## Great Canadian Board Game Blitz August 29<sup>th</sup>, 10 AM - 6 PM @ GX Expo

## --=> 50-100\$ in prizes! <=--

## Rules

- 1. Rules for each game will be straight out of the box. No variations or house rules.
- 2. The referee will have the final say over any rules questions or disputes posed by the players.
- 3. The games will not exceed their allowed time slots unless the referee specifically makes an exception.
- 4. The referee will if necessary, and only if necessary, impose time limits on turns within a game if the game risks running over the time allowed.
- 5. The players will follow the rules in the game for choosing a starting player. If there is no specific method stated, use two six-sided dice (high roll chooses starting position). Dice will be provided by referee.
- 6. The initial seating will be decided by a random draw. The player with the highest number will pick from the first round games available, the player with the second highest number will go second and so on. The number of games in play will depend on the number of players in the tournament. If there are eight players, then when the first two games are chosen all other players must join one of those two games, if there are twelve players, then three games will be played, etc.
- 7. The seating for the second round will be determined by a combination of placement and random selection. The winners will draw to see who gets to pick a game first, second, third, etc. The players in second place will then draw to determine the order in which the games are chosen, followed by the players in third and so on. For the third, fourth, fifth, and sixth rounds, seating will be determined by cumulative points earned in the tournament.
- 8. Points. You earn points by finishing  $1^{\rm st}$ ,  $2^{\rm nd}$ ,  $3^{\rm rd}$ , or  $4^{\rm th}$  rank in a game. For a two-hour games the point distribution is 10/8/6/4, respectively, and for a one-hour game it's 5/4/3/2, respectively.
- 9. If there are 16 or less participants, the first place winner (player with most cumulative points) will receive a 50\$ gift certificate to spend at the FunGamesCafe booth. If there are more than 16 participants, the top three will win 60\$, 25\$, and 15\$ gift certificates.
- 10. Players are not required to play in every round. However, they must finish a game they have already started unless all the other players allow them to forfeit and it doesn't affect the outcome of the game for the other players. Players get no points for rounds they don't participate or games they forfeit.