Tabletwist Boardgame Tournament Manager User's Guide   Joe Czapski, 15 Jan 2017

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This is a step-by-step guide for using the Tabletwist program as a tool for running a tournament that follows the accumulated-strikes elimination tournament design for boardgames that are playable by 5, 4, or 3 players as described in the document 'czapboardgame8to50pv3.pdf'. Tabletwist version 1.1 and later work also for games playable by just 4 or 3 players.

1. Install Python 3.5.1 or later version on your computer. It's available for free from the python.org website. Download the installer that's made for your operating system.

2. Create an empty folder on your computer that will contain your tournament files. You could name the folder, for example, 'Steam Tournament 2017'. We'll call this your 'tournament folder'.

3. Copy the Tabletwist program file 'tabletwist.py' into your tournament folder.

4. Using a text editor, word processor, or spreadsheet app such as Excel, create a tournament start file. The file contains the names of the tournament participants and other information. Save the file into your tournament folder with a file name of the format '<tournament short name> start.csv' (for example, 'Steam start.csv'). You must save the file in comma-separated-values (CSV) text file format.

    The file must contain the following lines in this order:

    > TABLETWIST TOURNAMENT STARTING FILE
    > Name Of Tournament,<full name of tournament>
    > Number Of Strikes For Elimination,<a number like 35>
    > Maximum Number Of Players,<5 or 4>
    > Minimum Number Of Players,<3 or 2>
    > List Of Players
    > <place player names here, one line per player>
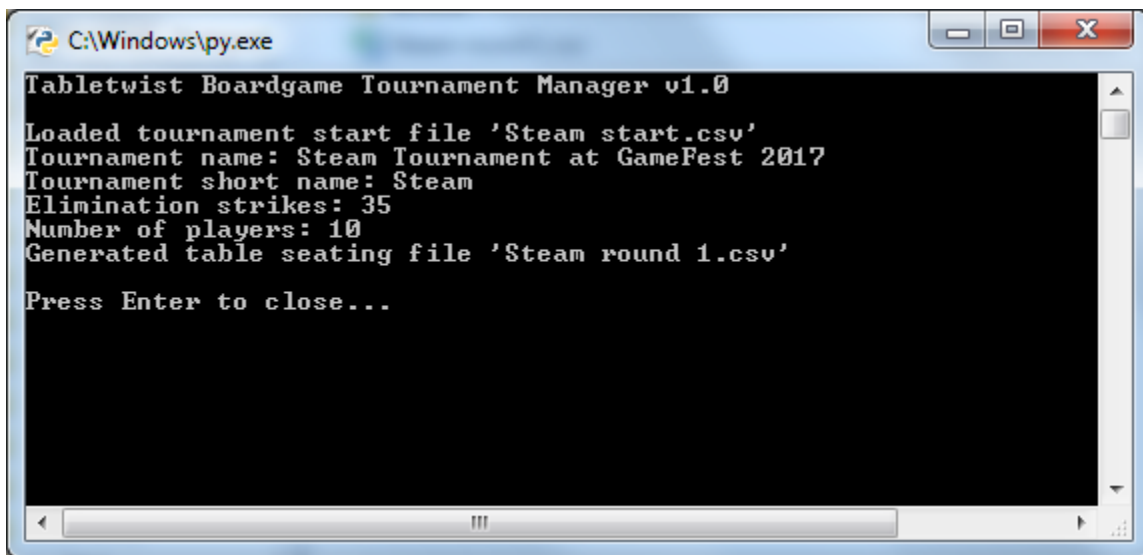
    Example file 'Steam start.csv':

    ```
    TABLETWIST TOURNAMENT STARTING FILE
    Name Of Tournament,Steam Tournament at GameFest 2017
    Number Of Strikes For Elimination,35
    Maximum Number Of Players,5
    Minimum Number Of Players,3
    List Of Players
    George Smith
    Ken Jones
    Bob Norris
    Arnold Wilson
    Steven Taylor
    Michael Walker
    William Robinson
    Andrew Jenkins
    ```

```
Gordon Evans
Harold Mitchell
```

For 'Number Of Strikes For Elimination', you can put any number greater than zero. I recommend 23 for a short tournament of about 5 rounds, 35 for a medium length of about 6 rounds, and 47 for a longer length of about 7 rounds. Set Maximum Number Of Players to 5 or 4 depending on how many players your game allows or how well it plays with 5 players. Set Minimum Number Of Players to 2 if your game plays well with 2, in which case a 2-player game may be called at the end if needed as a tiebreaker; otherwise set Minimum Number Of Players to 3. Every non-blank, non-commented-out (#) line that follows the 'List Of Players' line is taken as the name of a participant in the tournament. The program has no limit to the number of participants, so the maximum really depends on how many copies of the game you have on hand and how much table space you have.

