

Rules for Quixote's Fourth Darwinian Tourney – revision 1.1

Darwin 4 is the first “real” VGA Planets tournament of its kind for version 4. It is actually a series of quick games between two two-man teams on a 40-planet galaxy with high resources. The games will be hosted on Drewheads. The wise player will download the snowflake map from Admiral Quixote's Quarters and evaluate it before playing. The map is 900 light-years by 900 light-years. However, the players will not start opposite from each other. Your opponent will start on either your right or left (Drewhead, who is not playing, will randomly select this). This means that the two closest enemies will start 494 light-years away from each other and the two farthest enemies will start 779 light-years away. Teammates will start 202 light-years from each other. This design was very carefully crafted. It should allow plenty of room for hyper-races to move, but also allow the non-hyper-races to be quite viable. It allows for early attacks on your opponents, but you aren't sure if they start on your right or left. It also ensures unneighborly races (e.g., Bots, Privs) won't automatically start taking from their partner's homeworld on day 1. Roger “Pyro” Norris wrote a custom-scripting program for this tournament. I strongly recommend that you download it from Admiral Quixote's Quarters to get a feel for the resource distribution.

The tournament is double-elimination. So even if you lose a game, you will have the opportunity to win. Once a team loses two games, they are eliminated. You will know which team you face before you pick your races for your match. You are allowed – and encouraged – to pick difference races for each match. Once both teams have emailed their host their race selections, they can then sign up for the game at Drewheads. This is to ensure that both teams pick their races in secret. In other words, no team should know the race picks of their opposition until after all picks have been made. Note: I will be playing in this tournament. In all games where I am a player, another player will host.

The Colonies of Man and the Peeps are not allowed in this tournament. All other race combinations are legal – including one team picking two of the same race if they so desire.

The tournament is a double-elimination competition, to ensure that every team got to play against at least two different styles of enemies. The number of total rounds depends upon the number of teams that play and how they do. However, I estimate that most teams will play about 3, maybe 4 games before being eliminated (and some teams will only play 2 games). This may sound like a lot - but with only 40 planets per map, these games will go far more quickly than most games. If you look at the actual number of orders given - I expect the champion team – which by definition will play the most games – will have given out less commands than most people do in one game with 500 planets.

The teams were seeded via an anonymous online survey. The entire purpose of a seeding tournament is to increase the odds that the best teams meet in the championship game vs. wiping each other out in the first two rounds. That said, the ranking process was an opinion-based process (based on the opinions of all players). The purpose of the tournament is to have fun and to see what the true rankings really are.

In each round, the top ranked teams (highest 50% by seed) will not play each other. If there is an odd number of teams surviving, the highest seeded team will receive a bye. (A bye is an automatic entry into next round without playing.) However, no team shall receive two byes if some teams have not yet received a single bye. In this event, the highest-seeded team that has not yet received a bye will get the bye. (For example, if Round 3 consists of 9 teams and the Seed 1 team is still alive, Seed 1 would get the bye and the other 8 teams would play. Then in Round 4 if there were 5 teams left and Seed 2 was still alive, Seed 2 would get the bye since Seed 1 already had a bye).

	Round 1	Round 2	Rounds 3 & up
Seed 1	Seed 1 vs. Seed 7	Seed 1 vs. Seed 10	TBD
Seed 2	Seed 2 vs. Seed 8	Seed 2 vs. Seed 11	TBD
Seed 3	Seed 3 vs. Seed 9	Seed 3 vs. Seed 12	TBD
Seed 4	Seed 4 vs. Seed 10	Seed 4 vs. Seed 7	TBD
Seed 5	Seed 5 vs. Seed 11	Seed 5 vs. Seed 8	TBD
Seed 6	Seed 6 vs. Seed 12	Seed 6 vs. Seed 9	TBD
Seed 7	Seed 1 vs. Seed 7	Seed 4 vs. Seed 7	TBD
Seed 8	Seed 2 vs. Seed 8	Seed 5 vs. Seed 8	TBD
Seed 9	Seed 3 vs. Seed 9	Seed 6 vs. Seed 9	TBD
Seed 10	Seed 4 vs. Seed 10	Seed 1 vs. Seed 10	TBD
Seed 11	Seed 5 vs. Seed 11	Seed 2 vs. Seed 11	TBD
Seed 12	Seed 6 vs. Seed 12	Seed 3 vs. Seed 12	TBD

Victory conditions for each round are simple - the other team must be eliminated or must surrender. Since there will only be 4 players in each game, the pace of the game is up to those four. You should average at least 2 turns per week, but how you do this is up to you. If there is any disagreement, the game will be set to two turns per week. So long as you let me know well in advance, breaks for vacations, etc. can be worked around. The first rounds will start shortly. Due to various player schedules, the earliest matches should start next week. The latest matches should start by the end of September.

This should be a lot of fun. Good luck and good hunting!

General Rules for Rounds 3 & up – Note the rules are listed in order of priority. So when conflicts arise, the higher priority rules will be implemented before lower number rules. For example, rule 1 takes priority over rule 3.

1. If there are an odd number of teams, the highest seeded team that has not yet received a bye, will get a bye for that round. (If all remaining teams have had a bye, then the bye count will be reset).
2. If possible, teams will not play against teams they have already met in the tourney.

3. After Round 2, unbeaten teams will be placed against other unbeaten teams when possible.
4. In each round, the top ranked teams (highest 50% by seed) will not play each other if possible.

In addition, if there is flexibility in arranging the schedule after considering the above rules, the host shall try to alternate between the top seeds of the highest 50% playing the top seeds of the bottom 50% and the top seeds playing the bottom seeds of the remaining 50%. For example, in rounds 1 and 2, seed 1 played seeds 7 and 10. To keep things simple, assume only the top six seeds make it to round 3. In which case, they would all be undefeated and Round 3 would consist of:

Seed 1 vs. Seed 6

Seed 2 vs. Seed 5

Seed 3 vs. Seed 4

However, I doubt things will be that simple. This is why I am posting the four rules now (as Round 2 is getting underway), before we have any idea who will be eliminated from Round 3.