

MOCHALUNT

(MOnda CHampionado de Abstraktaj LUdoj por Naciaj Teamoj)

World Championship of Abstract Games for National Teams

Per abstracta ad astra



Concept and organisation

Veronica Candelaria ([Aprender Jugando Canarias](#))

Cesco Reale, Francesco Salerno ([Abstrakta](#))



In collaboration with

[Mind Sports Olympiad](#)

[PerGioco.net](#)

[Tavolando.net](#)



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 which 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 4 players and max 11 players.
- 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).

- New players can still join an existing team during the tournament, but no new teams can be added.

Captains

- Each team needs one captain.
- The captain must be available to coordinate their team, to share their 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 organizers).

Tournament Structure

- The teams will be divided into groups. Within each group, a round-robin tournament will be played. The top 50% of the teams per group qualify to the following 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.
- Alternatively, there will be only one group playing a 6-10 round swiss tournament.
- The start date of the tournament will be in January 2022 and the end date will be in the second half of 2022.

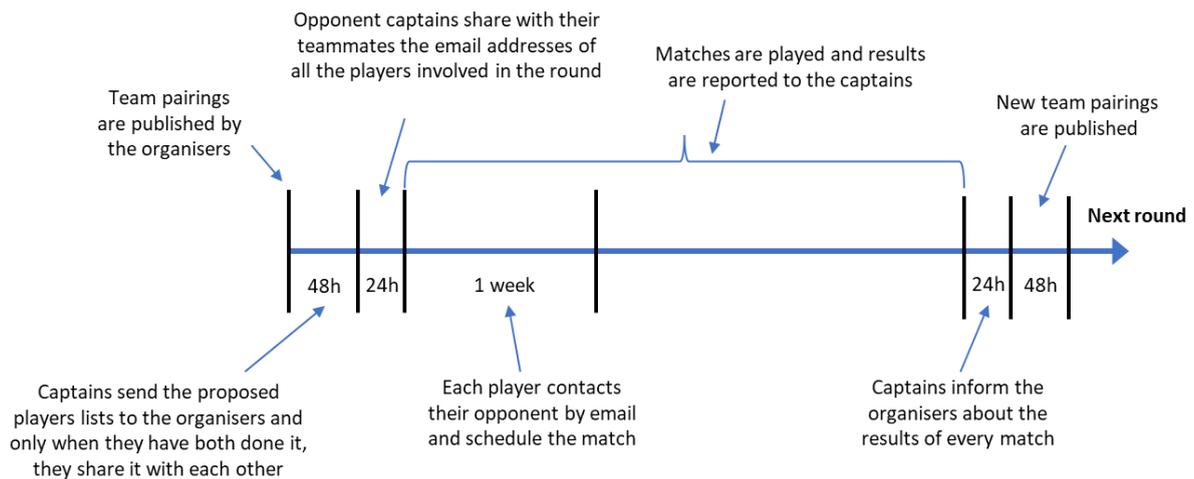
Games

- The abstract games played will be *different at every round*, and are distributed across the rounds in order to have 4 different families in each round (families are: chess, territory, connection, mancala, alignment, checkers, goal, various). The games will be abstract games (that is with perfect and complete information, without random or hidden elements, nor simultaneous moves, the definition is discussed in more detail [here](#) and from end of January 2022 also [here](#)).
- The definitive list of games from which the committee will choose, links to the rules of such games and the online platforms to be used can be found [here](#)

Round Procedure

The general procedure works as follow:

