosters, maps, civilizations, lineups, and reported results are saved by the draft room. Reopening the same private link restores the saved match state.
- 4.5.5. Private captain links, personal broadcast-pass links, score-control links, and game-lobby credentials must not be shared publicly or displayed on a player stream. Public Spectator and public stream-overlay links contain no private lobby credentials and may be shared.
- 4.5.6. The public Spectator page lists every live and completed draft without requiring a private token. Viewers may watch live, replay from the beginning, or move forward and backward through reveal-safe draft moments. Civilization picks, snipes, lineups, and reported results remain hidden until their normal reveal.
- 4.5.7. At a synchronized hidden-choice reveal, the public Spectator page and live caster overlay show a three-second 3-2-1 presentation before the information appears. Private Host and Guest draft rooms do not display this reveal countdown; captains receive the revealed draft state immediately.
- 4.5.8. Every public room on Watch drafts provides an Overlay for stream link without requiring a pass. The in-game overlay uses a fully transparent 16:9 canvas at 1920 x 1080 or 2560 x 1440, displays only the compact score bar, and lets the stream operator place either team on the left.

5. Maps, civilizations & drafts

5.1. Map Draft and Opening Map

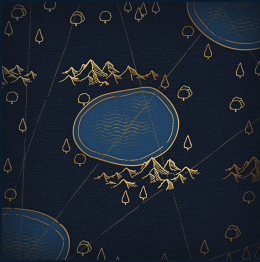
Series	Bans per captain	Picks per captain	Opening map
Bo3	2	1	Admin randomizer
Bo5	1	2	Admin randomizer
Bo7 / Lower Final / Grand Final	1	3	Admin randomizer

- 5.1.1. Captains complete the bans and picks shown for the series format in the official draft room. A map removed by a ban is unavailable for the series.

- 5.1.2. After the captains finish their map actions, the Admin randomizer automatically selects the opening map from the maps still available. The organizer does not manually choose this map.
- 5.1.3. Game 1 is always played on the automatically selected opening map. Captain-picked maps form the remaining match pool.
- 5.1.4. After every reported and confirmed game, the team that lost that game chooses the next map from the remaining drafted match maps. A played map cannot be selected again.
- 5.1.5. Only maps needed for the series are played. When a team reaches the required number of wins, unused maps remain unused.
- 5.1.6. On any captain map decision, the active captain may use Random instead of choosing manually. The draft room selects one legal map from those currently available and locks it immediately.

5.2. Map Pool

The following nine maps form the official tournament pool for map drafts across all match formats.



Nagari



Dry Arabia



Haywire



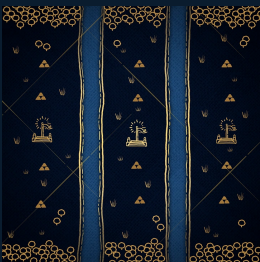
Clade



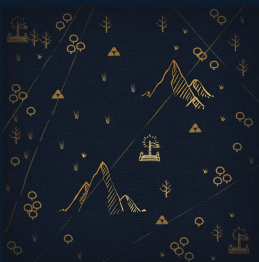
Lipany



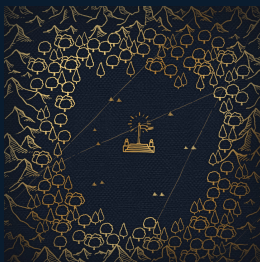
Socotra



Waterlanes



Fangs



Mountain Clearing

- 5.2.1. A map may not be played twice in one series unless an administrator expressly orders a replay on that map.
- 5.2.2. If a map becomes unavailable after a patch, administration will announce a replacement or draft adjustment before affected games.

5.3. Civilization Picks & Snipes

Game format	Civs nominated per team	Opponent snipes	Civs played per team
1v1	2	1	1
2v2	3	1	2
3v3	4	1	3

- 5.3.1. Before the first civilization-pool draft, the Admin randomizer automatically bans one civilization. This is not a manual organizer choice.

