



Scoring Based on Acceptable Risk/Reward Optimization

Consists of 2 phases.

Phase 1: Round Robin consisting of any number of players. Standard land maps.

Scoring for Phase 1:

Players play 1 game vs all others in round robin. If there are 12 players, that's 66 matches. That's a ton, and may be too much.

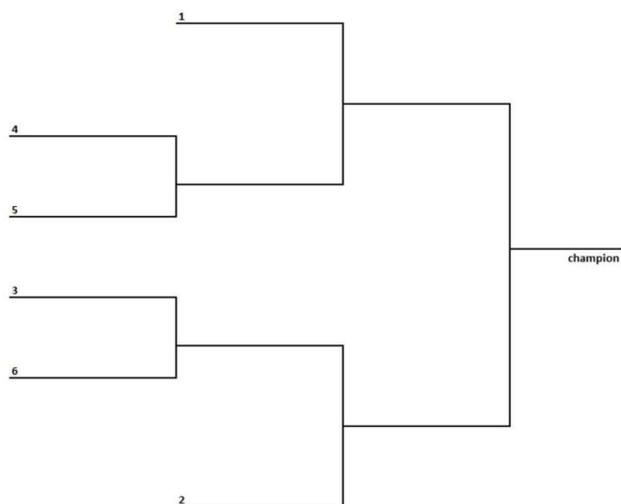
Hidden pick civs, no repeat. If you win, you get points. If you lose, you get no points. Points per civ are listed below...

Civ	Points per Win	Civ	Points per Win	Civ	Points per Win
Aztecs	1	Berbers	3	Burmese	4
Chinese	1	Bulgarians	3	Byzantines	4
Khmer	1	Celts	3	Italians	4
Mayans	1	Ethiopians	3	Koreans	4
Persians	1	Incas	3	Saracens	4
Britons	2	Indians	3	Turks	4
Franks	2	Japanese	3	Cumans	5
Huns	2	Lithuanians	3	Goths	5
Mongols	2	Magyars	3	Portuguese	5
Slavs	2	Malay	3	Tatars	5
Spanish	2	Maliens	3	Teutons	5
Vikings	2			Vietnamese	5

Top 6 total point earners move on to phase 2.

At the end there cannot be a tie among the top 6. Tiebreaker will consist of FFA Tier 5 civs. Winner will be highest ranked, working down to first defeated as lowest rank. Obviously tiebreakers can be anything we want, so could use highest civ point used, or most civ points used combined.

Phase 2:



6 Person Tournament. Why 6? To add incentive to trying to get the #1 and #2 spots for the byes by risking more in Phase 1. Also, since there are only 35 civs it needs to be 7 or less for each player getting 5 civs. Which leads me to the civ draft.

Civ draft begins before tournament starts! Snake draft is in order... P1 first to P6 last.

Maps will be set for every BO5: Arabia (set G1), Medi, Arena, Golden Pit, Arabia (set G5). Loser chooses next map to be played. Obviously this could change.

The civs in this draft will be your civ pool for each series of the tournament! Must choose wisely and prepare for each different map type.

Optional: The winner of a series can add civs that they beat in phase 2 to their civ pool. So, if they win 3-1 they get to add the 3 civs they beat to their pool for the next round. This could be a crazy boost to lower seeds though.