

Empire Builder System (EBS) Tournament Railcon 2024

PLEASE NOTE: All EB system games will be played by standard TGA tournament rules. There are no more discussions about whether to play by actual or variant rules. TGA EB clarifications dating back to 2003 have been compiled into one document, with an FAQ. Please see those rules located in the EB1 area and main HQ, or ask a conductor for details.

The Empire Builder System Tournament is designed to test your ability to play a variety of the Empire Builder games. The games have been divided into eleven (11) categories (unpublished playtest games and Empire Express do not qualify for the EBS tournament but count in Category 2). Your best scores in five (5) of these 11 categories will be combined to determine your ranking. You need not play in five categories to qualify but the chance of advancing to the finals will be improved with each different category played. The categories are:

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|-------------------|--------------------|--------------------|----------------------|
| (1) Eurorails | (2) Empire Builder | (3) British Rails | (4) Australian Rails |
| (5) China Rails | (6) India Rails | (7) Iron Dragon | (8) Lunar Rails |
| (9) Martian Rails | (10) Nippon Rails | (11) Russian Rails | |

The top eight (8) ranking players, based on EBS 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 Saturday. If you believe you may have qualified and do not plan to participate, *please* inform the Tournament Head Conductor or HQ Conductor at the earliest opportunity. If the top 8 players do not check in on time, the Conductor may go down the ranking list to select 8 players, or may adjust the tournament format at Conductor's discretion. Seating at the semi-final tables will be based on EBS ranking.

Player rank is determined by qualifying game results. A first-place finish is worth 3 points, second place is worth 2 points, third place 1 point, and fourth place or below 0 points. The points from your five best different game titles will be added together. If you play the same game multiple times (e.g., you play 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 points scored in a 6th different game, then (if needed) a 7th game, 8th game, etc., until there are no additional games to compare. Ties not broken this way will use the Puffing Billy Score calculation (EBS games only) to break the tie. The Puffing Billy score gives bonus points based on the actual point scores in the individual games. Finishing in fourth place or below will contribute to the PB score tiebreaker but otherwise do not score.

Both semi-final boards will play the same game. The top four ranking players will choose their preferred game from among major published games except Eurorails. The semi-final game to be played is chosen at random, with the choice weighted by the choosing players' ranks in the EBS qualifying rounds.

The two winners and two second-place finishers from the semi-final games will play in the final, which will start soon after the semi-final games have finished (allowing time for a short break). The two winners will choose their preferred game, except Eurorails plus the game played in the semi-final are prohibited. The game to be played is chosen at random, with the pool weighted by ranks in the EBS qualifying rounds.

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