

UK Games Expo.

Grand Boardgames
Tournament.

Rules.

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1 General Rules

1.1 Participation

Participation in the Grand Boardgames Tournament is restricted to those who have purchased the appropriate entry pass. Anybody who does not have the correct entry pass will be refused entry to the tournament. Anybody who has lost their pass, or who needs a new pass must do so via the Expo's main ticket desk.

1.2 Tournament Format

The Grand Boardgames Tournament is split into four sessions. Each session contains two individual tournaments, and there are also two double-session tournaments. Each player may only play in one tournament per session. There is a prize giving for each individual tournament, and for the overall results across all the tournaments.

1.3 Signup

To participate in an individual tournament, you must sign up for that tournament. There will be a signup deadline for each tournament, and any signups after that time may not be accepted.

Players are expected to play all rounds of a tournament, and anybody who does not wish to do so should inform the Tournament Director at the earliest possible opportunity.

Anybody who signs up for an Individual Tournament will automatically be entered into the Grand Boardgames Tournament.

Immediately before each round starts, a roll call will be done of all the players, and any player who is absent for the roll call may be dropped from the round, or in the case of the first round, from the tournament.

The Tournament Director will not be playing in the tournament, unless it is necessary to even up the numbers. In this case, he will not be eligible for any prizes.

1.4 The Draw

The draw for each round will be random, except that the following will attempt to be adhered to:

- No two players will play in a game together twice in the same Individual Tournament.
- No players who are a couple or who are related will play in a game together.

In games where the seating order is relevant, the draw will also specify the seating order. The draw will also specify the start player, and where the rules for a game specify the way for the start player to be selected, this is to be ignored.

In the final round, the leading players going into the round will be in the same game as each other. This is the "top game".

1.5 Scoring

1.5.1 Summary

The scoring system is designed such that you should try to win your games. If you win, you should try and put as much distance between yourself and the other players as possible. If you do not win, you should try to come as close to the winner as possible. Other than winning, your place in the game is not important (i.e. finishing last in a tight game is better than finishing second behind a runaway leader).

Unfortunately the Maths is made harder than would otherwise be necessary, by the need to combine scores from different games for the Grand Boardgames Tournament results.

1.5.2 Scoring System

Each individual tournament will have a value s calculated, which represents the spread of scores. This is calculated as follows:

- For each player who did not win:
 - p = their score, w = the winning score.
 - Calculate $r = (w-p) / w$
- s is the average value of r across all non-winning players in the tournament.

Each player's score for a game is then calculated as follows:

- For each player who did not win:
 - Calculate $v = r/s$ (using the formulas for r and s above).
 - The player scores $100 - (25 * v)$.
- For the winner of the game:
 - Calculate $t =$ the sum of v for the other players in the game.
 - The winner scores $115 + (3 * t)$.

If the game ends in a tie, after tiebreakers have been considered, the scores will be calculated as follows:

- Calculate $t =$ the sum of v for the players who are not in the tie.
- Each player scores $(15 + 3*t) / n + 100$, where n is the number of tied players.

1.5.3 Combining Scores

Each player's overall score for an individual tournament is the sum of their scores from each round. Furthermore, the winner of the tournament must be a player from the top game.

For the single session tournaments, each player's score for the Grand Boardgames Tournament is their score in the individual tournament. For the double session tournaments, each player's score for the Grand Boardgames Tournament their scores from the individual tournament, multiplied by 1.8.

1.6 Timely Play

Each tournament has a schedule which it has to run to. In order to ensure that the games run to speed, all players in a game will receive a yellow card if the game meets both of the following criteria:

1. It runs longer than the time scheduled for the round.
2. It runs at least 5 minutes longer than every other game in the round.

If a player receives two yellow cards in a single tournament, then they will have a 20% penalty applied to their score. If a player receives three yellow cards in a single tournament, then they will have a 50% penalty applied to their score. These penalties will affect both their ranking in this tournament, and the number of points they carry into the Grand Boardgames Tournament.

