

# Monsterpocalypse

## Organized Play Handbook

This document contains the approved formats for tournament play with Monsterpocalypse.

### Where do I start?

The first thing you need to do as a Player, Venue (such as a store or a club), or Event Organizer is to familiarize yourself with the Privateer Press events page (<http://www.privateerevents.com>).

### I am a Venue/Retailer...

If you are a Store owner or club manager make sure to contact Privateer Press at 425-643-5900 ext. 108 and get your venue set up on the site. This will make advertising and managing your events much easier. Additionally, remember to tell your players to pre-register for the events so you know how many players to expect.

### I am an Event Organizer...

If you are the one running events this is you. You need to make sure you have created an account, and that your account is associated with the venues you will be running events for (If you are a store owner or club manager and have a venue set up already then you do not have worry about this.). To get associated with the venue the store owner or club manager of the venue needs to contact us and confirm that they want you to run events for them. Once you have this set up you can create the events you are going to be running and start having your players pre-register for the event. NOTE: It is very important that you plan out your event, and schedule it on the events site at least 3 WEEKS in advance (to allow time for players to prepare, and for the kit to ship to the venue on time). Also, you must have at least 6 players pre-registered 2 weeks before the event for your event to be sanctioned (and get the prize support that comes with the event being sanctioned).

### I want to play in events...

If you are a player, create an account, search for venues/events in your area and add them to your list. This will make keeping track of events in your area easier. Make sure that you pre-register for events that you want to play in. This will ensure that you have a spot in the event, and will help the store and event organizer plan for player attendance.

### How do I create a new event?

Start by going to [www.privateerevents.com](http://www.privateerevents.com).

- Select "Monsterpocalypse" to begin the event construction process.
- You will be prompted to select a venue (if the venue you want to host the event isn't listed, see "I am a venue/retailer" above), a date, time and add any other special notes or instructions (for example: extra parking is available around back, bring \$5 for pizza, etc).
- Choose a format (detailed below).

### Choose a Format: Constructed or Sealed

The first thing you will need to decide will be the **Format** (sealed or constructed). *Sealed Formats* are where players will be opening boosters to build some or all of their forces/cities. *Constructed Formats* are where players will be bringing their force/city to the event with the figures they already own. Both event types have their advantages.

#### Constructed

*Constructed* has fewer options at this step in event creation. The only decision to make is if the event is opened or closed.

All *Constructed* formats require players to bring everything they need to play, which includes 1 map, dice, their city and their force.

A Monsterpocalypse "set" consists of 3 series. Series 1: Rise, Series 2: I Chomp NY, and Series 3: All Your Base comprise the "Rise Set." Series 4-6 comprise the next set and so on.

## Open Constructed

Players bring a force built using the standard force building rules. Figures from any set may be used.

## Mixed Constructed

Players bring a force built using the standard force building rules. The monster being used and at least 8 of the units being used must be from the current set.

## Closed Constructed

Players bring a force built using the standard force building rules. Only figures from the current set may be used.

## Sealed

If you are going to run a *Sealed* format you will need to make sure to have enough product on hand for the players to buy and use in the event. It is important to note that trading is **not** allowed during this type of event.

A Sealed format has several options on what players must bring and what they will purchase to create their force. The option chosen will determine how much and what type of product will be needed for the players to purchase.

All *Sealed* formats require players to bring one map, all the dice they will need, and all the health trackers they will need. Additionally players will also need to bring the Buildings that were supplied in their starter (Apartment Building and Downtown High-Rise) to play with.

The different types of *Sealed* format events are below.

### Standard Sealed event

In a Standard Sealed event, players will be building both their city and their force from boosters. In this format each player will need 1 monster booster per monster required by the format and 2 unit boosters. The figures are then distributed in one of the methods mentioned below.

