

2012 Official Dominion Tournament Qualifier



Where: MichiCon @Oakland University (in the Oakland Center)

When: Saturday June 23rd, 2012 @12pm

Website: www.metrodetroitgamers.wordpress.com

Love Playing Dominion??? Want to test your skills???

Come play with the best in the Metro Detroit Area.

Free Promos for all players!!!

Winner receives a **Dominion Game Product, a Gas Card and hotel arrangements paid for by Rio Grande Games to the Dominion US Finals in Chicago in July.** (The World Finals will be in August this year at GenCon in Indianapolis).

How do I register???

1. To ensure a place in the tournament, register by sending an email to Shiloh Christie at shilohc888@gmail.com including your first and last name indicating that you are coming to the tournament. Your e-mail will not be used for any other purpose than to inform you about tournament details and/or changes. There are a maximum of 64 seats available so register soon.
2. Show up at MichiCon on Friday night or Saturday before 11:30am and pay the MichCon entry fee (\$6 for Friday night, \$12 for Saturday only or \$15 for both days). **Oakland University students are free with ID card.** The event fee for the Dominion tournament is an additional \$5 payable at MichiCon.
3. Show up by 11:30am on Saturday June 23rd and sign in.

Conditions/Rules

1. All players will play 5 preliminary rounds involving 3 or 4 player-type games only.
2. Cards from Dominion, Intrigue, Seaside, Prosperity, Hinterlands and Cornucopia will be available for play. Alchemy will NOT be played during this tournament. Promo cards may be played in Single Elimination rounds only.
3. Rounds will last no longer than 40 minutes. A 5 minute warning will be given along with a “last turn” call at the around at that time as well. All 5 rounds will run from approximately 12-4pm with Single Elimination rounds lasting until about 6pm.
4. The top ½ of players will advance to the single elimination semi-finals (or quarter-finals depending on how many register). **Total Wins** will determine Single Elimination seeding and **Total Victory Points** will be used to break any ties.
5. Players must act in a respectful manner during the tournament. Etiquette will be explained by e-mail and at the tournament. Most of all- have fun!!!

*****Below are all the possible sets that will used for the Pre-lim rounds 1-5. You can practice with these sets from now until tournament day. Single Elimination round sets will be chosen on Tournament Day. Good luck!!!**

Sets to be used for Pre-lim rounds 1-5 (SE rounds will be chosen randomly at the tournament)

1. **Dominion**- Cellar, Chapel, Feast, Gardens, Laboratory, Smithy, Thief, Village, Workshop, Witch
2. **Dominion**- Adventurer, Council Room, Festival, Market, Militia, Mine, Moat, Remodel, Spy, Throne Room
3. **Intrigue**- Baron, Bridge, Duke, Great Hall, Ironworks, Masquerade, Nobles, Pawn, Torturer, Upgrade
4. **Intrigue**- Conspirator, Courtyard, Mining Village, Minion, Saboteur, Secret Chamber, Steward, Swindler, Trading Post, Tribute

5. **Seaside**- Bazaar, Caravan, Embargo, Haven, Island, Lookout, Pirate Ship, Smugglers, Treasury, Wharf
6. **Seaside**- Ambassador, Fishing Village, Lighthouse, Merchant Ship, Outpost, Pearl Diver, Salvager, Tactician, Treasure Map, Warehouse
7. **Prosperity**- Bank, Contraband, Expand, Goons, Rabble, Royal Seal, Mint, Monument, Watchtower, Worker's Village
8. **Prosperity**- Bishop, City, Forge, Grand Market, Hoard, King's Court, Peddler, Tailsman, Trade Route, Vault
9. **Hinterlands**- Cartographer, Crossroads, Farmland, Inn, Jack of All Trades, Mandarin, Nomad Camp, Oasis, Oracle, Tunnel
10. **Hinterlands**- Border Village, Cache, Fool's Gold, Hagglers, Highway, Ill-Gotten Gains, Margrave, Scheme, Spice Merchant, Trader
11. **Cornucopia**- Fairgrounds, Farming Village, Hamlet, Horn of Plenty, Horse Traders, Hunting Party, Jester, Managerie, Remake, Tournament
12. **Dominion/Intrigue**- Baron, Cellar, Festival, Library, Masquerade, Minion, Nobles, Pawn, Steward, Witch
13. **Dominion/Intrigue**- Bridge, Mining Village, Remodel, Saboteur, Secret Chamber, Spy, Swindler, Thief, Throne Room, Torturer
14. **Dominion/Intrigue**- Bureaucrat, Chancellor, Council Room, Courtyard, Mine, Militia, Minion, Nobles, Steward, Torturer
15. **Dominion/Prosperity**- Bank, Grand Market, Mint, Royal Seal, Venture, Adventurer, Laboratory, Mine, Moneylender, Spy
16. **Dominion/Prosperity**- Contraband, Expand, Forge, King's Court, Vault, Bridge, Coppersmith, Swindler, Tribute, Wishing Well