

DOOMTOWN FLOOR RULES VERSION 1.5

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Introduction

In keeping with the spirit of camaraderie fostered at Pine Box Entertainment, the term “roundup” is used to refer to tournaments. The purpose of this document is to provide the complete guidelines needed to run all Doomtowntown roundups by defining appropriate rules, responsibilities, and procedures. All Doomtowntown roundups are to follow this document regardless of specific circumstances. This ensures equal treatment of players and event staff in different regions and nations. By adhering to this document we establish a standard that will ensure the continued success of Doomtowntown roundups.

All players and event staff share equal responsibilities according to the exact format of each roundup. Both players and event staff should be familiar with their particular roles as described in the most current version of this document. Players and event staff must act in a fair and respectful manner at all times, following both the letter and spirit of the rules.

Specific roundups may have additional guidelines. Any contradiction between the floor rules and guidelines for a specific roundup will be highlighted and announced prior to the roundup date. If a question occurs regarding priority, the roundup specific guidelines take precedence and ultimately the Tournament Organizer has the final say.

Information in this document may contradict that contained in the Doomtowntown Rulebook, the Pine Box Entertainment forums, and previous rules documents. In all cases this

document takes precedence. Pine Box Entertainment LLC (PBE) reserves the rights to alter, interpret, clarify, or otherwise issue official changes to these rules without prior notice. PBE will make every effort to announce any changes at least 30 days prior to implementation. Circumstances may occur necessitating faster implementation. As need arises, players and event staff may need to contact PBE regarding clarifications, interpretations, and other questions.

Section 1: Roundups

1.A Roundup Tiers

Sanctioned roundups are divided into two tiers:

1. Official
2. Social

Official roundups are run by PBE or approved Tournament Organizers. Official roundups can be part of an Organized Play Season (defined below), or can be other special types of roundups (usually given unique names). Official roundups sometimes impact ongoing aspects of the game, including future card releases or the storyline.

Social roundups are intended more for casual and creative play. These will not impact ongoing aspects of the game.

PBE currently maintains a list of roundups and which tier they fall into (in progress as of February 8, 2017). Official roundups are organized through PBE (both directly, such as at conventions, and indirectly, such as at a local gaming store as part of an Organized Play Season). The Floor Rules normally apply to Official roundups; if for some reason they cannot be adhered to for an event that PBE will not be organizing directly, please contact the PBE Event Manager.

Social roundups (i.e. casual but organized roundups) do not require use of the floor rules but it is recommended that they be utilized at least as a guideline.

1.B Roundup Categories

In addition to sorting by Official and Social roundups, there are also four categories some roundups will fall into. Most of these will be Official, but some will be Social, as noted below.

- 1) **Organized Play Seasons:** There are two “seasons” of roundups held per year, and each will have a distinct theme and prize pool. Roundups in these seasons are typically run by select Tournament Organizers at local gaming stores around the world.
- 2) **Conventions:** Various gaming conventions are attended in an official capacity by Pine Box Entertainment throughout each year. For these conventions, special

roundups will be held, most of which will be Official, but can also include special format Social roundups.

- 3) **Badges:** These are roundups where top players can earn titles that come along with a physical badge representing that title. These badges will sometimes have an impact on other roundups, such as a convention roundup where players can “call out the Marshal.”
- 4) **Destination Events:** These are the rarest category, usually held no more than once a year, where Pine Box will select a town or city for folks to meet up for a series of roundups, typically including both Official and Social roundups. These will usually be multi-day affairs, with community outings planned by Pine Box while people stay in town.

1.C Roundup Roles

The following roles are defined for roundup purposes:

- 1) Tournament Organizer
- 2) Head Judge
- 3) Floor Judge
- 4) Player
- 5) Spectator

The first three roles are considered Tournament Officials. A single individual may act in multiple roles in Organized Play Season and Social roundups, but this arrangement must be clarified at the start of said roundup. Some roundups will have requirements that each of the first three roles may not participate in the roundup competitively, e.g. playing in the roundup. An example of this would be Official roundups. Individuals who are not judges at a roundup or actively involved in playing a match are considered spectators.

1.D Match vs. Round

The terms “match” and “round” might seem at times to be interchangeable in this document, but refer to slightly different things. When two players are paired up and face off against each other, they are playing a match against each other. A “round” refers to all the matches being played simultaneously, and are often referred to in numerical order.

For example, if you have an eight-player roundup, after initial pairings the Tournament Organizer will declare the start of the first round of the roundup, and each two-person pair will begin their matches. Thus, the first round is made up of four distinct matches.

