MOCHALUNT

(MOnda CHampionado de Abstraktaj LUdoj por Naciaj Teamoj)

World Championship of Abstract Games
for National Teams

Per abstracta ad astra

Concept and organisation
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In collaboration with
Mind Sports OIympiad

Sponsored by
Cosmoludo and Studio Supernova/XVGames

Aim and Spirit of the Event

- Create new and strengthen existing human connections in the Abstract Games and Mind Sports international community both between different teams and within the same team.
- Introduce participants to as many new different abstract games as possible, promote less known or played games that do not have dedicated events in real life.
- Introduce a new competitive team-based event in the international landscape of Mind Sports.
- More than anything else, bring some hours of fun!!!

Name of the event

- MOCHALUNT is a shortening from:
  Monda Championado de Abstraktaj Ludoj por Naciaj Teamoj
  that in Esperanto means:
  World Championship of Abstract Games for National Teams

Rules

Team Requirements and Registration

- ➢ All teams must be composed of min 6 players and max 11 players (teams of 4 or 5 are acceptable only in exceptional cases).
- ➢ Every player must be a citizen or resident of the country described in their team name (e.g.: Italy, France, etc.) or belong to the same geographical/geopolitical/linguistic community (Scandinavia, Kurdistan, Catalonia, Africa, Rest-of-the-World, etc.). Rest-of-the-World should be created only if no other options are possible.
- ➢ A nation can have more than one team, regionally shaped depending on the residence or origin of the players (e.g. Northern Italy, Southern Italy).
- ➢ Each participant must register individually by completing the following online form (https://framaforms.org/mochalunt-1624828225), whether they have a team or not. Players without a team at the time of the registration will be assigned to an existing

or a new ad hoc team at the discretion of the organizing committee. The registration fee is 10 euros per player. If the registration fee might be an obstacle, please contact the organizing committee.

Captains

➢ Each team needs one captain.

➢ The captain must be available to coordinate their team, to share his/her own email address with the other captains and organizers, and, in case of victory, to receive the prizes and to send them to each other team member (the shipping costs will be reimbursed by the organization)

Tournament Structure

➢ The teams will be divided into groups. Within each group, a round-robin tournament will be played. The top 30-50% of the teams per group qualify to the final phase. The number of groups and teams per group will be decided by the organizing committee depending on the number of teams signing up.

➢ The final phase will be a round-robin tournament or a single elimination tournament, at the discretion of the committee, depending on the number of teams signing up.

➢ The start date of the tournament will be announced once a certain number of teams have registered.

Round Structure

➢ At every round, each team will nominate 4 players (players 1 to 4). The relative order of players should be, according to the judgment of the team, from the strongest (player 1) to the weakest (player 4).

➢ Each player of a team will play a set of 4 different abstract games against the corresponding player of the opponent team. (So that every team match is made of 4 player matches, and each player match is made of 4 game matches).

➢ The abstract games played will be *different at every round*, possibly grouped thematically (African games, Asian games, connection games, alignment games, etc.). The games must be combinatorial (according to the definition discussed here). A provisional pool of abstract games is provided here.

➢ A list of the games from which the committee will choose, links to the rules of such games and the online platforms to be used will be provided in advance.

Scheduling

➢ The maximal duration of each round should be 14 days. Deadlines can be extended

in exceptional cases at the discretion of the committee.

➢ Organizers and captains of all teams share all their emails in a private shared spreadsheet, 1 email address per captain.

➢ A google group will be available for captains to comment and ask questions (in addition to the email addresses of the organizing committee).

➢ The rounds will be communicated by email to all captains and made available to every player on the official page of the tournament. As soon as rounds are available, the captains should communicate the list of 4 players to the committee email address by the provided deadline.

➢ Then, the individual pairings will be published on the website www.musichess.com and every captain should contact the captain of the opponent team in order to exchange contacts of the players involved. Finally, each player should contact their own opponent as soon as possible in order to schedule their match.

➢ All players should make an effort to find time to play and be reasonably responsive. In case of unresponsive opponents, please contact the committee that will solve the dispute. Players who do not show up for the scheduled match and do not notify their opponent no less than 24h in advance can be given loss by forfeit by the committee.

Time Control and Settings

➢ Time control employed for each game will be communicated at the start of the tournament together with the pairings. Typically it will be 'rapid' time control, aiming for one game to be played within 1 hour (e.g. chess: 15' + 10" increment, abalone: 25', quoridor: 15' + 20" increment, etc.).

➢ By default, the games should be played in https://edu.meet.garr.it/ or any other video call platform which allows audio-video call and double screen sharing, unless a player provides good reasons to do differently; players younger than 18 years old are not obliged to turn on the video. (*This gives a human aspect to the tournament, makes it closer to real tournaments, helps to create a community, and reduces the possibilities that people cheat or accuse of cheating*). Players should test the platform at least 1 week before their first match. If the 2 opponents agree, they can avoid screen sharing, audio and/or video, but it is not recommended by the organizers.

➢ In each round, players 1 and 3 of team 1 decide who begins in the first and third game, players 1 and 3 of team 2 decide who begins in the second and fourth game. The decision of the beginner is then inverted for players 2 and 4. (Example: France-Spain, games: Chess, Go, Othello, Hive. On board 1, France's player 1 decides in Chess and Othello, Spain's player 1 decides in Go and Hive. On board 2 the decisions will be reversed, etc).

Results

➢ At the end of each match, each player must report the results to the captain of their own team who in turn will report the results of the overall team to the committee (emails being the main communication channel).
➢ Pairings and standings will be available on the site www.info64.org.

Scoring system
➢ In each player match, 3 points are awarded for wins, 2 for draws, 1 for losses, 0 for losses forfeit (example, players on board 1 play the following match: Hive 1-0, Othello 0-1, Abalone 1-0, Quoridor 1-0. The final score for board 1 is therefore 10-6). The scores of individual matches are then summed up for the whole team.
➢ In each team match, 3 points are awarded for wins, 2 for Draws, 1 for Losses, 0 for Losses forfeit (example: Spain-France 20-44, France scores 3 points, Spain scores 1 point).
➢ Tie-breaker: sum of points in individual matches (20-44 in the previous example).

Prizes
➢ The winning team will be awarded with one physical copy of an abstract game kindly offered by Cosmoludo and Supernova/XVgames to each member of the team. The committee might be able to provide prizes to the runner-up team as well according to future availability.

These rules are provisional and might be modified, they will become final one week before the beginning of the tournament.

For further inquiries please contact the committee at the following email address:

mochalunt@aprenderjugandocanarias.es