



# **Kniziathon — Organiser Information**

The organisers of the **Kniziathon** should have just as much fun as the players. With a little advance preparation your burden should be relatively light. These notes will help you set up and run the **Kniziathon**.

## Which of Reiner's games should be included?

You should aim to have a wide mix of Reiner's games to play. The game list gives you a useful overview. Aside from those copies you already have, your local game club or game store may have copies for hire.

### How should the Kniziathon be conducted?

As an organiser of the **Kniziathon**, you are responsible for ensuring the smooth running of the event. Basically, this involves keeping the players happy while they are playing.

Copy the player information sheet and the game list for the players. Do not underestimate the number of score sheets you will need!

Often there will be a mix of experienced boardgamers, intent on getting to the top of the scoreboard by playing many games, as well as casual players who wish to find out more about the various games.

Very often players will have questions about the game rules, especially if they are unfamiliar with a particular game. It is easier to get the rules explained than to read the rulebook, so players will have a head start if you can explain the rules! Occasionally you may be asked to settle a rule dispute – use your experience as a game player to come to a sensible conclusion.

### How is the overall tournament scored?

The recording of the game results is done by the players on the score sheets provided. Your task is to translate these results into scores and to display the running totals for all players on a large scoring poster so that everyone can see how well they are performing. Whiteboards or flipcharts are ideal for displaying such information, but a large piece of paper fixed to a wall will do just fine.

*Example:* The example shows how the overall scores can be recorded: Alison wins a two-player game of Lost Cities. She then plays two four-player game of Ra, initially coming last and then winning (remember that only the highest result counts). Finally, Alison comes second in a five-player game of Ivanhoe.

Player	Games/Points Scored	Total Points
	Lost Cities (4x2=)8	<u>8 11 26</u>
Alison	Ra <del>(1x3=)3</del> (6x3=) <b>18</b>	36
	Ivanhoe (5x2=) <b>10</b>	

### Who wins the Kniziathon?

Whoever has the highest overall point score at the end of the tournament is the winner.

### Are there prizes?

The best prizes are obviously copies of Reiner's games for the winners. Local game stores may be persuaded to donate suitable titles in return for appropriate publicity.

Good luck and.... Enjoy!

# **Special Notes**

### Scoring Ties

If there is a tie between some players, total the corresponding position points and share them equally between the involved players, rounding up where necessary.

*Example:* Paul and Paula come joint third in a four-player game of Ra. Each of them gets (2+1)/2 = 1.5, rounded up to 2 position points. Therefore each receives a score of 2x3 = 6.

### **Co-operative Games**

The Lord of the Rings Board Game and its expansions (*Friends & Foes, Sauron*), and *Star Trek Expeditions* are co-operative games. All players receive the same position points, depending on the group's success:

### Lord of the Rings

Game Score	40 & below	41-50	51-60	61-80	81 & above
Each player's position points	1	2	3	4	5
Sauron's position points	5	4	3	2	1

### Star Trek Expeditions

Game Score	Klingon win	0-29	30-44	45-59	60 & above
Each player's position points	1	2	3	4	5

For other co-operative games, apply a similar scoring system.

### New Game Weightings

The game list only contains boxed games. If players wish to play a different game by Reiner Knizia or a new release that is not listed, follow the general weighting guidance below.

Weighting	Approximate Duration (Minutes)	
1	20 & below	
2	30-40	
3	50-60	
4	70 & above	