1.E Participation Eligibility

Anyone is eligible to participate as a player in a Doomtown roundup with the exception of the following:

- Individuals currently under suspension by PBE. A list of such individuals will be provided to Tournament Organizers upon request.
- Individuals currently under lifetime ban by PBE. A list of such individuals will be provided to Tournament Organizers upon request.
- Any paid employee of PBE. Unless given specific permission prior to the roundup date by the PBE Community Manager, it is assumed the employee is not actively attempting to win said roundup.
- Anyone prohibited by national, federal, state, or local laws.
- Anyone specifically prohibited by the Tournament Organizer or Venue.
- Management. (If any player is prohibited under this clause a detailed explanation must be provided to PBE prior to the date of the roundup.)

Players under the age of 13 must provide parental consent. Their parent or guardian must either be present at the roundup or provide written consent to the Tournament Organizer.

Anyone is eligible to participate as a Tournament Official (Tournament Organizer, Head Judge, Floor Judge) for a roundup with the exception of:

- Individuals currently suspended or banned by PBE.
- In Official roundups, anyone who is playing in the roundup, unless it is a roundup that explicitly allows Tournament Officials to play while acting as a Tournament Official (Floor Judges are an exception if the TO requires it). Tournament Officials may play in Organized Play Season and Social roundups for which they are acting as Tournament Officials.

Section 2: Roundup Personnel

This section addresses specific expectations and duties attributed to the various roles discussed earlier.

2.A Tournament Organizer

The Tournament Organizer (TO) of a roundup is responsible for all roundup logistics including:

- Securing sanctioning from PBE where needed.
- Providing a site for the roundup that meets expected needs.
- Promoting the roundup in advance of the roundup date.
- Staffing the roundup with appropriate Tournament Officials.
- Providing all materials necessary to operate the roundup.
- Providing for and distributing all prizes, both those provided by PBE for the specific roundup and additional prize support as warranted by the size of the roundup.

- Reporting the roundup results to PBE in a timely fashion following the completion of the roundup.
- Assisting in all other duties of the roundup so that the roundup runs smoothly and efficiently.
- Being the final arbitrator of any disputes and being accountable to PBE for any decisions that occur at the roundup.
- Collecting and submitting the 1st and 2nd place deck lists for any Official roundup.
- Verifying that the roundup meets all national, federal, state, and/or local laws.
- The TO will never be the final arbitrator of any dispute concerning the mechanical rules of the game, this duty falls under the Head Judge role. In extremely rare circumstances the TO can overrule the Head Judge concerning anything not specifically related to the mechanical rules of the game, but must have sufficient reason. This action is only taken in response to specific misconduct on the part of a TO, requiring his/her replacement mid-roundup. Misconduct of a TO can best be defined as any action that would make him/her no longer eligible to act in that role. This action is subject to full review on the part of PBE.
- At Organized Play Season and Social roundups, as well as roundups specifically designated by PBE as lower priority, the TO may perform any and all duties normally delegated to the event staff. It is recommended that at lower turnout roundups, the TO should include additional support to provide for a better roundup experience, but it is not required.
- In circumstances requiring cross language translation, the TO will make every possible effort to ensure adequate resources are available. For international roundups (i.e. World Championships), the default language should be posted prior to the roundup date.
- Ensuring the correct generation of pairings and all other roundup records throughout the roundup. S/he is expected to know, utilize, and answer questions regarding the electronic software.
- Generating pairings, and providing postings of said pairings.
- Accurately entering the results of each round in a timely fashion.
- Keeping track of the time remaining in the round and communicating this number to Head Judge as required.
- Accurately filling out the entire roundup in the electronic software, and saving a physical or electronic report should the PBE Major Events Manager need to address any disputes at a later date.
- The TO has the final authority in determining corrective action for score-keeping errors; this should be made in consultation with the Head Judge.

2.B Head Judge

Sanctioned roundups require the physical presence of a Head Judge during play to adjudicate disputes, interpret rules, and make other official decisions. The Head Judge is the final judicial authority at any sanctioned roundup and all roundup participants are expected to follow his/her interpretations.

The Head Judge is expected to have a complete knowledge of the mechanical rules of the game including the Comprehensive Rules as well as any specific errata and clarification as released by PBE.

The Head Judge's responsibilities include:

- Monitoring for any rules infractions or mechanical errors. Correcting those errors at all times as s/he observes them.
- The Head Judge is expected to be located on the play floor at all times during a round as long as games are in progress. Once at least two Floor Judges are available, this duty may be passed off to help the TO prepare the next round.
- Ensuring that all necessary steps are taken to deal with rule violations. These include those directly observed by the Head Judge and those reported to him/her.
- Issuing the final ruling in all appeals, potentially overturning the ruling of a Floor Judge.
- Coordinating and delegating tasks to Floor Judges as needed.
- Reporting any rules infractions and penalties issued to the TO, explaining or consulting as required.

If necessary, the Head Judge may temporarily transfer his/her duties to any judge if s/he is unable to fulfill them for a period of time. Certain Official roundups may have multiple Head Judges, and/or different Head Judges for different portions of the roundup. Any such roundup will be announced prior to the roundup date. All Head Judges share the same responsibilities and exercise the same authority while they are serving as a Head Judge.

