

UNRIVALED WORLD TABLETOP CHAMPIONSHIPS 2018

Rules and Regulations

Introduction

The Unrivaled World Tabletop Championships 2018 Rules and Regulations are in place to make sure each of the events is set to identical standards. This document offers overall rules and regulations related to all of the featured games in the series as well as the expectations for the participants (Players) and those running the separate events (Venue Management). Additional sections cover rules specific to each tabletop game. All players are expected to follow the rules set in place and administered by the staff and judges at each event. As a note, the printed rules from the respective publishers of each tabletop game used at the Unrivaled events take precedence over any rule herein that may contradict them.

At The Tables

Tabletop games are enjoyed for their entertainment, their ability to bring people together, and offer a safe place for friendly competition. While our goal at Unrivaled is to reward the top players for every game we host in our tournament, we will also strive to maintain the level of sincere comradery throughout the events. We desire to have all involved in the competition enjoy themselves while we provide a fair, friendly, and well-run operation for all.

In the hope that this goal of sincere comradery continues, we offer the following tenets:

- **Entertaining:** Tabletop games are meant to be fun and entertaining. When it stops entertaining the players, they will go elsewhere.
- **Honor:** There is a code of honor amongst players that maintains the qualities of fair play, respect for one another and the judges, and truthfulness.
- **Sportsmanship:** Games should begin and end with a handshake. Players are expected to be both good winners and losers.
- **Mentoring:** After the matches are over, if asked, please share any strategies or game tactics with your former opponent to increase their knowledge and appreciation of the game.

Unrivaled Membership

An Unrivaled Tabletop Series 2018 member is defined as a person who wishes to play (be a Player) in any of the sanctioned events of the tournament, who has registered with Unrivaled for that purpose. Players are required to remit all applicable fees for entry prior to playing at any sanctioned event. As part of being an Unrivaled member, you must declare which sanctioned friendly local game store you wish to represent in the tournament(s). You may change your mind as to which store, but you will need to select one in order to compete.

Those Ineligible to Play

The following people are **not eligible** to be Players at the Unrivaled Tabletop Series 2018:

- The tournament staff for that event, including but not limited to those organizing the event, event judges, scorekeepers, registration staff, and, (when needed), the store owner of the venue hosting the event unless they compete at a Regional event.
- Current employees of: Unrivaled, GameWorks, Oomba, Inc. (and any other subsidiary of Oomba), and their family members.
- Employees of companies who are responsible for the operation or coordination of the Unrivaled World Tabletop Championships 2018.
- Former employees of any of the above companies, within 60 days of their final date of employment.
- Any player who has been banned from participating in the Unrivaled World Tabletop Championships 2018 events.
- Players who do not have invitations to play in special invitation-only events related to the Unrivaled World Tabletop Championships 2018 such as the Grand Finale.

New Players

Sign up players to get them to select your store to represent in the Unrivaled Tabletop Series 2018. Once they register, they are eligible to participate in all of the sanctioned events for the season and may earn the right to play at the Grand Finale in Las Vegas this fall. You want as many players as possible to represent your store in the Grand Finale because every dollar won by players who are affiliated with your store is matched by Unrivaled and awarded to your store!

When The Player Wins/Their Store Wins!

The process for adding new players is mentioned in another section of this guidebook. The process is easy and takes little time to complete.

Publishing Tournament Information

Those attending the Unrivaled World Tabletop Championships events (players, audience members, judges, staff and management of the venue), may publish details of the event and their results subject to local, state, and national laws. Unrivaled reserves the right to publish all media, likenesses of players, attendees, judges, staff, and management of the venues at its discretion. This includes audio/visual recordings, transcripts, player awards, player penalties, and any materials related to the venue and event. By entering or remaining at a sanctioned Unrivaled World Tabletop Championships event, all attendees are subject to being recorded by the Unrivaled team (or other entity) and they grant permission to Unrivaled, the venue location and business, the right to publish their likeness, name, image, game play methods, any written and oral statements in connection with any live or recorded video display, photograph, or other transmission of the event, in whole or in any part.

