**HOW TO PLAY IN A TOURNAMENT**

To participate in a tournament Heat, players should follow these steps:

1. Write your name on the Heat sign-up sheet in the tournament room. Sign-up sheets are usually posted ~20 minutes before the Heat’s scheduled timeslot. If you have brought a copy of the tournament game to use, notify the Tournament Director and they will direct you to a table to start setting up.
2. At the scheduled game start time, the Tournament Director will randomize the table assignments + starting turn order. All Heat players should be present to receive their table assignments.
3. Players move to their assigned tables and begin playing. The Tournament Director will pass out a Tournament Game Sheet to each table.
4. When the game ends, fill out the Tournament Game Sheet with the players’ names, badge numbers, and scores.
5. The winning player delivers the Tournament Game Sheet to the Tournament Director and receives a Prize Ticket.
6. Check back in the tournament room later to see the updated standings for the Heat. Typically, standings are updated by the end of the following timeslot. Scoring is explained in the next section.

To qualify for a Semi-final or Final:

1. All 1st-place finishers during Heats will qualify for the next round, which will be either a Semi-final or a Final, depending on the number of tournament participants.
2. Any remaining open slots for the Semi-finals/Finals will be filled based on player Tournament Score. See the “Tournament Scoring” section for more details.

To participate in a Semi-final or Final:

1. Check the final game standings after all Heats have finished. The Tournament Director will indicate which players have qualified for the Semi-finals/Finals and the list of alternates.
2. If you are qualified, report to the tournament room ~10 minutes before the scheduled start time. If you are an alternate, you may wish to also be there in case you are needed. Either way, the Tournament Director will attempt to find the alternates in order of qualification if there are available seats for the game.
3. When the required players have assembled, the Tournament Director will randomly assign starting turn order and begin the game.
4. When the game ends, fill out the Tournament Game Sheet as normal and have the winner deliver it to the Tournament Director. The Tournament Director will award the winner a TotalCon 2024 Tournament Plaque.

**TOURNAMENT SCORING**

A player’s tournament score for each game is determined by how well they place during the heats. Players are awarded points after each heat according to their placement:
1st place finish: 1 pt
2nd place: 0.1 pt
3rd place: 0.01 pt
4th place: 0.001 pt

**All players with a 1st place finish will advance to the next round**. Any open spaces will be filled in order by the players with the next highest tournament scores. If two players have the same score, the tie-breaker is the percentage of the winner’s score for their best non-first finish.

For example:

| Rank | Player | Heat 1 | Heat 2 | **Score** | Tie Breaker |
| --- | --- | --- | --- | --- | --- |
| finish | % of winner’s score | finish | % of winner’s score |
| 1 | Player A | 1st | 100% |  |  | **1.000** | — |
| 1 | Player B |  |  | 1st | 100% | **1.000** | — |
| 3 | Player C | 2nd | 90% | 2nd | 70% | **0.200** | 90% |
| 4 | Player D | 2nd | 75% | 3rd | 60% | **0.110** | 75% |
| 5 | Player E | 3rd | 80% | 2nd | 70% | **0.110** | 70% |

The player rankings for each game will be posted after each heat. All games except for Terraforming Mars and Power Grid may have a semi-final. The number of qualified players for a semi-final is determined by the chart below:

|  |  | Semi-final | Final |
| --- | --- | --- | --- |
| # of 1st-place finishers after Heats | # ≤ Max. Player Count | NONE | # of players: Max. player count1st-place + top scorers |
| Max. Player Count < # ≤ 8 | # of players: 81st-place + top scorers | 1st and 2nd place in Semis |
| 8 < # ≤ 16 | # of players: 161st-place + top scorers | 1st place in Semis |

All players who did not qualify for a Semi-final or Final are considered to be alternates. If any qualifying players choose not to play, then the next highest ranked alternates will be offered to take their place.

Any final game can be rescheduled to a different timeslot if an agreement is reached by all qualifying players. Please notify the tournament director if you wish to reschedule a final.

**CHAIRMAN OF THE BOARD SCORING**

This prestigious award goes to the best overall competitive boardgame player during the convention. Players score Chairman points based on their best finish in up to 10 different tournament games, plus bonus points for playing in Finals. The winner of Chairman of the Board receives a special plaque and the honor to have their name listed with previous winners.

