

All v All Neutral 1650 game - Gunboat - Drafted Nations (Duos) Rules as of 5/16/24

Drafting rules

Step One

All players submit rewards bids for position in a two-round serpentine draft. Players may spend up to 20 of their rewards. The available draft positions are as follows:

- Position 1 (Draft picks 1 & 22)
- Position 2 (Draft picks 2 & 21)
- Position 3 (Draft picks 3 & 20)
- Position 4 (Draft picks 4 & 19)
- Position 5 (Draft picks 5 & 18)
- Position 6 (Draft picks 6 & 17)
- Position 7 (Draft picks 7 & 16)
- Position 8 (Draft picks 8 & 15)
- Position 9 (Draft picks 9 & 14)
- Position 10 (Draft picks 10 & 13)
- Position 11 (Draft picks 11 & 12)

Players should rank all eleven positions in order of preference, from most to least desired and with the amount of rewards the player is willing to spend in order to get the position.

GSI will process all rewards bids simultaneously. GSI will award positions to the players bidding the largest number of rewards first, and then proceeding to the lower rewards bids. Ties in reward bids will be broken randomly.

At the end of the bidding process, GSI will advise each player of their draft position and the number of rewards spent.

For example, if four players submit the following bids:

Player A:

- Position 1 (Draft picks 1 & 22) - 20 rewards
- Position 3 (Draft picks 3 & 20) - 18 rewards
- Position 2 (Draft picks 2 & 21) - 16 rewards
- Position 4 (Draft picks 4 & 19) - 14 rewards

Player B:

- Position 4 (Draft picks 4 & 19) - 20 rewards
- Position 1 (Draft picks 1 & 22) — 18 rewards
- Position 2 (Draft picks 2 & 21) — 16 rewards
- Position 3 (Draft picks 3 & 20) — 14 rewards

Player C:

- Position 1 (Draft picks 1 & 22) — 20 rewards
- Position 2 (Draft picks 2 & 21) — 18 rewards
- Position 3 (Draft picks 3 & 20) — 14 rewards
- Position 4 (Draft picks 4 & 19) — 10 rewards

Player D:

Position 4 (Draft picks 4 & 19) — 4 rewards
Position 1 (Draft picks 1 & 22) — 3 rewards
Position 2 (Draft picks 2 & 21) — 2 rewards
Position 3 (Draft picks 3 & 20) — 1 reward

Then, GSI would assign nations as follows:

- (1) Player B receives Position 4 for 20 rewards, as that player is the only one bidding 20 for that position
- (2) Position 1 is randomly assigned between Players A and C. Assume that Player A won the die roll, receives Position 1, and is charged 20 rewards.
- (3) Player C receives Position 2 for 18 rewards, as that is Player C's next highest bid, and Player C is the only remaining player that has bid 18 on that position.
- (4) Player D receives Position 3 for 1 rewards, as that that is Player D's next highest bid, and Player D is the only remaining player that has bid 1 on that position.

This would be the conclusion of this hypothetical bidding process:

Position 1 — Player A (20 rewards spent, 0 rewards remaining)
Position 2 — Player C (18 rewards spent, 2 rewards remaining)
Position 3 — Player D (1 reward spent, 19 rewards remaining)
Position 4 — Player B (18 rewards spent, 2 rewards remaining)

Step Two

GSI will moderate a serpentine draft, proceeding from the first draft pick through the 22nd draft pick. When each pick arises, GSI will advise the player whose turn it is to draft of:

- The fact that is the player's turn to pick.
- The identities of the nations that had previously been chosen
- The identities of the nations that are available to be chosen.

For example, if it was the turn of the player drafting fifth to pick, GSI might send the following message:

Dear Player 5:

It is your turn to draft in Game 982.

The following nations have already been selected: 14, 15, 16 & 17.

The following nations are available: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 18, 19, 20, 21, 22, 23, 24 & 25.

Please submit your choice to GSI by email within the next 24 hours, if at all possible.

Step Three

At the conclusion of the draft, there will be three nations that are unplayed. GSI will randomly select two of those nations, assigning one as FP and the other as DS, and removing the capitals of each off the board. The third unplayed nation will be left as neutral, with its capital intact.

When Pre-Rewards Turn 0 results are sent out, GSI will advise all players of the identities of the off-board FP and DS nations, but will keep secret the identity of the third off-board nation (whose identity will have

to be determined by the players either from information they already know from the bidding process or otherwise in the course of the game.

Step Four

GSI will send Turn 0 Pre-Rewards results to all players. Players will complete rewards spreadsheets for their two nations (assuming they have available rewards to spend). Rewards may be split between the two nations. Thus, a team with 10 unused rewards could spend five on one nation or five on the other, or ten on one nation and none on the other.

Step Five

GSI will send Turn-0 Post-Rewards results to all players. Players will check those results to make sure the rewards were correctly input, that relations have been properly set to Tolerated or Friendly as appropriate, etc.

Assuming all is correct, Players submit Turn 1 orders and the game begins.

Game Details

(1) All nations neutrally aligned and start Tolerated to each other, except a single player's nation pairs start as Friendly. No upgrades to Friendly are allowed. (This is on the players' honor but will not/cannot be policed by GSI.). All artifact alignments are reset to neutral.

(2) Total gunboat. Completely anonymous. No diplomacy at any time until the game is over. Players may name new population centers and characters but are asked to avoid choosing names that give away their identities.

(3) Each person plays two nations.

(4) Nations are chosen in a serpentine draft, as follows:

Player 1 - Player 2 - Player 3 - Player 4 - Player 5 - Player 6 - Player 7 - Player 8 - Player 9 - Player 10 - Player 11 - Player 11 - Player 10 - Player 9 - Player 8 - Player 7 - Player 6 - Player 5 - Player 4 - Player 3 - Player 2 - Player 1.

(5) When it is a player's turn to draft, the player knows only what nations have been taken and what nations are left. The player does not know which nations have been paired with which other nations.

(6) Players may bid up to 20 rewards to choose draft position. Unused rewards may be spent, but only on a one reward-per-nation basis. (If you get 15 rewards in a duo game, you could use 7 on one nation and 8 on the other, for example).

(7) The draft may take a bit of time. Players drafting should endeavor to make a choice within 24 hours of being advised that it is their turn, with the understanding that circumstances may arise that could make that difficult.

(8) Nations are as normal, QA/NM start with 40 EM, champions as normal, but no PC modifications (1910 is without a fort, etc.)

(9) Three nations are out of play — one DS and one FP and one other — with those two nations' capitals off the board to keep the game alive. GSI chooses them randomly from the unplayed nations after the draft is over. All players are told the identity of the unplayed nations when Turn 0 pre-rewards results are sent out.

(10) All other unplayed nations are secret, their identities to be determined by players in the course of the game. All player nations and unplayed nations are neutrally aligned, except for the two that GSI takes out of play, which are DS or FP.

(11) The identities of the nation pairs remain secret, to be determined by players in the course of the game.

(12) Game ends when 50% of player controlled nations are out of play, or after Turn 52. (Dropped nations are out of play.) Total scores of all nations controlled by the player determine victory.

(13) Transfers of gold, product, pop centers are allowed between nation pairs but otherwise not with any nations not controlled by the player. This is on the players' honor but will not/cannot be policed by the GMs.

(14) Randomized artifacts.

(15) The game will be played with 11 players.

(16) It will be a two week game.

(17) Because of the extra work that is involved in setting up this game, an extra fee will be charged to setup this game.