- 5.3.2. Teams draft in a repeating snake order: Team A, Team B, Team B, Team A, Team A, Team B, Team B, Team A, and so on. A Bo5 ends with 12 civilizations per team. Bo3, Bo7, Lower Final, and Grand Final drafts end with 11 civilizations per team.
- 5.3.3. The Shared Civilization rule applies only to a Bo5. In a Bo5, the randomizer designates exactly two remaining civilizations as Shared Civilizations. Both teams must draft both Shared Civilizations once; every other civilization may be drafted by only one team. Bo3, Bo7, Lower Final, and Grand Final drafts contain no Shared Civilizations and no double picks.
- 5.3.4. Abbasid Dynasty, Ayyubids, and Tughlaq Dynasty have a substantially lower chance of being designated as Shared Civilizations in a Bo5 than the other eligible civilizations.
- 5.3.5. In a Bo5, the draft room announces the two Shared Civilizations with a five-second red pulse. The announcement is visual only and does not pause or change the draft order.
- 5.3.6. For each game, after the ready check on that game's map (Rule 4.5.3), each team privately selects the full listed civilization set from its current format-specific pool and locks that set with one submission. After both full sets reveal together, each opposing team snipes one civilization, leaving exactly the number needed for that game.
- 5.3.7. Civilization picks and snipes stay hidden until both captains lock the corresponding choice, then the draft room reveals them together.
- 5.3.8. All active player-civilization assignments must be confirmed before lobby launch. Duplicate civilizations within the same team in the same game are not allowed.
- 5.3.9. A draft error must be reported immediately. The administrator decides whether to correct or replay the affected draft step.
- 5.3.10. On any captain civilization pick or snipe, the captain may use Random. The draft room selects one legal civilization from the available choices and locks it immediately.

5.4. Bo7 Redraft After Game Four

- 5.4.1. Only an upper-bracket Bo7 (the upper-bracket semifinals and final) receives a civilization-pool redraft. If such a Bo7 continues after the fourth played game, the Admin randomizer creates a new automatic ban and both teams complete a new 11-civilization snake draft before Game 5. Bo7 redrafts do not use Shared Civilizations or double picks.
- 5.4.2. The new pool replaces each team's earlier civilization pool for Games 5 through 7. Bo3, Bo5, Lower Final, and Grand Final series do not receive a civilization-pool redraft; the Lower Final and the Grand Final use the pool exchanges described in 2.7.2 and 2.6.4 instead.
- 5.4.3. Each later Bo7 game still uses the same format-specific nomination and snipe counts shown in Section 5.3.

5.5. Civilization Eligibility

- 5.5.1. The civilization automatically banned for the active pool-draft cycle is unavailable to both teams.
- 5.5.2. A team may nominate only civilizations in its current format-specific draft pool.
- 5.5.3. A civilization sniped for one game cannot be played in that game.
- 5.5.4. A civilization sniped in an earlier game remains eligible for later games. A civilization a team has already played cannot be selected by that team again in the same series, except after a Bo7 redraft (Rule 5.4.1). After each Lower Final or Grand Final pool exchange (Rules 2.7.2 and 2.6.4), the count of played civilizations starts again for both teams.

5.6. Draft Timing and Corrections

- 5.6.1. Timers: civilization-pool picks have 45 seconds each. The previous loser's next-map choice, the in-game ready check (Rule 4.5.3), the hidden per-game civilization set and the snipe have 2 minutes each. Initial map bans and picks have 40 seconds. During the last minute of a 2-minute decision the deciding captain's own draft room plays a quiet ticking sound until that captain locks.
- 5.6.2. At zero, the official draft room automatically selects and locks one legal random map or civilization for every captain who has not completed the timed decision. The draft cannot remain stalled at 00:00.
- 5.6.3. Roster entry, player-lineup entry, game-result reporting, and result confirmation have no countdown and never receive an automatic random choice.
- 5.6.4. If the official draft room is unavailable, administration will supervise the same sequence in match chat and record every action.
- 5.6.5. An incorrect map or lobby civilization must be reported before play develops. Repeated or intentional wrong selections may be penalized.

6. Lobby configuration

6.1. Server Selection

- 6.1.1. Teams should agree on the fairest practical server before lobby creation.
- 6.1.2. If teams cannot agree, an administrator may select the server based on region, latency, stability, and competitive fairness.

6.1.3. Server disputes must be raised before the game begins. A team that plays the game normally is considered to have accepted the server unless a hidden issue becomes clear later.