The following events qualify for Chairman of the Board scoring:

* NER tournaments run by TotalCon staff (labeled “TC tournaments” in TableTop Events)
* Puffing Billy scheduled games (not pick-up games)
* Catan Regional Qualifier

The Chairman points earned from Heats/Semi-finals are determined by the best finish across all Heats/Semi-finals for that particular tournament. The points earned from a Final is determined both by finish and the total number of players in that tournament across all Heats.

|  | Game Type |
| --- | --- |
| Heat/Semi | Finals |
| Total # of players | 1-10 | 11-20 | 21-30 | 31-40 | 41+ |
| Best Finish | 1st | 4pts |  | 2pts | 3pts | 4pts | 5pts | 6pts |
| 2nd | 2pts |  | 1pts | 2pts | 3pts | 4pts | 5pts |
| 3rd | 1pts |  | - | 1pts | 2pts | 3pts | 4pts |
| 4th | - |  | - | - | 1pts | 2pts | 3pts |

For example, here is a point breakdown for a player who participated in 4 tournament games:

|  | Heat 1 | Heat 2 | Heat 3 | **Heat Points** | Final | Total players | **Finals Points** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Ticket to Ride | - | 2nd | 1st | **4** | 1st | 22 | **4** |
| Stone Age | 2nd | 2nd | 3rd | **2** | - | - | **-** |
| Empire Builder | - | - | 4th | **-** | - | - | **-** |
| Catan | 1st | 1st | 2nd | **4** | 4th | 56 | **3** |
|  | **Total Points** | **17** |

**TOURNAMENT FAQ**

**Q. How experienced do I need to be to participate in a tournament?**

 A. There is no required experience level for participation in TotalCon tournaments. Players only need to know the rules, as rules will not be taught. Generally, having been just taught the rules before the game is acceptable for Heats. Asking for rules clarifications is always encouraged.

**Q. Do I have to play in Heat 1 to qualify for Heat 2, and so on?**

 A. No. Players may play in any Heats they wish regardless of previous or future participation. The benefit of playing in the earlier Heats is more opportunities to qualify for the Final in case you do poorly the first time around.

**Q. If I play in a Heat, am I required to play in more Heats?**

 A. No. Players have no obligation to participate in more tournament rounds than they wish to.

**Q. If I don’t get a 1st place finish in a Heat, what are the odds I’ll still qualify for the Semi-final?**

 A. It depends on the number of participants and how well players fare. A 2nd place and any other finish is typically safe. For games with lower player counts (<12), just a 2nd place may be sufficient.

**Q. I qualified for a Semi-final/Final, but I can’t or don’t wish to play. What should I do?**

 A. Contact the Tournament Coordinator before the game begins. The next available alternate will take your place.

**Q. The tournament rules say to use a certain expansion/ruleset for a game, but I would rather play with a different expansion/ruleset. What can I do?**

 A. The tournament rules are intended to be the default, but they are not mandatory. After tables for a game have been assigned, each table may suggest playing with a different set of rules. If all players at the table agree, then they may play using the non-default rules. In some cases, the default rules may call for an expansion that not every copy of the game has. In this case, players can be given the choice before tables are assigned which game they would like to play with.

**Q. Do I get a prize ticket for winning a Final?**

 A. Nope, sorry. You get an extra special tournament plaque, instead.

**Q. Do I need to purchase an event ticket on TableTop Events for tournament games?**

 A. No, event tickets are not needed for TotalCon tournaments. Players must only write their name on the appropriate sign-up sheet before the game starts. The event listings for tournament games on TableTop Events are for scheduling purposes only.

**Q. Is there a limit to how many people can play in a Heat?**

 A. The limit for the number of players in a Heat is determined by how many copies of the game are available. In the event that there are more people signed up than there are spots available to play, tables will be assigned based on sign-up order (first-come, first-serve). For certain shorter games, players may be invited to come back later during the same timeslot to play after the first group of players have finished. These delayed games will count towards all tournament scoring as normal.

EXCEPTION 2024: There is a hard limit of 2 tables per Heat for Terraforming Mars and Power Grid. The sign-up sheets for these games will be posted in the Tournament Room for the entire duration of the convention.

**Q. What happens if I bring my own copy of a tournament game to play?**

 A. If your game is used for a tournament, you will be guaranteed to play with your own copy. This means you will also be given priority if there are not enough copies to seat all signed-up players.

**Q. If I bring my own copy of a tournament game, do I have to let others use it during Heats I’m not in?**

 A. No, players have full control over when and how their games are used for tournaments. Most often, players will volunteer their game only during Heats they are playing in and take the game with them afterwards.

**Q. I’m entering a Heat with some of my family members. Can I ask to not play at the same table as them?**

 A. Yes, we often make special arrangements to split up family members during Heats. Please notify the Tournament Coordinator before the Heat begins and we will handle it during table assignments.

