

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 Knizia's games should be included?

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

Game Weightings

It is important to familiarize yourself with all the games you are providing and to decide on a weighting for each game, i.e. on a scale from 1 to 4. The weighting should reflect the expected playing time for each game.

How should the Kniziathon be conducted?

As an organiser of the **Kniziathon**, you are responsible for ensuring the smooth running of the event. Copy a sufficient number of the player information sheets and score sheets.

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 Kniziathon scored?

The recording of the game results is done by the players on the score sheets. 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: How the overall scores can be recorded: Alison wins a 2-player game of *Lost Cities* (weighting 2). She then plays two 4-player games of *Ra* (weighting 3), initially coming last, then winning. (Remember only the highest result counts.) Finally, she comes second in a 5-player game of *Ivanhoe* (weighting 2).

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

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 4-player game of *Ra* (weighting 3). Each of them gets $(2+1)/2 = 1.5$, rounded up to 2 position points. Therefore each receives a score of $2 \times 3 = 6$ points.

Should there be prizes?

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

Good luck and.... **Enjoy!**