



OFFICIAL HANDBOOK

Version 1.0



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TOURNAMENT INTRODUCTION

From pixelated empires to royal echoes, the battle resumes - Red Bull Wololo returns to the stage from April 1st to 6th, 2026. With a massive \$250,000 prize pool, expect nothing less than legendary clashes and unforgettable moments.

From **April 1st to 3rd**, the Red Bull Gaming Sphere becomes the proving ground - a crucible where skill is honed, players are tested, and only the strongest will march forward.

Join us on **April 4th and 5th**, as the world's finest strategists clash live in *Age of Empires II* and *IV* - before the conquest ascends to its final stage - at the legendary and historic Royal Albert Hall, on **April 6th**.

A stage that has hosted legends, now prepares for emperors. For one unforgettable night, more than 3,000 fans will gather beneath its glowing dome to witness the art of strategy reborn as a live spectacle. Every move, every cheer, every triumph amplified in one of the world's most iconic venues.

It's not just a game - it's history, live and loud in London. Steel, wit, and a touch of British drama - history has never sounded this epic.

FORMAT & EXPLANATION

The **Age of Empires II** event is divided into three chapters - the ladder qualifier, the last-chance qualifier and the main event.

The format for these can be found on the following pages.

For **Age of Empires IV**, the event is divided into two open qualifiers and one deciding main qualifier, followed by the main event. The **Age of Empires IV** qualification stages are entirely handled by the Elite Gaming Channel, and won't be covered in this handbook.

EGCTV QUALIFIER HANDBOOK

RANKED LADDER QUALIFIER

The settings are preconfigured on the ranked ladder. In order to participate, queue up on the Red Bull Wololo: Londinium ranked empire wars ladder found in the official game. Players will be matched against players of similar skill levels. When playing on the ranked ladder, all tournament rules and guidelines mentioned in this handbook apply.

Alternative Accounts

Using multiple accounts, also known as smurfing, on the ladder for any reason whatsoever is strictly forbidden. Using two or more accounts to play on the Red Bull Wololo: Londinium ladder will lead to immediate disqualification. The use of alternative accounts is automatically detected and will be acted upon.

Dodging

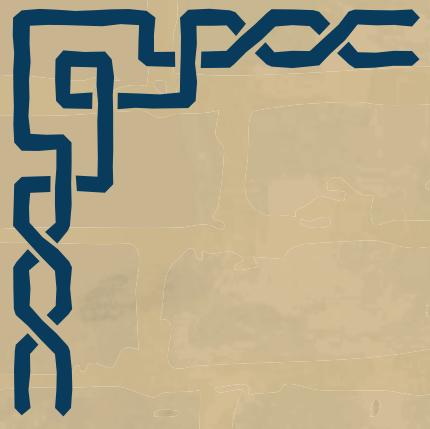
Dodging, the act of leaving the queue after a map or opponent has been determined, is prohibited.

We have ensured that players can not see who they're up against until the game has started entirely; however, some players may still want to leave the queue due to the map selected. This is still prohibited, and abusing it will lead to disqualification. We have automated systems in place to detect these scenarios, and people are looking over any abnormalities that may appear.

Match Fixing

Intentionally playing in a way to manipulate the outcome of a match, for personal gain or to provide an advantage to another individual, is strictly forbidden.

This also covers purposely leaving a match prematurely or refusing to let the opponent achieve victory by, for example, hiding villagers around the map in an attempt to make the opponent waste time.

