



Dragonfire 2017

DOMINION TOURNAMENT

This is straight forward round-robin style tournament with each player playing one game per table. Each table holds a different set of Kingdom cards. Each game should preferably be three or four players but two player games are valid. Game points are awarded for each game based on placement (first place, second place, ...). The semi-finalists of the tournament are the players with most game points overall.

STARTING DECKS:

The starting deck (consisting of 7 *Coppers* and 3 *Estates* as usual) must be ordered such that the opening Hand of 5 cards holds 3 *Coppers* and 2 *Estates*, with 4 *Coppers* and 1 *Estate* left in the Deck. Shuffle the 5-card Deck after drawing the initial Hand (this matters for cards that go on the Deck when gained).

If Shelters are used with Dark Ages, the opening Hand contains *Hovel* and *Necropolis*, with *Overgrown Estate* shuffled into your Deck, instead of 3 *Estates*.

SCORING:

Tournament scoring is based on placement in each game:

GAME POINTS

	1 st /2 nd /3 rd /4 th	1 st place tie	2 nd place tie	3 rd place tie
2 players	5 / 1	3 / 3		
3 players	5 / 3 / 1	4 / 4 / 1	5 / 2 / 2	
<i>three way tie</i>		3 / 3 / 3		
4 players	5 / 3 / 2 / 1	4 / 4 / 2 / 1	5 / 2 / 2 / 1	5 / 3 / 2 / 2
<i>three way ties</i>		3 / 3 / 3 / 1	5 / 2 / 2 / 2	
<i>four way tie</i>		3 / 3 / 3 / 3		

ADDITIONAL RULES

All players are required to play to win.

All players are required to clearly display their Play Area, Discard Pile, and Deck (face down).

Tokens may not be concealed or stacked: the number of tokens you have must be clear and obvious to all players.

Each game to have a 45 minute time limit. If this is reached before the usual game ending condition then the players will be given 2 more turns.

If players tie in victory points, then the player with fewer turns wins the tie; if turns are also equal, then it's a tie.

SEMI-FINAL

A semi-final round will be played before the final round. Table allocation for the semi-final:

	<i>Table 1</i>	<i>Table 2</i>	<i>Table 3</i>	<i>Final:</i>
6 players (of 6 or 7)	1 / 3 / 5	2 / 4 / 6		4-PLAYER*
8 players	1 / 3 / 5 / 7	2 / 4 / 6 / 8		4-PLAYER*
9 players (of 9 or more)	1 / 4 / 7	2 / 5 / 8	3 / 6 / 8	3-PLAYER†

FINAL

Depending on the number of players:

* The first and second place winners of each table advance to the final.

† The winner of each table advances to the final.

If there are fewer than 6 players then there is no semi-final round and the top four by game points will play the final.

SCHEDULE

09:00–09:50	Sign-Ups	Entry fee: R30
10:00–12:00	Heats	
13:00–14:00	Heats continue through lunch	
14:00–15:00	Heats	
15:00–16:00	Semi-Finals	
16:00–17:00	Final	

CARD SETS

Table 1: Dominion / Cornucopia

Artisan, Bureaucrat, Chapel, Mine, Moat / Farming Village, Harvest, Horse Traders, Menagerie, Remake

Table 2: Intrigue / Prosperity

Conspirator, Harem, Mining Village, Pawn, Steward / Bishop, Contraband, Mint, Mountebank, Talisman; Colony, Platinum

Table 3: Intrigue / Seaside

Baron, Courtyard, Ironworks, Secret Passage, Swindler / Fishing Village, Island, Lookout, Merchant Ship, Pirate Ship

Table 4: Hinterlands / Guilds

Jack of All Trades, Margrave, Oasis, Oracle, Silk Road, Trader / Butcher, Journeyman, Masterpiece, Stonemason

Table 5: Dominion / Hinterlands

Bandit, Cellar, Gardens, Remodel, Workshop / Border Village, Cache, Crossroads, Mandarin, Stables

Semi-Final: To be revealed at semi-final.

Final: To be revealed at start of final.

CONDUCT RULES

- ▶ All cards must be played face up onto the table — including all Treasure cards when purchasing.
- ▶ Players should clearly announce whenever a card is played that may affect other players — this includes Attacks and cards which give other players a benefit (such as *Council Room*).
- ▶ Participants are expected to play at a reasonable speed. If you believe someone is intentionally playing slowly, notify an organiser, who will keep an eye on them. Please only report someone as being slow if they seem to be genuinely trying to slow down the game — it is of course acceptable (and encouraged) to think about your moves before doing them. However, try to know what you want to do with your Hand before it reaches your turn (if that is possible).
- ▶ If you believe another participant is playing incorrectly, either an individual card or a particular rule, first ask the other players on the table if they agree. If you are still unsure after this, contact a organiser who will give assistance or rule clarification.
- ▶ If you feel another player is not shuffling correctly or is intentionally stacking their cards, you may ask to cut their Deck immediately after they have shuffled (which they cannot refuse).
- ▶ If a participant is believed to be intentionally cheating during a game, they may be disqualified or otherwise penalised at the organisers' discretion.

RULES CLARIFICATIONS

- ▶ Follow second edition rules: when your Deck is running low, you first check to see if there's enough left to do something with, and if there's not, you shuffle your Discard Pile, and put that under what's left of your Deck.
- ▶ Gaining a card means putting it in your Discard Pile, unless otherwise stated by the card. Cards that are bought are considered gained.
- ▶ Action cards played are not discarded immediately. They are discarded during your Cleanup phase at the end of turn.
- ▶ Players may count the number of cards remaining in a Kingdom Card Stack. They may also count the number of cards in their Deck or Discard Pile. Note that players have to turn their Discard Pile face-down to do this.
- ▶ Reaction cards must be played the moment an Attack card is played. More than one Reaction may be played on the same Attack.