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No cheap plastic souvenirs. No commercial sponsors. No up-close and personal interviews. Few survivors. That's how tournaments were managed back in the good old days – the Middle Ages.

*Laughton.org* brings those days back with its newest contest: the

**Medieval Fantasy Women's Football League.**

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## Rules

### *How to Play*

In this document you'll find a list of the sixteen countries competing in the Women's World Cup. You'll also find a roster of twenty-four players; in keeping with the nature of the tournament, they are all female, and they're all characters you'd typically encounter in a medieval fantasy game. Compose a team by choosing ten different players – five starters and five reserves – and assigning them to ten different countries. Your players will add varying numbers of points to (or occasionally subtract from) your team score depending upon their countries' performance. The winning team is the one which has the most points at the end of the tournament.

### *The Women's World Cup Tournament 2003*

The countries are divided into four groups. Competition begins with group play, in which each country plays every other country in its group. Group play matches may end in ties. At the end of group play, the top two countries from each group advance; the bottom two in each group are eliminated. Play continues with matches in which the loser is eliminated. These matches cannot end in ties; if necessary, the outcome is determined by overtime or a shootout. When the field has been narrowed down to four countries, there are no more eliminations: each of the final four teams advances to the championship match or to the consolation match (for third place). You can find out more about the Women's World Cup, including country rankings and match schedules, at its [official website](#).

## Scoring

For purposes of this contest, goals are scored only during regular or overtime play. Although a successful kick in a shootout may be referred to as a "goal" by the unwashed, it is not included in the goal count. For example, a match that is tied 3-3 at the end of overtime and then decided by a 5-4 shootout would satisfy the conditions both for equal number of goals (three each) and for victory (for the team that won the shootout). In match scores posted on this page, red digits indicate shootout results; *i.e.*, 3<sup>5</sup> - 3<sup>4</sup>.

Each player on your team can only score points if she is active when her country plays a World Cup match. At the beginning of the tournament, all five of your starters are active. Only five of your players can be active at any time. When a starter's country is eliminated from the tournament, the starter is benched and a reserve player is activated. Some players may also be benched for other reasons; see individual descriptions for details. A benched player cannot score points or return to active play. Reserve players are activated in the order in which you list them on your entry, but if a player's country has been eliminated before she is activated, she is skipped and the next player on the list is activated instead. When you run out of reserves, your team simply continues with its remaining eligible players (if any).

Each medieval fantasy player scores points according to a different formula. Depending upon a country's prospects in the World Cup tournament, it may be beneficial to assign a player that adds many points for many goals, or it may be better to assign a player that adds points when her country loses. Extensive testing using results from past World Cup tournaments indicates that a high score can be achieved with almost any roster of players if they are assigned to the right countries. Read the individual scoring rules carefully: some players can generate hundreds or even thousands of points, but they may also pose a risk of subtracting points under certain conditions.

If two or more teams are tied for high score at the end of the tournament, then the team whose tiebreaker prediction is closest to the total number of goals scored by all World Cup teams in all matches wins. It doesn't matter if the prediction is higher or lower than the actual total. If the tiebreaker predictions are equally accurate, then the team which posted the greatest number of points for any match wins; if the scores are equal, then the winner will be determined by comparing the second-highest scores, third-highest, etc.

Send your entry to  
contest@laughton.org in this format:

**To: contest@laughton.org**  
**From: you@your.mail**  
**Subject: Team Name**  
 Home town  
 player 1  
 country 1  
 player 2  
 country 2  
 player 3  
 country 3  
 player 4  
 country 4  
 player 5  
 country 5  
 player 6  
 country 6  
 player 7  
 country 7  
 player 8  
 country 8  
 player 9  
 country 9  
 player 10  
 country 10  
 tiebreaker  
 comments (optional)

*Here's an example of a properly formatted entry:*

## *How to Enter*

Follow these simple steps to submit your team roster:

1. Choose ten players from the list below.
2. Assign each to a country participating in the Women's World Cup.
3. Don't use any player or any country more than once.
4. Choose a name for your team. Make it no more than 32 characters, including spaces. I'll try to fit it in if it's a bit longer, but I make no guarantees.
5. For tiebreaking purposes, predict the number of goals that will be scored by all countries in all matches during the 2003 Women's World Cup tournament.
6. Submit your team roster via e-mail in the format shown at right. The first five players are your starters; the rest are reserves, activated in the order listed.

