

End of Round

Each round ends in one of the following ways:

- **Victory Condition:** One player meets their deck's victory condition. That player is the winner.
- **Time:** When time is called at the end of a tournament round, players must play through the taxation phase of the current game round. If no player has won by the end of the taxation phase, the player closest to their victory total is the winner.
- **Concession:** All but one player in a game voluntarily concede defeat at any point during the game. The remaining player is the winner.

If a player's draw deck runs out of cards or a player concedes at any point during a game, that player is eliminated from the game, all cards he or she owns are removed from the game, and each card he or she controls but does not own is placed in their owner's discard pile. If the eliminated player was the first player, the first player token is passed clockwise to the next player. The eliminated player receives 0 tournament points (see "Tournament Points" below) and places one spot lower than the number of remaining players. For example, if a player is eliminated from a four-player game, he or she ends the game in fourth place. If a second player were to be eliminated before the game ends, he or she would end the game in third place.

Tournament Points

Players earn tournament points at the end of each round based on their placement at the table at the end of the game. The player closest to his or her victory total wins the table, the next closest player finishes second at the table, and so on.

The **winner of a table scores 15 tournament points**. Each player who finishes in second, third, or fourth place earns tournament points equal to his or her power at the end of the game—to a maximum of 15—**divided by his or her place at the table**, rounded down. If two or more players are tied for placement, their power is divided by the lowest of the positions they would hold.

Scoring Example: *Ed, Jamie, Greg, and Sara play against each other in a game. None of the players have effects that modify the amount of power they need to win the game. Jamie wins the game by acquiring 15 power. Ed and Sara finish tied for second/third with 12 power. Greg finishes fourth with 2 power. Jamie receives 15 tournament points for winning the game. Ed and Sara each earn tournament points based on third place since they are tied for second and third: 12 divided by 3, for 4 tournament points. Greg earns tournament points for fourth place: 2 divided by 4, for a result of .5, which is rounded down to 0 tournament points.*

If two or more players are tied as the closest player to their victory total, each player receives tournament points equal to the total points earned by all places those players would hold, divided by the number of players, rounded down.

Tied Winner Scoring Example: *Dan, Sam, Julia, and Gabe play against each other in a game that goes to time. At the end of the game, Sam and Julia are tied with 10 power, Dan has 9 power, and Gabe has 5 power. First place would normally earn 15 tournament points, and second place would earn 5 tournament points when ending a game with 10 power. Sam and Julia split the total of 20 tournament points, so each receive 10 tournament points. Dan earns tournament points normally for third place: 9 divided by 3, for 3 tournament points. Gabe earns tournament points normally for fourth place: 5 divided by 4, for 1 tournament point.*

Using TOME

TOME, FFG's tournament software, can be used via web browser by going to the following url:

- www.fantasyflightgames.com/TOME

When using TOME to run your Melee rounds, enter the amount of power each player had at the end of a round. TOME will use this number to calculate each player's tournament points for the round.

Adding Players Mid-Event in TOME

To add a player to your event in the middle of an event using TOME, FFG's tournament software, follow these steps:

1. Click on "Edit Participants" near the bottom of the page.
2. Click on "+ Add Participant."
3. Enter the player's information and then click on "Next" near the bottom of the page. You will return to your event's dashboard.

Make sure to do this **before pairing the next round** to ensure that all players are added and will be paired in the following round.

When you enter the result of that player's first game, use **the score boxes at the bottom of each player's area** instead of entering their final power. Add the appropriate number of tournament points to the new player's score for the number of rounds they missed (6 points for each round). For example, if they finished the second round in second place with 10 power, enter 11 points for that round (6 points for missing the first round, and 5 points for their finish in the second round).

Prize Distribution

Prizes from Limited Kits and Limited Prize Kits are handed out **based upon a player's ranking** after all Swiss rounds of the Melee format have finished. To determine player rankings, please read the *A Game of Thrones: The Card Game* tournament regulations.

- **Winner's Trophy:** After all matches have concluded, present the highest ranking player with the trophy.
- **Playmats:** The top players equal to the number of playmats you received should each receive a playmat.
- **Alternate Art House Card Sets:** The top players equal to the number of house card sets—minus two—each receive a set of house cards. The remaining two house card sets are given to the final two players in the elimination rounds.

