

## FORMAT OF THE 20TH

### FRIEDRICH WORLD CHAMPIONSHIP 2025

#### I – PREFACE

The Championship will be played using the specific FWC rules in conjunction with the General Friedrich Tournament Rules (GFTR; see appendix).

#### II – SPECIFIC FWC RULES

**Common timetable:** Games will start at 10 a.m. and at 5 p.m. The first game is on Friday, 12 Sept, at 5 p.m. The final will be the last game, starting on Sunday 14 Sept, at 5 p.m.

**Scoring in the qualifying round:** During the qualification round, each player earns points:

- For the game:
  - *Standard game (i.e. no Prussian Offensive Option):*  
*Frederick:* Duration of the game (each round = 0.5P), for a maximum of 11.5 P; if victorious Friedrich receives always 10 P (plus bonus, see below).  
*Elisabeth:* Controlled objectives at the end of the game in percent divided by 10; to a maximum of 10P (plus bonus, see below).  
*Maria Theresa:* like *Elisabeth*  
*Pompadour:* like *Elisabeth*.
  - *Game with Prussian Offensive Option:*  
All: As in the standard game; in addition:  
*Frederick:* Conquered objectives in percent divided by 10 (if the OO is not successful, this score is reduced by 1P). The conquered objectives are counted at the moment the OO fails or at the end of the game (if Prussia had not yet to give up the OO).  
*Maria Theresa:* Number of turns until Prussia wins with the OO or has to give up the OO (each turn = 0.5 P) plus 1P per Bohemian objective controlled by Austria at this moment plus 1 bonus point if Austria picked up the Prussian TC used to trigger the OO.  
NOTE: This score is limited to a maximum of 9.5 P.  
For *Friedrich* and *Maria Theresa*, the better result counts.
- **Bonus points for victory:** The winner of the game receives 2 bonus points. The bonus will be increased by 1 point for each *attacking* winning nation beyond the first. The total bonus is divided between winning players according to their share of winning nations. If Russia, Sweden and Austria win a triple victory, *Elisabeth* will receive  $2 \times 4/3 = 2.67$  P and *Maria Theresa* will receive  $1 \times 4/3 = 1.33$  P.

#### Notes:

- If a player is playing with more than one nation, his best scoring nation counts.
- If a nation leaves the game due to a Card of Fate, its score is calculated using the objectives it controls at that moment.
- If the Imperial Army switches player, *Maria Theresa* counts the controlled objectives at the moment of the switch. This score counts as *Maria Theresa's* second-best score and is only used as a tie-breaker (see GFTR section D).

## — Appendix: General Friedrich Tournament Rules —

#### A – INTRODUCTION

These tournament rules are valid for the Friedrich World Championship, the Spanish Open (CAFE), and the British Open (FriedrichUK).

#### B – COURSE OF THE TOURNAMENT

The tournament uses the Friedrich *Anniversary edition* gameboard and the latest version of the rules of play (including the expert game rules) available at <http://histogame.de/download.html>.

The tournament will be played in two rounds: first the qualifying round; then the final.

In the qualifying round every participant will play four games, one game in each of the four roles: *Frederick*, *Elisabeth*, *Maria Theresa* and *Pompadour*. As far as possible, players will meet different opponents in each of their four games (at least sixteen participants are needed for this). The line-up for all the games in the qualifying round will be made by drawing lots at the beginning of the tournament.

The timetable for the qualifying games will be laid out in the specific tournament rules. Players are expected to be punctual.

The best four players from the qualifying round go through to the final. The highest-ranked player has free choice of roles. The second ranked player has the choice of the remaining three roles, and so on.

The winner of the final is the winner of the tournament.

#### C – SCORING IN THE QUALIFYING ROUND

Scoring in the qualifying round is part of the specific rules of each individual tournament.

#### D – TIE-BREAKERS

Ties between players will be resolved using tie-breakers in the following order:

##### Qualifying Round:

- Sum of the player's second-best scores in the roles of *Elisabeth* and *Maria Theresa*. Higher sum wins. If tied:
- The player's scaled TC-coefficient (sTCC) when he was playing as *Frederick*. The sTCC is calculated as follows: Let  $N$  be the number of turns until France, Sweden and Russia drop out, then the sTCC is: The quotient of (Number of TCs *Frederick* received or would have received until turn  $N$ ) divided by (Number of TCs the attacking nations received or would have received until turn  $N$ ) **multiplied (scaled)** by the square root of  $(23/N)$ . The lower sTCC wins. If tied:
- The quality of a player's three opponents when he was playing as *Frederick*. The opponents' quality equals the total of their scores from the qualifying round. The higher total wins. If tied:
- Draw a lot.

