

Settlers of Catan CWC (Friday & Saturday)

There will be two 3 game qualifying sessions. In each game, identical boards will be used by all tables. Up to the top 16 qualifying scores will advance depending on the number of players (ranked by wins/total points). You have 2 chances to qualify. First session Friday night at 7pm and second session Saturday 10am. The semi-finals start Saturday at 7pm. The final will be played immediately after that. The winner of the tournament receives air fare and hotel to Origins 2018 to play in the next round of the national championship. Players must be 18 or older to win. 4th edition rules are being used (no house rules). 7's are live from the beginning. Players may build and trade in any order during their turn. Players may use ports on the same turn they are built. Robber may be moved back to the desert. There will be a special ticket price required because of the prize offered.

NER Tournament Rules

General Rules

You can play in as many heats as you wish. You are not required to play in all, but can increase your rankings for advancement. Your ranking is based on the number of wins, then by your highest non-winning finish. Ties broken by your % of first place score. Only your best 2 results will count.

Advancement To Semi-Finals

New this Year: After 2/3 heats each tournament will have a scheduled semi final round. Everyone who wins a heat game will advance to the semi finals. We will take enough runners up to round up to the next multiple of 4. The winners will play in the finals. If there were less than 4 winners, we will take the next best finish based on percentage of winner's score to make the finals 4 player games.

Any final scheduled time can be moved by agreement of all players qualified.

Dominion Tournament Rules

Heats

All games will be 4 player games (with 3-player games as necessary depending on number of players per heat) if possible..

Games will consist of cards from the Dominion base set plus expansions which were brought. The actual sets used at a given table will be determined by whatever is available from the person who brought the game.

Priority will be given to the first X that sign up that have the game, where X equals the number of tables we need. Players will stay with their game.

Seating of additional players will be randomized. (i.e. you cannot request to play at a particular table)

Set up for the game will use the "veto" option, where 14 cards are selected, and each person at the table, in turn order, chooses one NOT to be in the set for the round.

When you set up the game, randomize ALL cards from the sets that you are setting up, and use the appropriate rules for them (potions for alchemy, platinum for prosperity, etc).

Players will play two rounds at the same table, with the start position reversed for the second round. The second round's card selection is done the same way (selecting 14 randomly from the set).

Games end as per the standard Dominion Rules (Provinces are exhausted, or any three piles are exhausted).

Semi/Final Rounds

The semi-final will be all winners plus a number of alternates to the next number of 4 (four 4-player games).

All players with two wins in the heats (see Placement Points method below for determining positions in the heats) will advance to the semis. The remaining seats will be filled by the players who had the highest placement points from the preliminary heats.

Points for placement shall be awarded in each game played per heat or round:

15 – 7 – 3 – 1

To determine a player's position (first, second, third, etc.), the total placement points in both games shall be combined. As a tie-break: total points over the other players in the game that was won.

Example, Player A finished first in the first round, scores: 40, 30, 20, 10 and second in the second round: 35, 25, 24, 22 And player B did the opposite, player A and B would have 65 points each for first tie break. Player A won by $10+20+30 = 60$ Player B won by $10+11+13 = 34$ so player A would be the winner.

Winners of the semi-final games will advance to a 4 player final.

The semifinals and final will use the Dominion base set + Prosperity expansion. The veto rule described above will also be used.

Power Grid Tournament Rules

Heats

Heats will be four-player games, with five players where necessary. The following boards will be used:

Heat 1 – Italy or Benelux

Heat 2 – USA or France

We will attempt to accommodate players who would like to use deck 2 during the heats but deck 1 will be used in the semi/finals.

Semi/Final Rounds

Semi-final board: South Korea or China

Final board: Central Europe

Errata: Plant 29 (in the original deck) powers 4 cities.

Stone Age Tournament Rules

4-player games will be played. 3-player games will be played only as needed to accommodate all players.

All standard game rules will apply, and when there is a conflict, we will use the 2nd Edition Rules from Zman Games. Specifically, these rules state that civilization cards in a second set count as a 2nd set

The expansion “Style is the Goal” will not be used in the tournament.

St Petersburg Tournament Rules

.No variants, no special rules. 4-player games will be played. 3-player games will be played only as needed to accommodate all players.

Clarifications

Cards drawn from the Observatory must be shown to all players.

