



US Tournament Rules

Single-Elimination

1. Normal Single-Elimination Tournament bracket structure applies.
2. Players are randomly seeded in the Tournament bracket
3. Selecting Sides for the Match
 - a. Players are both given an Influence Dial and a random Witch and Hunter card.
 - b. Players secretly select which character they desire to play by placing the corresponding card on top of the other card.
 - c. Players also bid an amount of Influence on their Dial to play that character.
 - d. Once ready, both Players reveal their chosen character card and bid.
4. Results of Selecting Characters
 - a. Players have chosen different characters
 - i. If Player A chooses a different character than Player B, the Bid amount is discarded, and the game will be set up as normal with the Players playing their chosen character.
 - b. Players have chosen the same character
 - i. If both Players choose the same character (i.e. Witch or Hunter), then the amount Bid by both Players comes into play.
 - ii. The Highest Bidder wins and plays their chosen character.
 - iii. The Lowest Bidder plays the other character.
 - iv. The Lowest Bidder receives extra Influence equal to the difference between the two Bids.
 1. For example, Player A bids 5 to play the Witch and Player B bids 3 to play the Witch.
 2. Player A will play the Witch.
 3. Player B will play the Hunter and add 2 extra Influence ($5 - 3 = 2$ from the two Bids) to their starting Influence, for a total of 4 Influence when they start the game.
 - v. Tied Bids
 1. If Players match the same bid, the Players secretly re-bid and reveal their bids when both Players are ready.
 2. The Players may not choose to switch characters.
 3. After 3 ties, the tournament organizers will flip a coin and decide for the Players.

5. Each match/round is 1 hour in length
 - a. Exceeding 1 hour
 - i. Tournament organizers will warn Players to finish their game and to be mindful of others waiting.
 - ii. After the warning, players will continue playing under the normal rules.
 - iii. If the game has not concluded after each player has played 1 full turn after the warning, the following Bonuses applies until the conclusion of the game:
 - At the end of the Hunter's Upkeep Phase, the Hunter draws a Suspect card and places it face up on the table.
 - The Witch then adds 1 favor to a villager (still during the Hunters upkeep phase, but after the Suspect card has been drawn).
 - These Bonuses only apply after each player has taken 1 full turn after the warning from the tournament organizers.
 - The Witch's Upkeep Phase is played as normal.
 - iv. Tournament organizers will notify the Players when the Bonus is to be implemented for their match.
6. Proceed to the next round of the Tournament, starting with Step 3.