Broadcast Match Play

While participating or attending an Unrivaled World Tabletop Championships event, some players may be asked to play a match that will be broadcast, featured, or projected to online viewers or to a large audience. Due to the fact that these matches may be viewed after they are broadcast, any penalties discovered upon these reviews may be applied to the offending player(s). Please note - certain kinds of penalties, especially those related to unacceptable language or actions, may be more severe when applied to broadcast matches.

Tournament Responsibilities

Players and audience members at the Unrivaled World Tabletop Championships events are expected to comprehend and abide by the rules set forth in this document as well as any other related document or online source for these events. Some venues may require players to purchase tickets or pay a fee to participate in the event(s). Online registration may also be required prior to the start of an event.

All players, their supporters who attend, and those who want to be observers must be respectful and courteous to each other and those who manage all aspects of the event. Disputes shall be handled in a calm manner, and players will follow directives from the judges and/or staff regarding the resolution of the issue. There will be no tolerance of abusive language or profanity. Player or attendee attire may not contain suggestive, rude, or inappropriate messages. All players and audience members will be required to maintain a socially acceptable level of personal hygiene throughout the event, as determined by the staff of the venue. Players and audience members who do not meet their responsibilities mentioned below may be asked to leave.

Player Responsibilities

While attending the Unrivaled World Tabletop Championships, players are expected to:

- Maintain the tenet of sincere comradery.
- Be punctual in arriving to the event and the subsequent matches on time.
- Keep tabs on their win/loss record and standings as pairings are posted each round, and report any discrepancies to the appropriate event staff immediately.

Audience Member Responsibilities

Audience members may observe a match but shall not interfere with a match in any way. Spectators will keep a reasonable distance from the matches in play to avoid distracting the players. The only way a spectator is to interact with those involved in the event is via the event staff or when interacting with other players not currently engaged in a match. Comments and questions regarding games in progress from the spectators should be made an appropriate distance from the match to prevent players in the active game from gaining an advantage due to outside information or distraction. Some events might require a spectator to purchase a ticket in order to gain access to the venue. Any disruption or penalties earned on the part of a spectator not participating in a tournament may also result in penalties for

the player or players that the spectator is responsible for. Should it become necessary to remove a spectator from an event, players that the spectator is responsible for may be disqualified from the event as well.

Judge Responsibilities

Every event sanctioned by the Unrivaled World Tabletop Championships has to have a person acting as judge for that tournament. The judge for a tournament is someone who knows the board game's rules and the tournament procedures well enough to answer questions that may arise during game play. Judges help ensure that the tournament is run fairly, smoothly, and according to the Unrivaled sanctioned event rules.

Judges are expected to administer impartial rulings and assist the venue staff and Head Judge in running a quality event. Whenever possible, judges should avoid ruling on games where their own family members are involved, as this may create a perception of impropriety. For similar reasons, judges who are serving as translators should limit themselves only to translation duties during the match for which they are translating, and should allow other judges to handle the rulings discussion/decisions. Judges are expected to encourage good sporting behavior at all times. The Unrivaled team supports the rulings of its judges, where those rulings are made impartially and are in accordance to the rules and fair play.

Lengthy Rulings

In the event of a ruling that takes more than three minutes, the judge may extend the match time. As game rulings are a standard part of event play, these extensions rarely need to be on a one-for-one basis and only need be applied as the result of a complicated ruling, or when it takes longer than normal for a judge to reach the players. The extra time allotted must be clearly communicated to both players and recorded immediately by the judge.

Head Judge Responsibilities

The Head Judge serves as the final arbiter of all rulings and rules interpretations for an event. The Head Judge is chosen by the venue management prior to the event and is ultimately responsible for making sure that all participants abide by the rules set forth in this document. The Head Judge is also responsible for reporting all penalties higher than a Warning to the Unrivaled team. In the event of a disqualification, it is also the responsibility of the Head Judge to submit a full and thorough report of the incident to the Unrivaled team. This report should detail all factors that contributed to the decision to issue the penalty, as well as the names of all players who were present at the time of the incident.

