



AOE Strategy Game

Pool Event, Open-To-All

Points: 20

- 1- The Event consists of the Age of Empires Game (Part2) - Conqueror's Expansion Version.
- 2- The Event shall NOT consist of any introductions and hence a brief knowledge of the Game is required.
- 3- The event will consist of total 3 games covering different Maps.
- 4- For every game there will be 4 teams (1 each from each pool). Teams for different games must be different.
- 5- For each game, teams would be allotted a rank based on their performance in the game.
- 6- The ranking within every Game shall be as follows
 - a. First Position- Winner (10 credits)
 - b. Second Position- Highest Game Score after Winner (6 credits)
 - c. Third Position- Second Highest Game Score after winner (3 credits)
 - d. Fourth Position- Lowest Game Score (1 credit)
- 7- Cumulative credits earned by the teams from the same pool will be used for final ranking of the pool
- 8- From every pool at least 1 team from the 2014 Batch is MANDATORY.
- 9- The scenarios and the map shall be randomly assigned on the spot.
- 10- Venue and time for the event will be conveyed soon.

Contacts:

Vishal Goyal visgoyal@iitk.ac.in 9532306416

Abhishek Tyagi abhity@iitk.ac.in 9027024969