1. At every round, once the pairings of the team matches have been communicated, every captain shall notify the organizers via email (mochalunt@abstrakta.info) of their *list of available players* for that round, before the scheduled deadline.
2. Immediately after, the captains should send another email to the opponent team's captain (copying in the organizers) informing that their list of available players for that round has been decided. This is to guarantee the available players list is not visible to the opponents in advance.
3. Once both captains have sent the email, they will share with each other the lists and the email addresses of the players involved.
4. Captains have *48h* to rearrange the individual pairings by mutual agreement and to communicate their final decision to the organizers. Unless the captains agree differently, *the individual pairings should be made as described in the **flexible pairings system** section below.*
5. Each captain has an additional *24h* to put each player of their team in contact with the opponent player by sharing the relevant email addresses. It is recommended for the captain to send these emails by blind copying in their team.
6. Then, each player should proactively schedule their 4-game matches by contacting their opponent by email and communicating the scheduled date of the match to the captains within one week. The agreed date and time of each match should be communicated to the captains by copying them in the emails sent. It is advised to play all 4 games in one single session rather than scattered over different days but it is not mandatory, as long as all matches are scheduled and completed by the round deadline.
7. When an individual match is over, each player should communicate by email the final result to their own captain as soon as possible and anyways before the end of the round deadline. It is recommended that they also send the final screenshot of each game of the match.
8. Then, each captain should communicate to the organizers (copying in the opponent captain) all the results of the team match (including each game match and individual match), at the latest *24h* before the round deadline.
9. The organizers will publish results, standings and next pairings in the subsequent *48h*.



Flexible pairing system

Each player of a team will play a set of 4 different abstract games against the corresponding player of the opponent team. Therefore, every team match is made of 4 to 11 *player matches*, and each *player match* is made of 4 game matches.

Since the number of members per team varies greatly throughout the teams (between 4 and 11 players per team), we conceived a flexible system to maximise the chances for the players of larger teams to play more often than with only 4 individual matches per round.

For a given round, the list of the chosen available players should contain *between 4 and 11 different players*. The list can contain each player *once or twice*. That is, it is allowed for any player to play up to 2 individual matches with different opponents in the same round, i.e. the set of the same 4 games given for that round against two different opponents (for a total of 8 game matches). So every player occupies 1 or 2 slots in the list and the list must contain between 4 and 11 slots.

The relative order of players is freely chosen by the captain. Players should be ideally arranged in order from the strongest (player 1) to the weakest. However, the captains may declare a different order, to give priority to players who have played less frequently.

Example 1: *E.g. Cameroon sends the following list: ABCDE/DA, so 5 players and 7 slots; in this case, players A and D are available to play twice, in the specified order. Estonia sends the list LMNO/NLOM, since each player is available to play twice, in the specified order, so 4 players and 8 slots.*

The first part of the list (before the slash) is constituted only by the slots of the first match of each available player, and the second part of the list (after the slash) is constituted only by the slots of availability for a second match.

To define the individual matches to be played, the procedure is the following:

- Identify the *NAP* (number of *available players*) of each list.

In example 1 above, the NAP of Cameroon is 5 since there are 5 different players (ABCDE) and the NAP of Estonia is 4 (LMNO).

Then, starting from the first players of the two lists, create pairings of individual matches until you reach the higher NAP, as long as there are players available on both sides.

In the same example above, the higher NAP is 5, so both lists will be truncated to the 5th slot (ABCDE and LMNON). The individual matches will be then A-L, B-M, C-N, D-O, E-N. Other possible individual matches after the fifth will not be played. If Estonia had sent the list LMNO (only 4 slots), then the lists would be truncated to the 4th slot (ABCD and LMNO) and only 4 individual matches would be played: A-L, B-M, C-N, D-O.

The number of individual matches can be therefore:

- at most, the highest NAP between the two lists;
- at least, the number of *slots* of the team with the smallest *NAP*.

As further flexibility, after determining the number of individual matches and the truncated lists, each captain can propose to rearrange the order of their truncated list; if both captains agree, they can pair the players according to the modified order and then send to the organisers the agreed pairings (*before the start of the round*).

In the example 1, if the captains agree, they can also rearrange their lists in order to match the players in order of strength (according to their perception), e.g. CEDBA and LNNOM, so the individual matches will be: C-L, E-N, D-N, B-O, A-M.