Appeals to the Head Judge

A player may appeal any ruling made by a judge to the Head Judge of the tournament. Should a player appeal a ruling, the Head Judge must hear from all parties involved, including both players and the judge who issued the original ruling, before making a final ruling. The Head Judge is the final authority on all rulings and event rules interpretations for the Unrivaled World Tabletop Championships event.

Venue Management Responsibilities

The Venue Management and Staff are the heart of a tournament. The management and staff are responsible for all the details of the event, such as securing the location, advertising, establishing the structure of the tournament, reporting the results of the event, and much more. With so many event logistics to handle, the management and staff of an event should not be available for player appeals unless one of them is also the Head Judge. The management and staff are required to notify players of the following information:

- Tournament type
- Number of rounds and/or matches per round (if applicable)
- Number of minutes per round
- Tournament staff (Head Judge, judges, scorekeepers, etc.)
- Schedule of breaks during the tournament. The tournament type should be announced far enough in advance of the event that players can prepare prior to arriving. The number of rounds, minutes per round, tournament staff, and breaks should be announced prior to the start of the first round.

Tardiness

Players are expected to be present for the start of an event and each of its component rounds and matches. Players who arrive more than 5 minutes late for any round will be considered to have conceded the first game. In best-of-three matches, players who arrive more than 10 minutes late for any round will be considered to have conceded the entire match. Players who are still not present by the end of that round should be dropped from the event entirely.

Electronic Devices

Apart from devices necessary to participate in an event, electronic devices, such as cell phones, MP3 players, or text-messaging devices, are not to be used during a match. In some special instances, an electronic device may be allowed by the management.

Match Outcome

Match outcomes should always be the result of gameplay, except in the case of concession, intentional draw, or penalty. Match outcomes determined by random means, through the use of bribery or coercion, or via other choosing methods or games harm the sincerity of comradery and shall not be tolerated. It is each player's responsibility to understand the results of any given concession or intentional draw. Once recorded, these results will not be changed by event judges or management.

Conceding a Match

If they wish, players may make a single offer to concede a match to their opponent or propose an intentional draw. Judges should allow players the opportunity to offer a concession if time is called on an incomplete match. Players are not permitted to request an

opponent's concession. Repeated requests of this nature may be perceived as coercion and penalized as such. If a player wishes to concede a match to their opponent, or if players agree to an intentional draw, a judge must be called immediately and notified so the result can be recorded appropriately. Once the match is officially recorded, the result of the match cannot be changed. Once the match has begun, players may not refer to event standings or wait for other matches in progress to resolve before making their decision to concede or agree to an intentional draw.

Random Determination

Players may never determine the outcome of a match through a random means (flipping a coin, rolling dice, etc.). Other choosing methods or games such as Rock-Paper-Scissors, which arguably have some degree of skill, are treated the same as random determination if used directly to determine the outcome of a match.

Withdrawing from a Tournament

Players can drop from an event before it has concluded, for any reason. Players should follow any instructions provided by the management at the beginning of the event regarding dropping from it. If no such instruction was given, players should personally inform the tournament's Head Judge, or management that they are dropping from the event. Verbal drop reports shall not be accepted from other players. Event staff should double-check with the withdrawing player in question whenever possible. Players who choose to drop from an event must do so before pairings are posted for a new round. Players who choose to drop after pairings are posted but before playing in that round will be given a match loss for that round and then dropped from the entire event.

Materials Allowed

A small number of personal trinkets or "good-luck charms" are permitted on the gameplay surface, but they should be neatly organized and kept out of the way of playing the game. All other items should be kept off the gameplay surface to reduce distraction and confusion. Players may always request that any unnecessary materials be removed from the play area if they become distracting or otherwise obstructive to the play of the game. Food and drinks are not permitted on the play surface. Management may allow food and/or drinks in the tournament area, but at no time should food or drinks be kept on the play surface.