The "home town" of your team is the city, town, village, hamlet, *oblast*, or unincorporated area where you live, work, or study, the city where you were born, adopted, or cloned, or, if you prefer, it can be the place that you want everyone to believe is the city, town, village, *oblast*, hamlet, or unincorporated area where you live, work, study, or were born, adopted, or cloned. When all entries have been received, teams and home towns will be posted on this page; no other identifying information will appear unless you choose to include it in your comments. In your comments you may write anything you like about your team, city, football, other medieval fantasy pursuits, or anything else you'd like to share with the other competitors. There's no strict limit on the length of comments, but you are encouraged to keep them brief; ***Laughton.org*** may edit lengthy texts.

**To: contest@laughton.org**

**From: you@your.mail**

**Subject: The Game Dames**

Washington, DC, USA

Huntress

Norway

Assassin

USA

Minstrel

Korea

Champion

Australia

Queen

Nigeria

Dancer

Germany

Sorceress

Italy

Dragon

Brazil

Thief

China

Gambler

Japan

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I've been a fan of Laughton.org for years, but this is the first time I've entered a contest.

## *Details, Details*

- **Who Can Play:** Anyone with an e-mail account is welcome to play. There is no charge.
- **Abbreviations:** You may abbreviate country names, but be sure your abbreviations are easily understandable.
- **Entry Period:** Entries will be accepted beginning August 18, 2003. Entries must be received no later than September 18, 2003 (US Eastern Time).
- **Multiple Entries:** You may submit only one entry from any e-mail address. If you have more than one address, you may submit one entry from each.
- **Prizes:** A small prize will be awarded to the person who submits the winning entry; if there are many entries, second- and third-place prizes may also be awarded. *Laughton.org* doesn't announce specific prizes to be won before the competition begins; you can see items that have been won in the past on previous contest pages.

Complete team rosters will be posted on this page prior to the start of the World Cup tournament. Scores will be posted regularly during the tournament (daily if circumstances allow). *Laughton.org* will contact the winner(s) by e-mail at the end of the competition to arrange delivery of the prize(s).

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## *Participating Countries*







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Group <b>A</b>	<b>USA</b>	<i>Sweden</i>	<i>Nigeria</i>	<i>North Korea</i>
Group <b>B</b>	<i>Norway</i>	<i>France</i>	<i>Brazil</i>	<i>South Korea</i>
Group <b>C</b>	<i>Germany</i>	<i>Canada</i>	<i>Japan</i>	<i>Argentina</i>
Group <b>D</b>	<i>China</i>	<i>Ghana</i>	<i>Australia</i>	<i>Russia</i>

## The Medieval Fantasy Players

When two countries play a Women's World Cup match, your active players assigned to those countries add or subtract points from your total score. Each one uses a different scoring formula. Read carefully before you select your players and countries!

<p><i>Angel</i></p> 	<p>The <b>Angel</b> wants you to be happy no matter how her country fares in the tournament. She adds 10 points for each goal scored by her country and by its opponent, and she'll still add 10 points even if the final score in a match is 0-0.</p>
<p><i>Assassin</i></p> 	<p>The <b>Assassin's</b> objective is to eliminate her own country. If she loses a match, she adds 25 points for each of her opponent's goals, and she doubles that amount if her own country fails to score any goals.</p>
<p><i>Barbarian</i></p> 	<p>The <b>Barbarian</b> has little interest in which side wins; she only wants to see a decisive victory. If the margin of victory is more than one goal, she adds 25 points for every goal scored by both sides. If the margin of victory is only 1 goal, or if the match is a draw, she adds nothing and is benched.</p>
<p><i>Champion</i></p> 	<p>The <b>Champion</b> grows stronger with each victory. As long as her country wins matches, she adds 10 points for the first goal it scores, 20 for the second, 30 for the third, etc., and the increases continue from match to match. If her country loses a match, she adds no points and is benched. In the event of a draw, she scores no points, and the sequence of goal values in the next victory restarts at 10.</p>
<p><i>Creature-</i></p> 	<p>The <b>Creature From the Abyss</b> rarely visits the surface, and she only stays around long enough to watch one score. If her match ends with a 1-0 score, regardless of who wins, she adds 1,000 points. For any other result she adds nothing.</p>

