tigerzone™

Tournament Rules v1.0

Tournament play

A *tournament* consists of one or more *challenges*. A *challenge* is conducted over multiple *rounds* and during the challenge each competitor is pitted against every other competitor. A *round* consists of a set of *matches* in which paired competitors play two simultaneously *games.*

Challenges & rounds

Consider a tournament between *n* competitors. In order for each competitor to play every other competitor, there must be (*n* - 1) rounds. For example, with four competitors—α, β, γ, & δ—a challenge would consist of three rounds of two matches:

▸ α+β, γ+δ,
▸ α+γ, β+δ, and
▸ α+δ, β+γ.

At the beginning of a round, the shuffled tiles are revealed to the competitors in the order they will come into play *no less than* **10 (ten) seconds** *before* the first moves are solicited.

Matches & games

A match pairs two competitors who will play two *simultaneous* games, A & B, based on the *same* sequence of randomized tiles. Each competitor will be the starting player of exactly one of the match's two games.
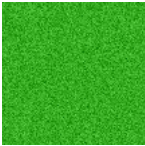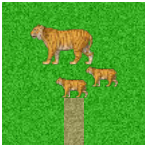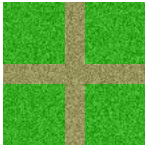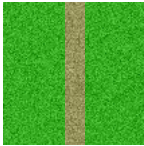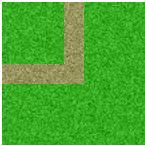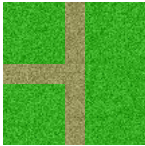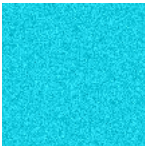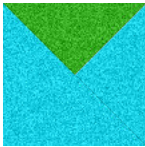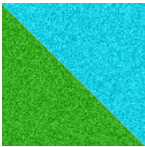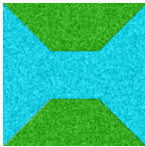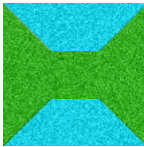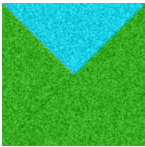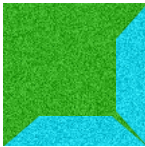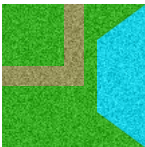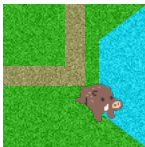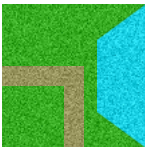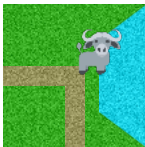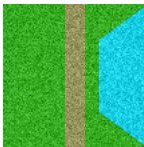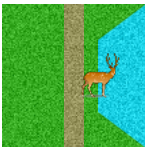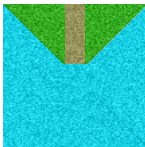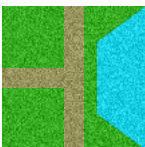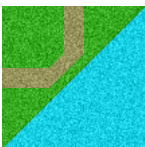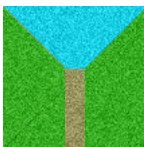
The starting tile is assumed to have already been placed before the game's start. Once the game has begun, the *active player* will be prompted for their move; if their move is not received within the move time out duration—which will be *no less than* **1 (one) second**—the active player *forfeits* the game. Should the active player submit an illegal/invalid tile or meeple placement, they *forfeit* the game.

Conduct unbecoming will be dealt with harshly

Be nice. Be honorable. Attempts to hack or disrupt a tournament, the machine(s) on which it is hosted, or a competitor's system will earn you an E in the course *and* a trip to judicial affairs. No packet sniffing either!

Tile descriptions

Tiles are considered to have a *base-orientation* consistent with the images in the table and are described by a 5 character string: [top-face][right-face][bottom-face][left-face][special-feature]

type	#	type	#	type	#	type	#	type	#	type	#	type	#
JJJJ-	1	JJJJX	4	JJTJX	2	TTTT-	1	TJTJ-	8	TJJT-	9	TJTT-	4
LLLL-	1	JLLL-	4	LLJJ-	5	JLJL-	3	LJLJ-	3	LJJJ-	5	JLLJ-	2
TLJT-	1	TLJTP	2	JLTT-	1	JLTTB	2	TLTJ-	1 + 2	TLTJD	2	TLLL-	3
TLTT-	1	TLTTP	2	TLLT-	3	TLLTB	2	LJTJ-	1	LJTJD	2		

Face codes

- J = jungle
- L = lake
- T = game-trail through jungle

Special-feature codes

- - = nothing special
- B = buffalo
- D = deer
- P = boar
- X = den

The playing area

The *playing area* is an "infinite Cartesian plane," where each tile position has integer coordinates and the *starting tile* positioned at the origin (0,0).

