

South Bay Pinball Dungeons & Dragon's Launch Party

Hermosa Brewing Company (1855 Del Amo Blvd, Torrance, CA 90501)

May 3rd, 2025

12pm Check-in 1pm Start

\$10 entry buy-in (\$1 to IFPA, \$4 to trophies, \$5 remaining to cash prizes)

Registration/Check-In & Character Selection

Each participant will register/check-in at the table in the main room and pay \$10 entry. After registering for the tournament, players will be instructed to select from 1 of 4 character classes that they will use for the tournament AND for anytime they play Dungeons & Dragons Pinball in the tournament.

Paladin

Skill: Champion Challenge

Description: Once per tournament, if you win 1st place in a round, you can select the game for the following round for the party you are in.

- If 2 or more Paladins who won the previous round are paired in the same party group the following round and they want to activate this skill, they will have to roll a D20 to duel and higher number wins. Losing Paladins will have to win another round in order to activate skill.

Rogue

Skill: Cunning Action

Description: Twice per tournament, you can select which order initiative to play in any given round.

- If 2 or more Rogues in the same party group want to activate this skill, they will have to roll a D20 to duel and higher number wins to select order. Losing Rogues will have to wait for another round to activate this skill.

Cleric

Skill: Divine Intervention

Description: Once per tournament, you can use an extra ball when earned in a game.

- If you earn an extra ball for a game, you must announce you are playing the extra ball to the Dungeon Master/Tournament Director. You can elect not to use this skill and can plunge the extra ball and wait for another game to try and earn an extra ball.

Wizard

Skill: Reverse Gravity

Description: Once per tournament, you can elect to lower or raise the tilt bob for a game that round.

- This applies for the entire party in that game. Tilt bob will be restored to normal for the next round.

Rolling Initiative Each Round/Quest

Before starting each round/quest, players will roll a D20 dice in their party of 3 or 4 players. The highest dice will go first in game, followed by 2nd highest, 3rd highest, and 4th highest will go last.

Round/Quest Scoring

After each round/quest, adventurers will report the order of highest score for the game. 4 player games will have IFPA 7/5/3/1 scoring, and 3 player games will have 7/4/1 scoring.

Qualifying Target Match Play or Time

Adventurers will play to the target score of 42, the ultimate answer to life, the universe, and everything OR until 4pm. Once a player reaches a score of 42 or the final round that crosses into the 4pm hour, the qualifying round will end with the top 8 moving into the finals in a new reset tournament format.

Finals Top 8

Top 8 adventurers will keep their character, but have their skills reset for 1 use at any time during either semi-finals or finals. Rogues' skill will be reset to use twice during semi-finals or finals.

Semi-finals will be 2 sets of 4 players playing 3 rounds with PAPA 4/2/1/0 scoring. Top 2 players from each group/party will move into the finals.

Finals will be top 4 players playing 3 rounds with PAPA 4/2/1/0 scoring. Highest score will determine 1st place/Grand Champion followed by 2nd, 3rd, and 4th place.

Prizes

Top 3 finishers will receive custom trophies presented by South Bay Pinball, and 1st place will also receive a Grand Champion plaque provided by Stern Pinball.

All adventurers and participants will be eligible for Treasure Chest Prizes using a random picker (www.WheelOfNames.com) throughout the tournament to win various prizes and trinkets.

Treasure Chest Prizes

- Stern DnD Translite
- Dice Sets
- DnD 3D Printed Coasters & KeyChains
- DnD Stickers