

ALLEGIANCE

War of Factions

Tournament Game Assignment

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Allegiance uses a modified Swiss-style of pairing and tournament play. You can either do game assignments using CCG Master (available for download at Allegianceccg.com) or by hand using the following document.

1st Round Game Assignment

Players are assigned to games randomly before the first round. To do this assignment by hand, first assign a number to each player.

Example:

- 1 Card, Lance
- 2 Grierson, Andrew
- 3 Kauffman, J.T.
- 4 Grierson, James
- 5 Kugler, Chris
- 6 Schoonover, Megan
- 7 McDonald, Kara
- 8 Roggio, Kristy
- 9 Smith, Joe

Next, determine the number of games you need each round to run the tournament, and how many players those games are. By default, Allegiance uses 3- and 4-player games in tournament settings, with a preference shown to 3-player games. Thus:

<u>Players</u>	<u>Games</u>	<u>Players</u>	<u>Games</u>
5 or less	not recommended	21	7x three-player
6	2x three-player	22	6x three-player, 1x four-player
7	1x three-player, 1x four-player	23	5x three-player, 2x four-player
8	2x four-player	24	8x three-player
9	3x three-player	25	7x three-player, 1x four-player
10	2x three-player, 1x four-player	26	6x three-player, 2x four-player
11	1x three-player, 2x four-player	27	9x three-player
12	4x three-player	28	8x three-player, 1x four-player
13	3x three-player, 1x four-player	29	7x three-player, 2x four-player
14	2x three-player, 2x four-player	30	10x three-player
15	5x three-player	31	9x three-player, 1x four-player
16	4x three-player, 1x four-player	32	8x three-player, 2x four-player
17	3x three-player, 2x four-player	33	11x three-player
18	6x three-player	34	10x three-player, 1x four-player
19	5x three-player, 1x four-player	35	9x three-player, 2x four-player
20	4x three-player, 2x four-player	36	12x three-player

...and so on. For tournaments more than 36, either use the pattern to determine the number of games, or determine the number of games by hand (with a maximum of 2 four-player games

occurring).

Thus, in our example, we would create 3 three-player games. We will call these three games Game A, B, and C.

Next, randomly assign each player to a game. You can do this most easily with a die, although other methods (drawing names from a hat, etc.) will work as well.

So, in our example, we will roll a 10-sided die three times to see who will play in Game A, ignoring a roll of 0 or 10 (since we had 9 players), as well as ignoring any rolls that correspond with the number of a player who is already assigned to a game.

Again, in our example...

Game A Die rolls are: 8, 5, 7

So, the players assigned to Game A are:

8 Roggio, Kristy
5 Kugler, Chris
7 McDonald, Kara

Game B Die rolls are: 2, 6, 2 (duplicate, so a reroll is done), 3

So, the players assigned to Game B are:

2 Grierson, Andrew
6 Schoonover, Megan
3 Kauffman, J.T.

Game C No die rolls are required, since there are only 3 players left assigned to a game:
players 1, 4, and 9

Thus, players assigned to Game C are:

1 Card, Lance
4 Grierson, James
9 Smith, Joe

So, our game assignments for round 1 are:

Game A: 8 Roggio, Kristy
5 Kugler, Chris
7 McDonald, Kara

Game B: 2 Grierson, Andrew
6 Schoonover, Megan
3 Kauffman, J.T.

Game C: 1 Card, Lance
4 Grierson, James
9 Smith, Joe

Run round 1 like normal. At the end of the allotted time period, check the victory influence for each player and which player won, if any. In our example, let's assume that the following happened.

Game A: Chris Kugler won
 Game B: Andrew Grierson won
 Game C: wanderer victory, so no player won

The final Victory Influence totals are as follows:

Game A: 8 Roggio, Kristy - 13
 5 Kugler, Chris - 21 (+ 1 win)
 7 McDonald, Kara - 6

Game B: 2 Grierson, Andrew - 24 (+ 1 win)
 6 Schoonover, Megan - 10
 3 Kauffman, J.T. - 23

Game C: 1 Card, Lance - 15
 4 Grierson, James - 18
 9 Smith, Joe - eliminated from game

Now, in our example we were playing to a total of 20 victory influence points. It appears that J.T. did well also, getting the required 20 victory influence but not having the most in his game, so he did not win. Joe, however, was eliminated from the game and receives no victory influence for that game. James and Lance, also in Game C, did not win, but were not eliminated, so they will keep their victory influence.