<p><i>Dancer</i></p> 	<p>The <b>Dancer</b> takes two steps forward and one step back; how many points she gives you depends on where she stops. If the total number of goals scored in her match is even, she adds 50 points for each; if odd, she subtracts 25 for each. If neither side scores any goals, she is benched.</p>
<p><i>Devil</i></p> 	<p>The <b>Devil</b> makes you a tempting offer: she adds 50 points for every goal her country scores if it wins, and if it loses she only subtracts 10 points for every goal scored by the opponent. But if the match ends in a tie, she subtracts 100 points and is immediately benched!</p>
<p><i>Dragon</i></p> 	<p>Beware the <b>Dragon</b>, who will turn on you if a match goes badly. She adds 100 points for each of her country's goals and subtracts 100 for each scored by the opponent.</p>
<p><i>Fairy</i></p> 	<p>The <b>Fairy</b> disdains high scores. She adds 25 points if her country scores only 2 goals, 50 if it scores only 1, 100 if it scores none at all, and if her country wins, she doubles the amount.</p>
<p><i>Gambler</i></p> 	<p>The <b>Gambler</b> plays long odds in pursuit of great gains. If her country scores exactly 7 or 11 goals in a match, she adds 100 points for each goal scored by both sides. If the opponent scores exactly 7 or 11 goals in a match, she adds 100 points for each goal scored by both sides. If the total of all goals scored in a match is 7 or 11, she adds 100 points for every goal scored by her own country. If she makes 7/11 "the hard way" – that is, more than one condition is true – she doubles the points for all applicable conditions.</p>
<p><i>Genie</i></p> 	<p>The <b>Genie</b> uses different spells to conjure your points to take advantage of high or low scores. She adds 25 points for each of the winner's goals or 50 points for each of the loser's, whichever is higher. However, if the score is 0-0, she is benched.</p>
<p><i>Ghost</i></p> 	<p>The <b>Ghost</b> can summon points from past matches. When her country wins a match, she adds 25 points for each of its goals scored both in the current match and in all previous matches. If her country loses, she is benched.</p>

<p><i>Huntress</i></p> 	<p>The <b>Huntress</b> stalks only the most difficult and valuable quarry. In a match decided by a shootout, she adds 500 points for every goal scored by both sides (minimum 500), and she doubles that amount if her country is victorious. If there is no shootout, she adds nothing.</p>
<p><i>Jester</i></p> 	<p>The <b>Jester</b> gives you a chance to say “just kidding” about some of your unfortunate choices. If her country wins its match, she adds up all negative scores you have accumulated, multiplies the sum by <math>-2</math>, and adds the result. She only plays one match and is then benched regardless of the outcome.</p>
<p><i>Minstrel</i></p> 	<p>The <b>Minstrel</b> loves harmony and balance. She adds 25 points for every goal scored in a match if the result is a draw or if one team's score is exactly double or triple the other's.</p>
<p><i>Princess</i></p> 	<p>The <b>Princess</b> insists on winning by an impressive margin. She adds 50 points for each goal scored by her country if it wins by 2 goals or more.</p>
<p><i>Queen</i></p> 	<p>Not to be outdone by the Princess, the <b>Queen</b> adds 100 points for each goal scored by her country if it wins by 3 goals or more.</p>
<p><i>Scribe</i></p> 	<p>The <b>Scribe</b> dutifully adds 25 points to your score for every goal her country scores, and if it wins, she adds 25 for each of the opponent's goals as well.</p>
<p><i>Sorceress</i></p> 	<p>The <b>Sorceress</b> refuses to cast the same spell twice. After every match she adds 50 points to your score for each of her country's goals if it has not scored the same number in a previous match. If her country repeats a score, she adds nothing and is benched.</p>

<p><i>Spy</i></p> 	<p>Here we see the <b>Spy</b> sending a secret message to aid her country's opponents. If her country loses a match, she adds 25 points for each of the opponent's goals and another 25 for each if it loses in a shootout; if her country fails to score, she doubles the amount.</p>
<p><i>Thief</i></p> 	<p>As you can see, the <b>Thief</b> has been punished severely for her crimes, yet she persists in stealing points. When her country wins a match, she steals the highest score posted by any other player on your team and adds it again to your total (the stolen points do not disappear from their original position). She will not steal the same points twice. If her country loses, she is benched.</p>
<p><i>Vampire</i></p> 	<p>The <b>Vampire</b> generously rewards those who come back from the dead. She adds 10 points for each goal her country scores in a match, and if her country lost its previous match, she multiplies that amount by 10.</p>
<p><i>Warrior</i></p> 	<p>The <b>Warrior</b> tolerates nothing short of victory. She adds 100 points for each of her country's victories, double that amount if the opponent fails to score any goals. If the match is drawn or her country loses, she adds no points and is benched.</p>
<p><i>Witch</i></p> 	<p>The <b>Witch</b> delights in frustrating players on both sides. She adds 100 points if her country fails to score a goal in a match, she adds 100 points if her opponent fails to score, and she adds another 100 points if both conditions are true. If the match ends in a scoreless tie (that is, there is no shootout), she adds a total of 1,000 points.</p>

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Questions? Comments? Send them to [david@laughton.org](mailto:david@laughton.org). Questions and answers that may be useful to all participants will be posted on a FAQ page.

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