6.2. Required Lobby Settings

Setting	Required value
Game mode	ClearMan UI Teamgame
Win conditions	Landmarks, Sacred, and Wonder enabled
Starting age	Age I
Starting resources	Standard
Map state	Concealed
Tuning pack	None
Map size	Official size for the active format or admin-announced setting
Cheats Allowed	Off
Display Player Scores	Off
Reveal On Elimination	Off
Biome	Random Standard Biome encouraged; EU Temperate if an issue occurs
Observer delay	0 minutes when a team's player stream has no delay; a nonzero observer delay requires a delay on that team's stream
Observers	Admins, casters, and approved production only

- 6.2.1. The lobby host and all players must verify map, server, player slots, teams, civilizations, observer delay, biome, and game mode before launch.
- 6.2.2. In the Age of Empires IV mod browser, select Game Mode and search for 'clearman'. Choose the result named ClearMan UI Teamgame.
- 6.2.3. Every player and required observer must subscribe to ClearMan UI Teamgame before joining the tournament lobby, then confirm that the lobby game mode displays ClearMan UI Teamgame.
- 6.2.4. If a game launches without ClearMan UI Teamgame, it must be replayed. Players and observers in the lobby share responsibility for confirming the mode before the start.
- 6.2.5. If an admin or caster is required in the lobby, teams must wait until that person has joined or cleared the game to begin.

ClearMan UI Teamgame - download reference

Search for clearman under Game Mode, then choose the result named ClearMan UI Teamgame.

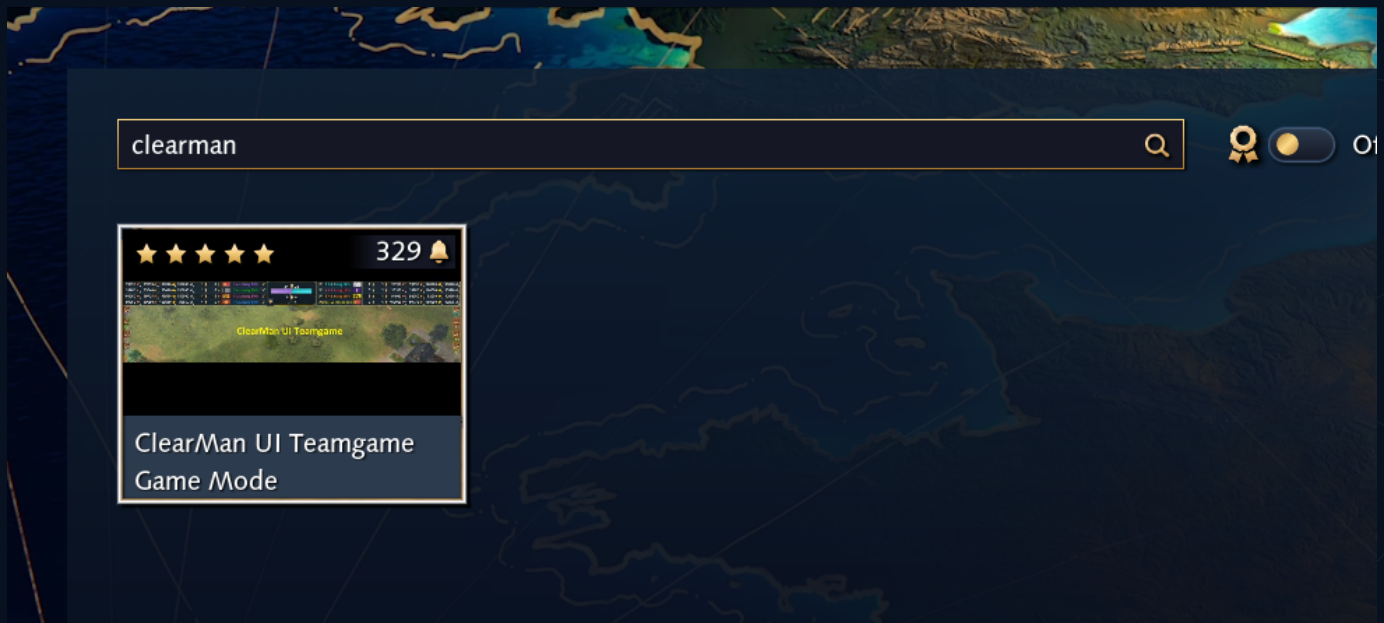


Figure 6.2a - the correct mod-browser search result.



