

BROKEN GODS: Tournament Rulebook

The Concept

A one-off spectacle event: AoM: Retold played with 10 custom, deliberately overpowered "broken gods." Every god is designed by Boit, with community ideas gathered through the week. Players do not build their own gods. Everyone drafts from the same shared pool.

Prize Pool

\$500 total:

- 1st: \$250
- 2nd: \$150
- 3rd/4th (both losing semifinalists): \$50 each

Who Plays

The top 8 players on the ladder qualify. The ladder locks on **Friday at 2000 GMT**, and standings at that moment set the field. Seeds 1 to 8 are set by final ladder position. If a qualified player drops out, the next-highest eligible player fills the slot.

The Gods

- 10 gods total.
- 8 are revealed publicly across the week leading up to the event.
- 2 are kept secret and revealed live at the start of Saturday's broadcast, then immediately enter the pool.
- All 10 are draftable for the entire weekend.
- Community members can pitch god ideas at any point during the week. Final design and balance calls are Boit's.

Weekend Schedule

- **Saturday: Quarterfinals.** All 8 players compete across 4 series.
- **Sunday: Semifinals (2 series) and the Grand Final.**

Single elimination throughout. Standard bracket seeding: 1v8, 4v5, 2v7, 3v6.

Series Length

All series are best of 5: quarterfinals, semifinals, and the Grand Final.

God Selection (draft)

Gods are drafted fresh each game. There are no bans, and all 10 gods are draftable in every game.

- In game 1, the higher seed decides pick order.
- In each following game, the loser of the previous game picks first.

- Mirrors are not allowed: a god chosen by one player is locked out for their opponent for that game.
- Gods can be re-drafted in later games. The only restriction is the no-mirror rule within a single game.

Maps

- The map pool is identical to Gameathlon Athens.
- Map selection follows the Gameathlon map draft process:
<https://aoe2cm.net/preset/PsqlS>

Match Rules

- **Mods:** both the Broken Gods mod and the Gameathlon mod are required. No other mods enabled.
- **Version:** everyone must be on the current live patch.
- **Format:** 1v1.
- **Hosting:** the higher seed hosts. A spectator slot is reserved for casters.
- **Pauses:** if you need to pause, message the admin (Boit) beforehand, or keep it brief and resume in a timely manner.
- **Restarts:** only by mutual agreement or admin call.
- **Admin:** Boit has final say on any dispute.

Conduct

Standard community conduct applies. Be good to your opponent and the casters. This is a fun event first, a competition second.