NATIONS (DYNASTIES) PREZCON 2024

Welcome to the seventh Nations tournament at Prezcon! Congratulations to David Hood for beating Greg Lee, Lyman Moquin, and Bill Crenshaw in the 2023 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 was 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 heat is Wednesday at 7 p.m. in Grand. If 5 or fewer players attend, that will be the final. If 6 or more attend, the finals will be Thursday at 6 p.m. in Monroe.

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

Finals: If we have 4 tables in the heat, the winners advance to a 4-player final; if we have 3 tables, the winners and the closest second advance; if we have 2 tables, the top 2 players from each table advance. The closest second will be calculated based on their percentage of the winner's score, with a 5% reduction for 3-player games.

Scoresheets/Questions: Please return the completed scoresheet to Bill Crenshaw. David Hood and Lyman Moquin 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					
Money					
Stone					
Grain					
Books					
Military					
Stability					
Total Resources					
Resource VPs					
Total VPs					
Place					