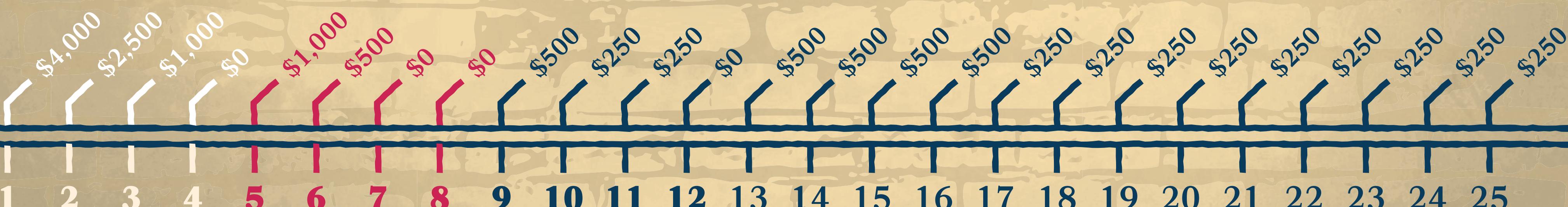


LADDER QUALIFICATION FORMAT

From January 2nd to 18th, 2025, 17.00 UTC, the Age of Empires II: Definitive Edition Empire Wars 1v1 ladder will become the Red Bull Wololo: Londinium ladder. The rating will be reset, and players may compete for a slot in the main event. The top four players advance into the main event, while 5th-12th place finishers gain an advantage for the last-chance qualifier, and 13th+ finishers will be seeded via the ATP for the last-chance qualifier.

Ladder Locked On

Sunday the 18th of January 2026, 17.00 UTC



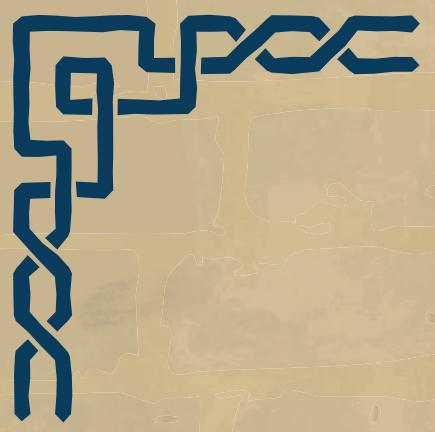
Direct Main Event Qualification

Major Qualification Advantage

Minor Qualification Advantage

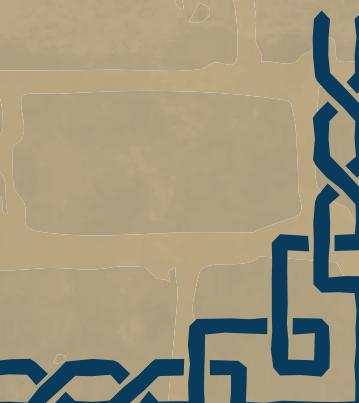
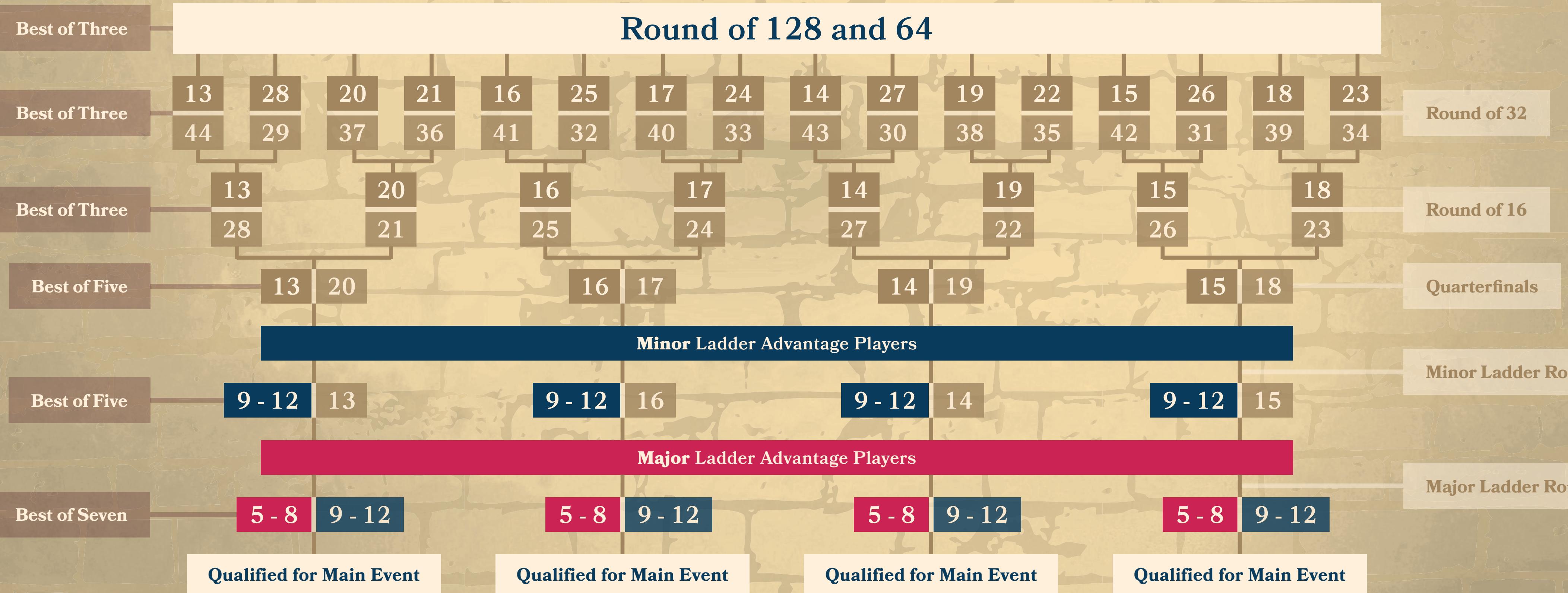
No Qualification Advantage