##### Final:

- The player controlling the most winning nations. If tied:
- The player in the role with fewest wins in the qualifying round. This will not be revealed to the players until after the final has finished. If tied:
- Pompadour* wins all ties, *Maria Theresa* loses all ties.

#### E – FAIR PLAY AND GENTLEMANLY CONDUCT

Although it is a tournament, players are expected to have fun and should show special consideration to first-time participants. All the players should work together to ensure that:

- there is a pleasant yet competitive atmosphere at the table;
- the clock is used correctly throughout;
- rules violations are avoided or rapidly corrected;
- each nation's cards are kept separately;
- the pieces are moved according to the rules;
- control markers are correctly placed or removed;
- scoring is accurate during battles; and
- supply is checked.

Moreover:

- Each player exercises complete sovereignty over his own moves and actions during the game. It is perfectly legal to attack Prussian or Hanoverian forces away from areas where you have objectives or to retreat enemy pieces so as hinder other opponents (even to the point of interfering with a winning move).
- However, no unfair conduct! The attacking nations are allied. They should not use their own pieces with the main purpose of obstructing the conquest of objective(s) by other allied players. A player who thinks he has been unjustifiably obstructed may call the jury to make a ruling.
- It is strictly forbidden for players and spectators alike to comment on the game in play. You may not declare your intentions, make joint proposals (e.g. plan coordinated attacks) nor reveal the contents of your hand(s).
- Pieces should be moved slowly and deliberately in order to avoid mistakes and ambiguities.
- The movement of a piece can be redone as long as the current movement phase has not yet finished, and only if there is no doubt that the final position of the piece could have been reached through a legal move. Similarly, the retreat of a piece can be redone as long as the retreat sub-phase has not yet been finished (either by stopping the clock or by clearly starting a non-retreat action).
- In tournaments in which Friedrich de Luxe or a similar system is used to assign troops to generals, the other players have to look away while new troops are being distributed by the active player.
- When players realize that they accidentally missed a supply check, this supply check must be made immediately if the configuration of the pieces still allows for it unambiguously. However, if the affected nation has already finished its *next* movement phase, the general's current facing (face-up or face-down) stands.
- Similarly, when players realize that they accidentally failed to mark a (re-)conquest, this must be immediately corrected if the (re-)conquest happened unambiguously **and** if the first nation of the other side (attacker/defender) has not yet finished its next movement phase.
- Legal play of a TC cannot be revoked. A card laid is a card played. Reserves are played in two steps: a) physically playing the card; b) stating the new current score (or its value, when recruiting). Neither of these steps can be revoked. So be careful and take your time.
- In accordance with the game rules, TCs must be played **strictly one at a time** during battles. Playing more than one TC at once is an illegal play and must be revoked. Furthermore, the current score **must always be stated out loud and it must be stated from the player's own point of view**. For example: When your score is currently -3 and you play a 10, you have to state: '7' or 'plus 7'. Stating something like 'minus 7', 'minus 7 for you', or 'you are down by 7' is against

the game rules and leads to confusion.

- At the end of combat, players may briefly examine the TCs that have just been played.
- If a player declares a combat a tie, a jury member or a player from another table should be called to check his hand to confirm this is possible.
- It is not allowed: a) to count the game turns of a game by writing, by counting out loud, or by any other method (except by memory); b) to hide your TCs (e.g. under the table) except briefly to rearrange them; c) to write down army allocations of opposing players or played TCs; or d) to go through the discard piles at any time.
- If there is a dispute about a game or tournament rule or a possible rules violation, players should call the jury if at least one player thinks this is necessary.
- Unless specifically called, members of the jury are just ordinary spectators.

#### F – SPECIAL TASKS OF POMPADOUR

*Pompadour* will be provided with a game report sheet on which to note down the players' names, the start time of the game and later, the first Card of Fate. Once the game ends, *Pompadour* has to call the jury, who will note down the scores. **The game situation may not be changed and the Cards of Fate may not be touched until the jury has arrived.**

During play, *Pompadour* has to call the jury as soon as a nation drops out or as soon as a Prussian OO has failed.

*Pompadour* is responsible for the TC decks. She must make sure that the TC decks are very thoroughly shuffled. To ensure this, it is advisable that the discard piles are **repeatedly** shuffled in advance, for instance during the Prussian action stage. The few TCs that become available due to last-minute purchases or combat must all be rapidly shuffled into the preprepared deck before any TCs are dealt to the players.