2.C Floor Judges

Floor Judges usually consist of up to three individuals coordinated by the TO to assist the Head Judge. Floor Judges fall into one of two categories: Assistant Judges and Player Judges.

Assistant Judges are lower level judges who do not play in the roundups and whose sole duty is to assist the Head Judge in performing his/her various duties. The Assistant Judge(s) is the default backup should the Head Judge need to step down during a roundup for any reason. This transfer can be temporary or for the remainder of the roundup. If the Head Judge needs to be replaced for the duration of the roundup, clarification may need to be provided to the PBE Community Manager as requested.

The Floor Judges are expected to have an advanced knowledge of the mechanical rules of the game, including the Comprehensive Rules as well as any specific errata and clarification as released by PBE.

Player Judges are individuals, designated by the Head Judge prior to the first round of a roundup beginning, that are allowed to answer rules questions. Player judges are

players who possess an advanced knowledge of the rules and WHEN NOT PLAYING are willing to help the Head Judge with his/her duties. The Player Judge at no time will replace the Head Judge while they remain an active player in the roundup. A Player Judge will not issue penalties for any rules infractions, but will report them to an Assistant or Head Judge for further action.

A Player Judge is expected to remain in the play area as they finish play, and while other games are still in progress to answer any questions or disputes that arise. Any ruling by a Player Judge may be appealed to the Head Judge.

The duties of Floor Judges include:

- Monitoring for any rules infractions or mechanical errors and reporting these errors as s/he observes them.
- Replacing the Head Judge by physically remaining on the play floor at all times during a round as long as games are in progress (see Head Judge duties for further information).
- Reporting any and all directly observed rules infractions.
- Judges will not generally assist players in determining the current game state, but can answer questions about the rules, interactions between cards, and/or provide the Oracle wordings of relevant cards (DTDB.co is recommended for this).

If a player wishes to ask his/her question away from the table, the request will usually be honored. Players may not request specific judges to answer their calls, but may appeal any decision to the Head Judge.

Judges do not intervene in a game to prevent illegal actions (except in Active Judging mode during Finals of major roundups), but do intervene as soon as a rule has been broken or to prevent a situation from escalating.

2.D Players

A Player is defined as any individual who is participating in any roundup regardless of Tier. Players are expected to follow a certain code of conduct as well as any rules and laws specific to the region of the roundup.

Players are responsible for:

- Behaving in a respectful manner toward Tournament Officials, other players, and spectators.
- Refraining from unsportsmanlike conduct at all times.
- Maintaining a clear and legal game state and communicating this to both his/her opponent and any judge requesting the information.
- Complying with announced start times and time limits as well as reporting results in a timely manner.

- Bringing to a judge's attention any rules or policy infractions they notice in their matches.
- Bringing to a judge's attention any discrepancies in their roundup match record.
- Refraining from enrolling in roundups they are not allowed by policy to participate in.
- Being familiar with the rules contained within this document.

A player must bring the following items to a roundup in order to participate:

- A physical, visible, and reliable method to maintain and record game information (poker chips, tokens, score counters, pen and paper, and so on). A player is responsible for knowing his/her game totals (including, but not limited to influence, control points, and ghost rock) at all times and be clearly able to track and provide this information. A notepad and writing utensil is ideal, however counters, dice, etc. are also commonly used and acceptable.
- Any materials specifically required for a particular roundup format, such as assembled decks and/or deck lists.
- Any physical tokens required via game mechanics to be represented in the game. If multiple tokens are generated, multiple tokens should be used. If tokens of multiple types are created, then each type should be visually distinctive.

It is mandatory to sleeve assembled decks (this helps to prevent damage to cards from use during games). These sleeves must be opaque and not distinguishable in any way from one another. The sleeves should not be reflective, contain distracting markings, obscure the card face, or be offensive.

The single exception to the use of opaque sleeves is the method known as "Deck Backing." This practice refers to using transparent sleeves and obscuring the card backs with a second card or piece of paper. This is acceptable in place of opaque sleeves, provided that all deck backings are uniform and not distinguishable from one another. Decks may not be backed with cards currently legal for the roundup format.

The use of a play mat is also fairly standard practice. The artwork represented on the play mat must be non-offensive and not contain any reflective or intentionally distracting images. No cards may be placed beneath the play mat at any time during the match.

If a player finds the particular sleeve, deck backer, and/or play mat used by a particular opponent distracting or offensive he/she may request they no longer be used. The TO is the final arbitrator of any such dispute; the TO will always attempt to adhere to the Golden Rule when deciding such disputes.

Players are expected to act appropriately at all times. If any roundup participant encounters a problem with or becomes uncomfortable due to the behavior of another participant, they should report it to the TO immediately; the TO will attempt to resolve the situation in a swift and dignified manner to the best of his/her ability.