Yellow cards in the first two rounds of a tournament will affect a player's score for qualification for the top table in the final round. Yellow cards will not affect the fact that the winner of the top table wins the tournament. Yellow cards will not be carried from one tournament to another.

In extreme circumstances, it may be necessary to drop a round from a tournament, due to games overrunning. If this is the case, then the decision will be made after round 1 of the tournament, and round 2 will have a top board. Any player who is deemed to be deliberately trying to make this occur will be penalised.

If it is necessary to drop a round from a tournament, then every player's score in the tournament will be multiplied by 1.4 before being added into the Grand Boardgames Tournament scoring.

1.6.1 Focusing on the Game

Players should give the game they are playing their full attention. In particular, players should not be making phone calls during the game, and any incoming phone calls should be declined, or if they answered, kept to a maximum of two minutes. Players who do not focus on the game, may be held solely responsible if the game overruns (as defined in 1.6), and so will be the only player to receive a Yellow Card in this case. In extreme circumstances, a more severe penalty may be applied by the Tournament Director.

1.7 Assistance and Collusion

Nobody from outside the game may aid or abet a player with their play, unless agreed by all the players in the game.

1.8 Etiquette

- Players must start each game with the intention of doing their best, either in the game, in the tournament, in the Grand Boardgames Tournament, or in a combination thereof.
- Players should act politely towards each other at all times. Aggressive bad language towards another player will not be tolerated.
- Players must show respect towards the Tournament Director. This includes not talking when he is, or when you are told not to, and accepting any decisions he makes, even if you disagree with them. Aggressive bad language towards the Tournament Director will result in expulsion from the tournament, and possibly from the convention.

- Deception or attempted deception of the Tournament Director is forbidden, as are all acts which would constitute deception or attempted deception if the Tournament Director was present at the board.

1.9 Modification of the Rules

These rules are intended to be definitive, but the Tournament Director reserves the right to add to, amend or waive any of these rules as he sees fit.

2 Imperial

2.1 Number of Players

Games will be played with four players. If there are not a multiple of four players available, then some games will be five player games.

2.2 Scheduled Length

Each game is scheduled to last 150 minutes.

2.3 Rules Clarifications

2.3.1 Setup

All games will use the advanced setup. I.e. players start with money only, and choose which bonds to buy in the setup round.

2.3.2 Investor Chit

Games will be played with the Investor Chit. Only the player with the Investor Chit may buy a new bond when the Investor is activated.

2.3.3 Adjacencies

Denmark is not adjacent to Sweden. The Baltic is adjacent to the North Sea and Norway.

Ireland is not adjacent to any other British Province, and is not connected to any other province by railroad.

Spain is not adjacent to Morocco.

The Western Mediterranean is not adjacent to Morocco. Bay of Biscay is not adjacent to Algeria.

The Black Sea is adjacent to the Western Mediterranean. Turkey is adjacent to Bulgaria.

2.3.4 Hostile and Friendly Units

Units may only choose to be hostile or friendly in foreign home provinces. Units may not be laid down in neutral provinces.

2.3.5 Attacking without moving

Units may only fight during a manoeuvre action. During a manoeuvre action, they may either move and fight a foreign unit in the province they enter, or hold and fight a foreign unit in the province in which they started the turn.

Units may not fight during an import or production action.

2.3.6 Railroads

If a province is occupied by a hostile foreign army at the start of the turn, then armies may not use the railroad in the province at any point during the turn, even if the foreign army is first destroyed.

2.3.7 Moving into a Province with Occupants of Multiple Nationalities

If a power moves into a province where there are units of multiple nationalities, then the attacking player determines the order in which the defending units are encountered. For each encounter, the attacking player may either destroy both units, or state that he wants peace and ask if the defender wants to destroy both units. E.g. An Italian fleet enters a province containing an English and a French fleet. He chooses to encounter the English fleet first. He may (a) destroy the English and Italian fleet, or (b) state that he wants peace, in which case the English fleet decides whether it wants to (i) destroy the English and Italian fleet, or (ii) accept peace. Only in the case of (b) (ii) does the French fleet get a chance to be involved.

Players may openly discuss their responses before making a decision.