*Pompadour's* own hand should always have a player aid card placed on top to avoid it being accidentally shuffled in with the draw deck.

#### G – TIME LIMIT

Chess clocks are used in all the tournament games. Each game starts with 130 minutes on *Frederick's* clock and 130 minutes on the attacker's clock for *Elisabeth*, *Maria Theresa* and *Pompadour* together. Section H provides detailed rules for when to start and stop the clock.

If a side uses up its time on the chess clock, it goes on the stopwatch; from then on, nations of that side have the following amount of time per action stage:

- Prussia: 150 seconds.
- Hanover: 30 seconds.
- Russia: 60 seconds.
- Sweden: 20 seconds.
- Austria: 60 seconds.
- Imperial Army: 20 seconds.
- France: 60 seconds.

The jury will use the stopwatch and give fair warning as to how much time players have left by declaring, for example, 'one minute left', 'thirty seconds left', '5, 4, 3, 2, 1, stop'.

Unused time may not be saved from one turn to the next. However, unused time from a player's first nation is added to the time allotted to his second nation (if there is one).

If a player on the stopwatch has to choose a retreat path, he receives 3 seconds plus 1 second per retreat length (e.g. a -3 retreat would give him 6 seconds). This time is separate from the time

allocated for the action stages. If he is unable to conduct a legal retreat in time, the combat loser may choose the retreat path. He will be on the chess clock for that. However, if he is on the stopwatch as well, the same stopwatch time limit is valid for him, too. If he does not manage to find a legal retreat either, choosing the retreat will switch back again to the combat winner, and so on, until a legal retreat is found.

When a player on the stopwatch has paid for new troops, but does not manage to allocate them in time, then those troops are not lost, but must be allocated at the very beginning of that nation's next movement phase. Similarly, a purchased supply train that has not been brought back into play in time will remain off the board until the beginning of that nation's next movement phase, when it must re-enter.

#### H – TURN PROTOCOL

In order to speed up play and to avoid misunderstandings, the following procedure is used for each game turn:

- Pompadour* deals TCs to Prussia and Hanover and then starts *Frederick's* clock. *Frederick* may not look at the new Hanoverian TCs until the Prussian action stage is finished.
- Frederick* plays the Prussian action stage, clearly indicating when he has finished and starts Hanover's action stage.
- Frederick* starts the attackers' clock at end of Hanover's action stage.
- Pompadour* deals TCs to all the attacking nations. *Elisabeth/Maria Theresa* may not look at Sweden's/the Imperial Army's new TC until the Russian/Austrian action stage is finished.
- An attacking player should clearly indicate when he has finished a given nation's action stage and always hand off to the next player in an unambiguous manner.
- Pompadour* stops the clock when the last attacking nation's action stage is finished.
- There is a short pause between turns to handle Fate and if necessary, to incorporate the TCs of a nation that has just dropped out back into the discard piles.

*Notes: Although the attacking nations receive their TCs simultaneously, the action stages are carried out strictly one after the other as per the game rules; attacking players whose action stage is yet to come should not give any hint about their intended moves.*

In addition to the above:

- The clock is stopped:
  - to resolve combat;
  - when the jury is called;
  - for rules discussions, other clarifications, and breaks.
- Retreats are on the combat winner's time. After the retreat, depending on the situation, the combat *winner* either
  - stops the clock to resolve the next combat; or
  - begins his own retroactive conquest phase; or
  - starts the opponent's clock for him to begin his retroactive conquest phase.
- When a new TC deck is needed, shuffling is:
  - off the clock (for a rapid final shuffle);
  - on the attackers' clock if *Pompadour* has failed to properly shuffle the new deck in advance.

For combat and retreats, '*stopping the clock*' means the player currently on the clock either physically stops it himself or asks for it to be stopped (typically by *Pompadour*), e.g. by saying "Please, stop the clock!" At other

times, any player, but preferably *Pompadour*, can stop and start the clock as appropriate.

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#### — Some examples for scoring points at the FWC—

##### 1. Standard game, Austrian victory.

Duration: 19 turns; Victory: Austria  
The nations hold the following objectives at game end (or on leaving the game):  
Russia: 6 out of 10 objectives; Sweden 3 out of 5; Austria: 12 out of 12; Imperial Army (controlled by Elisabeth): 4 out of 5; France: 9 out of 10.

