



# Congress of Gamers Tournament Rules

**Administration:** The Congress of Gamers Tysons Corner tournament has a simpler structure than that used in our more established, Rockville conventions. When they are available, GM's will be available to answer rules questions and decide finishes in terminated games. When volunteers are available, 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, with 3 points scored for first place finishes and 1 point for second place finishes. Points are accumulated in the Congress of Gamers tournament from games played on Saturday and Sunday.

Players should seat themselves randomly, and randomly select the start player, 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 or Convention 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).

Based on their preferences, players may compete in as many tournament games as they wish. The game must be played and a score sheet turned in during the time slot scheduled for the game.

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. If there is a perfect tie for first, no second place points will be scored.

**Tiebreak for final scoring:** If more than one person is tied for the most points, each will be awarded.

**Prize:** The highest point scorer will be named the winner of the Congress of Gamers tournament and will receive prizes to commemorate the achievement. Second place will be awarded a consolation prize.

**Notes for particular games:**

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. If the players at a table cannot agree on which version is to be played, the 1<sup>st</sup> edition should be used.

In ***Machi Koro*** first and second places need to be determined. Players should count their points from completed landmarks, and this score will determine their place. In case of a tie, the player with the greater amount of money will receive the higher place. If players are still tied, the tie remains and they will score points according to the CoG tiebreaker rules above.