The following are general points to keep in mind:

- All players are expected to have and maintain an appropriate level of personal hygiene.
- All players must refrain from the consumption of illegal drugs immediately prior to or during any roundup.
- A TO may allow the sociable and responsible consumption of alcohol at a roundup, subject to prior announcement. All alcohol consumption must follow local law and any additional restrictions announced by the TO (for example, drinking only alcohol purchased from an on-site bar). Intoxication is not an excuse for disruptive behavior. The TO may, at any point, eject people on the grounds of excessive or disruptive intoxication.
- All players must act in an honorable and sportsmanlike manner. This includes all times during, before, and after the roundup. Regardless of circumstances, this applies to all participants in relation to everyone.
- Be sensitive to the feelings of others. Any language, behavior, or dress that is derogatory or offensive for ANY reason is not acceptable.
- Players who do not fulfill their responsibilities may be subject to penalties and review by PBE.

The PBE Community Manager will arbitrate any questions. PBE reserves the right to suspend or otherwise penalize any player without prior notice for any reason they deem necessary.

2.E Spectators

Any person physically present at a roundup and not in any other category above is a spectator. Spectators are responsible for remaining silent and passive during matches and other official roundup sections in which players are also required to be silent. If spectators believe they have observed a rules or policy violation, they are encouraged to alert a judge as soon as possible. This should be done in a manner that does not interfere with the game in progress. The judge will interfere if a valid need arises.

Players may request that a spectator not observe their matches. Such requests must be made through a judge. Tournament Officials may also instruct a spectator not to observe a match or matches.

Any player not actively playing in a match is considered a spectator under this section.

Section 3: Roundup Mechanics

3.A Match Structure

Matches of Doomtowntown are a single game, with a standard time limit of 1 hour plus a randomized six-sided dice's worth of minutes per round. Before the first round, the TO should roll a six-sided die (d6) hidden from everyone else's sight and secretly record the result. The TO adds that number of minutes onto the base allotment of an hour per round for the time limit of each round in that roundup. For example, if the TO rolled a 4,

rounds for that roundup would be limited to 1 hour and 4 minutes. The exact length of rounds will not be announced to the players. This applies to in person roundups only.

This 1 hour + d6 minutes time frame is considered the baseline for any roundup format. If any changes are desired, they must be cleared with PBE before the roundup date, and must be announced accordingly before the roundup date. Both players play until one player has won the game or the round ends. If the round ends before a winner is determined, refer to the tie-break system. Do not use this method for online events.

3.B Pre-game and Game Startup Procedures

The following steps must be performed in a timely manner before each game begins:

- 1) Players reveal their starting outfits and legends (if one is included in his/her deck) simultaneously. Players then choose and reveal their starting dudes simultaneously.
- 2) Players completely shuffle their remaining decks.
- 3) Players present their decks to their opponents for additional shuffling and/or a cut. Once a deck has been cut/shuffled and returned, either player may not further manipulate it. The sole exception to this is either player may request that a judge shuffle and/or cut one or both decks. This should be done with care and for specific explainable reasons only. Abuse of this request may be grounds for a penalty.
- 4) Each player draws the appropriate starting hand. Optionally, these cards may be dealt face down on the table before actually drawing them into hand. This is done to visibly verify to each player that the correct number is drawn, and while not required, it is highly recommended in Official roundup competitive play.

Pre-game procedures may be performed before time for the match has officially begun. Play cannot begin until time is started.

Before the first turn of the game if there are effects/reacts that could be conflicting before a Winner has been determined by lowball (e.g. Grifter abilities), use the following procedure:

- 1) All players make a choice as to whether they are going to use or pass on the Grifter ability(s). Each player then holds their hand out with a concealed token in it, using an agreed color code (e.g. red for use and blue for no use).
- 2) If a player fails to hold out a token of either color, then they pass on use of the Grifter(s).
- 3) Both players open their hands at the same time and use the ability or not as indicated. Should both players choose to use the ability, then you must use some means to randomly determine who will use theirs first (a coin flip or dice roll is recommended).

3.C Conceding Matches

Players may concede in any game or match. A match is considered complete once the result has been reported to the TO. Until that point, either player may concede to the other. Both players must agree to any such result that does not come from having played out the standard single game match.

Players may not agree to a concession in exchange for any reward or incentive. This includes splitting potential prizes, bounties, or other non-tangible items. Doing so will be considered Bribery.

If a player refuses to play, for any reason, it is assumed that s/he has conceded the match.

3.D End-of-Match Procedure

Each match lasts for a specified length of time (typically 1 hour + d6 minutes). The players have this amount of time to determine a winner. The TO will announce a warning prior to this point at 55 minutes (this marker is fixed regardless of the d6 result). All play must stop at the 1 hour + d6 minute mark.

The players then have a small window (typically 5 minutes) in which to report their results. The TO will announce the length of this window before first round play begins. It is the responsibility of the players to have this result turned in prior to this point. Any and all results not reported prior to this 5-minute delay result in a double loss. It is the winning player's responsibility to report the result.

