

## Congress of Gamers tournament rules

**Administration:** For the October 2021 con, the Congress of Gamers tournament will be coordinated by Marcia Morelli, Amy Rule and a cadre of GMs. The GMs will be available to answer rules questions and decide finishes in terminated games. Most games which are new to Congress of Gamers will offer a demo before the start of the game.

Players may participate in any of the tournament games listed on the official schedule. Other games (such as games from the Party/Social track, or games played during open gaming) do not count. All games are scored in the same way, based on the number of players. Points are accumulated in the Congress of Gamers tournament from games played on Saturday and Sunday.

The GM for the game will randomly seat the players. The first player should always be chosen randomly (e.g. with a die roll or other technique), even in cases where the rules state some other criteria (e.g., age; last player to visit country X, etc)

A score sheet from each game must be returned to the check in area for a game to count. Pairings shall be at random for each of the Saturday rounds and the first time slot on Sunday. However, leading players with similar scores who select the same games will be paired together for the final three rounds on Sunday. If it matters, players with higher point totals will be asked to select their game before players with less points. Cards will be made available so each player can track his/her personal results.

Any disagreements over rules or scoring should be brought to the attention of the GM for the game. The GM's ruling in such matters is final. If the GM is a player in the game where the disagreement occurs, the Tournament Director will make the ruling.

**Variants:** A number of the games on the list have published variants, different maps, etc. The general approach will be to allow games with variants, provided they fit within the scheduled time slot. If players cannot agree on a particular variant, the base game or map will be used (with a random coin flip to determine the relevant map for games with two base versions, e.g., Power Grid). Limited edition sets or variants should not be used, e.g., Mannikin Pis board in 7 Wonders, promo cards, etc.

## Point Table

Points based on finishing position in each game played will be tracked and awarded as follows:

	<b><i>Number of Players in Game/Points</i></b>			
<b><i>Finish</i></b>	<b><i>6+ players</i></b>	<b><i>5-player</i></b>	<b><i>4-player</i></b>	<b><i>3-player</i></b>
1st	10	10	10	10
2nd	6	6	6	6
3rd	4	3	2	1
4th	3	2	1	
5th	2	1		

6 <sup>th</sup> +	1			
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Based on their preferences, players may compete in as many as 9 different games during the event. However, players may only count their best 8 scores toward their total score. Those scores must come from different games. The game must be played and a score sheet turned in during the time slot scheduled for the game. No wild card slots will be provided this year.

In case of TIES, the tiebreakers listed in the game rules should be applied. If the listed tiebreakers are not sufficient to break the tie, then the tied players will split the points. The points will be rounded to the nearest fraction with half-points rounded up: e.g., a two-way tie for third in a 4-person game will net each player 2 points (1.5 rounded up).

**Tiebreak for final scoring:** If more than one person is tied for the most points, the tiebreaker would be head-to-head results among the tied players -- i.e., the player who scored the most points in games with any other player(s) tied for first. If still tied when considering the results of all such games, the tiebreaker would be which player did the best in the last game in which the tied players competed. If, by some chance, the tied players did not face each other during the competition, the tiebreaker would be which of the tied players scored the most points against the next highest scoring player in the event, and so on, until the tie is broken.

**Prize:** The highest point scorer will be named the winner of the Congress of Gamers tournament and will receive prizes to commemorate the achievement.

### Notes for particular games:

In ***Ticket to Ride***, these variants may not be used: Team Asia, TTR New York, TTR London, TTR Amsterdam.

In ***Castles of Burgundy***, each player should draw a random board, and may choose which side to play. Board 8 should not be used by any player.

In ***St. Petersburg***, players may choose to play the 1<sup>st</sup> or 2<sup>nd</sup> edition of the game as available. When using the Observatory, show the drawn card to the other players.

In ***Puerto Rico***, the "Balanced Game" option may be used if everyone at the table agrees. In this option, corn players start with one less doubloon, and swap the price of the Factory and University.

In ***Terraforming Mars***, all games should use Corporate Era rules, and Prelude (if available).

In ***Space Base***, the Light Speed variant should be used.

In ***Tapestry***, at the start of the game, each player draws three Tapestry cards. Then, put out a number of Civs equal to the number of players plus three and then bid for turn order. When a player wins the bid, they may take whichever Civ they want. Once the bidding is complete, the discarded cards are reshuffled into the deck. Then each player discards two of their original

Tapestry cards. Be sure to record those bids. At the end of the game, when all scoring is complete, deduct any bids from the players' end-game victory points.

If two Tapestry cards contradict each other ("Everyone moves on this track." vs. "No one may move on this track.") the most recently-played card overrides the earlier one.

In **Gaia Project**, for a more balanced game - have all players bid for turn order and as each player wins a bid they pick their faction. That way, the remaining players will know what is still up for grabs. Be sure to record those bids. At the end of the game, when all scoring is complete, deduct any bids from the players' end-game victory points.

In **Scythe**, At the start of the game bid for factions/boards. Be sure to record those bids. At the end of the game, when all scoring is complete, deduct any bids from the players' end-game victory points.

In **Dominion**, all players will have equal turns. Once the Province stack runs out, all players finish that round, and the game ends with the player to the right of the player who started the game. Any player who hasn't gone yet in the final round may still buy a Province. Make a note of this so that it can be added to the player's final score.