

2017 Empire Builder International (EBI) Game System Tournament

The Empire Builder International Game System Tournament is designed to test a player's ability to play a variety of the Empire Builder system games. The Empire Builder games have been divided into eleven (11) categories (Empire Express does not qualify for the EBI tournament but is in Category 2). A player's best scores in five (5) of these 11 categories will be combined to determine his/her ranking. A player need not play in five different categories to qualify but the chances 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 sixteen (16) ranking players, based on EBI 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 a player believes s/he has qualified and does not plan to participate, s/he is requested to inform a conductor at the earliest opportunity. If a qualifying player does not check in on time, the conductor in charge will go down the ranking list until 16 people are participating in the semi-finals. Seating at the semi-finals tables will be based on EBI ranking.

All four semi-final boards will play the same game. The top four ranking players will choose his/her preferred game from among the 11 major published games (listed above), excluding Eurorails. The semi-final game to be played is picked at random, with the pool weighted by the choosing players' ranks in the EBI qualifying rounds.

The four winners from the semi-final games will play in the final. Each finalist will choose his/her preferred game from among major published games excluding Eurorails and whatever game was played in the semi-final. The final game will start soon after all four of the semi-final games have finished (allowing time for a 10 minute break after the last semi-final game finishes). The game to be played is chosen at random, with the pool weighted by the choosing players' ranks in the EBI qualifying rounds.

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 the five best different game titles will be added together. If a competitor plays 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 to break the tie. The Puffing Billy score gives bonus points based on the actual point scores in the individual games. Finishes in fourth place or below will contribute to the PB score tiebreaker but otherwise do not score.

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 there. If you would like further clarification of these Tournament rules, please ask a conductor.