

Empire Builder Game System Tournament

The Empire Builder Game System Tournament is designed to test your ability to play all of the different Empire Builder style games. The top twenty (20) ranking players for the weekend qualify for the semi-finals to be held on Saturday at 6 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, we 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 ranking. All five semi-final boards will play the same game, as designated by the conductor.

Your ranking is determined by how you finish in each game that you play. A first place finish is worth 3 points, second place finish is worth 2 points and third place finish is worth 1 point. The points from your five best categories will be added together. If you play the same game multiple times (e.g. you play China Rails twice) only your best finish in that game will be used. If there is a tie after looking at just 5 games, then only the players who are tied will have their tie broken by looking at a 6th game. If there is still a tie after 6 games then the 7th game will be used. This will continue until there are no additional games to compare. Ties that cannot be broken with this method will use the Puffing Billy Score calculation to break the tie. The Puffing Billy score gives Bonus points based on the actual points scores in the individual games.

The five winners from the semi-finals will play in the final. The final game will start soon after all five of the semi-final games have finished. Each finalist will choose his/her preferred game from among major published games IN CATEGORY SIX ONLY that are designed for the number of participants. The game to be played will be chosen at random, but giving weight to each player's choice based on ranking in the 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.

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 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 rules, ferries do not exist until someone builds them. You must pay to ride any ferry you have not built, even if you do not run on any drawn track other than your 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.