



# HOW TO RUN AN ASCENSION TOURNAMENT

## **Games needed**

You will need one copy of Ascension for every 4 players in the tournament, rounding up. If the event organizer does not have enough copies to run the event, see if any players in your group would be willing to lend their games to the tournament (be sure they are willing to lend the game for the whole event, not just the rounds they are playing).

## **Entry fee**

Entry fees are optional. The event organizer may set any event fee he/she wishes. The event fee should be clearly listed wherever event information is posted.

## **Prizes**

Prizes are optional. The event organizer may provide any prizes he/she wishes. The prizes should be clearly listed wherever event information is posted.

## **Rounds**

Each round consists of 1 game of Ascension. Each round will take about 30 to 45 minutes to play. When planning your event be sure to leave about 10 minutes per round to record results and set up for the next round.

## **Time limits**

The event organizer may set time limits for rounds if he/she wishes. Clearly announce to all players if a time limit is being used.

When the time limit for a round is reached, treat all games still in progress as if the final honor token has been taken (see Game End on page 11 of the Ascension rulebook.)

## **Players per game**

Break your players up into tables such that you have as few tables as possible, and as few 2 player tables as possible.

*For example: With 16 players you would have 4 tables of 4 players. With 6 players you would have two tables of 3 players*

## Formats

The event organizer may run any format prizes he/she wishes. The format should be clearly listed wherever event information is posted.

The recommended formats are **Single Elimination** or **Swiss** (see below).

### Single Elimination

In a Single Elimination tournament, each round the winner of each table advances and all other players are eliminated. This format is very fast, but doesn't give players a lot of play time. This can be a good format if you have very limited time, such as with a weekday evening event.

Rounds will continue until there is only 1 player left.

Any number of players may play.

All players still in the tournament play each round (no byes) see **Players per game** above.

Number of rounds is determined by the number of players:

2-4 players: 1 round

5-16 players: 2 rounds

17-64 players: 3 rounds

Etc

The winner of the final table wins the tournament, 2<sup>nd</sup> place at the final table comes in 2<sup>nd</sup>, etc.

### Swiss

In a Swiss tournament, all players get to play a set number of rounds (the Swiss rounds), then the 4 players who did the best in the event advance to the final game. The event organizer will need to keep track of how many points each player got each round, and how many players were at their table each round.

Each round the players get points as follows:

Table winner: 6 points

Second: 3 points

Third: 1 point

Fourth: 0 points

*For example: In a 3 person table, the winner will get 6 points, 2<sup>nd</sup> will get 3 points and 3<sup>rd</sup> will get 1 point.*

Each round, players should play at tables with players with similar number of points.

So, put your top players at table 1, your next highest players at table two, etc.

All players still in the tournament play each round (no byes) see **Players per game** above.

The number of Swiss rounds is determined by the number of players:

2-4 players: advance directly to final game (single elimination)

5-8 players: 2 rounds

9-16 players: 3 rounds

17-24 players: 4 rounds

25- 32 players: 5 rounds  
33-48 players: 6 rounds  
49-64 players: 7 rounds  
65-128 players: 8 rounds  
129 – 256 players: 9 rounds  
Etc

After all Swiss rounds have been played, the 4 players with the most points advance to the final table.

If players are tied in points so you can't make a clean cut to the top four, use the following tiebreakers to determine who among the tied players will advance.

1<sup>st</sup> tiebreaker: points earned round 1  
2<sup>nd</sup> tie breaker: points earned round 2  
Etc

If players are still tied, go to the next set of tiebreakers:  
Number of players at round 1 table (higher number wins)  
Number of players at round 2 table  
Etc

Finally, if players are still tied, randomly determine which of those players gets to advance to the final table.

The winner of the final table wins the tournament, 2<sup>nd</sup> place at the final table comes in 2<sup>nd</sup>, etc. 5<sup>th</sup> place and beyond are determined by the final Swiss standings.