Figure 6.2b - open the item and select Subscribe before joining the lobby.

6.3. Biome

6.3.1. Players are encouraged to use Random Standard Biome.

6.3.2. If a biome creates a gameplay or visibility problem, report it to an administrator. The affected game or later games may use EU Temperate instead.

6.4. Team Colors

- 6.4.1. Warm-versus-cool team colors are mandatory in every tournament game. Team A must use warm colors and Team B must use cool colors.
- 6.4.2. Warm colors are red, orange, yellow, and pink. Cool colors are blue, cyan, green, and purple. In 2v2 and 3v3, every active player on the same team must choose a color from that team's assigned family.
- 6.4.3. The lobby may not launch until every player's color is correct. If needed for broadcast or observer clarity, an administrator or caster may assign exact colors within the required families.
- 6.4.4. A player may not intentionally use color or name settings to confuse observers, opponents, or administrators.
- 6.4.5. A color mistake identified before launch must be corrected immediately. Refusal or a repeated violation may result in a game loss; continued or deliberate refusal may result in a series loss or disqualification.

7. Game rules

7.1. In-Game Rules

- 7.1.1. Stone walls may not be built before Castle Age unless administration removes this restriction for the event.
- 7.1.2. Players must play to win and may not intentionally lose, stall, feed information, or manipulate standings.
- 7.1.3. A team may surrender at any time. Once the game has clearly ended, the result stands unless administration identifies a rules issue or technical issue.
- 7.1.4. Players must not use game bugs, unintended exploits, or external tools that provide a competitive advantage.

7.2. Disconnects & Restarts

- 7.2.1. A team must promptly report a player disconnect to an administrator. Failure to report it may result in a penalty, and a team may not unilaterally restart or relaunch a game.
- 7.2.2. For a verified disconnect very early in a game, typically around two or three minutes, an administrator may review what happened before and during the disconnect and grant a restart at their discretion.
- 7.2.3. After review, the administrator may instead award the affected game to the opponent. If the series is not over, teams proceed to the next scheduled game.
- 7.2.4. A bad opening, poor matchup, unfavorable scouting, strategic mistake, intentional disconnect, or restart abuse is not a valid reason for a restart and may be penalized.
- 7.2.5. A clearly bugged map generation may qualify for a restart. Examples include a player spawning without a usable starting gold deposit or without a usable starting stone deposit. The affected team must report the problem immediately and provide a screenshot or replay evidence if requested.
- 7.2.6. Only an administrator may verify the spawn and approve the restart. Normal differences in resource distance, resource amount, terrain, safety, or general spawn quality do not qualify, and teams may not restart the game on their own.

7.3. Pausing

- 7.3.1. Pauses are allowed for genuine technical, emergency, or admin-requested reasons.
- 7.3.2. The pausing team must explain the reason as soon as practical.
- 7.3.3. Teams should not unpause until both teams are ready or an administrator instructs the game to continue.
- 7.3.4. Excessive, tactical, or unexplained pauses may be penalized.

7.4. Coaching & Live Communication

- 7.4.1. Coaching and all other outside help are prohibited while a game is live. Only players actively playing that game may communicate about gameplay.
- 7.4.2. In 1v1, the active player must play without live advice from teammates. In 2v2 and 3v3, only the active duo or trio may exchange live gameplay information.
- 7.4.3. Players may discuss strategy with teammates before a game begins or after it ends. Non-active teammates must not provide live scouting, strategy, opponent information, or decisions.
- 7.4.4. All registered members of a team may join and remain in the team's voice channel during tournament games. This is allowed, but non-active players must follow Rule 7.4.3 and may not provide live gameplay information, advice, scouting, or decisions.
- 7.4.5. Administration decides whether conduct gives an unfair advantage and may issue penalties up to game loss or disqualification.

8. General rules & conduct

8.1. Competitive Integrity

- 8.1.1. The tournament name is playful. Bribery, match fixing, collusion, intentional losses, and betting manipulation are strictly prohibited.
- 8.1.2. Players may not share accounts, hide alternate accounts, impersonate another player, or use an account that is not their own.
- 8.1.3. Stream sniping, unauthorized observer information, and third-party communication during games are prohibited.
- 8.1.4. Macros, scripts, map hacks, cheating tools, and external software that creates unfair input or information advantages are prohibited.
- 8.1.5. Administration may review available account-login and IP-change information when investigating suspected account sharing or another person entering a player's account.

