

Strategic Command – WW1 - Call to Arms Tournament-2025 (revised December-6, 2024)

Tournament is independent of Matrix/Slitherine, but played with the pbem++ system. Tournament administered by member, Gary Kizziah (screen name: gamerdude) Email: gkizziah@aol.com.

Start date for match play is December 10, 2024. Additional players may join after the initial games begin, on case-by-case basis... but probably not after December 31, 2024.**

Game to be played is the Call to Arms scenario of Strategic Command WW1 game. “Standard format”*... with game beginning in Aug 1914.. and ending no later than November 1918. **Players with no or limited experience in this game should not sign up. Also, in order to keep the tournament moving forward for everyone, a “pace” of 1 move/day average should be maintained.** Extremely slow players may be removed from the tournament at the discretion of the game administrator. **(Standard Format is: Fog of War, Weather, Undo Moves, Retreats, Research, Diplomacy, Production Delay.) (DO NOT SELECT: Soft Build Limits nor Disable Game End Date.)*

All players will be guaranteed a minimum of 3 games. After completion of the first 3 rounds, the “Leaderboard” will be updated. The **top 4 players** on the leaderboard will advance to the first elimination round ...with the 2 winners advancing to the Championship.

BEFORE THE GAMES BEGIN... each player may designate two players that they wish not to play against during the first 3 rounds...being friends or frequent opponents ...so that games can be played against unknown, and therefore, unpredictable opponents.

STALEMATES ARE ELIMINATED... Ties must be eliminated because of the need for wins and losses in elimination brackets. So... a TACTICAL WIN will be created as follows: If, by Nov-1918, the CP player has avoided an Entente victory... while not being able to meet any CP Victory criteria, but has conquered (and prevented liberation of) at least 2 Entente Major countries (Serbia+Italy or Serbia+Russia, or France+Italy, etc)... AND ... Germany has at least one major ally still active (Austria-Hungary or The Ottoman Empire), then the CP is awarded a Tactical Win. The Entente Player gets a Tactical win if no standard victory condition has been met AND has prevented the CP player from meeting any victory criteria.

SCORING WINS/LOSSES... For purposes of ranking players on the “Leaderboard”.... Completed games will be valued as follows:

Major Win accomplished before start of 1918:	7 points
Major Win completed during 1918:	6 points
Minor Win:	5 points
Tactical Win:	4 points
Tactical Loss:	3 points
Minor Loss:	2 point
Major Loss—But surviving until 1918	1 point
Major Loss before 1918	0 points

Round #1: Initial opponent matchups will be based on pre-determined ranking made by the Administrator. The designated **ENTENTE players** should set up the game in pbem++. Passcode for all tournament games: TOURN

After completion of each game, results should be immediately provided to the administrator, via email.

Round #2: After completion of games in round 1, a leaderboard will be created, using victory score values, as indicated above. The administrator will create a new bracket. EACH PLAYER MUST SWITCH SIDES FOR THE SECOND ROUND. (i.e. Cannot play CP or Entente side on both rounds 1 & 2.) The top-scoring Entente player plays against the top-scoring CP player (unless “exempted”)... Balance of players are matched in same process, down to the lowest-scoring players that compete against each other.

RE-CALCULATION OF SCORING VALUES: After Round-2 games are complete, values for wins may be adjusted, (by the Administrator), if either the CP or Entente sides win more than 2:1 ratio.

Round #3: After completing games of Round #2, the leaderboard is updated. The top player will play the next lower player, that he has not already played nor is on his exempted list. This process is continued down the leaderboard. **In this round the lower “seed” gets to determine the side to play.** (In order to keep contestants actively playing, Administrator may allow start of matches in this manner even before all round-2 games are completed.)

ONLY THE TOP 4 PLAYERS ON THE LEADERBOARD AFTER ROUND-3, ADVANCE ON TO ROUND-4.

Round #4 THE FIRST ELIMINATION ROUND: In Round-4, #1 seed plays the #4 seed... #2 seed plays #3 seed. (Beginning round-4, player match exemptions are eliminated, and it will be possible to compete against a player previously played.) Because players will have already completed 3 rounds, they will not have played each side an equal number of times.... The higher-ranked player MUST play the side for which, up to this point, he has played fewer times.

PLAYERS LOSING IN ROUND-4 ARE ELIMINATED FROM FURTHER PLAY. ONLY 2 PLAYERS ADVANCE TO THE CHAMPIONSHIP GAME.

Round #5 THE CHAMPIONSHIP: Final 2 players now conduct the final match of the tournament. If they have played before, then must switch sides for the final game, unless players can otherwise agree.... Otherwise, the Top player decides what sides will be played.

Tie Breakers: In the event of “ties” on the Leaderboard, The Administrator will use a decision tree to resolve ties. The first tie-breaker would be head-to-head results...then results versus common opponents, then combined points of opposing players played. (lets hope it doesn’t go beyond that!!)

Laggards, Cheaters, and Ghosters...Administrator may remove any player, for any reason. Alternates may take over the place and points position of eliminated player...again, at discretion of Administrator. Games dropped during the “first year” (during 1914) will usually be voided... and restarted with an alternate (if available)... if game was played beyond Jan 1, 1915, the game will be analyzed and “scored”...but in no case, would such a game result in less than 4 points for the remaining (winning) player.

**** Late Starters (after December-9):** Can join the tournament, if 2-at-a-time, but not after Dec-31, 2024. Added pairs play each other during Round-1. After the game completion, victory points are applied per the standard rates, and late starters join the remaining brackets as equal players. Alternates may be substituted for players that drop or are otherwise removed from the tournament.

Most Important Rule: Have Fun, Play Hard, and Be Nice to the Administrator !!