	<i>Frederick</i>	<i>Elisabeth</i>	<i>Maria Theresa</i>	<i>Pompadour</i>
	Pr: 9.5	R: 6	A: 10	F: 9
		Swe: 6		
		IA: 8		
Bonus			2	
<b>Points</b>	<b>9.5</b>	<b>8</b>	<b>12</b>	<b>9</b>

##### 2. Standard game, Prussian victory.

Duration: 16 turns; Victory: Prussia/Hanover  
The nations hold the following objectives at game end (or on leaving the game):  
Russia: 7 out of 10 objectives; Sweden 4 out of 10; Austria: 10 out of 12; Imperial Army (controlled by Pompadour): 2 out of 5; France: 6 out of 10.

	<i>Frederick</i>	<i>Elisabeth</i>	<i>Maria Theresa</i>	<i>Pompadour</i>
	Pr: 10	R: 7	A: 8.33	F: 6
		Swe: 4		IA: 4
Bonus	2			
<b>Points</b>	<b>12</b>	<b>7</b>	<b>8.33</b>	<b>6</b>

##### 3. Standard game, Multiple victory.

Duration: 11 turns; Victory: France, Sweden and Russia.  
The nations hold the following objectives at game end (or on leaving the game):  
Russia 10 out of 10 objectives; Sweden 10 out of 10; Austria: 9 out of 16; Imperial Army (controlled by Maria Theresa): 7 out of 10; France: 10 out of 10.

	<i>Frederick</i>	<i>Elisabeth</i>	<i>Maria Theresa</i>	<i>Pompadour</i>
	Pr: 5.5	R: 10	A: 5.63	F: 10
		Swe: 10	IA: 7	
Bonus		2.67		1.33
<b>Points</b>	<b>5.5</b>	<b>12.67</b>	<b>7</b>	<b>11.33</b>

##### 4. Prussian OO; Prussian victory.

Duration: 9 turns; Victory: Prussia/Hanover  
Austria had picked up the Prussian TC.  
The other nations hold the following objectives at game end (or after leaving the game):  
Russia: 7 out of 10 objectives; Sweden 6 out of 10; Austria: 1 out of 12; Imperial Army (controlled by Maria Theresa): 3 out of 10; France: 9 out of 10.

	<i>Frederick</i>	<i>Elisabeth</i>	<i>Maria Theresa</i>	<i>Pompadour</i>
	Pr-time: 4.5	R: 7	A-obj.: 0.08	F: 9
	Pr-OO: 10	Swe: 6	A-time: 4.5+1	
			IA: 3	
Bonus	2			
<b>Points</b>	<b>12</b>	<b>7</b>	<b>5.5</b>	<b>9</b>

##### 5. Prussian OO, Prussian defeat.

Duration: 12 turns, Victory: Sweden  
The Prussian OO failed on turn 11 with Prussia controlling 12 out of 14 objectives at that moment.  
The other nations hold the following objectives at game end (or after leaving the game):  
Russia: 7 out of 10 objectives; Sweden 5 out of 5; Austria: 8 out of 12; imperial Army (controlled by Maria Theresa): 4 out of 10; France: 8 out of 10.

	<i>Frederick</i>	<i>Elisabeth</i>	<i>Maria Theresa</i>	<i>Pompadour</i>
	Pr-time: 6	R: 7	A-obj.: 6.67	F: 8
	Pr-OO: 8.6 – 1	Swe: 10	Ö-time: 5.5+2+1	
			IA: 4	
Bonus		2		
<b>Points</b>	<b>7.6</b>	<b>12</b>	<b>8.5</b>	<b>8</b>

##### 6. Prussian OO, Prussian defensive victory.

Duration: 17 turns, Victory: Prussia/Hanover  
The Prussian OO failed on turn 11 with Prussia controlling 10 out of 14 objectives at that moment.  
The other nations hold the following objectives at game end (or on leaving the game):  
Russia: 6 out of 10 objectives; Sweden 4 out of 10; Austria: 6 out of 8; imperial Army (lead by Elisabeth): 4 out of 5; France: 7 out of 10.

	<i>Frederick</i>	<i>Elisabeth</i>	<i>Maria Theresa</i>	<i>Pompadour</i>
	Pr-time: 10	R: 6	A-obj.: 7.5	F: 7
	Pr-OO: 7.1 – 1	Swe: 4	A-time: 5.5+4+1	
		IA: 8		
Bonus	2			
<b>Points</b>	<b>12</b>	<b>8</b>	<b>9.5 (max)</b>	<b>7</b>