

Retold **HANDBOOK**



2000\$ PRIZE

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INTRODUCTION



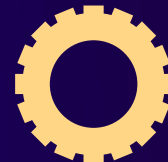
RETOLD MASTER LEAGUE IS A 1V1 COMPETITION DESIGNED TO PROMOTE AGE OF MYTHOLOGY, PROUDLY SPONSORED BY @DANI.CRONOS. WE AIM TO HELP AVERAGE PLAYERS FROM ALL OVER THE WORLD IMPROVE THEIR SKILLS BY PARTICIPATING AND PLAYING AGAINST TOP-TIER PLAYERS.



**PRIZE POOL
2000\$**



**FORMAT
1V1**



**NEW
FORMAT**



REGISTER TIME FOR STREAMERS: 12 JUNE – 12 AUGUST



REGISTER TIME: 1 SEPTEMBER – 15 SEPTEMBER



QUALIFICATION: 19 SEPTEMBER – 27 SEPTEMBER



LUCKY GIFT: 19 SEPTEMBER – 27 SEPTEMBER



GROUP STAGE: 3 OCTOBER – 25 OCTOBER



FINALS: 31 OCTOBER – 15 NOVEMBER

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TOURNAMENT ADMINISTRATION



THE TOURNAMENT ADMINISTRATORS ARE RESPONSIBLE FOR OVERSEEING THE REGISTRATION PROCESS AND ENSURING FAIR PLAY BY ENFORCING ALL TOURNAMENT RULES. THEY WILL HANDLE ANY ISSUES THAT MAY ARISE DURING THE EVENT, INCLUDING DISPUTES BETWEEN PLAYERS AND TECHNICAL DIFFICULTIES. ADMINISTRATORS WILL ALSO PROVIDE SUPPORT TO ALL PARTICIPANTS BY ANSWERING QUESTIONS AND ADDRESSING CONCERNS THROUGHOUT THE TOURNAMENT. TOURNAMENT ADMINISTRATORS HAVE THE AUTHORITY TO IMPOSE PENALTIES ON PLAYERS WHO VIOLATE THE TOURNAMENT RULES.

ADMINISTRATORS: DANI.CRONOS XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX

THE HOSTS LISTED BELOW ARE THE OFFICIAL LIVESTREAMERS FOR THIS EVENT. COVERAGE WILL BE AVAILABLE ON TWITCH, YOUTUBE & TIKTOK PLATFORMS:

**ALL LINKS ARE AVAILABLE ON THE OFFICIAL WEBSITE:
WWW.RETOLDMASTERLEAGUE.COM**

CRUCIAL:

MAP AND GOD SELECTION WILL BE CONDUCTED VIA THE DISCORD CHANNEL, IN THE ROOM INDICATED ON THE OFFICIAL WEBSITE (WWW.RETOLDMASTERLEAGUE.COM).

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SCHEDULE



- ➔ **REGISTER TIME: 1 SEPTEMBER – 15 SEPTEMBER**
- ➔ **QUALIFICATION: 19 SEPTEMBER – 27 SEPTEMBER**
- ➔ **LUCKY GIFT: 19 SEPTEMBER – 27 SEPTEMBER**
- ➔ **GROUP STAGE ROUND 1 : 3-4 OCTOBER**
- ➔ **GROUP STAGE ROUND 2 : 10-11 OCTOBER**
- ➔ **GROUP STAGE ROUND 3 : 17-18 OCTOBER**
- ➔ **GROUP STAGE ROUND 4 : 24-25 OCTOBER**
- ➔ **TIE BREAKER & PLAYOFF 31 OCTOBER**
- ➔ **RO16 & QF – 1 OCTOBER – 8 NOVEMBER**
- ➔ **SF & GRAND FINAL – 14-15 NOVEMBER**



