

# Empire Builder Game System Players

## **DISCUSS BEFORE YOU BEGIN ANY EBI GAME**

**Players at the table should decide before each game begins which approach they will use on two rules:**

1. Half-rate movement can be played either of two ways:
  - Per the printed game rules, a train beginning its turn in an affected area moves at half its normal rate for the entire turn, and a train entering an affected area moves at half rate for the remainder of its turn – even if the train moves out of the defined disaster area during the turn. This is the default rule.
  - Some players play a variant rule in which half rate movement begins with the move onto the first affected milepost and ends with the move onto the last affected milepost, with full movement resuming with the first step onto a milepost outside of the affected area. **If all players agree**, this variant may be played in a tournament.
2. Ferry ownership (if applicable to the game) can be played either of two ways:
  - Per the printed game rules, a ferry does not exist until a player builds it. Players must rent the ability to ride any ferry s/he has not built from a player who has built that ferry, even if the moving player does not otherwise run on any drawn track other than his or her own. This is the default rule.
  - Some players consider ferries to be public domain, and only pay another player if they ride on that player's drawn track. **If all players agree**, this unpublished variant may be played in a tournament.

## Empire Builder Game System Tournament

The Empire Builder Game System Tournament is designed to test your ability to play all of the Empire Builder system games. The top twenty (20) ranking players, based on EBI qualifier scores, for the weekend qualify for the semi-finals to be held on Saturday at 6:00 PM. If you think you may have qualified and plan to participate, please check in at HQ no later than 5:45 pm. If you may have qualified but do not plan to participate, please let us know as soon as you can. If a qualifying player does not check in on time, the conductor in charge will go down the ranking list until 20 people are participating in the semi-finals. Seating at the semi-finals tables will be based on EBI ranking. All five semi-final boards will play the same game, as designated by the conductor.

Player rank is determined by qualifying game results. A first place finish is worth 3 points, second place finish is worth 2 points, and a third place finish is worth 1 point. The points from the five best different game titles will be added together. If a competitor plays the same game multiple times (e.g. you China Rails twice) only the best finish in that game will be used. In the case of a tie after looking at 5 games, the tie breaker is the score of a 6<sup>th</sup> game. If there is still a tie after 6 games, then the score of a 7<sup>th</sup> game will be considered, etc., until there are no additional games to compare. Ties not broken this way will use the Puffing Billy Score calculation to break the tie. The Puffing Billy score gives bonus points based on the actual point scores in the individual games.

The five winners from the semi-final games will play in the final. Each finalist will choose his/her preferred game from among major published games that are designed for the number of participants, and which have not or will not be run as a final or semi-final at another time during this tournament. The final game will start soon after all five of the semi-final games have finished (allowing time for a bathroom break). The game to be played is chosen at random, with the pool weighted by the choosing players' ranks in the EBI qualifying rounds.

Updated scores will be posted throughout the weekend. Each individual is responsible for ensuring his/her scores are correct. Please submit corrections as soon as possible to the TGA scoring table using the Correction Forms provided. If you would like further clarification of these Tournament rules, please ask a conductor.