

BerliCon WDC 2006 Top board rules

- Last round has a top board for the top 7 players
- Winner of the top board = winner of the tournament
- Place 2 of the top board = place 2 in the tournament
- Place 3-7 get 10% bonus to their overall ranking
- For the power assignment every player chooses a number 1-7 first, and then Great Powers are chosen in the order of the numbers.
- The numbers are used as tie-breakers as well (the lower the better).

1. The top board

a. In the last round BerliCon WDC will present a top board to determine the winner of the tournament. Besides that, there will be a normal round as well for everybody who doesn't play on the top board.

2. The first seven players of the final ranking before the last round are qualified for the top board. A player can decline to play on the top board and choose to take part in the normal round (or not to play at all). Then the right is passed on to the next player in the ranking.

3. Tournament victory and ranking

- The winner of the top board is the winner of the tournament and thus World Champion 2006.
- The player who finishes second on the top board is automatically second in the overall ranking of the tournament and thus Vice World Champion.
- For all other players of the top board the game counts as a normal game according to the tournament rules.
- Additionally, all players get a 10% bonus to their final overall ranking points (including the points they gained on the top board).

4. Power assignment

- First every player publicly chooses a number from 1 to 7, starting with the first player of the ranking before the last round, then the second and so on. Each number can only be chosen once so the 7th participant of the top board has to take the only number that is left.
- Then the player who chose number 1 publicly chooses a Great Power first, then the player who chose number 2 and so on. So the player who chose number 7 has to take the only Great Power that is left.
- A player who doesn't make his decision within 30 seconds receives a number respectively Great Power in alphabetical order (1 before 2 etc, England before France etc).

5. Winning criterion and tie-breaker

- a. The supply centre count of the last year (after fall and winter retreats) is used for the ranking of the top board.
- b. If more than one player share a position, the player who chose the lower number during the power assignment is ahead.