Example 2: Colombia sends ABCDEFGHI/FB and Azerbaijan sends LMNOPQ/NLPOQ. Since Colombia has more different available players (9 against 6), Colombia's list can be at most ABCDEFGHI (no Colombian player plays twice). Since Azerbaijan has declared 6 different players and 3 of them are available to play twice, then 9 total individual matches can be played with the following lists: ABCDEFGHI (Colombia) and LMNOPQNLP (Azerbaijan). So the individual matches will be A-L, B-M, C-N, D-O, E-P, F-Q, G-N, H-L, I-P. If

the captains agree, they can also rearrange their lists in order to match the players in order of strength (according to their perception). If Azerbaijan had sent a shorter list, e.g. LMNOPQN, then only 7 individual matches would be playable: A-L, B-M, C-N, D-O, E-P, F-Q, G-N.

Scheduling

- The deadlines for each round will be communicated before the start of the round. The duration of each round will likely be 21 days. Deadlines can be extended in exceptional cases at the discretion of the committee.
- Organizers and captains of all teams share all their email addresses.
- Social media groups will be available for all players to comment and ask questions (in addition to the email addresses of the organizing committee).
- Team pairings will be communicated by email to all captains and made available immediately after to every player on the official page of the tournament (www.abstrakta.info/mochalunt) and through social media.
- 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 and platform for each game will be communicated at the beginning of each round and will be available at the link [here](#) (Games details) Typically, a 'rapid' time control will be used, aiming for a single game to be played within 1 hour.
- Time control will be 'real time - slow' for BoardGameArena (BGA) and 20'+10" per move for the other platforms. Please note that on BGA the game is not automatically lost when your timer reaches zero, you will need to voluntarily resign (sportsmanship is really appreciated).
- The preferred (first choice) platform for each game is given [here](#). An alternative option is provided as well and be chosen as long as both players agree on it. In exceptional cases players can play on a different platform, providing the organizers agree too.
- By default, the games should be played using at the same time <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. If the 2 opponents have at least one common language, the first 5 minutes (at least) should be dedicated to introducing each other, talking about where you live, the traditional games of your country and your preferred games. *(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). To start a video call with the opponent in <https://edu.meet.garr.it/>, one simply needs to share the URL of the room with them (it is advised that the players test the platform in advance before their first match).

- In case of suspected cheating, the organizers have the power to solve the controversy by having a meeting between the player in question and a known expert of the game played. The expert will evaluate whether the knowledge of the player justifies the result obtained.
- In each round, players on the odd numbers in the list of team 1 decide who plays the first move in games 1 and 3 of the given list. Players on the odd numbers in the list of team 2 decide who plays the first move in games 2 and 4. The decision is inverted for players on the even numbers in the lists. (Example: Colombia-Cameroon, games: 1) Chess, 2) Go, 3) Othello, 4) Hive. Colombia players 1 and 3 decide for Chess and Othello, Cameroon players 1 and 3 decide for Go and Hive. For players 2 and 4 the decisions will be reversed).

Results

- At the end of each match, players 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 through our website <https://www.abstrakta.info/mochalunt.html>.

Scoring system

- In each game 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 0.5-0.5, Abalone 0-1, Quoridor 1-0. The final score for board 1 is therefore 9-7). The scores of individual matches are then summed up for the whole team and normalized as % of the maximum score.
- In each team match, 3 points are awarded for wins, 2 for Draws, 1 for Losses, 0 for forfeit (if no players play). Example: Germany-France 20-44, France scores 3 points, Germany scores 1 point.
- Standings are driven by team score. Normalized individual score is used as tie-breaker. The score of the round is divided by the maximum possible score, depending on the number of players; with 4 individual matches the maximum is $4 \times 4 \times 3 = 48$, so in the previous example: $20/48 = 41.66\%$, $44/48 = 91.66\%$, so the normalized score is 42-92.

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.

- Prizes will be also awarded to best individual players: best under 18, best adult (18-64), best over 65, best woman, best man, best non-binary player; in each category the prize will be awarded if there are enough participants in that category.

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@abstrakta.info