

# TWILIGHT IMPERIUM

BrisCon 2021

Tournament Organiser – Bradley (@)

## Structure

- Saturday will consist of six games, each with six players.
- Players will be randomly allocated to a Saturday game, with some allowance made for time slots.
- The first Saturday game will commence at 9:00am. Each other Saturday game will commence half an hour after the previous, with the last commencing at 11:30am.
- Sunday will consist of a single game, comprising of the six winners from the Saturday game.
- The Sunday game will commence at 10:00am.

## General Rules

- *Twilight Imperium* base game (no *Prophecy of Kings*).
- Using Living Rules Reference v1.3, along with any relevant clarifications from v2.0 and/or v2.1.
- Games will be played to ten points.
- The *Codex* version of the “Diplomacy” strategy card will be used.
- For the Saturday games, *Codex* components will be used if the copy of the game being used includes them. Players will be made aware of this before they choose factions.
- For the Sunday game, *Codex* components will be used.

## Setup

- For the Saturday games, the *Learn to Play* game board will be used, and will be built before players take their seats.
- For the Sunday game, the game board will be created as per the “Complete Setup” rules.
- Players will be randomly allocated seats.
- Each player will be dealt three cards, each representing the speaker or one faction. These will be drafted, passing anti-clockwise (right). The player that drafted the Speaker card will then reveal it, along with a faction they drafted. Each other player in clockwise order reveals a faction they drafted. Each player will play as the faction they revealed.

## Timings and Abilities

- Players should allow reasonable time for abilities to be used during major timing windows. A few examples follow, but it is not an exhaustive list.
- During the Agenda Phase, players should explicitly ask each player in order if they wish to player any “when an agenda is revealed” abilities. Once all players have passed consecutively, this should be repeated for “after an agenda is revealed” abilities.
- After movement, players should declare that they have finished moving ships.
- After production, players should declare that they have finished producing units.
- Players should declare each technology they gain.

- Once a token is placed on a system to activate it, that activation is final.
- If an action card is played by revealing it, that playing is final, unless played incorrectly. However, if played prematurely, it will be set aside, and then must be played at the correct time, if still possible to do so.

## Contingencies

- Players that have not arrived by ten minutes after the time their game was scheduled to commence without notice will be disqualified.
- Players that have not arrived but have given notice may be given a reasonable amount of time to arrive, at the discretion of the tournament organiser, or be disqualified.
- In the event that a game has only five players, a hyperlane will be placed into the game board. For the Saturday games, this will replace the tiles closest to the missing player's home system. Of the two systems equidistant between that player's home system and another, the one that is removed will be determined randomly.
- In the event that a game has only four or three players, the four or three player game board will be used, with the four- or three- player *Learn to Play* game board used.
- In the event that eighteen or fewer players sign up, only three games will be played on the Saturday. At the moment the game ends, whichever player is coming second, determined via points then initiative or speaker order, will also play in the Sunday game.

## Other

- Players should act in good faith, and in a civil manner.
- Any rules questions should be directed to the Tournament Organiser. Any disagreements on this ruling may be put to the #ti4-quick-rules-help channel of the *Twilight Imperium 4 Tabletop Simulator* Discord Server. The ruling of a member with the "Rules Expert" role will be used. Should there be no such response after a reasonable amount of time, the Tournament Organiser ruling will stand.
- Players may leave the table for a reasonable amount of time to discuss deals secretly. However, whenever a transaction occurs, it must be announced.
- Players that bring their own copy of *Twilight Imperium* will receive a \$5 refund on their entry fee on the day. Should more than six players bring copies, preference will be given to copies including *Codex* components, then to a copy belonging to a player in that game.