Penalties

If an incident occurs at an Unrivaled World Tabletop Championships event, both players and spectators may be subject to the associated Penalty Guidelines. All penalties above Warning level must be reported to the Unrivaled team for further review. Penalties issued to spectators may be assigned to the player or players that they are responsible for, if severe enough. The Head Judge has the final say on all penalties issued at an event.

Suspended Members

The Staff and/or Judges at Unrivaled World Tabletop Championships may issue a suspension to a Player for their failure to abide by the rules of play, or for egregious behavior exhibited at any sanctioned event. It is up to the Staff and/or Judges to determine the severity of the infraction(s) and make their decision in a prompt manner and within their discretion. The decision is final and the suspended player will be unable to participate in any further sanctioned Unrivaled Tabletop Series 2018 events for the remainder of the season, including the Grand Finale.

Making Wagers (Gambling)

Making wagers on the outcome of a game, or any portion of a game, match, by anyone, including players, tournament staff, and spectators, is strictly prohibited. Anyone attempting to wager on an Unrivaled World Tabletop Championships event shall be removed from the event location immediately, and be reported to those in charge of the event. Event management shall report the incident to the Unrivaled team as soon as possible.

Independent Sales

Unauthorized sales of goods or services in a venue reserved for the Unrivaled Tabletop Series without the express permission of the venue management is strictly prohibited. Anyone attempting to do so while at the venue site will be asked to leave. This should also be reported to the Unrivaled team.

Bribery

Any form of compensation offered with the intention of altering the outcome of a match or persuading a player to concede at any point before or during the match is considered a bribe and will be penalized as such. The team at Unrivaled believes that the outcome of every match in an event should be decided without any outside influences.

Definition of a Match

A match is defined as a game or series of games played against several opponents (or a single opponent in some cases) as part of an event. The group of matches being played at any one time during an event is referred to as a round. Many matches consist of a single game, but some may be played in a best-of-three format. If best-of-three matches will be present at any point of a tournament, the management should state when they will occur at the onset of the tournament.

Reporting Match Results

It is the responsibility of the winner of each match to report their result to the management of the event. At the beginning of the tournament, the management should inform players of the appropriate way to report their scores.

Tournament Timelines

When You Receive the Unrivaled Kit

- Place the Unrivaled World Tabletop Championships 2018 promotional poster in your store and the accompanying window sticker in your front window where they are clearly visible.
- Begin promoting the Unrivaled Tabletop Series face-to-face with customers.

Three Weeks Before the Event Begins

- Find those interested in being Judges to help you with the events.
- Ensure you have enough products ordered to run the various games for your events.

Two Weeks Before the Event Begins

- Familiarize yourself and your staff with the materials in this guidebook.
- Get an estimate on the interest level of your regular players so you may have enough tables, chairs, etc. for the tournament.

One Week Before the Event Begins

- Secure the location of the space needed for the tournament.
- Make sure all of the materials needed for the event are ready and available.

The Morning of or Night Before the Event

- Set up the tables and chairs with the appropriate games and support materials.
- Check your computer to make sure it is ready.
- Have a dedicated area for player registration.

One Hour Prior to the Tournament

- Open up player registration.
- Provide Players with a copy of the rules and requirements for players.

Half-hour Prior to the Tournament

- Have the judge set up all games for the event, making sure all pieces and boards are intact and ready for play.
- Make announcement: Registration is ending in 30 minutes.

Event Start Time

- Make announcement: Last call for late registrants.
- Have the judge make his opening announcements.

- Give players a few minutes to meet their opponents and look over the game boards and pieces. If they see anything is missing they are to alert the judge.

Round 1

- Thank everyone for coming to your event.
- Post pairings for round 1.
- Give players a few minutes (3-5) to find their seat depending on the size of your event. Direct “wandering” players to the pairing list or to their seats.
- Tell your players when to begin playing and that the round will end in the allotted time.
- When time is called announce the End of Round and have the players complete their documentation for that round.
- Management receives score information from players prior to the next round commencing.