### Sealed Unit event

In a Sealed Unit event players will bring their monster pair to the event, but will be building the rest of their force/city from boosters. Each player will need 3 unit boosters. Each player will need to bring a monster pair (the Alpha and Hyper form) in addition to the normal items. The units are then distributed in one of the methods mentioned below.

### Extended City Sealed Unit variant

In the Extended City Sealed Unit variant, players can bring up to 4 buildings to supplement their city. These buildings cannot be Installations but are in addition to the 2 buildings from the starter (the Apartment Building and Downtown High-Rise). The Extended City Sealed Unit variant can be used for Sealed Unit events from any series, but is highly recommended for Series 2, Series 5, etc. as these series do not have buildings in the unit boosters.

### Sealed Monster event

In a Sealed Monster event players will bring their force and city but not their monster pair, they will be selecting their monster from boosters. Each player will need 1 monster booster. Each player will need to bring all of their units and their city in addition to the normal items. The monsters are then distributed in one of the methods mentioned below. Sealed Monster events are not recommended for Series 2, Series 5, and every third set thereafter due to the Monuments that are packaged in monster boosters.

### Sealed Masters event

This format is the same as a Standard Sealed event except that it uses more product. Each player will need 2 monster boosters per monster required by the event and 5 unit boosters. After drafting their figures, players select their monster[s] and units from the figures they open.

## Drafting Methods

When running a Sealed event a drafting method must be chosen to distribute the sealed figures.

### Keep

Players use the figures that they opened for their monster, force, and city. Players keep all of the figures they open.

### Pick and Pass

Players pick one figure from the boosters of figures before them and pass the remainder to their left. This continues until all of the figures are depleted. In the case of boosters with multiple types of figures, the TO needs to dictate which figure type may be drafted until that type of figure is depleted from the boosters (in the case of a Rise unit booster, the TO may dictate that the first figure drafted will have to be the building, after that the units may be drafted). Players keep all of the figures they draft.

When drafting with the Pick and Pass method, each player may only select 1 building per building their boosters contributed to the pool of figures.

## Drawing

Figures are placed in a pot and the TO randomly decides who will draw 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, etc. Figures of different types (monsters, units, buildings) should be separated into different pots and those pots are drafted separately so that all players have the same number of like figures. After each player has chosen a figure if there are more figures remaining, the order of selection is reversed. Players keep all of the figures they draft.

## Decision 2: Game-Type

The second decision that you will need to make when planning your event is what **Game-Type** you are going to be using. A **Game-Type** determines the rules that you are going to be using during the game, and any special situation modifiers that may be in play.

### Standard Format

This is the default Monsterpocalypse format, and most events will use this format. This format is played using 1 monster pair (alpha and hyper forms) 2-12 buildings and 4-15 units. When players roll off for first turn, the player that loses the roll chooses which map (the one they brought or the one their opponent brought) they will be fighting on.

The game continues until one player has defeated their opponent's monster (both forms). When the game concludes, the tournament organizer records 1 tournament point on the scoring sheet for the winner and 0 tournament points on the scoring sheet for the loser.

#### Two Monster Standard Format

This is played as detailed in the multi-monster games section of the rulebook. It is the same as the Standard format with the exception of the number of monster pairs used. This format uses 2 monster pairs.

### Timed Format

When a venue has limited time available for a Monsterpocalypse event or a tournament organizer wishes to use a round time limit, the Timed Format should be used instead of the Standard Format. This format follows the same rules as the Standard Format for force construction, first turn, and map selection.

Each match in the Timed Format has a variable length. Before each match begins, the TO rolls a d6 and multiplies the result by 2. The match length is 55 minutes plus that result. The TO will not announce the result of this roll or reveal to players the amount of time remaining in a match.

The Timed Format also uses timed turns to ensure an equal chance for both players. Players have 5 minutes for each of their turns. When the time for a turn expires, the active player finishes what they are currently doing (advancing a figure, rolling dice, resolving an action) and then immediately ends their turn.

