

# Italia 2010

- (ver. 28 Mar 2024)

Italia 2010 is a scoring system of the [C-Diplo](#) family popular in italia

[version francaise](#)

## Création

- Creator : Davide Cleopadre
- Year of creation : 2010

## Domination

### Podium bonus

- topboarder 70 pts
- second 34 points
- third 16 points

position bonus can't be shared : look at tie break

### Break

If the winner of the game ends with three or more SCs more than the second, there is Break

- Break = +30

if no break are realised every other player get a +10%

## Power

- 1 point/centre

## Participation

- 1 point

## TSS bonus

At the end of the game, you count all the players who finished with at least 3 SCs. That number (minus 1), multiplied by 10%, is TSS ("Three-SCs-Survivors"). Each survived player (with at least one center owned at the end of the game) receives a bonus equal to his Modified Score multiplied by TSS. For example, if 4 players end with 3 or more SCs, TSS is equal to 30% and each player gets his Unmodified Score increased by 30% Please do note that, since for TSS calculation you consider only players with 3 or more SCs, it's not important whether the other players have been eliminated or survived with 1 or 2 SCs – but those survived players get their TSS bonus, too.

## Solo

In case of a solo (18 SCs), the winner's bonus will be 170 points so his final score will (70 first + 30 Break+170 + (4\*18) +1) \* (TSS), while all the other players will get 1 point. I.E:18 centers with 4 players with 3 centers or more = 445,9

## Tie Break

If two or more players finish the game with the same number of SCs, they do not share their Position bonuses; to resolve the parity, you consider the situation in the previous year and see if one of those players has more SCs, and if necessary you consider the year before, and so on until the situation is solved in advantage of one of those players, who obtains the whole bonus for the position gained. For example, if A and B wins a game with 9 SCs each in 1907, you consider 1906 when A had 9 and B had 8: A is the winner and takes the whole First Position bonus (70 points), while B takes the Second Position bonus (34 points) plus No-Break bonus (10 points). If the situation is still even in 1901, then there is a priority based on which Country has been played; this priority order is: Austria, Germany, Italy, Turkey, England, Russia, France. So, if France and Italy are even in 1901, then Italy has precedence and wins.

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