Round 2+

- Repeat all but bullet point #1 of Round 1, post pairings for current round.
- Unwind a bit (80% of the work is done).

Last Modified Swiss Round

- Repeat all but bullet point #1 of Round 1, post pairings for the current round.
- Once all matches are reported, perform the cut to the final “playoff rounds”.

Final Table of 4 Round

- Pairing for these do not need to be posted, but can be announced.

After the Event

- After the finals are finished congratulate the winner.
- Hand out the remaining prizes.
- Gather feedback from players.
- Thank your judges.

Within 3 Days After the Event (But preferably the night of)

- Report your event.

Before the Tournament

To make the Unrivaled World Tabletop Championships a success, please take some time to prepare for it in advance. What you will have to do during the weeks prior to the tournament to assure that you have a good attendance and a well-run tournament is spelled out in the following sections.

Advertisement

Sometime before the tournament, you will get an Unrivaled World Tabletop Championships 2018 poster and window sticker to help you make customers aware of the upcoming series of games. Display those openly, to maximize player attendance. If customers are able to see the poster it is more likely to generate questions about the tournament than if it is placed in a location that isn't clearly visible to people entering your store.

Also, talk to your regular board game customers and make them aware of the upcoming tournament. Invite them to play in a friendly and casual atmosphere, and suggest that they invite their friends to come along as well.

Make sure that occasional customers also get a chance to know about your upcoming Unrivaled World Tabletop Championships of events and invite them to play.

When possible, offer open tutorials for the board games featured in the event. Let your players decide which of the games they have an affinity to and assist them in learning the best tips and tactics for consistently good game play results.

Know Your Responsibilities

To ensure that all Unrivaled Tabletop Series sanctioned events are run according to the necessary standards, we've made available multiple documents online that address various tournament mechanics, the responsibilities of players, judges, and event management. The most important of your responsibilities as an event manager are addressed in this guide, but still, it might be a good idea to read through those documents to familiarize yourself with our event rules and procedures. If you choose to act as the judge for your event yourself (remember that the event manager and judge can be the same person), you should check up on these documents to ensure that you know how event mechanics like setting up the games or how intentional draws are properly handled.

The Board Games

To run the Unrivaled World Tabletop Championships events, you will need to have the necessary amount of the games in the series ready and available at your store for each event. The Unrivaled team will send each sanctioned venue a free copy (one each) of all of the games featured in this year's series. These may be used for tutorials for your customers to learn the games and to have the boxes showcased together showing the potential players the variety of titles available for them to learn and master. Gauge the interest level from your players to see how many of each game you will require to order to have enough available on the days of the events.

Entry Fees

You are entitled to charge the players an entry fee at your discretion to make up for the costs associated with running your tournament. Entry fees for Unrivaled events are suggested to be capped at \$10 per person, per individual board game they sign up to play.

Space

One of the critical areas of a successful event is having enough room for all of the players to enjoy playing the games. It's better to have a couple extra tables and chairs rather than not enough places for all who are interested in playing. Ideally, your play area should be well-lit and possibly even air-conditioned. You should either use tablecloths or tables with a smooth surface so that the boards and game pieces/cards will not become damaged during game play. Table numbers also help in getting players seated in a timely manner for each round. That way, when you make pairings for the tournament, everyone will know where to play and find their opponent faster.

If you want to offer your players a treat, try having some cold beverages onsite to sell them - a small selection of bottled water and sodas works wonders to keep the players happy during a long tournament day. This is also a nice source of additional income for the house.

Also, it is important to have restrooms accessible for the players. Keep in mind that they will be at your store for several hours. If you do not have restrooms in your location, make sure that players can use facilities nearby, for example in neighbouring stores or restaurants.

You should start planning any possible changes that may need to be made to your store's layout the day before the tournament to assure that you have enough room to seat all your players. Remember that planning all of this ahead of time will help the day of the tournament go as smoothly as possible.