After the time limit for the match has expired, the TO calls "Time". When time is called the active player finishes what they are currently doing (advancing a figure, rolling dice, resolving an action), and then the game ends.

The game continues until one player has defeated their opponent's monster (both forms). When the game concludes, the tournament organizer records 1 tournament point on the scoring sheet for the winner and 0 tournament points on the scoring sheet for the loser. If a game goes to time and neither players has defeated their opponent's monster (both forms), then the game is a draw, and the tournament organizer records 0 tournament points on both players' scoring sheets.

## I have submitted my event, now what?

Start promoting! This is where you turn an empty event into a jam-packed beast of a tournament! You should go to [www.monsterpocalypsegame.com/downloads](http://www.monsterpocalypsegame.com/downloads) to get the PDF sign-up sheet and display it in the store. Make sure people in your community (store employees and players alike) are informed with all the details. YOU are the point-person, the host of the party, so make sure you invite everyone you can. The message you want to give to players is: Pre-register at online at [www.privateerevents.com](http://www.privateerevents.com), today!

## Why is Pre-Registration for players so important?

Whether you are the Event Organizer or the actual Venue, you need to know how many people you need to accommodate. You have to be able to plan for your attendance. Will you have enough spots for 8 people? What about 16

people? Pre-registration allows you to gauge the size of your event ahead of time. You can always check back at [www.privateerevents.com](http://www.privateerevents.com), look up your event, and check to see how many people have signed up so far. Pre-registration also ensures that you get your prize support kit on time. Your event status will be updated to “SANCTIONED” when the minimum requirement of players has been met. The sooner players pre-register online, the sooner the prize support kit will be generated and sent out to the venue.

## How should the rounds be run?

For events with 8 or more players, events should be run using the standard Swiss pairings and cutting to the top 2, 4, 8, 16, etc players in the event. Events with less than 8 players should consider a round robin format.

Each match, players score Tournament Points based on their performance. Tournament Points determine a player's standing. The player with the most wins will have the most points. This allows the TO to pair off players of equal standing easily. The player with the most Tournament Points after the final match wins the tournament.

A player gains **1** Tournament Point for a win and **0** for a loss or draw.

### Determining the Winners

The top two players pair up during the final round of the tournament to determine the overall winner.

### Strength of Schedule System

In the case of two players with the same score, determine which one ranks higher by adding the tournament score of all of the opponents they faced.

For example, after four rounds Jason and Rob have tied for second place. To determine who gets to face Matt in the final round, the TO adds all of Jason's opponents' tournament points for the previous four rounds together and compares the total to the combined score of all of Rob's opponents. The player with the stronger schedule faced higher-scoring opponents and retains the higher rank.

### Byes & Odd Number of Players

Matches require two players. In case of an odd number of players, one player will receive a bye. A player receiving a bye sits out the match and receives 1 Tournament Points for the round.

If a tournament begins with an odd number of players, the TO randomly determines which player receives the bye. After the first round, the TO randomly determines which player receives the bye from the players with the lowest Tournament Point totals. The TO must ensure that the same player does not receive a bye more than once per event if possible.

## The event has concluded. Now what?

As the Event Organizer, the final step is reporting the results. This is how players will receive the merits on their user profile, to show off all of their in-game achievements.

- Log back on to [www.privateerevents.com](http://www.privateerevents.com)
- Select your event again.
- Click 'Report'.
- You should see all the players' user ID names entered already (this happened when the players pre-registered).
- Add in any players who did not pre-register and enter all the pertinent data for each player.
- Finally, click 'Submit Report.'

## I've done something wrong. Can you help?

If you need to edit the report you submitted (for example “a player contacted me and told me I entered the wrong number of wins for him...”) you will need to send a email explaining what needs to be changed to [privateerevents@privateerpress.com](mailto:privateerevents@privateerpress.com).

If you ever have any questions or problems, please contact Privateer Press by either calling 425-643-5900, or email [privateerevents@privateerpress.com](mailto:privateerevents@privateerpress.com).