

THE AOC LEAGUE FAQ

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Why the Age Of Conquest (AOC) League?

AOC League is a meeting place for players who loves AOC. They play for the love of the game and not for a waste of time. You have to be passionate, smart, good team player and a fair player. AOC League is always held in KO System (elimination round). We want to give you a fair, round period of 24 hours in order to play in a comfortable period of time without any pressure on your private life. So a 1vs1 match can take over a month. The AOC League runs over 8 months. Setting the battles in a best of series, would expand the duration of the LEAGUE over a year. That means each battle can be your last one or one step closer to your victory.

AOC League brings the best players and most passionate players in AOC together. It doesn't matter if you are super rated or intermediate level, everything can happen in this League. One wrong or right decision can be your end or victory. AOC League is held in following K.O. Modes:

1 vs 1, 2 vs 2, 4 vs 4

for questions: aocLeague@hotmail.com

the AOC LEAGUE Organisers realRiff & fodder

Get your clan mates and friends together to form a team and your strategy to be the Conqueror of the YEAR 2012!

Where I can apply?

At aoc-league.net or ageofconquest.com under the topic community in the league section.

Here you can apply your name will be shown, on the application list under the competitor list or under

<http://multiplayerhub.com/board/viewtopic.php?f=62&t=4065>

When I can apply?

Registration time is from 01.02. - 08.03.2012.

There will be hold one 1vs1 league, one 2 vs 2 league and one 4 vs 4 league once a year.

Starting time

1st round (Qualification round)

1vs1 15 march of 2012 (181 days)

2vs2 16 march of 2012 (221 days)

4vs4 1 april of 2012 (194 days)

also see at schedule

Who can take part?

The recommendations are: you are interested in winning the league, motivated players only, no noobs.

Sorry this is the AOC League where the best fight each other. We don't take players with less than 15 completed games, no beginners nor licenses for mobile devices. You must own a desktop subscription of AOC.

(your license need to hold until start of the last round of the final tourney).

You can't take part without a license! Demo or trial subscription applications will be refused!

How does Registration work?

See above: „Who can apply?

If you meet the qualifications and are serious about competing, you can register at:

<http://aoc-league.net/register.htm>

You can choose from 1 vs 1, and teams of 2 vs 2 or 4 vs 4. Each League requires a separate registration.

Once you have done the initial registration, in about 24 hours you will receive email asking you to confirm your registration.

After your confirmation has been received a formula will be use to determine your placement in the League Tournament.

The formula will use your current rating and time of registration. The earlier you register and the higher your rating the more likely you'll be placed in the League. Lower rating and later registration means the more likely hood of you being put on the waiting list.

The final list of participants will be displayed on the AOC official website, the MultiplayerHub forum under Age Of Conquest, League.

Approximately one week or more prior to the start of the League Tournament games, you will be sent email telling you which game you need to join and a password for that game.

If you advance to the next round, you will then receive another email with your next game and the password needed to join it. This will continue on until the final round for each League tournament.

Fast registration:

1vs1 mode applicants dont need to confirm.

In case of registration of each team member sepreatly pointing at the same team members for the same team, we dont need a confirmation.

Example: fodder applies for 2vs2 mode. And he enters that realRiff is his partner. And realRiff applies also for 2vs2 team mode and applies that fodder is his partner, so both dont need to be confirmed.

To avoid the confirmation process you can also register via ageofconquest.com at the LEAGUE section or at aoc-league.net and send fodder a message via aoc messaging system at same time so we will put you immeiditly on list.

For questions: aocleague@hotmail.com the AOC LEAGUE Organisers

You Registered now we recruit:

The recruiting List is online viewable at the League forum:

<http://www.multiplayerhub.com/board/viewforum.php?f=62>

- only the best rated players will be taken of the recruiting list •(reading of rating will on day of registration)
- the recruiting list shows the best rated applicants ranked not by rating by application date
- waiting list players can enter a league if someone misses the two first turns in duel •if a team misses turns, means 50% of the team have to miss the first 2 turns they get kicked and a team from the waiting list •will enter and the specific game will restart, therefore we put after a gaming round a break of 7 days •there is no mercy from our side with players who misses the first two rounds!!! •waiting list players cant enter in quarterfinals,semifinals or finals •dont lose hope if you are on the waiting list because you didnt registered that early, probably somebody will miss turns

Recruiting:

Recruiting period has 1 month and 8 days (37 days) 1vs1: 20 players, 16 taken, 4 on waiting list

2vs2: 40 players (16 teams) taken + 4 teams on waiting list (8 players) 4vs4: 40 players (8 teams) taken + 2 teams on waiting list (8 players)

What if I have a general question, comment or suggestion, who do I contact?

For announcements, general information, questions about the League Tournaments, registration, who can apply, etc.

or to voice your comments, suggestions and opinions please go to the MultiplayHub at:
<http://www.multiplayerhub.com/board/viewforum.php?f=62&sid=c79e0be9057df12180888de785c13f97>

Where the LEAGUE will take part?

The LEAGUE will take part in AOC online v3. At the LEAGUE realm. If you are in competitors list that means not on waiting list.

You will receive the date, the name and the password to enter the game which setup in the league realm you can enter the game

like few days before it start.

Dont worry it wont will be activated earlier. The activation dates of the games are displayed in the schedule.

Example:

--> enter LEAGUE realm

--> find your game

QR 8 FoddervsrealRiff

What if I forgot my password, the name of my League game or I need to report something?