Necessary Tournament Materials

To be prepared for your tournament, please try having the following items at hand: scissors, tape, garbage bags, pens, a copy of the relevant tournament rules, and a stopwatch or clock to keep track of your round time limits.

Let the Players Have Fun!

This should be your primary goal for your event. Players who enjoy themselves in your tournament are more likely to return to your store as either a regular customer or as a participant in your future events. Having the Unrivaled Tabletop Series run fairly, professionally, and according to the rules will assure that your players to have a fun time. Planning ahead is an important aspect of a well-run tournament because it reduces the time the players have to wait during the event while you are resolving issues you did not think of earlier.

During the Tournament

Early Preparations

At least an hour and a half before the tournament is scheduled to begin set up the play area so that you're prepared for any players who decide to show up early and encourage the early arrivals to check out your store, and to play, trade, or relax outside the tournament play area. The person who will act as judge for the tournament (If other than the Manager of the venue) should show up reasonably early to get themselves familiar with the facilities and have time to make suggestions about the play area layout.

Player Registration

As soon as the players arrive, register them for the event. You will need each player's name and which store they represent (hopefully, yours). If they haven't registered online to become a player, you should offer them the chance to do so at your store with your store's computer.

Players must remit any fees associated with attending the event at the time of registration.

Opening Announcements

When the advertised starting time has come and all of the tournament players are registered, gather them together in the play area for some announcements. The opening announcement should include who you are, who the judge is (if other than yourself), and a little about the day's event (number of rounds, prizes, etc....). Parts of those announcements can be done by the Judge if you have one present at your tournament. Keep in mind that this event is intended to be a fun and memorable day for the players, so make sure that your opening announcements meet that goal. Make the players feel welcome and comfortable.

You should brief players about any venue rules you have (i.e. your store's policy on things like swearing, eating, trading or selling of game pieces/cards, etc....) as well as about the locations of the restrooms. Also, announce how many players there are, and that you are looking forward to having a great event with them.

You should also announce which prizes can be won, and show those prizes to heighten the players' eagerness. Explain how you will distribute the various prizes, and tell the players that everyone has the chance of win something, even those who don't finish well.

The Judge (if other than you) should explain the tournament structure: Players will be seated at the gaming tables in pre-selected sets for the first and successive matches. They will play four or five rounds of Pod Pairings, and then the top 4 will players will have a playoff to determine the winner. The Judge (if other than you) should also clarify the round structure (50 minutes of play, best two games out of three) and what "Pod Pairings" means.

It is important that the players know to call a event official (Manager or Judge) over whenever they encounter a problem in one of their games or feel unsure about something, whether it's connected to a certain game mechanic, or if they discovered a game play error.

During the event, let the judge make announcements as necessary. Not all announcements have to be made prior to the start of the tournament (doing such may make the players feel overwhelmed). Deliver information to them in small doses - for example, they don't need to know how playoffs work until after the last round starts.

Tournament and Round Structure

The board games featured in the Unrivaled Tabletop Series will have four rounds of play if you have less than 32 players, and five rounds if you have more than 32 players. The time limit for each round varies from game to game but is announced prior to the first match. In each of the rounds, players will face a different opponent and play a match with either one victory or best-of-three games against him or her. The Pod Pairings have a 4-Player match set up, with the top two Players moving on to the next round. This occurs until there is a final table of 4

players. If there is an uneven number of players (3 people to a table) then the top 2 still move on to the next round. If there is a table with only 1 or 2 players, they will get a bye for that round and move ahead. Those chosen for the bye round are done randomly by the Judge prior to the pairings.

Players can drop from the overall event whenever they want. If a player drops from the tournament they will not be included in the next rounds' pairings, however they still get prizes according to the finishing order once the tournament is completed.

After the players have completed the four or five rounds, the four players who did the best in the tournament will compete at a Final 4 Table to determine the overall winner of the tournament. Depending on the board game, the playoff rounds will be either single elimination or best-of-three, but have no time limit for the matches.