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FORMAT SWISS MODEL



➔ INVITATION

➔ 8 PLAYERS WILDCARDS

➔ QUALIFICATIONS

➔ 20 SLOTS AVAILABLE FOR >1500 ELO

➔ 4 SLOTS AVAILABLE FOR <1500 ELO
FROM LUCKY GIFT TREE

➔ GROUP STAGE

➔ 8 PLAYERS IN 4 GROUPS

➔ 4 MATCHES / PLAYER

➔ THE TOP 2 QUALIFY FOR THE R016

➔ PLACES 3 TO 6 ADVANCE TO THE PLAYOFFS

➔ 7TH AND 8TH PLACES ARE ELIMINATED

QUALIFICATION



 **20 SLOT AVAILABLE FOR >1500 ELO**

*** ONLY PLAYERS WITH AN ELO RATING ABOVE 1500 CAN SIGN UP
SINGLE ELIMINATION
BO5 FORMAT**

 **4 SLOTS AVAILABLE FOR <1500 ELO
FROM LUCKY GIFT**

*** ONLY PLAYERS WITH AN ELO RATING BELOW 1500 CAN SIGN UP
SINGLE ELIMINATION
BO3 FORMAT**

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GROUP FORMAT



POOL 1

➔ 8 INVITED WILDCARD POT 1

POOL 3

➔ 8 PLAYERS BASED ON ELO

POOL 2

➔ 8 PLAYERS BASED ON ELO

POOL 4

➔ 4 PLAYERS BASED ON ELO
4 PLAYERS FROM LUCKY GIFT

GROUP A

01	PLAYER A1
02	PLAYER A2
03	PLAYER A3
04	PLAYER A4
05	PLAYER A5
06	PLAYER A6
07	PLAYER A7
08	PLAYER A8

GROUP B

01	PLAYER B1
02	PLAYER B2
03	PLAYER B3
04	PLAYER B4
05	PLAYER B5
06	PLAYER B6
07	PLAYER B7
08	PLAYER B8

GROUP C

01	PLAYER C1
02	PLAYER C2
03	PLAYER C3
04	PLAYER C4
05	PLAYER C5
06	PLAYER C6
07	PLAYER C7
08	PLAYER C8

GROUP D

01	PLAYER D1
02	PLAYER D2
03	PLAYER D3
04	PLAYER D4
05	PLAYER D5
06	PLAYER D6
07	PLAYER D7
08	PLAYER D8

1ST AND 2ND PLACES QUALIFY FOR THE RO16
3RD TO 6TH PLACES QUALIFY FOR THE PLAYOFFS.
7TH AND 8TH PLACES ARE ELIMINATED.

➔ 3 POINTS FOR A WIN
0 POINTS FOR A LOSS

MATCHES

➔ EACH PLAYER PLAYS ONE MATCH AGAINST A PLAYER FROM EACH POT ASSIGNED TO THEIR GROUP.

3 GAMES ARE PLAYED / MATCH (NOTE: THIS IS NOT A BO3 FORMAT) BECAUSE EVERY SINGLE GAME MATTERS FOR THE FINAL TIE-BREAKER STANDINGS.

GROUP FORMAT EXAMPLE



GROUP A

01 **PLAYER A1**

02 **PLAYER A2**

03 **PLAYER A3**

04 **PLAYER A4**

05 **PLAYER A5**

06 **PLAYER A6**

07 **PLAYER A7**

08 **PLAYER A8**

GROUP B

01 **PLAYER B1**

02 **PLAYER B2**

03 **PLAYER B3**

04 **PLAYER B4**

05 **PLAYER B5**

06 **PLAYER B6**

07 **PLAYER B7**

08 **PLAYER B8**

GROUP C

01 **PLAYER C1**

02 **PLAYER C2**

03 **PLAYER C3**

04 **PLAYER C4**

05 **PLAYER C5**

06 **PLAYER C6**

07 **PLAYER C7**

08 **PLAYER C8**

GROUP D

01 **PLAYER D1**

02 **PLAYER D2**

03 **PLAYER D3**

04 **PLAYER D4**

05 **PLAYER D5**

06 **PLAYER D6**

07 **PLAYER D7**

08 **PLAYER D8**

EXAMPLE:

PLAYER A1 PLAYS AGAINST **A2** (POT 1) **A4** (POT 2) **A6** (POT 3) **A8** (POT 4)
PLAYER A2 PLAYS AGAINST **A1** (POT 1) **A3** (POT 2) **A5** (POT 3) **A7** (POT 4)
PLAYER A3 PLAYS AGAINST **A2** (POT 1) **A4** (POT 2) **A6** (POT 3) **A8** (POT 4)
PLAYER A4 PLAYS AGAINST **A1** (POT 1) **A3** (POT 2) **A5** (POT 3) **A7** (POT 4)
PLAYER A5 PLAYS AGAINST **A2** (POT 1) **A4** (POT 2) **A6** (POT 3) **A8** (POT 4)
PLAYER A6 PLAYS AGAINST **A1** (POT 1) **A3** (POT 2) **A5** (POT 3) **A7** (POT 4)
PLAYER A7 PLAYS AGAINST **A2** (POT 1) **A4** (POT 2) **A6** (POT 3) **A8** (POT 4)
PLAYER A8 PLAYS AGAINST **A1** (POT 1) **A3** (POT 2) **A5** (POT 3) **A7** (POT 4)

TIE-BREAKING IS BASED ON POINTS EARNED. IN THE EVENT OF A TIE, THE WINNER OF THE HEAD-TO-HEAD MATCH QUALIFIES; IF NO HEAD-TO-HEAD MATCH WAS PLAYED, THE TIE-BREAKER IS DETERMINED BY THE TOTAL NUMBER OF GAMES WON.