When time is called, any unresolved play conditions are resolved (i.e. a shootout is finished, finish selecting targets for a noon ability and finish its effects etc.). The game now enforces sundown at this point, and each player checks for victory/tie-breakers. This occurs in the following way:

- 1) If only one player has more control points than the other player has influence and the other does not, that player wins (this is the normal win condition).
- 2) If both players would achieve the normal victory condition then the player with the greatest total control points wins – if both players have more influence than the other has control, continue to the next condition.
- 3) Compare each player's influence with the other players control points, the player closest to the normal victory condition is declared the winner (i.e. the "closest to victory condition").
- 4) Compare for highest total control points
- 5) Compare for highest total influence
- 6) Compare for highest total bullets
- 7) Each player pulls a card and compares for highest.
- 8) Repeat step 7 until there is a winner. In the unlikely event that both players only have the same values left in their decks for a pull, a coin flip will be allowed.

Any player suspecting their opponent of stalling at any point during the match should call a judge immediately to observe the match.

A full explanation of round time may be found later in this document. (section 5.D)

3.E Time Extensions

If a judge pauses a match for any reason for more than one minute while the round clock is running, s/he should extend the match time appropriately. This includes any time needed to make a judge call.

Optionally, the TO may choose to run the elimination rounds without a time limit; this choice, once made, remains in effect for the remainder of the roundup. It is recommended, and expected, that this be done in the Top 2. It may be adopted earlier as time allows and at the discretion of the TO. In multi-day roundups, all efforts should be made to run the majority of or all Top X matches under the “No Time Limit” option. This should be announced 30 days prior to the roundup date if possible.

3.F Appeals to the Head Judge

If a player disagrees with a judge’s ruling, s/he may appeal the ruling to the Head Judge. In larger Official roundups (such as World and Regional Championships) the Head Judge may designate additional Appeals Judges who are also empowered to hear appeals. Players may not appeal before the full ruling is made by the responding Floor Judge. Rulings made by the Head Judge or designated Appeals Judges are final.

3.G Dropping from a Roundup

Players may drop from a roundup at any time. If a player drops from a roundup before the first round has started, s/he is considered to have not participated in the roundup. Players choosing to drop from a roundup must inform the TO by the means provided for that roundup before the pairings for the next round are generated. Players wanting to drop after the TO begins pairing for the next round will be paired for that round. If a player does not show up for his/her match, s/he will be automatically dropped from the roundup 10 minutes after the beginning of the round, unless they report to the TO. Players that repeatedly and/or intentionally drop from roundups without informing the TO of doing so may be the subject of penalties, up to and including suspension.

If a player drops from a roundup after a cut has been made, such as a cut to the top 8, no other player is advanced as a replacement. That player’s opponent receives a bye for the round. A cut is considered to have been made once the cut itself or pairings for the round following the cut have been posted or announced.

- Players who have dropped may reenter a roundup at the discretion of the TO.
- Players may not reenter a roundup after any cut has been made.
- Players may not drop from a roundup in exchange for or influenced by the offer of any reward or incentive. Doing so will be considered Bribery.

3.H Match Points

All roundups utilize a 5 - 3 - 0 point method for match wins. This translates into all match wins within time award 5 match points, all wins at or after time award 3 points, and all losses award 0 match points.

3.I Top of Faction

All sanctioned roundups have a wide variety of prizes and prize categories. Each unique roundup may be different from other roundups of the same level. It is the responsibility of the TO to announce his/her prize distribution prior to the start of play at the roundup. If at all possible, large and unique prizes should be announced as soon as possible prior to the roundup date.

In some cases there may be "Top of Faction" prizes. All "Top of Faction" awards are at the TO's discretion, whether awarded before the cut to top X or at completion of the roundup.

3.J Passing and "Check"

"Check" condition is always in place. A player cannot accidentally double-pass into a game loss. If a player announces a pass and then his/her opponent can pass to win they must announce "Check" before doing so, in case the other player has simply miscounted. If they wish, the original player can then take a move or resign the game.

Section 4: Roundup Formats

As the game develops, alternate formats for the game may also become popular. Multiplayer is such an example. The majority of Official roundups will use the standard two-player format. Special requests may be made by the TO through PBE. Any variance from the standard formats must be approved by PBE. PBE is the final arbitrator of any questions concerning roundup formats for this level of roundup. The TO for each roundup is responsible for verifying and then posting the format of said roundup, this should be done at least 30 days or as soon as the roundup is announced, as circumstances allow.

