

# **GAME "END TIME" RULES**

These rules will be used for all Axis & Allies: Anniversary Ed. (AA50), AA 1942, 2<sup>nd</sup> Edition, and Global 1940 games to determine how each game should end within the tournament/event time constraints.

**End Time Rules:** All games shall be played within the game time frame & with a minimum round limit as listed below: (though more rounds are always encouraged.)

- **1942, 2<sup>nd</sup> Ed, E40, P40** = 3 hours, 45 minutes. (5-6 rounds)
- **Anniversary Edition (AA50)** = 5 hours, 45 minutes. (6-7 rounds)
- **Global 1940 (G40)** = 11 hours, 45 minutes. (8-9 rounds)

There will be a "**15 minute stoppage time**" play at the end of all tournament games, IF NECESSARY. This time will be used so that teams may finish up their final moves, if they have not already done so and to finalize the game ending on the last countries turn. In all accounts, no game shall end in the middle of a game round of play.

**An announcement will be made with 45 minutes to an hour remaining depending on what game it is you are playing. *What this means is:***

1) If, WITH forty-five minutes left and the game is in the middle of a round (UK, Japan, US), the NEXT ROUND WILL BE THE LAST ROUND. (i.e. you have one hour (45 min. + 15 min. of stoppage time) to complete the round you are in, and possibility the next round, **IF YOU SO CHOOSE!**

• Officially, you may **NOT** start another game round if there is less than **30 minutes** left in regulation play (this **DOES NOT** include Stoppage Time). This does, however, apply to a game that is at the end of US's/Anzac's turn within the thirty-minute warning.

• If for whatever reason, both teams choose to start another game round before the thirty minute warning period and does NOT finish (**US/ALLIES** turn) when time is called, including stoppage time (3:45 + 15 min = 4 hours), the total IPC values with bonuses will be determined **AT WHATEVER POINT THE GAME IS IN**. For Pacific 1940, you must end the game on Anzac's turn!

2) If, with 45 minutes left, you are at the beginning of the **first countries** turn, **THIS ROUND WILL BE YOUR TEAM'S LAST**. You may **NOT** start another round after the current round including Russia.

• The judges will notify all players when 1 hour is remaining in regulation play and when the **30-minute warning** begins. It is up to the individual teams to complete the last round of play within the time constraints, not the judges.

• With this rule in place, all games should still achieve at least a **5 round** game. If you do not, you are playing way to slow!

**Anniversary Edition (AA50):** All of the above END TIME rules apply, except:

1. Officially, one may NOT start another game round if there is less than **45 minutes** left in regulation play.
2. All games should get a min. of 6 rounds if not 7. If not, you may be playing too slow...and warned.

**Global 1940 (G40):** All of the above END TIME rules apply, except:

1. Officially, one may not start another game round if there is less than **1 hour** left in regulation play, this does not include the 15 minute stoppage time.
2. All games should get a minimum of 8 rounds if not 9 or more. If not, you may be playing too slow...and warned.

**Conceding a Game (1942)**

If a team chooses to concede a game before game time is called and/or VC have been obtained by one side, for whatever reason; the final score of the game will be recorded as **251 VP for the winners; 100 VP for the losers**, regardless of what the final IPC count is, on the board, at the time.