2.3.8 Running out of Tax Disks

Powers may only place 10 tax disks. If a power controls more than 10 provinces, then they may choose which new provinces to place tax disks in, but may not remove tax disks from provinces which contained tax disks at the start of the turn, and which they continue to control.

If a power controls a province but has not placed a tax disk there, and loses control of another province, then they may immediately move the tax disk to the unmarked controlled province, provided they are still the sole occupant of that province.

2.3.9 Investor Payout

If a power cannot afford to pay its investors in full, then it pays all investors except the player currently holding the flag first, and then pays the player holding the flag the remaining money it holds.

If a power cannot afford to pay its investors excluding the player holding the flag, in full, then the player holding the flag must pay sufficient cash into the power's treasury to rectify this. If the player is unable to do this, then the power may not place its rondel marker on the Investor space.

2.3.10 Tie Breaks

In the event of a tie, the tied player with the highest value in the country with the most power points wins. If this is tied, then the tied player with the highest value in the country with the second most power points wins, etc. If two countries are tied for power points, then their shares are combined for the purposes of tiebreaks.

If this fails to break the tie, then the tied player with the flag in the country with the greatest number of power points wins.

3 Phoenicia

3.1 Number of Players

Games will be played with four players. If there are not a multiple of four players available, then some games will be three player games.

3.2 Scheduled Length

Each game is scheduled to last 80 minutes.

3.3 Rules Clarifications

3.3.1 Number of Cards in Deck

The production deck shall contain 60 cards – 12 fours, 36 fives and 12 sixes, as provided with the game (but not as listed in the rules).

3.3.2 Initial Cards

All players shall start with one of the “five” production cards.

3.3.3 Number of Development Cards bought per round

Each player may buy as many development cards as they wish (and can afford) during each round.

3.3.4 Unsold Development Cards

If any development cards are not sold during the auctions, then they remain in the display. At the end of the round, the display is refreshed to one card per player, including those that remained from the previous round.

3.3.5 VP Purchase

A player with a VP Purchase tile may pay three money in order to place a tool disk on the VP Purchase tile. This disk is worth one VP. A player with the VP Purchase Tile may do this up to three times in the game, and with the Improved VP Purchase Tile, may do this up to six times in the game.

4 Container

4.1 Number of Players

Games will be played with four players. If there are not a multiple of four players available, then some games will be five player games.

4.2 Scheduled Length

Each game is scheduled to last 80 minutes.

4.3 Rules Clarifications

4.3.1 Version of Game

We will be playing the full game, not the beginner's game. Players may not sell containers to the bank.

4.3.2 Negotiation and Collusion

Players may not discuss how much they will bid for a shipment, either in specific terms relating to one shipment, or in general terms.

4.3.3 All Players Declining to Bid

If all players decline to bid when a shipment arrives at the centre island, then the shipping player must take the container himself for free.

4.3.4 Empty Ships

Empty ships may not be moved to the central island!

4.3.5 Auction Ends Players Turn

Moving your ship to the central island and auctioning its contents ends your turn. If it is the first action of your turn, you do not get a second action. You cannot repay a loan after the end of an auction you initiated, you must wait until your next turn.

4.3.6 Unable to Pay Interest on Loans

If a player is unable to pay their interest on their loans, then this will be resolved according to the official errata, which states:

“If a player cannot pay his interest, the bank seizes one (or more) of the delinquent player's Containers for each loan in default in the following manner, repeating this procedure for each loan in default:

The bank seizes 1 Container from the delinquent player's area on the Foreign Island Board.

If the delinquent player has no Containers on the Foreign Island Board, the bank seizes 2 Containers from the player's Harbour Store.

If the delinquent player does not possess enough Containers in his Harbour Store the bank seizes 1 Container from the Factory Store for each Container not successfully seized from the Harbour store. It is possible that a player will have no Containers in his Harbour Store to be seized, and so the bank will seize both the Containers from the Factory Store. In the event that a player only has one Container in play in either his Factory Store or Harbour Store (a total of one, not one in each area), the bank seizes only one Container for the defaulted loan for this turn only.