4.A Card Legality

Official Doomtown events assume the use of Weird West legality. This includes cards used in all expansions published by Pine Box Entertainment and does not include cards published by AEG in Doomtown: Reloaded. If you wish to use those expansions, this is referred to a 'Old Timer' format. Set examples for Weird West Legality include Doomtown: Weird West Edition, There Comes A Reckoning, Too Tough to Die, Out for Blood, Hell's Comin' With Me, Welcome to Deadwood, Debt of Blood, and Whispers of

War. The full card list can be found on the Pine Box Entertainment Discord and [web link](#). Use the most recent printing of cards (MRP); for instance, Fort 51 was reprinted in Whispers of War. Ultimately PBE is the final arbitrator of any questions concerning legality. The TO for each roundup is responsible for verifying and then posting any variance. In *Old Timer*, the cards **Showboating** and **108 Worldly Desires** are banned.

4.B Card Bans/Errata

Decimator Array (There Comes a Reckoning)

Banned from official use and was replaced by See-Through Spectacles in Doomtowntown: Weird West Edition.

Gateway (Too Tough to Die)

Noon Hex 6, Boot: Move your Abomination **Dude** at this location to another location.

Shootout Hex 6, Boot: Your Abomination **Dude** joins your posse (moving if necessary).

Ricochet (Too Tough to Die, Weird West Edition)

Cheatin' Resolution: The cheating player discards their shooter. If your **Shootout** hand is legal, you do not take casualties this round and draw a card.

Violet Esperanza (Out for Blood)

Shootout: Choose an opposing dude with bullets less than Violet's bounty while Violet is attempting a job **and ace Violet's Hex to make a pull**. If the pull is greater than that dude's value, ace that dude.

Fort 51 (Out for Blood)

React: After you invent a Gadget Weapon or Gadget dude, give 1 bounty to an opposing dude with influence **equal to or** less than the Gadget's printed cost.

The Tombstone Haint (Hell's Comin' With Me)

The Haint has +2 influence during the **Production and Upkeep** phase.

Baird's Debt Collection (Welcome to Deadwood)

Each time a deed is played, **the controller of this deed gains** 1 ghost rock.

Agent Moquin (Debt of Blood)

React, Boot: If Moquin is in your posse, after an opponent declares the use of a Shootout ability on an action card with no printed ghost rock cost (***including a cost of ?***), cancel that ability (*the card is discarded without effect*).

Rafi Hamid Experience 1(Whispers of War)

React: After a dude in the **posse opposing Rafi** is aced, Rafi gets a permanent +1 bullets.

Hiding in Shadows (Weird West Edition, First Printing)

Noon: Target one of your dudes. Other players cannot target or affect that dude **or their attached cards** with Shootout abilities.

No Turning Back (Weird West Edition, First Printing)

This aging effect cannot be prevented or modified.

Zachary Deloria (Weird West Edition, First Printing)

If you are First Peoples, Zachary has a bullet bonus equal to the highest influence among your dudes at this location (including himself), to a maximum bonus of 4.

Section 5: Sanctioning Guidelines

5.A Attendance

All sanctioned PBE roundups should meet certain attendance requirements. If an Official roundup fails to meet attendance minimums, the roundup may no longer be sanctioned and a report must be provided to PBE by the TO. Any decisions will be up to PBE and will be made with all due consideration, and only after all other options have been explored. Factors like weather, previous attendance averages, and proximity of additional roundups will all be taken into account before any result is invalidated. In the event a result is invalidated, PBE will work with the TO on any future actions.

The following are required attendance numbers:

- **Official Convention, Badge, and Destination Event roundups:** Minimum is 8 players. Less than 8 may affect future bids. Maximum is infinite. Venue limitations may set a cap. It is assumed the venue is sufficient to meet the needs of the roundup.
- **Official Organized Play Season roundups and Social roundups:** Minimum is 4 players. Maximum is infinite. Venue limitations may set a cap. It is assumed the venue is sufficient to meet the needs of the roundup.

5.B Number of Rounds and Cuts

It is important to mention that the roundup formats are for Official sanctioned PBE roundups. We have taken some of these floor rules for formats and used them for suggesting a round format for local store roundups, but store roundups can choose to use either of the round formats that we suggest below.

The number of players who begin round one determines the number of rounds in any sanctioned roundup. If a player signs up and drops from the roundup before play begins for round one, that player does not count towards determining the final attendance number. The number of rounds should be announced at or before the beginning of the first round; once announced, it cannot be changed.

The following list is the standard for sanctioned roundups:

- 4-8 players: 3 rounds, cut to Top 2
- 9-16: players 4 rounds, cut to Top 4
- 17-32: players 5 rounds, cut to top 8
- 33+ players: 6 rounds, cut to top 8 if single day; cut to Top 16 if multi-day

For Organized Play Season roundups, a Top X may be substituted instead of the above list.

The players participate in a number of rounds of Swiss based on the attendance value of the roundup. Following the Swiss rounds, the players move into an Elimination Structure until a single final winner is determined. The Elimination Bracket is formed based on final ranking after the Swiss rounds as above.