5. Run Tabletwist. In Windows, you do this by double-clicking the 'tabletwist.py' icon in your tournament folder that is open in Windows Explorer. It will open a console window, which looks different for different OS's. Using the example 'start' file above, in Windows the console window looks like this:

You may need to make the window active by clicking on its title bar, and then you press Enter on your keyboard to end the program and close the window. On other OS's, you may also need to click the window-closing button in the corner of the window.

In the program display, it says that it generated a table seating file named 'Steam round 1.csv'. That text file contains:

```
TABLETWIST ROUND SEATING
Steam Tournament at GameFest 2017
Generated,01-Jan-2017 09:20
Round,1
Round Type,Random
Number Of 5-Player Tables,2
```

```
Number Of 4-Player Tables,0
Number Of 3-Player Tables,0
Table,1
Harold Mitchell,0,
Arnold Wilson,0,
Bob Norris,0,
Ken Jones,0,
Andrew Jenkins,0,
Table,2
Michael Walker,0,
William Robinson,0,
George Smith,0,
Gordon Evans,0,
Steven Taylor,0,
```

You can open this file in Excel and print it out using a large, readable font, or display it on a big screen in the tournament hall. It tells you that the first round consists of two 5-player games. Under 'Table,1' is listed the 5 players competing at table 1, and under 'Table,2' is listed the 5 players competing at table 2. After each name is shown the number of strikes accumulated in all previous rounds. Since this is the first round, the strikes are all zero. The strikes value on each line has another comma placed after it, and it is after this comma that you type the score that each player achieves at the end of the game.

6. As each table finishes its game, have them write their scores on a slip of paper. Collect all the slips and, using a text editor, type the scores at the end of each player line. Tie scores are OK including ties for first place. Then, 'Save As' the file into your tournament folder, inserting the word 'results' at the end of the file name just before the '.csv' extension.
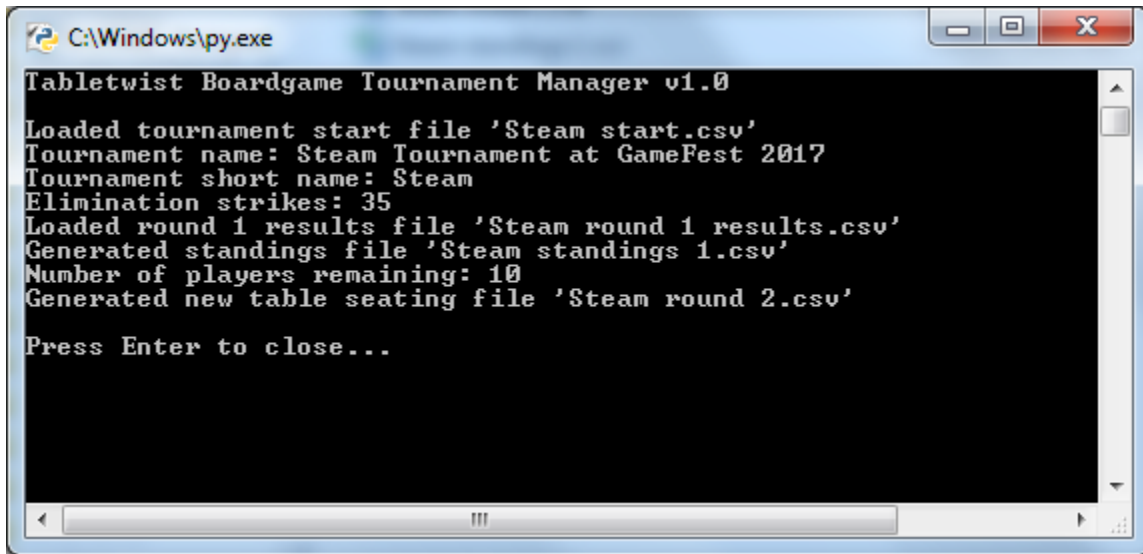
In my example, I save the file with name 'Steam round 1 results.csv', and the file looks like:

```
TABLETWIST ROUND SEATING
Steam Tournament at GameFest 2017
Generated,01-Jan-2017 09:20
Round,1
Round Type,Random
Number Of 5-Player Tables,2
Number Of 4-Player Tables,0
Number Of 3-Player Tables,0
Table,1
Harold Mitchell,0,42
Arnold Wilson,0,46
Bob Norris,0,35
Ken Jones,0,54
Andrew Jenkins,0,42
Table,2
Michael Walker,0,44
William Robinson,0,27
George Smith,0,53
Gordon Evans,0,48
Steven Taylor,0,52
```

