# Mineweeper World Championship 2008

## Vienna, September 20th, 2008

**Location:**
PC-Labs of the Faculty of Maths (University of Vienna)
Nordbergstraße 15
1090 Vienna
Tower C
Room C204

**System:**
We'll play a point system with points for four different skills and a 5int+5exp sideevent (details at the bottom).

**Time:**
The tournament will **start at 13:00**. Arrive a little earlier for organisational reasons.

**Sideevents:**
A **Nonosweeper tournament** will be held on friday, september 19th in the afternoon (details to come).
The **Austrian Open Summer Championship** will (most probably) be held on wednesday, september 17th in the afternoon. You can take part in it to get used to the room and the computers (note: usually there are constructions during the summer, as they are scheduled by the facility management (rather then the faculty of maths) they might interfere with the Austrian Championship - so this sideevent is not fix yet.)

**Useful Information**
Check last years announcement for information around the location or Vienna .

Please let us know if you want to participate (and help us that way to ease the organization). Just write a mail to:
christophnikolaus1981 AT gmail DOT com

List of registered players:

| World Championship | Nonosweeper Tournament | Austrian Open Summer Championship |
|---|---|---|
| 1. Andreas Marx (AUT) | 1. Christoph Nikolaus (AUT) | 1. Andreas Marx (AUT) |
| 2. Christoph Nikolaus (AUT) | 2. Thomas Kolar (AUT) | 2. Christoph Nikolaus (AUT) |
| 3. Thomas Kolar (AUT) | 3. Nagy Gergely (HUN) | 3. Thomas Kolar (AUT) |
| 4. Yeoh Wee Pin (MAL) | 4. Robert Farnik (CZE) | |
| 5. Nagy Gergely (HUN) | 5. Jan Farnik (CZE) | |
| 6. Reid Sinclair (USA) | 6. Klara Binderova (CZE) | |
| 7. Kamil Murañski (POL) | 7. Jon Simonsen (NOR) | |
| 8. Robert Farnik (CZE) | | |
| 9. Jan Farnik (CZE) | | |
| 10. Klara Binderova (CZE) | | |
| 11. Vodily Gergely (HUN) | | |
| 12. Arsen Balishyan (RUS) | | |
| 13. Jon Simonsen (NOR) | | |
| 14. Eduard Cros (ESP) | | |

**System:**

1. **Point system**
   Basically there will be a series of short sessions after each of which the players get points. Once the leading player has cummlulated a certain amout of points the trailing some players drop out. This continoues until only one player is left.
   - **Point accumulation**
     - Basepoints (BP) for a session is the number of players left in the tournament - or 10 once there are less than 10 players remaining.
     - Each ranking has a rankingvalue (RV).
     - After each session the players get points for four different rankings. The leading player of each ranking gets BP*RV points, the second (BP-1)*RV, the third (BP-2)*RV. The last player(s) don't get points for this ranking. The four rankings and their values are:
       - Beginner, RV: 1
       - Intermediate, RV: 2
       - Expert, RV: 3
       - Completion, RV: 4
   - **Ranking rules**
     - For the Beg, Int and Exp ranking the best 5 scores from the so far played sessions count (if you don't have 5 of a kind the missing scores are treated as 999.99). Only the sum is ranked, so if the sum is tied, the players will be tied in the ranking (so unlike the AR we'll not look at who has the better exp score).
     - For the Completion ranking only the Trial-score from the latest played session counts. The Trial-score has the form (N/T) where N is the number of games you finished in the Trial (maximal 18) and T is 1 plus the time ellapsed from the beginning of the session til the last finished game in the Trial (bounded by 999.99 - so if you finish the last game after the 999.99 it counts for N and T will be 999.99). It is first ranked by N, if tied it is ranked by T.
   - **Session rules**
     - Each session starts with a Trial: First you have to finish 10 beg games, then 6 int games, then 2 exp.
     - After you completed the Trial you can choose freely what you play.
     - At the end of each session you can finish the game you are currently playing but cannot start a new one.
   - **Drop out rules**
     - Whenever the leading player exceeds the current point limit (CPL) the number of players will be reduced: The bottom players who are ranked worse than the next number in the remainder chart allows drop out.
     - Remainder chart: 1, 3, 6, 9, 12, 16, 20, 30, 45
     - The first CPL is 25*BP (BP of the first session).
     - When CPL is exceeded the new point limit is calculated by CPL+15*BP (BP of the upcoming session).
     - If in the end ther is a tie on the leading position the players will get extra sessions til one is ahead.
     - Example: The compatition starts with 17 players. Then the first CPL=425. When the first player cumulated 425 points the last player drops out. The new CPL will then be CPL+15*BP=425+15*16=665. When this is reached say there are two players tied on rank 12, both stay in the compation and BP=13. So the next CPL=665+15*13=860. Next the players will be reduced to 9 and the new CPL is 860+15*10=1010. Next 6 with 1010+15*10=1160, next 3 with 1310. When this is exceeded we know the winner.

2. **Sideevent**
   In the sideevent the sum of the best 5 int plus best 5 exp games will be ranked. All the scores played during the sessions of the main event are taken into account. Also the droped out players can play for the sideevent during the main event sessions. But as soon as a session is potentionally the last only the players who remain in the main event may play (thus nobody will be in the delemma between playing for the sideevent and watching the final).