As soon as the last match of the final Swiss round is finished, reported, and entered into the system, the TO will produce a complete ranking. The TO will then utilize this list to determine the proper bracket for use in the elimination rounds. Fill in byes to the next power of 2 (4, 8, 16, 32, etc), then the elimination rounds should be seeded, with the highest ranked player from Swiss playing against the lowest; the second highest against the second lowest; and so on. The bracket should be organized in such a way as to ensure that this works in each round. For example, in a 16-player roundup, the leader after the Swiss rounds should play the 16th player in the first elimination round, the winner of the 8th versus 9th in the next, and so on.

5.C Round Time

The required time limit for every round is 1 hour plus d6 minutes. The method for determining the d6 value at each roundup is outlined in section 3.A above. Doomtown Online: the time limit for online roundups is 70 minutes unless both players agree to a different time amount or unlimited time. Finals should be played untimed or timed best out of 3. Note there is no active TO and therefore no time warnings are issued in online roundups.

It is the responsibility of the TO to announce when time begins and ends. An additional announcement is required at the 55 minute mark to provide a warning of 6 to 11 minutes (depending on the d6 result for that roundup). If this warning is delayed or not provided, the round is extended to correspond to the delay. All efforts should be made to avoid any delays. Additionally, excessive abuse of round delays due to failure to provide warnings should be reported to the PBE Event Manager.

Swiss

Once time begins, players have 1 hour plus d6 minutes to play their match. At that minute mark all play must stop. Players will be given a set time by which to report to the judge. Any match not reported by the time defined by the judge becomes a double loss. This does not mean play until that time limit and then report. It means you must have your results reported before the time identified by the judge.

Cut (Finals, Top 4, Top 8...)

As Swiss, barring the following exception.

Alternatively, a TO may run Cut rounds under a no time limit option, but this must be announced after Cut matches have been made but before play begins. It is recommended that should this option be chosen that it is announced in advance of the roundup. Once this decision is made the TO cannot reduce the time limit for further Cut matches. This is optional but is recommended for multi-day roundups or as time allows. This is advised for the Top 2 in all Official roundups. During Official roundups, the Top 2 should also be a best-of-3 match (this may be timed at the TO's discretion).

The following are additional miscellaneous time limits that must be followed.

- Any roundup lasting 6 rounds in length or longer must provide at least one 30-minute food break.
- A TO should plan for at least a lunch break for any Official Convention, Badge, or Destination Event roundups. The option to provide a second break should be considered assuming time allows. The TO is the final authority on time limits for a roundup. However, any deviation must be announced prior to and during roundup registration.
- A TO may request a specific variance from PBE, but any request must come at least 30 days prior to the roundup and will be given full consideration before such a request is granted or denied.
- Assuming approval, any such variance must be posted with the other relevant roundup details so players know what to expect.
- In timed rounds, players must wait for the officially tracked time to begin before starting their match.

5.D Roundup Schedule

Sanctioned roundups fall into two categories: Single-day and Multi-day. The schedule of every roundup should be established to allow the roundup to be fully completed within the time frame. Roundups not fully completed may have results invalidated. It is recommended that roundups with extremely high expected turnout should schedule extra time or additional days.

Single-day roundups should start no later than 11:00am for Official Convention, Badge, and Destination Event roundups. However, it is recommended and encouraged to begin earlier depending on expected turnout; a 10:00am start time is a good target. Multi-day roundups should start no later than 12:00pm (noon).

A roundup should start enrolling players 30 minutes to 1 hour prior to start time. This should be announced with the roundup when the roundup is listed. The TO should allow time to seat the first round and make announcements prior to the listed start time.

Any roundup lasting longer than 6 rounds must include a lunch break lasting at least 30 minutes. It is recommended that this should fall around 1:00pm - 2:00pm between rounds of Swiss. It is also recommended that for full day roundups that a dinner break should be taken into consideration. A dinner break is not required. All break-related decisions are the responsibility of the TO.

An example schedule for a 64 person roundup has sign-ups begin at 9:00am and last until 9:45. The TO posts round one pairings and players find seats by 9:50am. All pre-roundup announcements are made and play begins at 10:00am exactly. Then, allowing for 1 hour plus d6 minute round lengths and 10-15 minutes to pair/begin the next round, lunch break would be at the end of round 3, approximately 1:15pm. Swiss rounds would resume after lunch and further announcements around 1:45pm. Playing the remaining Swiss rounds, along with time to compute and announce the Cut, should allow Elimination rounds to begin no later than 5:00pm. Single elimination Cut rounds and prize distribution result in roundup completion around 9:00pm. The above is an example of a hypothetical roundup schedule. An actual roundup may finish early or late depending upon unforeseen variables. TOs should plan accordingly.

5.E Venue Logistics

The venue used for all sanctioned roundups should meet a variety of minimum requirements. Some factors can modify these requirements. Any such variations for Official roundups must be preapproved through PBE. All TOs must provide a valid venue option with any application for Official sanctioning. Failure to provide a valid venue will cause an application to be denied. The PBE Community Manager will notify the applicant TO for any roundup that meets all other requirements prior to denial.