7. Run Tabletwist again. It processes the Round 1 results, and the display looks like:

Two new files were generated: a player standings file and a Round 2 table seating file. The standings file looks like:

```
TABLETWIST PLAYER STANDINGS
Steam Tournament at GameFest 2017
Generated,01-Jan-2017 10:04
At End Of Round,1
Place,Name,Strikes,Status
1,Ken Jones,0
1,George Smith,0
3,Arnold Wilson,6
3,Steven Taylor,6
5,Gordon Evans,12
6,Harold Mitchell,15
6,Andrew Jenkins,15
8,Michael Walker,18
9,Bob Norris,24
9,William Robinson,24
```

And the seating file looks like:

```
TABLETWIST ROUND SEATING
Steam Tournament at GameFest 2017
Generated,01-Jan-2017 10:04
Round,2
Round Type,Split By Strikes
Number Of 5-Player Tables,2
Number Of 4-Player Tables,0
Number Of 3-Player Tables,0
Group,1
Strikes,0 to 12
Table,1
George Smith,0,
```

```
Ken Jones,0,
Steven Taylor,6,
Arnold Wilson,6,
Gordon Evans,12,
Group,2
Strikes,15 to 24
Table,2
Andrew Jenkins,15,
Harold Mitchell,15,
Michael Walker,18,
Bob Norris,24,
William Robinson,24,
```

Even-numbered rounds are split-by-strike type, so the tables are divided up into groups. In this small example with only 10 participants, there are two groups consisting of one table each. Group 1 includes the players who performed better in the first round (receiving 0 to 12 strikes) and Group 2 includes those who performed worse (receiving more than 12 strikes).

8. After the Round 2 games finish, enter the players' scores into the text file as before and save it with the proper name like '<tournament short name> round 2 results.csv', then run Tabletwist again. Most likely, in the newly generated standings file, you will see some players listed as ELIMINATED as in the example below:
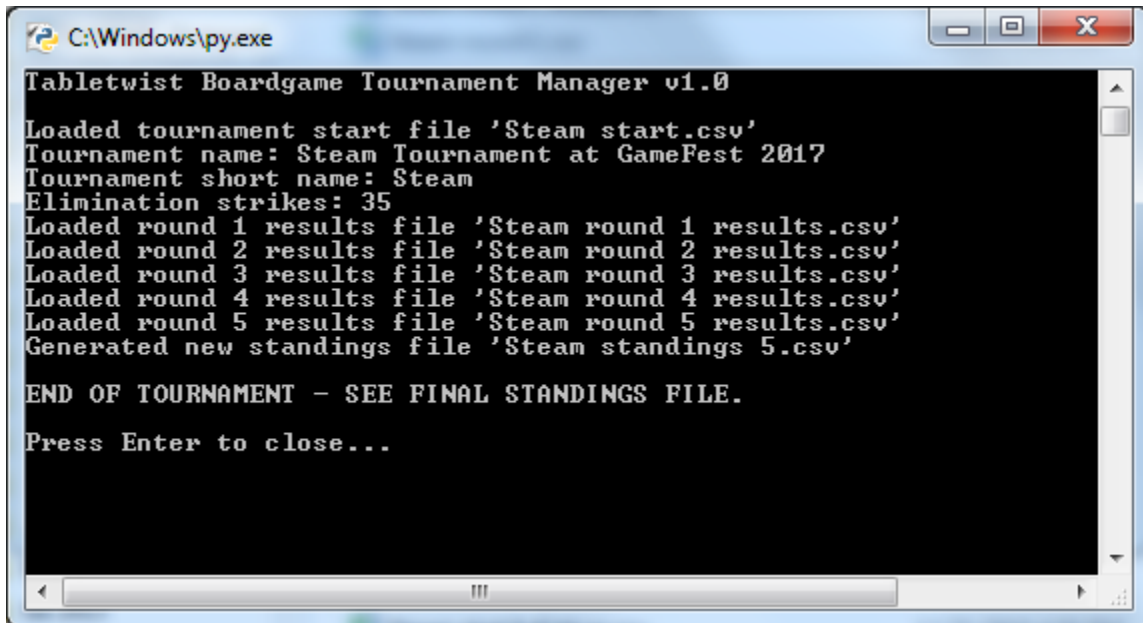
```
TABLETWIST PLAYER STANDINGS
Steam Tournament at GameFest 2017
Generated,01-Jan-2017 10:27
At End Of Round,2
Place,Name,Strikes,Status
1,Ken Jones,0
2,George Smith,12
2,Arnold Wilson,12
4,William Robinson,24
4,Harold Mitchell,24
6,Michael Walker,27
7,Gordon Evans,30
7,Steven Taylor,30
9,Andrew Jenkins,39,ELIMINATED
10,Bob Norris,42,ELIMINATED
```

Two players are eliminated, so Round 3 will have only 8 competitors, who will play in two 4-player games.

