

AGRICOLA – WM 2013

Final Tournament

1. General rules:

1.1 Referees:

1.1.1 The tournament will be presided by multiple referees.

1.1.2 The players have to report any kind of rules violation to a referee immediately. A referee's decision has to be accepted in any case. If a player does not report a rules violation immediately when it takes place, that player automatically accepts the validity and scoring of the game.

1.1.3 Objections to a game can only be raised when it is still running or immediately after it ends. Results cannot be challenged later.

1.1.4 The tournament direction may disqualify players due to intentional rules violations that would decide the outcome of the game in a certain player's favor. Such a disqualification can only take place before the tournament is over – when the game in question is still running or immediately after it ends. When the tournament is over and the winner has been announced, the tournament direction cannot take measures like that anymore.

1.2 Course of the tournament:

1.2.1 The organizer may introduce a time rule for all rounds. This rule will come into effect at a table when the game takes longer than 30 minutes per player. From then on, each player at that table may only take 20 seconds per turn. If a player fails to place his family member within those 20 seconds, that family member will be placed on the first applicable action from the left (see below). No game may be cancelled prematurely.

First applicable action from the left: go through the actions column by column, from top to bottom and from left to right. In particular, start with the additional action in the top left corner, continue with the action below that one and so on until you have checked all the actions in the first column. Then start with the action at the top of the second column, continue downwards and so on. Skip actions that the player cannot take (like “After renovation...” if the player cannot renovate).

1.2.2 The tournament is divided into three successive rounds involving all participants. In each of these three rounds, only the base game with the addition of the WM deck will be played. Every round, a different card selection method will be used.

1.2.3 English is the official tournament language. Apart from the English cards, German cards will be available for quick reference.

1.2.3 In the first round, the table and player distribution as well as the starting player at each table will be determined by a predefined game schedule.

If possible, all tables will be set up for four players. If the number of participants is not divisible by 4, the last few tables each will only have three players. If, for instance,

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there were 50 participants, there would be 2 tables with three players and 11 tables with four players. If possible, no table (T01 to T13) should have more than one player from any particular country.

1.2.4 In the second round, the players will be assigned to the tables according to their tournament scores of the first round (so-called Swiss system). This means the winners of the first round will be randomly matched to play against each other in the second round. The same applies to the further ranks; however, there may be overlaps. The tournament direction will make sure that no two players will play more than once against each other during the course of the tournament, especially if players have been tied.

The third round will be organized similarly only that the tournament scores of the first two rounds will be added together.

Example of a table distribution in the second round

T01: 4 winners (8 points)

T02: 4 winners (8 points)

T03: 4 winners (3 x 8 points, 1 x 7 points)

T04: 1 winner, 3 second places (1 x 7 points, 3 x 5 points)

T05: 4 second places (4 x 5 points)

T06: 4 second places (4 x 5 points)

T07: 2 second places, 2 third places (2 x 4 points, 2 x 3 points)

T08: 4 third places (4 x 3 points)

T09: 4 third places (4 x 3 points)

T10: 3 third places, 1 fourth place (1 x 3 points, 2 x 2 points, 1 x 1 points)

T11: 4 fourth places (4 x 1 points)

T12: 3 fourth places (3 x 1 points)

T13: 3 fourth places (3 x 1 points)

The third round is based on the total score of the first two rounds – the players will be matched accordingly. In case of a tie, they will be matched at random.

1.3 Tournament scoring:

1.3.1 After each game, the players will get points according to their ranks.

At a table with 3 players: 7, 4, 2 points

At a table with 4 players: 8, 5, 3, 1 point(s)

1.3.2 If a number of players is tied at the end of a game, add up the points for that many successive ranks and divide the sum by that number. Examples:

2 first places in a 4-player game: $(8+5)/2 = 6.5$ points

2 second places in a 4-player game: $(5+3)/2 = 4$ points

2 *third places* in a 4-player game: $(3+1)/2 = 2$ points

3 *first places* in a 4-player game: $(8+5+3)/3 = 5.3$ points

4 *tied players* in a 4-player game: $17/4 = 4.2$ points

etc.

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1.3.3 If, after the 3 rounds, there is a tie between the two participants with the highest tournament scores, the winner will be determined as follows:

If those players have played against each other in a game, compare their scores in that game. The player with the higher score will break the tie unless they both had the same score. In this case, the player who came later in turn order will break the tie.

If they have not played against each other, the player who was sitting at table 1 in the third round will break the tie.

If still tied, there will be multiple winners.

1.4 Players' tasks – components:

1.4.1 The game board has to be set up by the players sitting at the table. The additional actions have to be placed on the board at random.

1.4.2 The components on the table have to be visible to all players at all times, especially the components in the personal supplies, i.e. family members, fences and stables.

1.4.3 In all games, the starting player is responsible for organizing the components. Only the starting player may replenish the action spaces at the beginning of each round while the other players are watching him. If, on his turn, a player wants to pay for something, he has to put the payment aside first so that the other players can check it; only then he may put the payment into the general supply.

1.4.4 The harvest time is played in turn order so that the other players can watch each other while resolving the harvest.

2 Card selection methods in each of the 3 rounds:

2.1 Card selection in the first round

“Bidding for Decks”. Before the first game begins, each player has to write down a number of points secretly on a piece of paper. This number will be deducted from his score at the end of the game (i.e. from his total number of victory points in that game, not the tournament score). Write down the bids in the “Bonus points” category on the scoring pad. The highest bidder may choose one of the WM sub decks first. Ties are broken by the turn order position (in clockwise order). Players may bid 0. Afterwards, each player has to reduce his card hand down to 7 occupations and 7 minor improvements.

2.2 Card selection in the second round

“Stack Draft”. All the cards from the 5 WM sub decks will be shuffled together (literally: both, occupations and minor improvements, in a single pile!). Then turn 4 cards from the top of the pile face-up and place them next to each other on the table. These cards initiate stacks A, B, C and D. The starting player chooses one of these stacks and then places one more card on each of the remaining stacks as well as a replacement card for the stack he just took. The next player in turn order chooses a

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stack next and places new cards as described etc. Repeat this procedure until each player has chosen a stack 7 times (i.e. until there are only 3 cards left in the draw pile). Remove the remaining cards from the game. At tables with 3 players, only 3 stacks are used; the players still choose stacks 7 times as usual. Afterwards, each player has to reduce his card hand down to 7 occupations and 7 minor improvements at most. It is possible that some players will not have 7 cards of each type (i.e. occupations and minor improvements).

2.3 Card selection in the third round

“Love your Neighbour” Draft. Shuffle the occupations and minor improvements separately. Deal each player a hand of 8 occupations and 8 minor improvements. The occupations will be drafted first.

Each player chooses a card for himself and a card for the player to his right. Consequently, each player will form two stacks of cards in front of him. The remaining cards are passed to the left. Repeat this procedure until each player has chosen 4 cards for himself and 4 cards for the player to his right. Then give those cards to that player. Each player may have a quick look at the cards that have been drafted for him. Then draft the minor improvements in the same fashion but in reverse order: each player chooses a card for himself and a card for the player to his left and passes the remaining cards to the right. In the third and final round, each player will have 8 occupations and 8 minor improvements.