LAST-CHANCE QUALIFIER FORMAT

Round of 128 and 64



AGE OF EMPIRES II, MAIN EVENT FORMAT



AGE OF EMPIRES IV, MAIN EVENT FORMAT

The Age of Empires IV main event features four players competing in a single-elimination bracket. The competition unfolds over two rounds, beginning with the semifinals, where two best-of-five matches determine who advances to the final. The winners then meet in the grand final, played as a best-of-five series, to decide the championship title. The winner of the Grand Final is crowned the champion of Age of Empires IV.



PARTICIPATION

To partake in the Age of Empires II tournament as a player, it's crucial that the following steps are followed in order to properly register for the event and secure your chance to participate in the qualification stage.

The tournament side will be linked in an upcoming update, stay tuned.

[GO TO REGISTRATION](#)

[JOIN DISCORD SERVER](#)

Registration Instructions

Join the official Discord server for the event. This will be the main hub for all updates before and during the event, as well as the platform for scheduling and finding opponents during the qualification stage. Players who are not in the server once qualifications begin may be subject to automatic disqualification.

Register for the last-chance qualifier using the link above. Once the event begins, you can use the tournament page to view brackets and access detailed information about your matches. More in-depth instructions for registration are provided in the registration form.



§1. Registration Guidelines

- 1.1** Participants accept all rules and settings stated in this handbook by registering for the tournament.
- 1.2** The nickname provided must be pronounceable in English and must not contain offensive words or language.
- 1.3** Utilising an account that does not correctly reflect a participant's actual rating is strictly forbidden.
- 1.4** If a participant has access to and uses multiple accounts, they must provide this information in the registration form.
- 1.5** Participants are allowed to register with and utilise an operator.
 - 1.5.1** The operator will be responsible for communicating on behalf of the player, and the operator must be available at all times when the player is expected to.
 - 1.5.2** The player using an operator will be held responsible for the actions that the operator makes on their behalf.
- 1.6** Participants must not register for the event with an account they do not own.
- 1.7** Anyone working in any capacity on an Age of Empires title with World's Edge cannot participate.

GENERAL GUIDELINES

§2. Game & Patch

- 2.1** Participants must own a genuine copy of the respective game they are playing.
- 2.2** If a game receives an update before or during the event, a decision will be made whether to remain on the old patch or employ the new one.

§3. Cheating

- 3.1** Cheating or hacking is not allowed under any circumstances. Participants found utilising any cheats or hacks will be immediately disqualified and banned from all future events.
- 3.2** Communicating with people during a game, other than the opponent and the tournament administrators, is strictly forbidden. Receiving any information from third parties during a game may lead to disqualification.
- 3.3** The use of scripts or macros is strictly forbidden. Issuing multiple commands using only one action is considered illegitimate.

§4. Respect & Cooperation

4.1 All players are expected to keep a respectful and professional attitude to one another. Any behavior that violates the Age of Empires Code of Conduct or Xbox Community Standards will not be tolerated. This includes but is not limited to, insults, racism, sexism, bad sportsmanship and excessive use of aggressive/disrespectful language.