9. Continue this process through the rounds until you see a Tabletwist output that looks like this:

indicating that the tournament has completed. The final standings file looks like, for example:

```
TABLETWIST PLAYER STANDINGS
Steam Tournament at GameFest 2017
Generated,01-Jan-2017 10:42
At End Of Round,5
Place,Name,Strikes,Status
1,Arnold Wilson,24,WINNER
2,George Smith,38,ELIMINATED
3,Harold Mitchell,48,ELIMINATED
4,Ken Jones,48,ELIMINATED
5,William Robinson,50,ELIMINATED
6,Gordon Evans,46,ELIMINATED
6,Steven Taylor,46,ELIMINATED
8,Michael Walker,51,ELIMINATED
9,Andrew Jenkins,39,ELIMINATED
10,Bob Norris,42,ELIMINATED


Rule Applied,All players but one have been eliminated
by strikes. That one is the winner.
```

You can see above that Arnold Wilson is marked as WINNER. Depending on the circumstances of the final round, you could also have a player marked as COWINNER or as RUNNER-UP, which means that he/she was not eliminated but placed second due to ending with more strikes than the winner.

As you run through all the rounds in your tournament, do not delete any files from the tournament folder. Every round's seating, results, and standings files should stay in the folder.

Note on the Case of 5 Players Remaining with a 4-player Boardgame

When 5 players remain in the tournament and you have set Maximum Number Of Players = 4, then the table seating for the next round depends on what you have set for Minimum Number Of Players.

If Minimum Number Of Players = 3, then in the next round the player with the fewest strikes will receive a bye (will sit out for the round and await the outcome). This will be indicated in the Round Seating file just below the player list for the one 4-player table as:

Bye
Steven Taylor,8

But, if Minimum Number Of Players = 2, then the next round will consist of one 3-player table and one 2-player table. This is the only circumstance where a 2-player table can appear in the same round with another table.

Other Program Functions Not Normally Needed

Add a new player in the middle of the tournament

To add a player at the end of a round, at the bottom of your new results file before you save it and process it, put lines like this:

ADD PLAYERS
Eric Brown,24
Nigel Hamilton,24

In this example, we're adding two players Eric Brown and Nigel Hamilton, and we're giving them 24 strikes initially. If they were added with zero strikes, it would not be fair to the other players in the tournament who have played from the start. You can give an added player a number of strikes equivalent to the last-place player, or perhaps you would give the average number of strikes accumulated among the players depending on the circumstances. You should take into account that the initial number of strikes is what the added players will start the next round with, which is after all the other players receive strikes from the processing of this results file.

Drop a player from the tournament

If a player leaves the tournament before the end, or you need to disqualify a player for some reason, then in the results file you put the command DROP after the player's score. In this example, Michael Walker finished the game but is leaving before the next round begins:

Table,2
Andrew Jenkins,15,32
Harold Mitchell,15,58
Michael Walker,18,54,DROP
Bob Norris,24,48
William Robinson,24,43

But in this example, Michael Walker left before finishing the game:

Table,2
Andrew Jenkins,15,32
Harold Mitchell,15,58
Michael Walker,18,X,DROP
Bob Norris,24,48
William Robinson,24,43

In this case, we put an X in place of Michael's score, and so for the remaining players the game is scored as a 4-player game by the program. You can drop players from a Table in this way as long as you leave at least 2 players in the Table with game scores showing.

Replace a player with a new player during a game

If a player has to leave a tournament in the middle of a game, and another person wants to come in as a substitute, you can do it as in this example:

Table,2
Andrew Jenkins,15,32
Harold Mitchell,15,58
Michael Walker,18,X,DROP
Bob Norris,24,48
William Robinson,24,43
Team Eric & Michael,18,54,ADD

You can also put this ADD command right after the game score to add a player to a game just as that game is starting. You can add players to a Table in this way as long as the Table does not have more than 6 players with game scores showing.

Penalize a player

If the tournament referee decides to penalize a player who has broken some tournament rule or behaved in an unsportsmanlike manner, one way is to add penalty strikes. In your new results file before you save it and process it, change the player's strikes value. In the example below, we add 10 strikes to Harold Mitchell, increasing his strikes coming into the round from 15 to 25:

Table,2
Andrew Jenkins,15,32
Harold Mitchell,25,58
Michael Walker,18,54
Bob Norris,24,48
William Robinson,24,43