IN THE EVENT OF A PERFECT TIE, A BO3 TIE-BREAKER MATCH WILL BE PLAYED.

**3 GAMES ARE PLAYED (NOTE: THIS IS NOT A BO3 FORMAT)
BECAUSE EVERY SINGLE GAME MATTERS FOR THE FINAL
TIE-BREAKER STANDINGS.**

PLAYOFF



GROUP A

01	PLAYER A1
02	PLAYER A2
03	PLAYER A3
04	PLAYER A4
05	PLAYER A5
06	PLAYER A6
07	PLAYER A7
08	PLAYER A8

GROUP B

01	PLAYER B1
02	PLAYER B2
03	PLAYER B3
04	PLAYER B4
05	PLAYER B5
06	PLAYER B6
07	PLAYER B7
08	PLAYER B8

GROUP C

01	PLAYER C1
02	PLAYER C2
03	PLAYER C3
04	PLAYER C4
05	PLAYER C5
06	PLAYER C6
07	PLAYER C7
08	PLAYER C8

GROUP D

01	PLAYER D1
02	PLAYER D2
03	PLAYER D3
04	PLAYER D4
05	PLAYER D5
06	PLAYER D6
07	PLAYER D7
08	PLAYER D8



PLAYERS FINISHING IN 3RD TO 6TH PLACE QUALIFY FOR THE PLAYOFFS

**THE WINNER QUALIFIES FOR THE R016
THE PLAYOFFS WILL BE PLAYED AS FOLLOWS:**

A3 VS B6
A4 VS B5
A5 VS B4
A6 VS B3

C3 VS D6
C4 VS D5
C5 VS D4
C6 VS D3



PLAYOFF MATCHES ARE B05

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FINALS



RO16

QF

SF

FINALS



RO16 & QF PLAYED BO5



SF & FINALS BO7

REGISTRATION GUIDELINES



BY REGISTERING, PARTICIPANTS AGREE TO ALL RULES AND SETTINGS OUTLINED IN THIS HANDBOOK.



YOUR STEAM USERNAME MUST NOT CONTAIN OBSCENE OR INAPPROPRIATE LANGUAGE. THIS IS SUBJECT TO THE DISCRETION OF THE TOURNAMENT ORGANIZERS.



PARTICIPANTS MUST NOT REGISTER USING AN ACCOUNT THEY DO NOT OWN OR SECOND ACCOUNT.



COMMUNICATING WITH ANYONE DURING A GAME—OTHER THAN YOUR OPPONENT OR A TOURNAMENT ADMINISTRATOR—IS FORBIDDEN.



THE USE OF SCRIPTS OR MACROS IS NOT ALLOWED.



INTENTIONALLY EXPLOITING ANY BUGS, GLITCHES, OR GAME ERRORS IS NOT PERMITTED.

PENALTIES

IF A PARTICIPANT IS FOUND TO BE IN VIOLATION OF ANY RULE OUTLINED IN THIS HANDBOOK, THE TOURNAMENT ADMINISTRATION RESERVES THE RIGHT TO ISSUE ONE OR MORE PENALTIES.

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GODS AND MAPS



MAP DRAFT RULES

THE HOST OF THE GOD DRAFT IS ALWAYS THE HOST FOR THE MAP DRAFT.
MAPS CANNOT BE REPEATED.

THE HOST IS THE HIGHER SEEDED PLAYER AND MUST SET UP THE DRAFT AND
GAME LOBBY

THE LOWER ELO PLAYER CHOOSES THE MAP FIRST.

