

ANNAPURNA TOURNAMENT AT PAX UNPLUGGED 2022

READ THE COMPETITIVE RULES AND CARD CLARIFICATIONS

SIGN IN 10 AM TO 1:30 PM for the same day and 4:30 PM to 6 PM for the next day.

There is a limit of 32 players per day. Qualified climbers will be accepted on a first come first serve basis. Qualified means that you have either completed our training, competed in one of our mini-tournaments or own a copy of the game and have posted a photo of play. Eight alternates will be accepted each day but must be present at the start of a new climb with an empty seat prior to 1:30.

If you are more than five minutes late for a climb, your place will be given to the next qualified climber in attendance.

ELIMINATION ROUND (10:30 AM to 2:30 PM)

You may compete in up to 3 climbs each day. **Climbs start on the half hour** or whenever there are four ready players and table space available. Players with the fewest plays, and then lowest best score(s), and then fewest number of players get seating preference. *Arrangement of climbers will be at the discretion of the game master(s) so that winners play with different groups as much as possible.* If there are only three players wanting to climb, they may choose to climb with just three people after a five minute wait. *If there are less than three players ready to climb, they will be accommodated with alternates, the game master or rescheduled.* The 16 players with the highest total scores move on to the Semi Final Round. A player's Next Best score(s) are tie breakers. Additional tie breakers will be single climbs using quick play rules from 3:00 PM to 3:30 PM.

"Leave No Trace Behind" earns just three flags while other climbers get 0 flags.

You must move your meeple off your mountain at the start of your turn and back onto your mountain at the end of your turn.

Table talk is part of the game but in the end it is every climber for themselves.

SEMI FINAL ROUND (3:00 PM to 4:00 PM)

Players will be assigned tables based on their rankings with leading players at different tables. The semi final round will consist of a full expedition to 9 flags.

If there are 4 or less players, the semi final will be skipped.

You must move your meeple off your mountain at the start of your turn and back onto your mountain at the end of your turn.

Table talk is part of the game but in the end it is every climber for themselves.

CONSOLATION ROUND (4:15 PM TO 5:15 PM)

The climbers with the second best scores of the semi final round compete in one full expedition to 9 flags.

FINAL ROUND (4:30 PM to 5:30 PM)

The 4 climbers with the best scores of the elimination round compete in one full expedition to 9 flags. Standard rules apply. If there are 3 or less players, Becca and/or other Fiat Lucre's play for the house.

You must move your meeple off your mountain at the start of your turn and back onto your mountain at the end of your turn.

Table talk is part of the game but in the end it is every climber for themselves.

PRIZES

\$1000 Grand Prize. Runner-up prizes \$400, \$300, \$200 plus \$100 to the winner of the consolation round. *Any runner-up player can refuse their prize in order to compete again the next day.*