8.2. Respect & Cooperation

- 8.2.1. Players, captains, admins, casters, and spectators are expected to act respectfully.
- 8.2.2. Harassment, threats, discriminatory abuse, targeted insults, and deliberate disruption of tournament operations are not allowed.
- 8.2.3. Captains should help resolve routine issues quickly and should escalate disputes without personal attacks.

8.3. Spectators

- 8.3.1. Only approved observers, admins, casters, and production staff may enter tournament lobbies.
- 8.3.2. Players may not invite unauthorized spectators.
- 8.3.3. If a game is selected for broadcast, teams must allow approved observers unless administration grants an exception.

8.4. Streaming

- 8.4.1. Players may stream their own perspective unless the event announces restrictions for broadcast integrity.
- 8.4.2. A five-minute stream delay is not required. A player may stream with zero delay only when the game lobby's observer delay for that team is also set to zero minutes.
- 8.4.3. If a team chooses a nonzero observer delay, its player stream must also have a delay. Captains must confirm both settings before launch.
- 8.4.4. Players are responsible for ensuring their stream, chat, overlays, and voice channels do not provide unfair information to any team.

9. Penalties & disputes

9.1. Penalty Range

Severity	Possible penalties
Minor	Warning, instruction to correct, loss of draft priority, lobby remake.
Moderate	Map loss, loss of side choice, replay requirement, temporary suspension from match play.
Major	Series loss, disqualification, prize reduction, removal from future events.
Severe integrity breach	Immediate disqualification, public ruling, future event ban, prize forfeiture.

- 9.1.1. Penalties are chosen according to severity, intent, impact on the match, repeated behavior, and evidence available.
- 9.1.2. Administration may issue a penalty not listed here if needed to protect competitive integrity.
- 9.1.3. Teams are responsible for the actions of their players, captain, and any person acting on their behalf.
- 9.1.4. Team-color violations follow Rule 6.4: correct the colors before launch; refusal or repeated violations may cause a game loss, and continued or deliberate refusal may cause a series loss or disqualification.

9.2. Disputes

- 9.2.1. Disputes must be raised as soon as possible and before the next game begins when the issue affects the current series.
- 9.2.2. Captains should provide clear evidence such as screenshots, timestamps, replay files, chat logs, or lobby screenshots.

9.2.3. Players should continue following admin instructions while a dispute is reviewed.

9.2.4. Final rulings are made by tournament administration.

10. Resources

10.1. Tournament Resources

Resource	Purpose
Team records	Locked team rosters, captain contact, 16+ eligibility confirmation, and administrator-approved roster updates.
Official Discord	Announcements, admin communication, match help, rules clarifications, and event updates.
Tournament platform	Bracket, match windows, reporting, schedule.
Public ATR sheet	The official public ranking used for the Top 9 roster restriction.
Map pool	The nine approved maps listed in Section 5.2.
Official draft room	Private roster, map, civilization, lineup, result, and saved match records.
Tournament statistics	Official draft choices, confirmed game results, civilization records, snipes, and map use.
Public stream overlay	Reveal-safe in-game score overlay from Watch drafts. It is transparent, shareable, and does not require a pass.
Private caster tools	Draft overlay, score controls, and other staff broadcast tools protected by a personal broadcast pass.
Spectator view	Public full-window live view and replay timeline that preserves every normal hidden-information reveal.

10.1.1. Bracket and communication links should be published in one official resource post before the event begins.

10.1.2. If a link changes, administration should update the resource post and announce the change.

10.1.3. Captains should verify their team information before the first match of each stage.

10.2. Official Links and Access

Resource	Official access
Public ATR ranking	Open the public ATR spreadsheet
Draft system	corvinus1.app
Official Discord	discord.gg/sxmkgjqlkv
Matcherino payouts	matcherino.com - every rostered player must have an account.
Captain access	Use only the private Host or Guest link issued for the match.
Administrator access	Private organizer access. It is not published in this handbook.
Public score overlay	On Watch drafts, choose Overlay for stream. Use a 1920 x 1080 or 2560 x 1440 browser source; no pass is required.
Private caster / OBS access	Personal broadcast pass issued by the administrator; each pass works on at most three devices and can be revoked.
Spectator access	Open Spectate drafts on corvinus1.app , choose any room, then watch live or replay from the beginning. No private token is required.