No Special Building (Pub, Warehouse or Observatory) can be upgraded in a ROUND it is used.

The Warehouse MAY be upgraded if it holds four cards, but CANNOT be upgraded on a round when a 4th card was added.

Tie Breakers (individual games):

Most money

Fewest Aristocrats

Brought copy of game (even if not used in round).

Puerto Rico Tournament Rules

Heats will be 4-player games. 3-player games will be used as needed although four is the preferred and optimal number. There will be no 5-player games.

Rules

All standard game rules apply. We will not be using any of the expansions or variants, except for the special tiebreakers and bidding system described below that will be used in semi/final round games only.

Bidding

For all semifinal and final games, we will be using a bidding for seat position using the same bidding system introduced last year. Each player will randomly draw a random plantation tile (using the trading house values) to determine who bids first. Going around in plantation order value (coffee goes first), each player will place a matching plantation tile on a bid value ranging from 0 to 5.0 VP (in increments of 0.5 VP) using a chart to be furnished by the GM. Bids may be zero but in all instances must be higher than any previous bids for a particular seat. Any player who has been outbid will have his/her marker removed and will, when his or her turn comes, bid again—either a higher value for the same seat or a different amount for another seat. A player whose bid is not topped by another bid does not get another bid — instead the bidding goes around to the next player without a bid marker in play. The process continues until all players' bid markers are on different seats, with the resulting bid representing the VP handicap to be assigned for that particular game. These VP handicaps will be noted at the top of the particular seat position (1, 2, 3 or 4) on the scoresheet above the player's name and will be subtracted from that player's VP total at the end of the game. Note all bids will be made before seeing the random plantation draw to start each game.

Acquire Tournament Rules

4-player games will be played. 5-player games will be played only as needed to accommodate all players.

All standard game rules will apply.

Stock holding are private.

Ticket to Ride Tournament Rules

Game Versions

All heats may use Europe, Base US or US – 1910 game. If all players at a table agree, any of the three variations (1910, Big Cities, Mega game) may be played. If agreement cannot be reached, the Mega version should be played.

Game preferences will be considered but will not be guaranteed. Should there not be enough players/ game copies to honor a preference, players will be assigned to play 1910 Mega.

The Semi/Final rounds will use the US – 1910 game, Mega version only.

Most games will be played with 4 players, resorting to 5-player games only as needed. Players will randomly select turn order and seating order at the start of each game since turn order is a tie-breaker (See below). At the start of each game, players must check that they have exactly 45 trains in their color. The number of train cars, train cards and destination tickets a player has is public knowledge.

Tie Breakers

The following tiebreakers will be used to determine finish order within a game:

Total Score

Player who has completed the most destination tickets

Player with the Longest Continuous Path Card

Reverse Turn Order

Brought copy of game

Splendor Tournament Rules

Default 4 player games, 3 player as needed

Play 2 games. Reverse the turn order for the 2nd game.

Ties broken by fewest development cards, then number of gems left over,

Advancement by placement points from the 2 games game (15/7/3/1). Ties broken by total points, then order of finish of the first game.

Concordia Tournament Rules

We'll use 4 player tables and 3 player tables if necessary.

We will play the base game, no expansions.

The Italy board will be used in heat 1

Gallia board will be used in heat 2

Corsica will be the board for the semi-finals

Finals will be played on the Crete board.

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The player with the most VP wins. In case of a tie, the player owning PRAEFECTUS MAGNUS will be the winner, or by the tied player who would receive him next in the course of the game.

Terraforming Mars Tournament Rules

4 player games will be the default, using 3 player games as necessary.

All heats may use Base Mars, Hellas or Elysium maps. If map agreement cannot be reached, the base Mars map will be used.

All games will be played using Corporate Era cards. At the start of the initial card distribution, each player will draw 2 corp. cards and keep one. All players will reveal their Corp. after the initial cards have been decided and payed for.

Drafting will be used in the semis and finals as follows:

For initial card distribution, each player will be dealt 5 cards, keeping 1 and passing the remainder to the **left**. This will proceed until all 5 cards have been distributed. Then 5 more will be dealt, keeping one and passing the remainder to the **right**. This will proceed as before.

During the Research phase, the players draft 4 cards to buy, keeping 1 and passing the rest to the next player as in the initial card draft. Cards are passed clockwise on even numbered turns and counter-clockwise on odd numbered turns.