

Euroquestian Tournament

What it is?

Totalcon will also feature a tournament that lets you play up to 19 different games whenever your schedule allows and with your friends. It's an open play event which you can play at any time. We have also some scheduled plays for each game title for those who are looking to play at a particular time.

Games

A wide variety of games are eligible for play. Each game falls into a category based on length, from the shortest games (Class E) to the longest games (Class A). Longer games earn more points than shorter games, based on the tables shown below.

Procedure

To start a game, a player should find an available table in that area and set up one of the games on the game list. Once the minimum number of players for the game is present, get a score sheet from the registration desk. Any players arriving within five minutes of this time (up to the maximum) will be allowed to play. Players in the Euroquestian event should know the rules to the game being played. Players are encouraged to teach and learn games in the Open Gaming area.

Schedule

Unlike other events, there don't need scheduled rounds. Games can be started on Thursday, Friday and Saturday from 8am until 12 Midnight, and Sunday from 8am until 12 noon. On Sunday all games must be completed and all score sheets turned in by 2PM. We have added scheduled times for many of the titles for those who would to play with a schedule.

Pairing

Players are encouraged to play as wide a variety of games as possible. Players who have accumulated a large number of Wild Card points such that they are highly ranked on the Euroquestian leaderboard are encouraged to play with other similarly ranked players.

Points System

Points are based on the games being separated into five length classes, by the number of players in the game, and your finishing position as shown in the tables below.

Class E – approx. 45 minutes

Max – 30 points/game

Eligible Games:

Machi Koro, Can't Stop, Star Realms,

Scoring for Class E

Points/Game	1st	2nd	3rd	4th
2 Players	5	0	-	-
3 Players	10	5	0	-
4 Players	15	10	5	0

Class D – approx. 60 minutes

Max – 40 points/game

Eligible Games:

Carcassonne, Race for the Galaxy, San Juan, Imhotep, Castles of Burgundy Card Game

Scoring for Class D

Points/Game	1st	2nd	3rd	4th	5th
2 Players	10	0	-	-	-
3 Players	15	5	0	-	-
4 Players	20	10	5	0	-
5 Players	25	15	5	0	0

Class C – approx. 90 minutes

Max=60 points/ game

Eligible games:

5 Tribes, Castles of Mad King Ludwig, Suburbia, Vegas Showdown, Thurn & Taxis, Viticulture, Acquire

Scoring for Class C

Points/Game	1st	2nd	3rd	4th	5th
2 Players	10	0	-	-	-
3 Players	20	5	0	-	-
4 Players	30	10	5	0	-
5 Players	40	15	10	0	0

Class B – approx. 120 minutes

Max=80 points/ game

Eligible games:

Lords of Waterdeep, Trajan, Scythe

Scoring for Class B

3 player 1st place: 30 pts, 2nd place: 10 pts, 3rd place: 0 pts

4 player 1st place: 40 pts, 2nd place 15 pts, 3rd place: 5 pts, 4th place: 0 pts

5 player 1st place: 50 pts, 2nd place 20 pts, 3rd place: 10 pts, 4th-5th place: 0 pts

Points/Game	1st	2nd	3rd	4th	5th
3 Players	30	10	0	-	-
4 Players	40	15	5	0	-
5 Players	50	20	10	0	0

Class A – approx. 150 minutes

Max= 100 points/ game

Eligible game: Terra Mystica

Scoring for Class A

Points/Game	1st	2nd	3rd	4th	5th
3 Players	40	15	0	-	-
4 Players	50	20	10	0	-
5 Players	60	25	15	5	0

- Points for each title are added together for your total score in the Euroquestian event. Please note that the points that can be earned from any one title are limited to a specific maximum that is equivalent to the value of two wins in two four-player games.

- Tiebreaker will be the most different game titles played.

- Second tiebreaker will be the **fewest** total games played.