4.1.1 Any instances of misconduct or harassment will be taken very seriously and should immediately be brought to the attention of the tournament administration.

4.2 All participants must cooperate with a proper attitude and assist in any situation or incident they are involved in to ensure that the event runs smoothly.

§5. Betting

5.1 All individuals involved in the event, and all individuals with any capacity to influence the outcome of a game series, is banned from betting.

§6. Communication & Confidentiality

6.1 Participants must regularly check all platforms associated with the event for anything that may concern them.

6.2 The contents of private messages or correspondences that are not available to the public with the tournament administration are deemed strictly confidential, unless the content and surrounding conditions of these messages, by nature, must be brought up with third parties.

§7. Punctuality

7.1 Players must be in the game lobby and ready to begin their match before the scheduled time.

7.1.1 Preliminary practices such as drafting civilisations must be completed beforehand.

§8. Penalties

8.1 Upon discovering any participant committing any violations of the rules listed in this handbook, the tournament administration may issue one or more penalties.

8.1.1 Penalties range from verbal or written warnings, prize forfeitures, game forfeitures, match forfeitures and complete disqualification.

8.2 Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future events.

§9. Miscellaneous

9.1 The tournament administration reserves the right to amend, remove or otherwise change the rules at any time.

9.1.1 Any modifications or additions will be listed on the last page of the handbook.

9.2 The tournament administration reserves the right to judge and act on cases not explicitly covered by the handbook.

EVENT SETTINGS

§10. Seeding

10.1 For the last-chance qualifier, all players without a positional advantage are seeded using the ATP leaderboard, only counting S-tier events.

10.1.1 The seeding is locked on the 22nd of January, 18.00 UTC.

10.2 For the main event, all players are seeded using the ATP leaderboard, only counting S-tier events.

10.2.1 Players who are qualifying through the ranked ladder will always be seeded higher than players who qualify through the last-chance qualifier.

§11. Schedule

11.1 During the last-chance qualifier and main event, only the first matchup of a day happens at a set time. Unless specifically told otherwise, all subsequent matchups will begin immediately after the previous one has ended.

11.1.1 Players will be given a date and approximate time in which they are expected to play their games.

11.2 It is the player's own responsibility to keep track of the program and be ready once their matchup is coming up.

¶12. Civilisations

12.1 Participants must only draft civilisations that they themselves have access to in-game.

12.1.1 If a participant drafts a civilisation that they do not have access to, the opponent may pick any available civilisation that was not banned in the same draft.

12.2 If a player plays with a restricted civilisation, the game must be restarted, and the opponent may pick any available civilisation for that player to play in the restarted game.

12.2.1 The civilisation chosen must be picked from the opponent's drafted civilisation pool.

12.3 Players must not repeat a civilisation they already played during the same matchup.

12.3.1 If a civilisation was played due to a forced decision from a previous error, the civilisation may be repeated.

GAME RULES

13. Game Restarts

13.1 Players can request a restart in situations where their maps are bugged or otherwise failed to generate in the intended way.

13.2 The restart must be called during the first two minutes of in-game time.

13.3 After a restart, civilisations and colours must remain the same.

13.4 The administration retains the right to restart a game under any circumstance.

Conditions

- More than 25% of the sides on a player-specific gold deposit, stone deposit or forage bush cluster are inaccessible.
- The intended amount of relics fail to generate.
- Any herdable or wild animal that belongs to a player is trapped or in any way inaccessible.
- Any player-controlled units are trapped or in any way inaccessible.
- Villagers that are trapped but are otherwise still able to gather and deposit resources are excluded.
- Any player-specific object, such as resource deposit buildings, wild animals or villagers, fail to generate in the intended amount.

§14. Laming

14.1 Players are permitted to do anything that the game allows, including, but not limited to, walling in resources, blocking or killing villagers and killing enemy herdable or wild animals.

§15. Pausing

15.1 Players must only pause a game if they, or their opponents, are experiencing severe issues that are directly affecting the game and their ability to play.

15.1.1 Using a pause to take a break, visiting the bathroom, smoking or anything else non-technical is strictly forbidden.

15.2 An administrator can order a pause at any time for any reason.

15.3 Unless paused by the administration, players must immediately inform an administrator of the situation and issues they face.

