



Tournament rules

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Introduction

This document defines rules, responsibilities and procedures for organizing and running Steam Torpedo Tournaments.

General principles

Official tournaments and free tournaments

There are 2 types of tournaments:

- “Official” tournaments are organized by game publishers Serious Poulp/Iello Games. They usually have specific names and characteristics.
- “Free” tournaments include all the other tournaments: unofficial ones, those organized by game stores, associations, board game clubs, etc.

Tournament game modes

There are 3 possible game modes in tournaments:

- “Championship” mode
- “Points” mode
- “Total War” mode (recommended for shorter tournaments)

Organizers ideally should state which mode has been chosen for the tournament throughout all communication materials.

Reference rules

All tournaments will apply the rules from the First Contact edition’s rulebook, with the exception of the following points:

1. “No undo”: once a crew member token or a submarine figure has been moved, this movement may not be cancelled.
2. The player whose submarine has the most Oxygen tokens plays first.

Play equipment

Each player willing to participate in the tournament must bring the following (of their own material):

- a personal selection of 15 "compartment" tiles (no more than one copy of each), one of which must be a Control Room,
- a crew of 5 crew members tokens, including one Captain.

Compartment tiles may belong to the Immersion Pack and/or any Steam Torpedo booster.

Each player must be able, at any moment, to provide a list of the 15 compartments and 5 crew members he will be using for the tournament.



Entrance fees

Entrance fees are optional. The organizers may set them freely and communicate about them throughout the communication materials for the event.

Rewards

Rewards for participants and/or winner(s) are optional. The organizers may choose whether to offer rewards or not and inform participants about how to obtain them throughout the communication materials for the event.

Mistakes

The most frequent mistake is for the active player to forget to remove an Oxygen token during his Recovery Phase. To avoid this, each player should gather his removed Oxygen tokens to the left of his own playing area, so that Oxygen tokens that have already been removed are easily counted at any time.

Most mistakes about the interpretation of a specific effect can usually be avoided by referring to the game's official FAQ.

Excessive behavior

Entertainment and respect for others must prevail in all circumstances.

Therefore, any player showing one of the following behaviors will be disqualified from the tournament:

- Physical or verbal violence
- Unsporting behavior (e.g. playing voluntarily very slowly)
- Offence to another player or any other person on the tournament
- Deliberate cheating and/or lying
- Theft
- Bribing

Tournament Game Modes

Regardless of the game mode, before each match, each player may choose any 10 of his personal tiles (one of which must be a Control Room) to build his submarine. The remaining 5 tiles will be referred to as 'his reserve'.

Championship mode

The "Championship mode" suits single-elimination tournaments (with 4, 8, 16, 32, 64 or 128 participants).

After each 2-player match, the losing player is eliminated and the winner proceeds to the next stage of the tournament.

Players agree about the orientation of the submarine figures and place them side by side at the center of the table.

They place their 10 compartments tiles freely, forming two lines of 5 tiles each. Each player's Control Room must be placed in the middle of his lower line. Players must place their compartments on the destroyed side ('Steam Torpedo' logo facing up) before revealing them. It is not possible to switch compartment tiles after they have been revealed.



Players may now switch one compartment in their submarine with a compartment in their reserve. In this case, each player selects the tile from his reserve and places it face down in front of him. Then, players simultaneously point at the compartment they wish to remove from their own submarine and switch it with the chosen compartment.

Each player announces the number of Oxygen tokens in his submarine. The player whose submarine has the most Oxygen tokens plays first. In the case of a tie, the first player is determined at random, with any method chosen by the players.

Between two matches, each player may freely rearrange the setup of his submarine using the 15 compartments in his list, defining 10 starting compartments and 5 'reserve' compartments.

"Points" mode

The "points" mode suits any number of participants (4, 6, 8, 12, 18, etc.) and players losing a match are not eliminated.

If there are 4 or 6 participants, each player will play one match against each of his 3 or 5 opponents.

If there are more than 6 participants, organizers must make groups of 4 or 6 players. In each group, each player will play one match against every other player in the group.

Players agree about the orientation of the submarine figures and place them side by side at the center of the table.

They place their 10 compartments tiles freely, forming two lines of 5 tiles each. Each player's Control Room must be placed in the middle of his lower line. Players must place their compartments on the destroyed side ('Steam Torpedo' logo facing up) before revealing them. It is not possible to switch compartment tiles after they have been revealed.

Each player may now switch one compartment in his submarine with a compartment in his reserve. In this case, each player selects the tile from his reserve and places it face down in front of him. Then, players simultaneously point at the compartment they wish to remove from their own submarine and switch it with the chosen compartment.

Each player announces the number of Oxygen tokens in his submarine. The player whose submarine has the most Oxygen tokens plays first. In the case of a tie, the first player is determined at random, with any method chosen by the players.

At the end of the match, players score a number of points calculated as follows:

- **+1 point** for each crew member alive (not eliminated): minimum 1, maximum 5 (reminder: if a player runs out of oxygen in his submarine, all his crew members are eliminated);
- **+1 point** for each non-destroyed compartment: minimum 0, maximum 10;
- **+1 point** for each Oxygen token left in the submarine: minimum 0, maximum approximately 20;
- **-5 points** for any player whose Control Room has been destroyed;
- **+20 points** for the player who won the match.

At the end of the tournament, the player adding up the most points is the winner of the tournament.

In the case of a tie, the winner of the tournament is the player who won the most matches.

If players are still tied, the winner is the player who has lost the least crew members.

If players are still tied, the winner is the player who has lost the least compartments.

If players are still tied, the winner is the player who has earned most points from remaining Oxygen tokens.



Between two matches, each player may freely rearrange the setup of his submarine using the 15 compartments in his list, defining 10 starting compartments and 5 'reserve' compartments.

"Total war" mode

The "Total war" mode makes for shorter tournaments.

After each 2-player match, the losing player is eliminated and the winner proceeds to the next stage of the tournament.

Players agree about the orientation of the submarine figures and place them side by side at the center of the table.

Players place their 10 compartments at random, creating two lines of 5 tiles each. We advise that each player shuffles his compartments and places them face down ('Steam Torpedo' logo facing up) before revealing them.

Each player's "Control Room" tile must be placed in the middle of his lower line. If a tile that is not a Control Room is in that location, he must switch it with the Control Room.

Then, each player may switch 2 compartments on his own submarine (not the Control Room) to optimize its arrangement.

Each player announces the number of Oxygen tokens in his submarine. The player whose submarine has the most Oxygen tokens plays first. In the case of a tie, the first player is determined at random, with any method chosen by the players.

Between two matches, each player may freely rearrange the setup of his submarine using the 15 compartments in his list, defining 10 starting compartments and 5 'reserve' compartments.

From the second match on, after he has revealed his compartments (and optionally switched two of them), each player must destroy at least one of his compartments.

- First match: no compartment must be destroyed.
- Second match: 1 compartment must be destroyed.
- Third match: 2 compartments must be destroyed.
- Fourth match and following matches: 3 compartments must be destroyed.