So, including bonuses and eliminated players, this is the standings after the first round, noting which game the players played in and which round it was in, as well as noting the number of wins that the players have:

#	Name	Game	Wins	Pts.
8	Roggio, Kristy	Game 1A	0	13
5	Kugler, Chris	Game 1A	1	21
7	McDonald, Kara	Game 1A	0	6
2	Grierson, Andrew	Game 1B	1	24
6	Schoonover, Megan	Game 1B	0	10
3	Kauffman, J.T.	Game 1B	0	23
1	Card, Lance	Game 1C	0	15
4	Grierson, James	Game 1C	0	18
9	Smith, Joe	Game 1C	0	0

2nd Round (and later) Game Assignment

The first thing to do is to figure up the standings, from most wins to least, with ties broken by the number of points each player has:

Plc.	#	Name	Game	Wins	Pts.
1 st	2	Grierson, Andrew	Game 1B	1 win	24
2 nd	5	Kugler, Chris	Game 1A	1 win	21
3 rd	3	Kauffman, J.T.	Game 1B	0 wins	23
4 th	4	Grierson, James	Game 1C	0 wins	18
5 th	1	Card, Lance	Game 1C	0 wins	15
6 th	8	Roggio, Kristy	Game 1A	0 wins	13
7 th	6	Schoonover, Megan	Game 1B	0 wins	10
8 th	7	McDonald, Kara	Game 1A	0 wins	6
9 th	9	Smith, Joe	Game 1C	0 wins	0

Note that J.T. has more points than Chris, yet Chris is ranked higher because he won his game, whereas J.T. did not.

Game Assignment in later rounds is fairly easy, but is done a slightly different way. Assignments are done according to the number of points that the player has. Normally, you would just put the players in groups of three:

2 Grierson, Andrew	Game 1B	1 win	24
5 Kugler, Chris	Game 1A	1 win	21
3 Kauffman, J.T.	Game 1B	0 wins	23
4 Grierson, James	Game 1C	0 wins	18
1 Card, Lance	Game 1C	0 wins	15
8 Roggio, Kristy	Game 1A	0 wins	13
6 Schoonover, Megan	Game 1B	0 wins	10
7 McDonald, Kara	Game 1A	0 wins	6
9 Smith, Joe	Game 1C	0 wins	0

However, if you look at the games that the players were in in the first round, you'll see that both the first and second groups have players who have already played each other. This must be corrected. Player 3 will move down to the second group, while player 4 will move up to the first. This will make so that none of the games have players who have already played each other.

Thus, the assignments for round 2 are:

Game 2A:

2 Grierson, Andrew	Game 1B	1 win	24
5 Kugler, Chris	Game 1A	1 win	21
4 Grierson, James	Game 1C	0 wins	18

Game 2B:

3 Kauffman, J.T.	Game 1B	0 wins	23
1 Card, Lance	Game 1C	0 wins	15
8 Roggio, Kristy	Game 1A	0 wins	13

Game 2C:

6 Schoonover, Megan	Game 1B	0 wins	10
7 McDonald, Kara	Game 1A	0 wins	6
9 Smith, Joe	Game 1C	0 wins	0

Now, in our example, we are running a 2 round tournament. After the allotted time period, we'll see what the results are:

Game 2A

2 Grierson, Andrew – 20 - winner
 5 Kugler, Chris - 19
 4 Grierson, James - 15

Game 2B

3 Kauffman, J.T. - 27 - winner
 1 Card, Lance - 21
 8 Roggio, Kristy - 8

Game 2C (no winner – time ran out)

6 Schoonover, Megan - 19
 7 McDonald, Kara - 3

9 Smith, Joe - 19

In a situation such as Game 2C, where time ran out without a victor, there is a tie-breaker that can be used if two or more players are tied and have all achieved a victory condition. Simply count the influence tokens that correspond to any other factions that they have in play but do not have 5 members of. If that results in a tie as well, count all influence tokens that they have in their possession at the end of the game. In the case that this is still a tie, both players are awarded a win unless one wishes to give the win solely to the other player.

Note that in any case where additional influence tokens are counted towards the win, these are not counted in their final score. Thus, a game where both players tied at 20 victory influence points would be recorded at 20 victory influence points each instead of the final count from the tiebreaker.

So, the standings currently are:

Plc.	# Name	Wins	Points
1 st	2 Grierson, Andrew	2 wins	44 points (24 + 20)
2 nd	3 Kauffman, J.T.	1 win	50 points (23 + 27)
3 rd	5 Kugler, Chris	1 win	40 points (21 + 19)
4 th	1 Card, Lance	0 wins	36 points (15 + 21)
5 th	6 Schoonover, Megan	0 wins	35 points (10 + 25)
6 th	4 Grierson, James	0 wins	33 points (18 + 15)
7 th	8 Roggio, Kristy	0 wins	21 points (13 + 8)
8 th	9 Smith, Joe	0 wins	19 points (0 + 19)
9 th	7 McDonald, Kara	0 wins	9 points (6 + 3)

Again, player 3 has more points than player 2, but player 2 is in 1st place since he won both of his games. Since players 3 and 5 both had one win, we look at the points to determine their placing.

These are the final standings for the tournament. Should a tournament have more rounds, these standings are what pairings later games would be done using (although in a 3+ round tournament the size of the example tournament, the pairings will get more and more difficult to do, as players will begin to be in games where they have already played some or all of the players). Newer games take precedence over older games, so if two players played each other in the last round, they should not play in the same game the following round.

In the case of ties, where two or more players have exactly the same number of wins and points, add up the totals of all of their opponents' scores. The person whose opponents scored the highest will be ranked first (or highest), and so on.