15.4 The player pausing the game must also be the one to unpause the game.

15.4.1 Before unpauseing, the participant pausing the game must ensure that the opponent is ready to continue.

§16. Exploits

16.1 Intentionally utilising any bugs, glitches or errors in the game is not allowed.

16.1.1 In instances where bugs are utilised, the administration will decide whether the match should be restarted or not.

16.2 Players are not allowed to continuously stack large armies of melee units (excluding ranged melee units: Kamayuks, Steppe Lancers, Axeman, Gbetos and Mamelukes) on a small area using “patrol stacking” to force an advantageous fight. Each instance will be reviewed by the admin team on a case-by-case basis and will result in an admin loss for the player that uses this unit behavior on this map.

16.3 Contact the tournament administration for any uncertainty about what is considered an exploit.

16.4 In case a player is caught utilising exploits on the ranked ladder, a decision will be taken once the ladder has concluded.

17. Colours

17.1 During all games, the higher-seeded player must always play in the colour blue, and the lower-seeded player must always play in the colour red.

17.1.1 On maps where either red or blue may be challenging to see, the colour yellow must be utilised instead.

LOBBY SETTINGS

§18. Pre Lobby

18.1 Players must work together to find a game server that benefits them both equally.

18.1.1 If the players can not agree on a server to play on, they may flip a coin for the first game and alternate between their preferred servers going forward.

18.2 Hidden civilisations must be enabled.

18.3 All game lobbies must be hosted publically.

18.4 Spectators must be allowed.

18.4.1 A spectator delay of exactly two minutes must be used.

§19. In-Game Lobby

19.1 All parties are equally responsible for ensuring the lobby settings are correct before launching a game.

19.1.1 Wrong settings may result in a game being restarted.

Data Mod	Game Mode	Map Style
<input checked="" type="button"/> Default	<input checked="" type="button"/> Empire Wars	<input checked="" type="button"/> Custom
Location	Map Size	AI Difficulty
<input checked="" type="button"/> Map Name	<input checked="" type="button"/> Tiny	<input checked="" type="button"/> Standard
Resources	Population	Game Speed
<input checked="" type="button"/> Standard	<input checked="" type="button"/> 200	<input checked="" type="button"/> Normal
Reveal Map	Starting Age	Ending Age
<input checked="" type="button"/> Normal	<input checked="" type="button"/> Feudal Age	<input checked="" type="button"/> Standard
Treaty Length	Victory	Time Limit
<input checked="" type="button"/> None	<input checked="" type="button"/> Time Limit	<input checked="" type="button"/> 900 Years

Team Settings

- Lock Teams
- Teams Together
- Team Positions
- Shared Exploration

Advanced Settings

- Lock Speed
- Allow Cheats
- Turbo Mode
- Full Tech Tree
- Empire Wars Mode
- Sudden Death Mode
- Regicide Mode
- Record Game

MAPS

All maps for Red Bull Wololo: Londinium are brand new and are crafted especially for this tournament. All the maps for the event can be found in the game as official maps.

We have worked exceptionally hard to bring you some of the most competitive, visually stunning and entertaining maps. The map pool aims to provide a great variety for players and viewers alike.



CROWNWOOD

A land of hills where forests cling to the summits. The high ground makes protecting your woodlines challenging.



DOROTHEA QUARRY

A sunken pit with a central water basin brimming with oysters for those bold enough. Scale the surrounding heights to reach the exposed forests and additional resources.



GLACIS

While partially protected, you must leave the safety of your walls to take control of the no-man's-land in the centre of the map; otherwise, you risk leaving all the additional resources to your foes.



HENGESHOLD

Stonehenge stands in the center, encircled by relics and roaming wildlife for those bold enough to claim it. The outer perimeter holds many neutral resources and forests.



LOCH NESS

A slender river slices the map in half, with a small crossing through the middle. With most neutral resources surrounding the lake, controlling the waters will be crucial for victory.



RAMPART

Twisting earthen ramparts link every player in a maze of elevation. Only few woodlines surround the player initially, but abundant wildlife can be found roaming the lands.



