TWISS

A system designed to score across a variety of multiplayer boardgames.
- Only games comprising 4 players or more will count.
- Only games generally lasting for 45mins or more will count.

Scoring of Games

A game is worth the total of the following:
- 6, plus
- 2x number of players, plus
- 2x length of game in hours **

** Game length refers to the time that a game is designed to last generally, not the actually time that the particular game took to play. Players therefore cannot manipulate scores by making a game last longer. (A 2-hr game that takes 4 hrs to conclude, will be scored as a 2-hr game.)

Examples:
 A 4-player Settlers, which usually lasts 2 hours, is worth: 6+8+4 = 18
A 5-player Powergrid, which generally lasts 2.5 hours, is worth: 6+10+5 = 21
A 7-player Diplomacy, which generally lasts 5hrs, is worth 6+14+10 = 30

Placings:
The player who comes 1st in the game gets the game score, i.e. 100%
The player coming 2nd gets 50% of the game score
The player coming 3rd gets 25% of the game score
All other players in the game gets 10% of the game score

For team games, such as 'Fury of Dracula' and 'Battlestar Galactica' etc:
Each player on the winning side gets 75% of the game score
Each player on the losing side gets 25% of the game score

Tournament Results

Where players play a variety of games, some of which multiple times, the following calculates the player's tournament score.

A player's Best 4 scores will count.
If a player has played a particular game more than once, only his best result of that game will count.

To separate players on equal points at the end of the tournament, the following tie-breakers will be used:
The player with the most number of 1st wins. Then,
The player with the most number of 2nds. Then,
The player with the most number of 3rds. Then,
The player who has played the most number of games throughout the event.
If these tie-breaks fail, then the players are considered to have come equal.