Entanglement Tournament Event Outline

This Tournament Kit contains promotional prizes to support Organized Play for your store.
• 17 Core Prize Cards
• 3 Elite Prize Cards
• 2 Elite Prize Items or Sets

An optional official Event Outline for an easy, fun and concise tournament is included. If you announce that you will be using this Event Outline, players will know exactly what to expect when they come to play.

Alternatively, use the included prizes to support players in another way: a different type of tournament, a series of events, demonstrations, generating interest among new players, or even adding to another event (like a Store Championship).

This is an optional Event Outline to be used with a *Star Wars*™: Imperial Assault Tournament Expansion Kit. Words in **red text** are topics that are explained more thoroughly in the *Star Wars*™: Imperial Assault Tournament Regulations.

Download Tournament Regulations, the game FAQ, rules documents, event posters, and other helpful event materials at:
www.fantasyflightgames.com/star-wars-op

Participant Requirements

An Entanglement **tournament** accommodates 4 to 32 players. With eight or less players, you can use half of the prizes, and save the other half for another small event. For 33 or more players, we recommend using another Tournament Expansion Kit and splitting the players into two independent Entanglement tournaments of 32 or less.

The tournament organizer and other **leaders** are permitted to also play in this tournament, as long as there are two or more total leaders designated, to help resolve any issues that arise within another leader's games.

Tournament Structure

The Custom **tournament structure** for this event is three rounds of one-versus-one Swiss pairings. For the first round, players are randomly paired.

To determine Swiss pairings for the second and third rounds, group players according to the number of wins they have earned at this event. Take the group with the most wins and pair those players together at random. If this leaves one player unpaired, pair them with a random player from the group of players with the next most wins. Repeat this process for each grouping of wins until all players are paired.

If there are an odd number of players remaining in the tournament at the beginning of a round, one player will receive a bye (an unpaired win). To assign a bye before determining pairings, find each player with the the fewest number of wins who has not yet received a bye, and select a random player from among them.

Players must not be paired together more than once, which may require modifying the pairing procedure accordingly.

Start a 65-minute round timer as soon as all players have found their opponents and begun to set up. At the end of their match, players will report who won.

Tournament Tier
The Relaxed **tournament tier** provides a fun and friendly environment that is welcoming and inviting to players of all experience levels.

Enrollment Procedure

Determine a maximum attendance based on your available space, and inform players of that capacity prior to the tournament. Announce the time at which you will begin and close enrollment, and when tournament play is expected to begin and end. This event has an approximate duration of three hours and thirty minutes of play.

Prize Distribution

At the end of all three rounds, rank players according to their wins and **tiebreakers**. Give each of the top 16 players one of the Core Prize Cards.

Set out two Elite Prize Cards and two Elite Prize Items. The top four players each choose one of these four Elite Prizes, in rank order.

With eight or fewer players, half of those prizes should be used: eight Core Prize Cards for the top eight players, plus one of each Elite Prize for the top two players to choose from.

Additional Prize Material

Once Core Prize card and one Elite Prize card in each tournament expansion designated under this Event Outline as organizer discretionary prizes. These prizes are for the organizer to award to any leader or player, at their discretion.

Any remaining prizes can be used for other purposes to support players and events.