

PLAY TO WIN

- Play!** Take barcode card + all players' badges to librarian

 Librarian gives ticket → Write your name

 Put ticket in the tub of a game you played this weekend

 Multiple plays ≠ multiple tickets (unless you Advocate...)

- ADVOCATE** = Teach new players = **+1 ADVOCATE TICKET**

 Teach + play = Advocate ticket + player ticket (if you had not played it yet this weekend)

 Advocate tickets must go into the tub of the game you taught.

- DON'T CAMP GAMES**

 Return games **QUICKLY** to correct spot near barcode card (alphabetical)

- DRAWING: SUNDAY 11am**

 1 regular game per person. Uncontested & Advocate wins are extra.

 Not present? You get the first regular game drawn for you. We notify you on Discord.
 Not picked up by **2pm Sunday** → given to someone else

 Can assign proxy (give them your badge) because...

 Win a 2nd regular game during live drawing?

 or You/proxy choose which game to keep

 We redraw for the other game

 Uncontested game (only 1 name in tub)? → **Doesn't count toward limit**

 Advocate ticket drawn? → **Doesn't count toward limit**

EXAMPLE - Play

- Play **Catan** →

 Play **Alhambra** →
- ✓ Put BOTH tickets in **Catan** tub (you played it!)
 - ✗ Put BOTH tickets in **Carcassonne** tub (you didn't play it!)

EXAMPLE - Advocate

- Teach **Catan** →
- whether you play it or not; librarian writes Catan on it, you write your name on it
- ✓ Put Advocate ticket in **Catan** tub (you taught it!)
 - ✗ Put Catan Advocate ticket in **Alhambra** tub (you didn't teach Alhambra)