For example, if a player has one defaulted loan, 1 Container in his Harbour Store and 4 Containers in his Factory Store, the bank will seize the 1 Container from the Harbour Store, and additionally seize 1 Container from the Factory store, leaving the player with just 3 Containers in his Factory Store and no Containers in his Harbour Store. Additional defaulted loans could further reduce this total.

If the delinquent player has no Containers in play at all, the bank seizes either a Warehouse or a Machine. If a Warehouse or Machine is seized, the player may return one loan document to the bank, as it has been paid off by the asset itself. The delinquent player must exhaust all other measures (above) before

allowing the seizure of a Warehouse or Machine, and may not willingly lose a Warehouse or Machine unless it is the player's last option. The "-" and \$6 Machine and the "-" and \$4 Warehouse are always safe and cannot be seized by the bank.

In the event that the player has nothing that can be legally seized by the bank, the player may avoid paying the remaining interest for the current turn only.

In all cases, selection of the seized Containers, Factories or Warehouses by the bank is done by the player to the delinquent player's right. Selection is NOT done by the delinquent player himself, with the exception that if they player is to lose a Warehouse or Machine, the player may select which of the two types of assets they will lose. In the case of a Machine, the player to the right will still select which colour to be seized.

Any Containers seized by the bank are placed back in the box, and out of the game. Any Machine or Warehouse seized is simply placed back into supply.”

5 Settlers of Catan

5.1 Number of Players

Games will be played with four players. If there are not a multiple of four players available, then some games will be three player games.

5.2 Three Player Games

If three player games are needed, then they will be on a reduced size map. This will have 1 less hex in each of the five commodities, and one less 3-1 port. Only the numbers 6, 8 and 9 will appear twice.

5.3 Scheduled Length

Each game is scheduled to last 70 minutes.

5.4 Rules Clarifications

5.4.1 Card Distribution

The development card deck will contain the following cards: 14 knights, 5 VP cards, 2 of each other type.

The commodity decks will each contain 19 cards.

5.4.2 Board and Number Layouts

The board and the layout of the numbers will be determined by the TD. This will be done in such a way as to ensure that every board has the same layout in each round.

5.4.3 Playing Development Cards

Only one development card can be played in a player's turn, and it may not be one bought that turn.

Note that 1VP cards do not have to be explicitly played, merely disclosed and counted at the end of the game.

You can play a Knight/Ritter card either before or after rolling the dice.

5.4.4 Moving the Robber

The robber starts on the desert.

Rolls of seven within the first two rounds must be re-rolled, unless the robber has already been moved using a Knight/Ritter card.

Otherwise, the robber must move each time a seven is rolled.

5.4.5 Building

Building occurs strictly after trading in the turn. If you build to a port, you cannot use it in the same turn. However, players may trade with a port or the bank and build in a single action, provided the port was built to in a previous turn (e.g. you can declare 1 wood and 4 rock builds a road – there is no need to convert the rock to brick, and then use the rock and brick to build the road).

You may build a settlement and upgrade it to a city within the same turn, unless you already have five settlements.

5.4.6 Roads blocking Settlements

Roads are blocked by settlements. It is illegal to build a road from another player's settlement, and the longest road cannot have another player's settlement in the middle of the road.

5.4.7 Winning and Final Scores

You can only declare that you have won on your turn.

No player will be credited with more than 10 points.

6 On the Underground

6.1 Number of Players

Games will be played with four players. If there are not a multiple of four players available, then some games will be five player games.

6.2 Scheduled Length

Each game is scheduled to last 70 minutes.

6.3 Tie Breaker

In the event of a game ending in a tie, the player who is earlier in the turn order wins the game.

7 Powergrid

7.1 Number of Players

Games will be played with four players. If there are not a multiple of four players available, then some games will be five player games.

7.2 Scheduled Length

Each game is scheduled to last 150 minutes.

7.3 Maps and Cards

The first round will be played on the USA map, using the four Eastern provinces – Brown, Green, Yellow and Red. Five player games will also use the Purple province.

The second round will be played on the German map, using the four Western provinces – Purple, Blue, Red and Green. Five player games will also use the Brown province.