**Concordia Tournament Rules**

| **Heat 1:** Friday 3:00PM**Heat 2:** Saturday 7:00PM**Semi-finals/Finals:** Sunday 10:00AM | **Player Count:**Preferred: 4If needed : 3Min.# 1st place finishers for Semi-final: 6 |
| --- | --- |

**Expansions/variants/special rules**:

Salsa will not be used.

The default personality card market will be used for all games unless players agree to use the alternate market.

The following maps will be the default maps used for each Heat/Final. If there are not enough of the required map to support all tables, then Italy will be used for the remainder:

Heat 1: Italy
Heat 2: Gallia
Finals: Empire

**Tiebreakers**:
 1. The player owning PRAEFECTUS MAGNUS, or the next player in line to receive it

**7 Wonders Tournament Rules**

| **Heats 1+2:** Friday 1:00PM**Finals:** Friday 9:00PM | **Player Count:**Preferred: 7If needed : 5Min.# 1st place finishers for Semi-final: 8 |
| --- | --- |

**Heat Clarifications**:
Two Heats have been scheduled for one 2-hour block. After each table finishes their first game (Heat 1), they will immediately start a second game (Heat 2) after randomizing the seating arrangements. Players should expect to play in both Heats of a block when signing up. If they cannot, they should notify the Tournament Director.

**Expansions/variants/special rules**:

Base game only.

Wonders will be randomly chosen at the start of the game. Each player may choose to use either the A or B side of their Wonder.

Heats may be played with either the 1st or 2nd edition games. The Finals will be played with the 2nd edition game.

**Tiebreakers**:

1. Most money
2. Most cards in tableau (including Wonder)

**Ticket to Ride Tournament Rules**

| **Heat 1:** Thursday 10:00AM**Heat 2:** Friday 3:00PM**Semi-finals:** Friday 7:00PM**Finals:** Saturday 8:00AM | **Player Count:**Preferred: 4If needed : 3Min.# 1st place finishers for Semi-final: 6 |
| --- | --- |

**Expansions/variants/special rules**:

All games will play USA 1910 Mega.

**Rules for 1910 Mega:**

Use ALL destination tickets from the original base game and the 1910 expansion

Both “Longest Train” (10pts) and “Globetrotter” (15pts) are in play

During setup, deal 5 destination tickets to each player, keep 3 at minimum.

During play, when taking the “draw tickets” action, draw 4, keep 1 at minimum.

**Clarifications**:

The number of train cars, train cards and destination tickets a player has is public knowledge.

**Tiebreakers**:

1. Player with the Globetrotter card
2. Player with the Longest Train card
3. Reverse Turn Order

**Splendor Tournament Rules**

| **Heats 1+2:** Saturday 1:00PM**Semi-finals/Finals:** Saturday 5:00PM | **Player Count:**Preferred: 4If needed : 3Min.# 1st place finishers for Semi-final: 5 |
| --- | --- |

**Expansions/variants/special rules**: none

**Heat Clarifications**:
Two Heats have been scheduled for one 2-hour block. After each table finishes their first game (Heat 1), they will immediately start a second game (Heat 2) with the REVERSE turn order from the first. Players should expect to play in both Heats of a block when signing up. If they cannot, they should notify the Tournament Director.

**Tie breakers**:

1. Fewest development cards
2. Most gems left over

**Terraforming Mars Tournament Rules**

| **Heat 1:** Thursday 7:00PM**Heat 2:** Friday 5:00PM**Finals:** Sunday 1:00PM | **Player Count:**Preferred: 4If needed : 5NO SEMI-FINAL |
| --- | --- |

**Expansions/variants/special rules**:

All heats may use Base Mars, Hellas or Elysium maps. If map agreement cannot be reached, the base Mars map will be used. No other expansions 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 corporation cards and keep one. All players will reveal their corporation after the initial cards have been decided and paid for.

All heats and the finals will use the following drafting rules:

For initial card distribution, each player is dealt 5 cards, keeping 1 and passing the remainder to the **left.** This continues until all cards have been drafted and each player has a hand of 5 cards, which they set aside. Then 5 more cards are dealt, with players keeping 1 and passing the remainder to the **right.** Continue until all cards have been drafted.Players now choose from their combined hand of 10 cards which to buy.

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 generations and counterclockwise on odd numbered generations.