10.3. Match Start Checklist

Check	Confirm before launch
Eligibility	All players are at least 16; any required guardian consent is confirmed; the normal roster has 3 or 4 eligible players. A fifth player requires prior written admin approval under the emergency exception. At most 3 roster players may be from the Top 9 ATR.
Map	Game 1 uses the automatic opening map; later games use the previous game's loser pick.
Draft	Automatic ban and current format-specific pools are recorded. In a Bo5, also confirm both Shared Civilizations.
Lineup	Both teams' players from the immediately previous 1v1 are excluded from the next 2v2.
Snipe	Both teams completed the correct 1v1, 2v2, or 3v3 civilization snipe.
Lobby	Correct map, server, biome, teams, civilizations, and ClearMan UI Teamgame game mode are set.
Colors	Team A uses warm colors; Team B uses cool colors. Every active player on a team uses that team's color family.
Delay	Observer delay and each team's player-stream delay satisfy Section 8.4.
Privacy	Private captain, broadcast-pass, score-control, and lobby links are not visible on any player stream. Public Spectator and stream-overlay links may be shared.
Start	Required administrators and observers are present and clear the game to begin.

10.4. Map Pool Change Notice

- 10.4.1. Change announced September 25, 2026: African Waters, Volcanic Island, and Forest Ponds were removed from the official map pool. Nagari, Waterlanes, and Mountain Clearing were added in their place.
- 10.4.2. The pool was changed because an unusually high number of bugged resource spawns were observed on the removed maps during tournament preparation. The nine maps shown in Section 5.2 are the official tournament pool.

10.5. Rule and Website Change Notice

- 10.5.1. Changes announced through September 28, 2026. The numbered rules referred to below are the authoritative wording; this notice only summarises what changed.
- 10.5.2. Bracket: the tournament uses a double-elimination bracket for up to 32 teams. If fewer than 32 teams are in the field, the empty places are BYEs and the highest seeds advance from Upper Round 1 without playing. Upper Round 2 and upper semifinal losers drop into the lower bracket in reverse order to avoid early rematches. Lower Rounds 1-4 are Bo3; Lower Rounds 5-6 and the Lower Semifinal are Bo5; the Lower Final is a 3v3-only Bo7 (Rules 2.2.2 to 2.2.8, Section 2.7 and Figure 2.2). In the draft, the higher-seeded team is always the Host.
- 10.5.3. Rosters: the normal team roster has 3 or 4 players. In a very exceptional availability hardship, administration may approve one low-rated emergency fifth player in writing before that player competes. No sixth player or rotating extra players are allowed. Players 4 and 5 are outside the Top 9 ATR and do not count toward seeding (Rules 2.1.1 to 2.1.3, 3.2.6, 3.2.12, and 3.4.1).
- 10.5.4. Scheduling: every match uses a rolling 24-hour window to arrange the match, announce it to administration, and play it (Rules 4.2.8 and 4.2.9). Special cases, such as a clash with another tournament, must be requested directly from the administrators before the deadline expires; administration is not obliged to accept them (Rules 4.2.10 and 4.2.11).
- 10.5.5. Draft website: after every confirmed game, the Spectator page and the caster overlay announce the winner before the next map choice, and the replay shows the same announcement. On wide screens each team's maps are shown on its own side of the Spectator page.
- 10.5.6. Casters: private draft overlays and score controls require a personal broadcast pass issued by the administrator. A pass works on at most three devices and can be revoked individually. The public in-game score overlay is available beside every room on Watch drafts, requires no pass, stays transparent, and supports 1920 x 1080 or 2560 x 1440.
- 10.5.7. Prizes: the \$3,760 prize pool is paid to eight teams: \$50 to each of the two teams tied for 7th-8th, then the remaining \$3,660 as 1st 40%, 2nd 25%, 3rd 15%, 4th 10%, and 5% to each of the two teams tied for 5th-6th. Each team's prize is shared equally by its roster players (Rule 3.5 and Table 3.5).
- 10.5.8. Team field and check-in: no new team entries are accepted. There is no check-in; every tournament team is already placed in the bracket (Rules 3.1 and 3.3).