Handling Game Play Problems

Sometimes, situations may arise in which a player misplayed a card, or violated a game or tournament rule. Most of these infractions are honest mistakes, and fixing them is not too difficult. If the Manager is acting as the Judge for the tournament they will want to make sure they are familiar with how The Unrivaled World Tabletop Championships set up rules to handle certain game play infractions. A list of infractions, as well as the appropriate fixes and penalties, can be found in the Penalty Guidelines section of this rule book.

Please also be aware that some players may choose to break rules intentionally. The Penalty Guidelines also deal with those kinds of problems as well. However, for a casual board game tournament like this, you should not expect too many problems overall.

Awarding Prizes

When the tournament is over, players shall receive their rewards. Determine the players' finishing order once all scores are tabulated and entered.

When the base tournament is over, award the first wave of prizes for all those who aren't competing in the playoff. Don't wait until the top 4 finals are over to award the first wave of prizes because some players may not want to stay at the venue and watch the playoffs.

After the Tournament

Gather Feedback

After the tournament, talk to both the judges and players. Ask them for their opinion about how the event ran (i.e. was it fun, what did you like best, what you could do differently at the next tournament, etc...). Seasoned tournament players will have suggestions on how to improve your future tournaments, but also don't forget to listen to the concerns and needs of the more casual attendees as well. Remember that making them happy should be one of your top priorities in order to keep them as customers for your store and/or for future events.

Report Results

At the end of the day, you are required to report the results to Unrivaled, including the names of all participants of the event and how they placed. There is a dedicated space on your Venues location at unrivalled.com to enter all the information from each game event. You may make corrections, additions, and deletions to this section prior to clicking the Submit button. Once you click Submit, the information is locked in. If you discover an error was entered after clicking Submit, please email the web administrator at unrivalled.com with the correct information.

Penalty Guidelines

Please understand our main focus is for all players to enjoy themselves. Harassment of any kind will not be tolerated. We fully support an all-inclusive community where everyone is welcome to have fun and be a part of the group.

But, we are also pragmatic enough to realize there are folks out there who don't play by the rules.

Every location has their own set of house rules for dealing with infractions of game play and those who commit them. The guidelines in this section are to assist you in determining the best course of action for these situations.

Cheating - If a player is accused of cheating, the judge is to hear from all parties involved prior to rendering a decision. If there are multiple eyewitnesses to the infraction, the player accused loses that round and the game continues with the player being told they have been given a warning. Should there be a second infraction, the player is banned from that game's tournament.

If the player is cheating with a partner (cohort), then the penalties apply to both parties.

A banned player may not play in another game hosted the same day that the infraction occurred. The management of the store must report the incident to the Unrivaled team to resolve the situation. If the player has a history of being accused or found cheating at more than one game in the Unrivaled tournament for 2018, they will be banned from all tournament games for the remainder of the 2018 season. The player may appeal to the Unrivaled team if they feel they have not been treated justly.

Violent language or acts by a player - Immediately stop the game in question and either diffuse the situation (with a strong warning) or throw the offending player(s) out of the tournament. This behaviour demands immediate action up to and including a ban from the rest of the 2018 season.

THE BOARD GAMES FOR THE 2018 UNRIVALED WORLD TABLETOP CHAMPIONSHIPS

In each of the descriptions of the games listed below are the recommended tournament rules for playing/judging the games.

ONITAMA

Event Length: 1.5-6 Hours.

Single Elimination.

1-on-1 Matches.

Each match will be best 2 out of 3 games.

The number of Rounds will be based on the number of players.

Winner Qualifies to compete in the Unrivaled World Tabletop Championship in Las Vegas.

EVOLUTION

Event Length: 1.5-6 Hours.

4 (or 3) man pods with the top 2 players advancing.

Round Time Limit is 90 Minutes.

The number of Rounds will be based on the number of players.