The third round will be played on the USA map, using the four Western provinces – Purple, Blue, Red and Yellow. Five player games will also use the Green province.

All games will use the deck of cards supplied with the original game. No expansion decks will be used.

7.4 Resources

All games must be played with the correct number of resources – 24 coal, 24 oil, 24 garbage and 12 uranium.

7.5 Rules Clarifications

7.5.1 Start of the game

In a four player game, remember to remove four power plants from the deck at the start of the game.

7.5.2 First round player order

In the first round, the player order is determined before **and** after the power plant auction – randomly before the auction, and then by power plant number after the auction.

7.5.3 Start of Step 2

At the start of step two, the lowest power plant in the market is removed from the game, and replaced with a power plant from the draw deck.

7.5.4 Start of Step 3

Step 3 starts at the start of the phase following the phase where the step 3 card is drawn.

Remember to shuffle the draw deck at the start of step 3.

8 St Petersburg

8.1 Number of Players

Games will be played with four players. If there are not a multiple of four players available, then some games will be three player games.

8.2 The Draw

In addition to drawing players onto boards, the draw will also allocate players to their start token. This will be done in such a way as to ensure that as far as possible, no player plays the same start token twice. The Tournament Director may make other restrictions on the draw, as he deems to be appropriate.

8.3 Scheduled Length

Each game is scheduled to last 60 minutes.

8.4 Rules Clarifications

8.4.1 Counting Cards

You may count the number of cards remaining in any deck.

8.4.2 Multiple Use of Cards

Each card may only be used once per phase. This means you cannot use and then upgrade the Observatory or the Pub in the same phase.

8.4.3 Upgrading the Warehouse

If you have four cards in your hand, then you cannot upgrade the warehouse.

8.4.4 Discounts

The discounts from the Gold Smelter and the Carpenter apply to any card you pay for – whether you are playing it from the board or from hand.

8.4.5 Tiebreakers

Any rubles used to convert 10:1 into VPs are spent. Only the rubles remaining after this are used as a tiebreaker.

9 Carcassonne

9.1 Number of Players

Games will be played with four players. If there are not a multiple of four players available, then some games will be three player games.

9.2 Scheduled Length

Each game is scheduled to last 60 minutes.

9.3 Version of the Game

All games will use only the basic tiles, and 7 equal-sized playable meeples per player (plus the scoring meeple).

9.4 Rules Clarifications

9.4.1 Farmers

The original farming rule will be used. That is, for each completed city, 4 points are scored by the player or players with the highest total number of farmers in all adjacent fields.

9.4.2 Two-tile Cities

A complete city which covers only two tiles, scores 2 points.

10 Puerto Rico

10.1 Number of Players

Games will be played with four players. If there are not a multiple of four players available, then some games will be three player games.

10.2 Scheduled Length

Each game is scheduled to last 90 minutes.

11 Acquire

11.1 Number of Players

Games will be played with four players. If there are not a multiple of four players available, then some games will be five player games.

11.2 Edition of the Rules to be used

We will be using the Hasbro Edition of the rules. These are believed to be the same as the Avalon Hill version of the rules, but may differ slightly from earlier versions of the rules.

11.3 The Draw

The game is to start with each player drawing one tile out of the bag and placing it on the board. However, the start player is allocated by the Tournament Director, and so the tile that each player draws has no effect on the order of play.

11.4 Scheduled Length

Each game is scheduled to last 90 minutes.

11.5 Rules Clarifications

11.5.1 Shares and Money

Players may keep both their share certificates and their money secret. However, they are not obliged to do so.

The number of available share certificates in each company is public, and players may ask for the available share certificates to be laid out in a countable fashion.

11.5.2 Multiple Mergers

In the case of three or four mergers being caused by a single tile, the largest company absorbs all the other three. The merged companies are handled in order, largest first. In the case of a tie, the active player decides which of the equal sized chains merges first.

11.5.3 End of the Game

A player can only declare the game over after they have started their turn by placing a tile.

You cannot declare the game over unless there is at least one chain on the board.