STONEFRONT

Few resources surround the players. Wealth lies in nearby quarries surrounded by rock formations that make maneuverability difficult. Map control is key to victory.



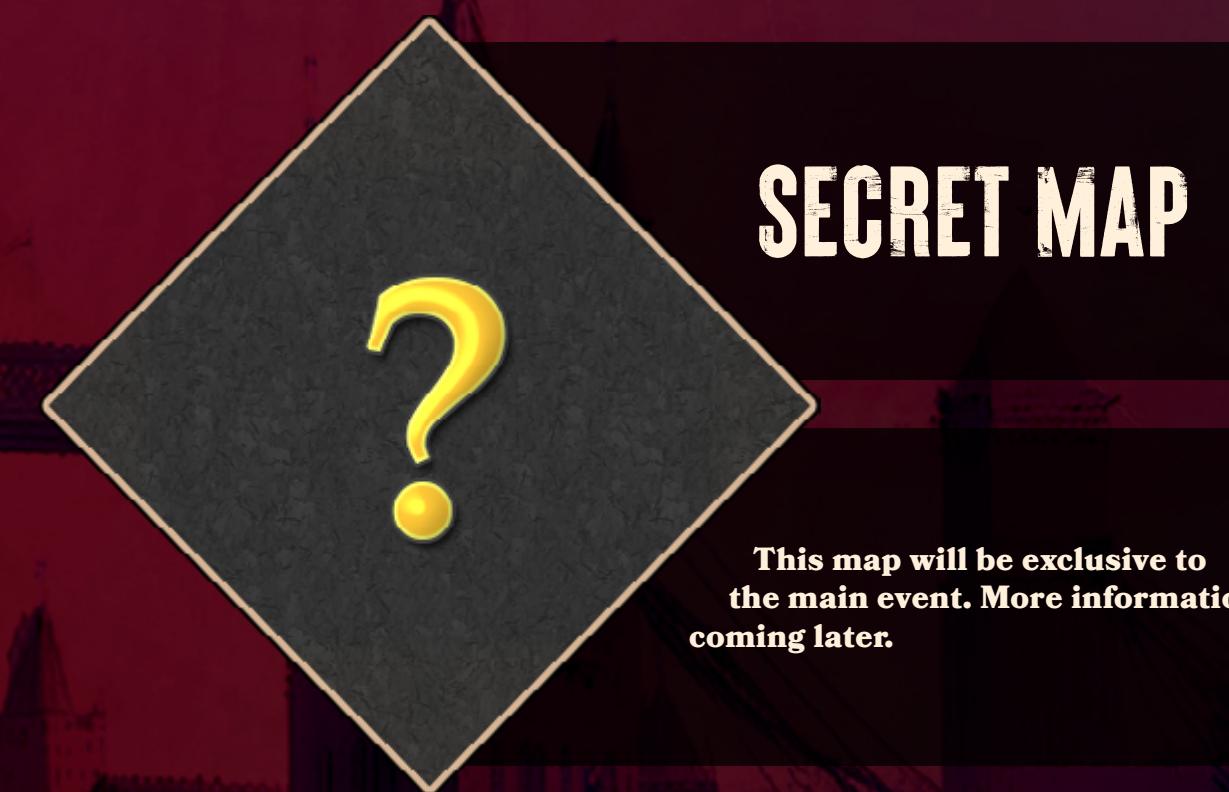
THAMES

Battle along the River Thames. Seize the Royal Albert Hall to gain a population bonus or control the south of the map for an unlimited supply of gold and stone.



VULPINE

Unbuildable terrain surrounding you makes expansion a gamble. Hunt the roaming foxes for a significant gold boost and chop through the central forest to take control of the secrets within.



We have two more exciting maps in store for the event, and we are excited to release these maps soon. These two maps won't be used for the qualifiers, but instead, will be featured in the main event.
More information to come.

PRIZES & PAYOUT



§20. Rules & Conditions

20.1 All required games must have been played within the respective timelines.

20.2 Payments are handled exclusively through bank transfers and will be issued by a German law firm acting as an independent payment intermediary on behalf of the tournament organiser.

20.2.1 Prize payouts will be made in US dollars

20.2.1.1 If the participant cannot receive payment in dollars, the amount will be converted to the participant's currency using the actual exchange rate on the day the payout is processed, to avoid fluctuations in the tournament prize money budget.