Contact the AOC LEAGUE Organizers: aocleague@hotmail.com

Who do I contact if I have questions about this web site?

The AOC LEAGUE organizer: realriff@web.de

The Main organiser; Noblemaster contact@ageofconquest.com

Who are the organizers of the AOC League?

The organisers are realRiff and fodder

Settings for the AOC League tournaments games:

Advancing Players: [1] or 1 team

Game Options:

[on/off] Random Placement - (set to on for team play and set to off for 1 vs 1) [off]
Random Fill

[off] God Mode, I See Everything

[on] Transactions

[off] Legacy Options

[off] Rated

[off] No Empire Management

[off] No Diplomacy

[off] Declare War

[on] Extended Actions

Game Type: [Standard (Default)]

Turn Duration: [24 hours] [off] Fast Turns

1 vs 1 Maximum Turns: [40]

2 vs 2 Maximum Turns: [50]

4 vs 4 Maximum Turns: [60]

Team Play: [on/off] Teams - (is set to off for 1 vs 1 and on for 2 vs 2 an 4 vs 4) Privacy:

[on] Password required

MAPS

All maps used in the AOC League Tournament must be defined as balanced.

For the 2012 AOC League tournament the maps being used are: 1 vs 1 miks duel (only for qualification round) 1 vs 1 King of Fortress (will be downloadable in March2012!! at AOC MAP forum!) or a voted map

(for quarter finals, semi finals, and finals)

2 vs 2 Europe Legacy by noblemaster

4 vs 4 the waterfall

Schedule

1vs1

qualification round 15th march 2012 (40 days and 7 days break) quarter finals 2nd may 2012 (40 days and 7 days break) semifinals 19th june 2012 (40 days and 7 days break) final 6th august 2012 (40 days) winner 15th september 2012

announcement of winner / end 1vs1 League

2vs2

qualification round 16th march 2012 (50 days and 7 days break) quarter finals 11th may 2012 (50 days and 7 days break) semifinals 07th july 2012 (50 days and 7 days break) final 2nd september 2012 (50 days) winner 22nd october 2012

announcement of winner / end 2vs2 League

















4vs4

qualification round 1st april 2012 (60 days and 7 days break) semifinals 7th june 2012 (60 days and 7 days break) final 13th august 2012 (60 days) winner 12th august 2012

announcement of winner / end 4vs4 League

Setting and positioning the players and the teams in games:

The oponents will and set by random procedure the low rated will set against the higher rated to get a true image of the playerlevel. It would be dumb to let the strongest players fight each other in the qualifcation round. A neutral person the AOC LEAGUE Organiser who isnt allowed to take part in any of the LEAGUE competitions and who always have to be fair and objective over the LEAGUE.

































Quali 16 highest rated applis																	40 rounds a 24 hours =40 days
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2 vs 2 model

Turn duration: 24 hours

max turns 50 always...

map: europe legacy Teams have to be set crossover

















																		Duration 221 days
winner																		
final																		50 rounds a 24 hours =50 days
																		7 days break
s final																		50 rounds a 24 hours =50 days
																		7 days break
q finals																		50 rounds a 24 hours =50 days
																		7 days break
Quali 32 highest rated applis 16 teams																	50 rounds a 24 hours =50 days	

4 vs 4 model

Turn duration: 24 hours

max turns 60 always...

map: the waterfall

																		Duration 194 days
winner																		
final																		60 rounds a 24 hours =50 days
																		7 days break
s final																		60 rounds a 24 hours =50 days
																		7 days break
Quali 32 highest rated applis 8 teams																		60 rounds a 24 hours =50 days

Victory declaration:

each League typ has his max rounds which are enough for a victory

1vs1: max 40 rounds

2vs2: max 50 rounds

4vs4: max 60 rounds

If a clear victory isnt done in this time period, winner of this match will be the player or the team with the most points.

In case points are eaqual then the amount of money decides the player or team owned in the last round.

Sucides and cheating is absolutly not allowed in the League, if someone want to give up because he cant continue the match he have to contact the AOC League Organisation, who decides over the situation.

The AOC League is hold in the K.O. System (elimination round)means if you lose once you are out. So its up to you if you play risky, serious or not concentrated be sure your opponent is waiting for it.

If you miss the first two rounds in the qualification round you will be kicked from the league, and your position will be substituted by a player of the waiting list.

If you miss round 3 and 4 or round 2 and 3 it is your fault and we let the game continue.

Bad behaviour and bad words inbetween players is not allowed. Players who start a discussion in a inappropriate way shall be reported to the AOC League organiser.

We play fair and we do our best.

Prices:

1vs1 League:

1st place 1 year aoc online subscription sponsered by Nobelmaster + special price +Conqueror of the Year 1vs1 announcement in your profile 2nd place 3month aoc online subscription sponsered by Nobelmaster

2vs2 League:

1st place 2 times 1 year aoc online subscription sponsered by Nobelmaster + special price Conqueror of the Year 1vs1 announcement in your profile 2nd place 2 times 3month aoc online subscription sponsered by Nobelmaster

4vs4 League:

1st place 4 times 1 year aoc online subscription sponsored by Nobelmaster + special price
+Conqueror of the Year 1vs1 announcement in your profile 2nd place 4 times 3month aoc
online subscription sponsored by Nobelmaster

Your AOC League Organisers realRiff & fodder

contact: aocleague@hotmail.com

Noblemaster has all rights over the LEAGUE - he is main organizer.

contact@ageofconquest.com