The following are minimum venue requirements for Official Convention, Badge, and Destination Event roundups:

- Enough player table space to accommodate 32 players, or 16 players for smaller roundups.
- Access to at least 2 eating establishments within a 2-mile radius.
- Factors like average yearly attendance numbers, geography, and weather will all be taken into account when looking at proposed venues.

5.F Electronic Event Software

All Top Tier roundups must use electronic event software. The TO is responsible for knowing and using this software in all roundups. PBE recommends the use of Tourney Grounds: The Doomtownt Chapter (<https://doomtownt.tourneygrounds.com/>).

Section 6: Judge Resources

6.A Active Judging

Active Judging is defined as actively monitoring a game in progress and watching for any rules violations. It is the responsibility of the Head Judge to actively judge any and all games in progress during all rounds. The Head Judge should be on the floor at all times during game play. A temporary Floor Judge may assume this role as needed by circumstance (see Sections 2.B and 2.C concerning judge duties).

For all elimination rounds prior to the final round, Floor Judges can assume this duty. The Head Judge must actively judge the final round.

During the top 2 of any Official Convention, Badge, or Destination Event roundup each player should be assigned an active judge. It is the responsibility of any participant to report any rules violation they witness to the Head Judge immediately. The Head Judge will then investigate and arbitrate as needed.

6.B Violations & Penalties

All roundup violations have a corresponding penalty. The severity of the penalty is dependent on a variety of factors, including severity of the violation, number of violations, and frequency of violations. It is the responsibility of the Head Judge to arbitrate any infraction, taking these factors into account. In some cases, additional factors may apply. The Head Judge should report any penalty awarded to the TO. Any penalty awarded by the Head Judge is final.

The TO will only become involved in the case of an extremely severe infraction, or in the case of an infraction not directly relating to the playing of the game. It is the responsibility of the TO to report to PBE any Written Warning or above penalties. The TO should include a written report from the Head Judge concerning these violations, and submit it to PBE. Players that commit repeated violations will be tracked for possible future increased penalties. These are at the discretion of PBE and will only occur in the most severe or repeated cases. PBE will investigate any violations that result in Roundup Disqualification.

All penalties may be contested after the roundup. The Head Judge and TO are the final word at the roundup; there is no exception to this rule. If a player feels they have been unfairly penalized or targeted that player should contact PBE at the Pine Box forums.

For full guidelines concerning violations and their corresponding penalties refer to the Code of Conduct found alongside this document at PineBoxEntertainment.com and on the PBE Discord. The Code of Conduct is the full guide to infractions and rules violations reference for judges. All Tournament Officials are required to be familiar with both documents prior to running any roundup.

Section 7: Tie Breaks

The following tie breakers are used to determine how a player ranks in a roundup:

- 1) Match points
- 2) Match-win percentage
- 3) Opponents' match-win percentage
- 4) Roundup entry

The electronic event software should automatically use these factors to rank players.

7.A Match Points

Players earn 5 match points for each match win inside time, 3 match points for each match win outside time, and 0 points for each match loss. Players receiving byes are considered to have won the match.

7.B Match-win percentage

A player's match-win percentage is that player's accumulated match points divided by the total match points possible in those rounds (generally, 5 times the number of rounds played). If this number is lower than 0.33, use 0.33 instead. The minimum match-win percentage of 0.33 limits the effect that low performances have when calculating and comparing opponents' match-win percentage.

7.C Opponents' match-win percentage

A player's opponents' match-win percentage is the average match-win percentage of each opponent that player faced (ignoring those rounds for which the player received a bye). Use the match-win percentage definition listed above when calculating each individual opponent's match-win percentage.

7.D Roundup Entry

After performance records are taken into account, ranking tie breaks are determined based upon who entered the roundup first.

7.E Byes

When a player is assigned a bye for a round, s/he is considered to have won the match 1–0. Thus, that player earns 5 match points. A player's byes are ignored when computing his/her opponents' match-win percentages.

8. Changes in Effect from Upcoming Expansions

Pine Box Entertainment is celebrating 10 years of continuing our beloved game and plans to introduce two upcoming expansions. Get into Dodge, with brand new outfits and moving the story from Deadwood to Dodge City, having already left Gomorra and Tombstone, and Reckoning Redux, an updated version of There Comes A Reckoning with card stock similar to DTWW, Debt of Blood, and Whispers of War, featuring updates reprints from that expansion and errata cards to keep with the current edition.

This section is dedicated to those upcoming changes and one that will be in effect for official play.

Jasper Stone: -1 starting ghost rock stash instead of -2.

Raven: -1 starting ghost rock stash instead of -2.

Ezekiah Grimme: "When attaching a spell to a card, increase **your** spell's ghost rock cost by the number of copies of that spell **you have** in play."