SAVANNAH



ELYSIUM



GIZA



KII



MIRAGE



PEACH BLOSSOM LAND



SANJOGARA



TUNDRA



VALLEY OF THE SUN



GODS AND MAPS



**EACH PLAYER SELECTS ONE GOD BEFORE BANS BEGIN.
BOTH PLAYERS MAY SELECT THE SAME GOD FOR THEIR ACE PICK.**

PLAYERS TAKE TURNS SELECTING EXCLUSIVE GODS UNTIL THEY HAVE DRAFTED:

**4 GODS FOR A BEST OF 3 (BO3) SERIES
6 GODS FOR A BEST OF 5 (BO5) SERIES
8 GODS FOR A BEST OF 7 (BO7) SERIES**

MAP SELECTION RULES:

**THE FIRST MAP TO BE PLAYED ON IS THE FINAL MAP SELECTED IN THE DRAFT.
THE LOSER OF THE PREVIOUS GAME WILL SELECT THE NEXT MAP.
MAPS MAY BE SELECTED FROM EITHER SIDE OF THE DRAFTED MAP POOL.**

CRUCIAL:

**MAP AND GOD SELECTION WILL BE CONDUCTED VIA THE DISCORD
CHANNEL, IN THE ROOM INDICATED ON THE OFFICIAL WEBSITE
(WWW.RETOLDMASTERLEAGUE.COM).**

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LOBBY CONFIGURATION



ALL PARTIES ARE EQUALLY RESPONSIBLE FOR ENSURING THE LOBBY SETTINGS ARE CORRECT BEFORE LAUNCHING A GAME.

INCORRECT SETTINGS MAY RESULT IN A GAME RESTART.

- **GAME TYPE: STANDARD**
- **VICTORY CONDITION: STANDARD**
- **PLAYER COUNT: 2**
- **MAP SIZE: STANDARD**
- **MAP VISIBILITY: STANDARD**
- **STARTING RESOURCES: STANDARD**
- **GAME SPEED: STANDARD**
- **ALLOW TITANS: YES**
- **BONUS: NO**
- **LOCK TEAMS: YES**
- **MILITARY AUTOQUEUE: NO**
- **FREE FOR ALL: NO**
- **VILLAGER PRIORITY: NO**
- **ALLOW CHEATS: NO**

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PAYOUT



RULES AND CONDITIONS

ALL REQUIRED GAMES MUST HAVE BEEN PLAYED WITHIN THE RESPECTIVE TIMELINES. ALL RECORDED GAMES AND DRAFTS MUST HAVE BEEN APPROPRIATELY SHARED. PAYMENTS ARE HANDLED THROUGH BANK TRANSFERS OR REVOLUT. PARTICIPANTS MUST SUBMIT A COMPLETED INVOICE TO THE TOURNAMENT ADMINISTRATION. THE INVOICE MUST INCLUDE PERSONAL DETAILS SUCH AS THE PARTICIPANT'S FULL NAME AND ADDRESS. THE INVOICE MUST BE PROVIDED NO LATER THAN ONE MONTH AFTER THE TOURNAMENT'S CONCLUSION. IF NO INVOICE IS RECEIVED BY THE DEADLINE, PRIZES WILL BE FORFEITED. FAILURE TO PROVIDE SUFFICIENT INFORMATION FOR PAYMENT PROCESSING WILL RESULT IN NON-PAYMENT. THE TOURNAMENT ADMINISTRATION RESERVES THE RIGHT TO CANCEL ANY PENDING PAYMENT IF EVIDENCE OF FRAUD OR FOUL PLAY IS DISCOVERED.

PRIZE DISTRIBUTION

RETOLD MASTER LEAGUE: \$2,000

1ST: \$900

2ND: \$500

3RD: \$200

4TH: \$200

5-8TH: \$50

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STREAMING



STREAMERS MUST APPLY ON THE WEBSITE (WWW.RETOLDMASTERLEAGUE.COM) TO RECEIVE ALL THE RESOURCES.

THE OFFICIAL VIDEO CLIP MUST RUN BEFORE EACH SERIES.

DURING THE REGISTRATION PERIOD, THE 'RETOLD MASTER LEAGUE REGISTER OPEN' LOGO MUST BE DISPLAYED.

RETOLD MASTER LEAGUE LOGO MUST BE VISIBLE AT ALL TIMES DURING BROADCASTS OF ALL STAGE.

THE STREAM TITLE MUST INCLUDE THE WORDS "#RMASTERLEAGUE"

PLAYERS ARE PERMITTED TO STREAM THEIR POINT OF VIEW.

EXTERNAL INFORMATION THAT COULD GIVE PLAYERS AN UNFAIR ADVANTAGE (E.G., TWITCH CHAT) MUST NOT BE VISIBLE TO THE PLAYER WHILE IN-GAME.

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