When playing a tile the player will specify:
▸ the coordinates of the location where the tile shall be placed,
▸ the tile's orientation,
▸ type of meeple to be placed on that tile (if any), &
▸ in the case of tigers, where on the tile it shall be placed.

			NORTH ↑			
			(0,+2)			
			(0,+1)			
WEST ←	(-2,0)	(-1,0)	(0,0)	(+1,0)	(+2,0)	EAST →
			(0,-1)			
			(0,-2)			
			↓ SOUTH			

Specifying the orientation of a tile to be placed

A tile may be rotated relative to its base orientation prior to being placed. Rotations are specified in degrees and use the standard mathematical convention of being measured *counter-clockwise* ↺. The example illustrates the four orientations of a **TLLTB** tile.

0		90		180		270
TLLTB		TLLTB		TLLTB		TLLTB

Once placed on the board, a tile is conceptually divided into nine *zones,* numbered as shown in the sample. The zones are numbers relative to the *playing area* (not the tile's orientation): thus zones 1-3 are *always* on the North side of the placed tile.

When specifying where a **tiger** is to be placed on a tile, specify the *smallest* zone number that describes the feature into which it is being added.

1	2	3
4	5	6
7	8	9

Note 1: zones depicting both *jungle* and *lake* **always** counts as *jungle* when placing a tiger.
Note 2: a *den* is **always** considered to be in zone 5

Example 1

A **TLTT-** tile rotated 0° depicts—at *most**—three jungles, three game-trails, and one lake. The valid placements are:

- 1 = jungle in NW corner
- 2 = game-trail heading N
- 3 = jungle on the E (depicts both *jungle* and *lake* ∴ *jungle*)
- 4 = game-trail heading W
- 6 = lake on the E
- 7 = jungle in SW corner
- 8 = game-trail heading S

Note:

- 5 = *illegal placement:* can't place a tiger on an intersection
- 9 = *invalid placement:* this is the same jungle as denoted by 3 and 3 < 9.

*—when placed in the playing area, the number of features may be reduced due to interactions with adjacent tiles. Consider a subsection of the playing area, before and after placing a **TLTT-** tile rotated 0° depicts *two* jungles, *two* game-trails, and one lake. The valid placements are:

- 1 = jungle *outside* game-trail loop
- 2 = game-trail heading N
- 4 = game-trail loop
- 6 = lake on the E
- 7 = jungle *inside* game-trail loop

position where tile will be placed
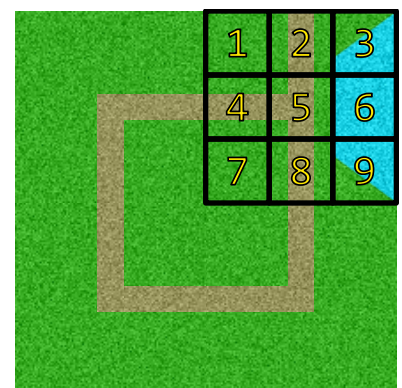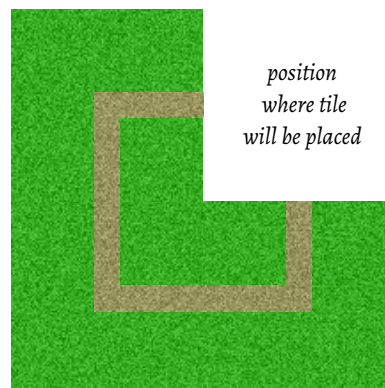
Example 2

A **JJTJD** tile rotated 270° depicts one jungles, one game-trail, and one den.

The valid placements are:

- 1 = jungle
- 4 = game-trail heading W
- 5 = den

Note:

- 2,3,6,7,8,9 = *invalid placement:* this is the same jungle as denoted by 1