

Scoring System Italia 2010 (ver. 28 Mar 2024)

Disclaimer: This is an excerpt not all the rules have been translated, please have a look at the Italian version.

The Scoring System considers the number of SCs owned at the end of the game, plus different bonuses.

1. Participation and elimination

The single participation in a game grants 1 point. Such is the total score in case of elimination, or, in case of survival, will be added to the score described and calculated in Chapter 2 of this document.

2. Score calculation

2.0 – Unmodified Score

Unmodified Score is equal to the number of SCs owned at the last played Fall, multiplied by 4. Various bonuses add to this score (see in particular 2.1, 2.2 and 2.3)

2.1 – Position bonus

Players obtain different bonuses depending on their final position. More precisely:

First position grants 70 points bonus.

Second position grants 34 points bonus.

Third position grants 16 points bonus.

Important: since (see Chapter 3 of this document) there's no sharing position, the Position bonuses can't be shared, too.

2.2 – Break

If the winner of the game ends with three or more SCs more than the second, there is Break and he gains other 30 points (thus, $70+30 = 100$ points bonus for victory).

2.2.1 – No-break

If there's no break instead (I.E. the second is within a three SCs distance from the first), every survived player except the first gains 10 bonus points more.

The score calculated at this point is called **Modified Score**.

2.3 – “TSS” Bonus

At the end of the game, you count all the players who finished with at least 3 SCs. That number (minus 1), multiplied by 10%, is TSS (“**Three-SCs-Survivors**”).

Each survived player (with at least one center owned at the end of the game) receives a bonus equal to his Modified Score multiplied by TSS. For example, if 4 players end with 3 or more SCs, TSS is equal to 30% and each player gets his Unmodified Score increased by 30%

Please do note that, since for TSS calculation you consider only players with 3 or more SCs, it's not important whether the other players have been eliminated or survived with 1 or 2 SCs – but those survived players get their TSS bonus, too.

2.4 – Total score

Total score is the sum of Modified Score plus TSS bonus plus 1.

2.4.1 – Solo

In case of a solo (18 SCs), the winner's bonus will be 170 points so his final score will (70 first + 30 Break+170 + (4*18) +1) * (TSS), while all the other players will get 1 point.

I.E:18 centers with 4 players with 3 centers or more = 445,9

3. Other rules

3.1 Game turns

The games will be played for 7 years, 14 turns of units movements, the winter turn is included in the following spring. The game ends without writing the constructions of the last winter, the center count will be updated in the last fall.

The TD may announce that matches last more or less than the standard 7 years before the start of the round. The top board see specific rule.

3.2 Even results

If two or more players finish the game with the same number of SCs, they do not share their Position bonuses; to resolve the parity, you consider the situation in the previous year and see if one of those players has more SCs, and if necessary you consider the year before, and so on until the situation is solved in advantage of one of those players, who obtains the whole bonus for the position gained.

For example, if A and B wins a game with 9 SCs each in 1907, you consider 1906 when A had 9 and B had 8: A is the winner and takes the whole First Position bonus (70 points), while B takes the Second Position bonus (34 points) plus No-Break bonus (10 points).

If the situation is still even in 1901, then there is a priority based on which Country has been played; this priority order is: Austria, Germany, Italy, Turkey, England, Russia, France. So, if France and Italy are even in 1901, then Italy has precedence and wins.

3.3 ranking for the top board

The summed result of all the games points gained before the top board.

4. Top Table scoring

Top Table scoring are increased by 20%, reflecting the higher difficulty in that board.

The first three places of the tournament will be the first three players of the top board, since the 4th places could come from other tables too.

4.1 Top table power draw

The powers will be picked randomly from a cup/bag, starting from the first in the ranking and going through the others in order of scored points.

5. The Draw

The draw could be requested since the 1904 fall turn, and in any other fall turn after.

The draw is accepted by raising hand, no more than a minute to decide, it is open no secret ballots or any other way of wasting gaming time.

6. Other Rules

Playing on two boards will give you 15% more of the two results if you are not eliminated on both.

The TD can offer you points to sit out a round, the TD will decide how many point will give you at the start of the event or at the first time he need somebody to sit out.

For the WDC 2024 the sit out points are set at 50. We will try to avoid that the same person sit out two times but if it will happen he/she will get 50 points for each time have not played. Please note that the 50 points are only given if a TD ask for staying out, any TD will get the points for staying out as any other player.

6.1 Multiple orders

We're all here to have fun and there's no point in being too strict about orders.

In the case of multiple orders, the last one will be considered valid (from left to right, from top to bottom).

5.1.1 Example

A Ber – Mun; A Ber – Kie;
The last one “– Kie” is valid

5.1.2 Example on builds

+ A Kie; + F Ber

The player has only 1 build, he will only build F Ber.

Be careful if the valid construction, therefore the last one, is in occupied or invalid spaces it will not be possible to build only there.

6.2 One minute more

Only once per game, each player may take "the minute", having a minute more to write orders after the deadline.

More than one player can take the "minute" at the same time, all others will have already delivered the orders, the minute will be used only to write the orders never to do diplomacy.

To be sure, the players, who took the minute will be marked with an asterisk on the center count, close to the power of the player.

7. TD decisions are final

8. Rules of conduct

For the Italian laws you cannot discriminate for age, sex, religion or any kind of personal appearance, or simply for hating, sometime is also a penal offence.

We are here to have fun, share some drinks, and meet each other.

Any conduct that could be reported as an offence, shown during the tournament, may carry the player to lose up to 200 points or to be disqualified at completely will of the TD(see previous point).