20.3 Participants eligible for prize money must fill out an invoice template provided by the organiser.

20.4 The invoice must be submitted no later than one month after the tournament's conclusion.

20.4.1 If the required invoice is not received within the stated deadline, the organiser reserves the right to cancel the prize payment, as payment cannot be processed without the completed documentation.

20.5 The tournament administration reserves the right to cancel any pending payment, if evidence of fraud or foul play is discovered.

20.6 All payments and prizes are subject to taxation in accordance with the participant's country of tax residence. Each participant is solely responsible for declaring and paying any taxes due under their respective national tax laws.

20.6.1 The tournament organiser and the German law firm, acting as the payment intermediary, will not withhold or remit taxes on behalf of participants, unless required by law.



QUALIFIER PRIZE DISTRIBUTION

In addition to the prize money earned through the ladder qualifier, players who do not advance to the main event will still receive compensation as outlined in the table below.

The total prize pool for the last-chance qualifier amounts to \$16,000, while an additional \$14,000 are allocated to the ranked ladder.

Position	Payout	Percentage	Payout	Percentage
	Per Player	Per Player	Total	Total
Major Ladder Round, Losers (4)	\$2,500	15.63%	\$10,000	62.50%
Minor Ladder Round, Losers (4)	\$1,000	6.25%	\$4,000	25.00%
Quarterfinals, Losers (4)	\$500	3.13%	\$2,000	12.50%



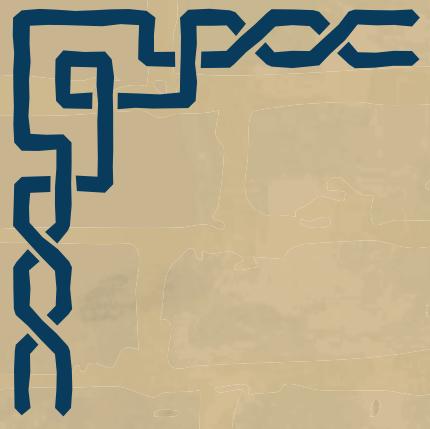


AGE OF EMPIRES II, MAIN EVENT PRIZE

The total prize pool for the Age of Empires II main event amounts to \$170,000.

Position	Payout		Percentage	
	Per Player	Total	Per Player	Total
Winner (1)	\$50,000	29.41%	\$50,000	29.41%
Runner-Up (1)	\$30,000	17.65%	\$30,000	17.65%
3 rd to 4 th Place (2)	\$20,000	11.76%	\$40,000	23.53%
5 th to 6 th Place (2)	\$15,000	8.82%	\$30,000	17.65%
7 th to 8 th Place (2)	\$10,000	5.88%	\$20,000	11.76%





AGE OF EMPIRES IV, MAIN EVENT PRIZE

The total prize pool for the Age of Empires IV main event amounts to \$40,000.

Position	Payout		Percentage		
	Per Player	Total	Per Player	Total	
Winner (1)	\$20,000		50.00%	\$20,000	50.00%
Runner-Up (1)	\$10,000		25.00%	\$10,000	25.00%
3 rd to 4 th Place (2)	\$5,000		12.50%	\$10,000	25.00%



CONTENT CREATION

Red Bull Wololo: Londinium main event offers open streaming and free use of the tournament resources under the condition that the requirements below are wholly accepted and followed. Registration as a broadcaster is not a requirement.

§21. Broadcasting

- 21.1** The title of the stream must contain the words "Red Bull Wololo: Londinium".
- 21.2** When playing on the official tournament ladder or in any of the qualification stages, players are allowed to stream their point of view.
 - 21.2.1** For the last 48 hours of the ranked ladder qualifier, a two-minute stream delay is required.
 - 21.2.2** During all live games in the last-chance qualifier, a stream delay of at least two minutes is required.
 - 21.2.3** External information that could give players an unfair advantage must not be visible to the player while in-game.
 - 21.2.4** Failing to add an appropriate stream delay during tournament games may result in disqualification and forfeiture of potential earnings.

CHANGELOG

Version 1.0

- Initial release.