The final 4 players will play to one single winner.

Winner Qualifies for the Unrivaled World Tabletop Championship in Las Vegas.

THE RED DRAGON INN

Event Length: 1.5-6 Hours.

4 (or 3) man pods with the top 2 players advancing.

Round Time Limit is 90 Minutes.

The number of Rounds will be based on the number of players.

The final 4 players will play to one single winner.

Winner Qualifies for the Unrivaled World Tabletop Championship in Las Vegas.

CHAMPIONS OF MIDGARD

Event Length: 1.5-6 Hours.

3-man pods with the top 2 players advancing.

Round Time Limit is 90 Minutes.

The number of Rounds will be based on the number of players.

The final 4 players will play to one single winner.

Winner Qualifies for the Unrivaled World Tabletop Championship in Las Vegas.

NEVERMORE

Event Length: 1.5-6 Hours.

4 (or 3) man pods with the top 2 players advancing.

Round Time Limit is 90 Minutes.

The number of Rounds will be based on the number of players.

The final 4 players will play to one single winner.

Winner Qualifies for the Unrivaled World Tabletop Championship in Las Vegas.

KLASK

Event Length: 1.5-6 Hours.

Single Elimination.

1-on-1 Matches.

Each match will be best 2 out of 3 games.

The number of Rounds will be based on the number of players.

Each Round will be a 90-minute time limit.

Winner Qualifies for the Unrivaled World Tabletop Championship in Las Vegas.

VILLAGERS & VILLAINS

Event Length: 1.5-6 Hours.

4 (or 3) man pods with the top 2 players advancing.

Round Time Limit is 90 Minutes.

The number of Rounds will be based on the number of players.

The final 4 players will play to one single winner.

Winner Qualifies for the Unrivaled World Tabletop Championship in Las Vegas.

KINGDOMINO

Event Length: 1.5-6 Hours.

4 (or 3) man pods with the top 2 players advancing.

Round Time Limit is 90 Minutes.

The number of Rounds will be based on the number of players.

The final 4 players will play to one single winner.

Winner Qualifies for the Unrivaled World Tabletop Championship in Las Vegas.

TIE BREAKERS

Nevermore: Winner is the first person to gain 6 victory points or the last player with health remaining when the others have lost all of theirs.

For ties or time - It will be decided by when Time is called the current draft round will finish and score before deciding a victor.

- 1) Most victory Points held by a non-Raven player
- 2) Most Health Cubes held by a non-Raven player
- 3) Most victory points held a Raven
- 4) Most Life cubes held by a Raven

Champion of Midgard: Whoever scores the most points is the winner. There is a score track along the outside but a majority of scoring is done at the end of the game.

In case of tie for points tiebreakers are:

- 1) Most Enemies Defeated
- 2) Least blame tokens
- 3) Most Viking dice

Onitama: This game is played 2 out of 3 but there is not a possibility of a tie game. If only 1 game finishes the player winning that game will win. If each player has won one game and the time runs out then the player with the most pieces on the board will be the winner.

Villagers & Villains: Usually not ties, but in the event of a direct point tie it will be:

1. Anyone with King's favor
2. Most gold
3. Most cards in town

The Red Dragon Inn: Last man standing is the winner.

In the event of time limit:

Players would continue turns until the end of the current round (each player having the same number of turns) then it would be decided by Difference between Fortitude and AC, and we would use sudden death to determine a winner if there was a tie.

In the event of simultaneous elimination:

- 1) Most gold
- 2) Biggest difference between Fortitude and AC

Kingdomino: The player with the highest score is the winner. In case of a tie, the player with the most extended property (whether he owns any crowns or not) wins the game. If it is still a tie, the player who has the most crowns wins the game.

Klask: No tie possible, there is only ever one winner. If score is tied at time limit, players will play a sudden death point to decide the match.

Evolution: Player with the most points is the winner.

If more than one player has the same point total then placing will be decided by:

1. Most trait Cards in Play
2. Most population cubes in play(across all species)