This tournament will be played as a single game on Pangaea on Online speed, all Standard settings. Any available civilizations and victory methods are allowed. First place is determined by completion of one of the victory methods, all other placements are based off of player score at time of elimination or completion of the game. Due to how the AI works with leaving multiplayer games, leaving mid-game is discouraged. The game will be hosted on one of the player's computers, with the admin assisting to get the game started.

All Magfest General Tournament Rules apply.

**Game Settings:**

- Unless otherwise stated, values will be the default options
- Turn Timer: Standard Turn Timer (180s)
- Turn Mode: Dynamic Turns
- Game Speed: Online
- Map: Pangaea
- Map Size: Smallest size capable of accommodating all players
- All victory conditions enabled
- No duplicate leaders