Incremental Control

Incremental control is a centre count scoring system. Its specificity lies in its incremental nature.

Creation

- Creator **Eliott Howell**
- Year of Creation: **2025**

Power

- 1 point for each supply center held at the end of each and every game-year played ("control points").
- 1 point for each supply center held at game-end, counted for each unplayed game-year through 1918 ("success points").

Solo

- For players in games won by a single player (solo or concession):
- For the winner: ½ point for each center not owned by the winner, counted for each year through 1918 ("victory points").
- For each other player: ½ point for each center held at game-end, counted for each unplayed game-year through 1918 ("survival points").

Miscellaneous

With only a possible small reduction for supply centers left unowned in early years of a game, each tournament game will distribute 34×18=612 points to its players. NOTE: Games are certainly not expected to extend until game-year 1918. They will invariably end as normal, long before that game-year. The use of the year 1918 in the scoring system is simply to repeatedly add the players' final center-count to their score for all years after the game's natural end until the game-year 1918, so as to make all games worth the same number of points, and to properly award players for their result.