NATIONS (DYNASTIES) PREZCON 2022

Welcome to the sixth Nations tournament at Prezcon! Congratulations to Jason Leggett for beating Lyman Moquin, AJ Sudy and Bill Crenshaw in the 2020 finals.

Rules: All games will use all cards and the Dynasties expansion. The rules are in the Rule Book and in the FAQ (which the GM has). Any rule disputes will be resolved based on how the game is played on the MabiWeb.com website. We will use the following variants:

- The number of starting books is REVERSED, so in a 4-player game the player moving first (and choosing their Dynasty last) gets 4 books, the player moving second gets 3 books, the player moving third gets 2 books and the player moving last gets 1 book.
- If a War card is already on a row of cards ($1, $2 or $3) and another War card(s) is drawn for the same row, DISCARD the later War card and draw another card instead.
- Randomly select 1 Nation more than the number of players.
- Korea's starting Dynasty entitles it to receive 1 architect when it buys a Golden Age (not 2).

Game Level: The time slot has been expanded to 5 hours to ensure sufficient time to finish. In the heats, all players play at Prince level (3 resources) and in the finals all players will play at King level (2 resources).

Reminders: If you are short on resources, make sure you produce in the order listed on the player aid cards: gold, food, stone, books. You cannot use books produced later in the turn to offset a deficit in another resource. Example: At the start of production, you do not have any resources left over and have 1 book. You produce 2 gold, -2 stone (to support your military), 2 grain and 3 books. First you produce gold, then food, then stone, then books. You have to pay for the shortage in stone BEFORE you produce books, so you lose 1 book and 1 VP to pay for the first stone and 1 gold and 1 VP to pay for the second stone. You then produce 2 grain and 3 books.

Production Tracking Suggestion: To make it easier for all players to confirm production, before adding production resources to your stock, place them on the bottom right of your player mat (where the starting resources are indicated). To avoid mistakes, in turn order each player should state how they calculated production before moving production resources to stock and tracking books. Remember, production takes place before any War, Events and Famine.

Schedule: The heats are Thursday at 8 a.m. and Friday at 8 p.m. in Gallery. The finals are Saturday at 8 p.m. in Gallery.

Number of Players in Heats: We will have 4 player games if possible, with 3 or 5 player games as needed.

Finals: There will be a 4-player final (assuming sufficient winners and second place finishers appear) unless 5 or more heat winners show up for the final, in which case there will be a 5-player final. If 4 or fewer heat winners show up for the final, the heat winners and closest second (and if necessary, third) place finisher(s) will advance. If more than 5 heat winners show up for the final, the finalists will be determined in the following order: (a) players who won both heats will advance in order of cumulative margin of victory in both games; (b) players who won 1 heat and came in second in a second heat will advance in order of cumulative margin of victory/defeat in both games; (c) players who won a 5-player game will advance in order of margin of victory; (d) players who won a 4-player game will advance in order of margin of victory; and (e) players who won a 3-player game will advance in order of margin of victory.

Scoresheets/Questions: Please return the completed scoresheet to Bill Crenshaw. David Hood, Lyman Moquin and Jason Leggett will be the assistant GMs.

NATIONS SCORESHEET
HEAT __/FINAL ___ TABLE ___

	1st Player	2nd Player	3rd Player	4th Player	5th Player
Name					
Badge #					
Color					
Nation					
Final turn order					
• VP markers					
• Colony VPs					
• Wonder VPs					
• Building/Military VPs					
Resources					
Military					
Stability					
Total Resources/ Military/Stability					
Res/Mil./Stab. VPs					
Total VPs					
Place					