**Tiebreakers**:

1. Most money
2. Combined total of remaining resources

**Azul Tournament Rules**

| **Heats 1+2:** Saturday 3:00PM**Semi-finals/Finals:** Saturday 7:00PM | **Player Count:**Preferred: 4If needed : 3Min.# 1st place finishers for Semi-final: 5 |
| --- | --- |

**Heat Clarifications**:
Two Heats have been scheduled for one 2-hour block. After each table finishes their first game (Heat 1), they will immediately start a second game (Heat 2) with the REVERSE turn order from the first. Players should expect to play in both Heats of a block when signing up. If they cannot, they should notify the Tournament Director.

**Expansions/variants/special rules**:
All games will use the default “filled-in” player boards unless all players agree to use the “blank” side.

**Tiebreakers**:

1. Most completed horizontal lines
2. Most completed vertical lines
3. Most completed color sets
4. Fewest dropped tiles in the final round

**Lords of Waterdeep Tournament Rules**

| **Heat 1:** Thursday 7:00PM**Heat 2:** Saturday 10:00AM**Semi-finals/Finals:** Sunday 8:00AM | **Player Count:**Preferred: 4If needed : 3Min.# 1st place finishers for Semi-final: 6 |
| --- | --- |

**Expansions/variants/special rules**:
Base game only

The following rules will be in play for Mandatory Quests:
- No player may have more than 1 active Mandatory Quest assigned to them
- When a player draws a Mandatory Quest from the Intrigue deck, they may choose to reveal it and discard it, then draw another Intrigue card

All games will be played with Mandatory Quests unless all players at the table agree not to play with them. In this case, all Mandatory Quest cards will be removed from the Intrigue deck.

**Tiebreakers**:

1. Most gold
2. Most adventurer cubes
3. Most incomplete quests

**Wingspan Tournament Rules**

| **Heat 1:** Thursday 1:00PM**Heat 2:** Friday 10:00AM**Semi-finals:** Friday 5:00PM**Finals:** Saturday 10:00AM | **Player Count:**Preferred: 4If needed : 3Min.# 1st place finishers for Semi-final: 5 |
| --- | --- |

**Expansions/variants/special rules**:

Base game only. Players may use the original player boards or the alternate player boards.

**Tiebreakers**:
1. Leftover food tokens
2. Bird cards in hand

**Camel Up Tournament Rules**

| **Heat 1 + Finals:** Friday 9:00PM | **Player Count:**Preferred: 5If needed : 4Min.# 1st place finishers for Semi-final: 6 |
| --- | --- |

**Expansions/variants/special rules**:
Either the 1st or 2nd edition games may be used, but 2nd edition games will not use the “Crazy Camels”.

**Tiebreakers**:
1. Earliest correct bet on the winning camel
2. Earliest correct bet on the losing camel

**Kingdomino Tournament Rules**

| **Heats 1 + 2 + Finals:** Saturday 9:00PM | **Player Count:**Preferred: 4If needed : 3Min.# 1st place finishers for Semi-final: 5 |
| --- | --- |

**Heat Clarifications**:
Two Heats have been scheduled for one 2-hour block. After each table finishes their first game (Heat 1), they will immediately start a second game (Heat 2) with the REVERSE turn order from the first. Players should expect to play in both Heats of a block when signing up. If they cannot, they should notify the Tournament Director.

After all tables have finished both of their Heats, the Tournament Director will announce the players qualified to advance to the semifinals/finals. The next round will commence immediately.

**Expansions/variants/special rules**:
Base game only.

For 3-player games, 4 dominoes will be revealed each round. The unchosen domino will be discarded.

Both “Harmony” (5pts for complete 5x5 grid) and “Middle Kingdom” (10pts for centered castle) will be in play for all games.

**Tiebreakers**:
1. Largest single territory
2. Turn order after the final round

**Saint Petersburg Tournament Rules**

| **Heat 1:** Thursday 5:00PM**Heat 2:** Saturday 5:00PM**Semi-finals/Finals:** Saturday 9:00PM | **Player Count:**Preferred: 4If needed : 3Min.# 1st place finishers for Semi-final: 5 |
| --- | --- |

**Expansions/variants/special rules**:
None

**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.

**Tiebreakers**:
1. Most money
2. Fewest Aristocrats

**Power Grid Tournament Rules**

| **Heat 1:** Thursday 10:00AM**Heat 2:** Thursday 9:00PM**Finals:** Friday 10:00AM | **Player Count:**Preferred: 4If needed : 5NO SEMI-FINAL |
| --- | --- |

**Expansions/variants/special rules**:

The following boards will be used:
Heat 1 – Italy or Benelux
Heat 2 – USA or France
Finals: Central Europe

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

**Tiebreakers:**
1. Most money
2. Most cities (unpowered)