



OFFICIAL TOURNAMENT GUIDELINES

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TABLE OF CONTENTS

Table Of Contents	2
About This Document	3
Terminology	3
Version Edits	3
Preparation for a tournament	4
Supported Formats	5
Constructed	5
Limited	5
Tournament Procedure	8
Pairings	8
Timing and Scoring	9
After the Tournament	11
General Rules	12
Tournament Sanctioning Rules	12
Tournament Gameplay Rules.....	13
Other Notes	14
Championship Tournaments	14
Tournament Levels.....	15
Special Rules — Championship-Level Tournaments.....	15

ABOUT THIS DOCUMENT

WARS Trading Card Game is supported by an organized play structure that provides a place for players of all levels to test out their decks and skills against other WARS players.

These guidelines are for any player who wishes to play in one of these organized events, such as a weekend tournament at your local Hobby or Game retailer, or even an official organized tournament event like the Territorial Open Championships or World Championship.

TERMINOLOGY

DGMA = Decipher Game Management Authority

Sanctioned = an officially recognized event

TCG = Trading Card Game

Bye = the player who doesn't participate during a tournament with an odd number of players. A player may only have the Bye for one round per tournament.

Differential = the amount of energy remaining in the winner's deck at the end of a game. The player who lost the game earns an equal amount of negative differential that the winner received.

VERSION EDITS

Version 1.1 - Booster Draft rules updated

PREPARATION FOR A TOURNAMENT

In advance of the tournament, you will need to make copies of the appropriate scorecard for the number of players you anticipate will show up. Scorecards can be found at the tournament resources page on:

<http://tournaments.decipher.com>

When the players arrive, have them fill out the top portion of the scorecard with all of their personal information. This information will be used to record their scores into Decipher's ratings system.

Make sure that all players fill out the scorecard completely and legibly. Players will need to provide their Player ID (from a tournament ticket or ID card). If a player does not provide a Player ID, you will enter them into the tournament results as a Walk-In player. A Walk-In player does not have their rating affected by the tournament results and is not eligible for prize codes or Decipher dollars resulting from the tournament. Players can find their Player ID by following these directions:

1. Go to <http://shop.decipher.com>
2. Log in to your account (or create one if you don't have one). You ALREADY have an account if you are a Tournament Director, a dAgent, Fan Club member, or have redeemed a prize code.
3. Click on the "Your Account" tab at the top of the page.
4. Click on the "Tournament Tickets" link on the left of the page.
5. If your preferences are set correctly, you should see tournament tickets. Click on the appropriate ticket to view and print them. Your Player ID is on the side of the ticket. If your preferences are not set correctly, you'll need to check the appropriate boxes in the preferences section so your tickets are displayed.

Collect the \$1 per player tournament fee. This can be collected through the retailer or tournament director and is in addition to any other entry fee the tournament may have. The owner of the tournament will be charged \$1 per player when the tournament results are uploaded.

SUPPORTED FORMATS

Decipher currently supports two types of WARS TCG gameplay: Constructed and Limited. Each type is only playable in Swiss format.

Constructed

Players build a deck from their collection of cards before the tournament begins. Players need to bring just one WARS TCG deck with them to the tournament. They will use this deck throughout the entire tournament.

Limited

There are two forms of sanctioned Limited tournaments: Booster Draft and Standard Sealed Deck. All Limited games are played using normal tournament rules, except where noted below.

Booster Draft

In Booster Draft tournaments, each player will be 'drafting' three booster packs. Drafting is a process where a pack is passed around a small group of players with each player removing one card and then passing it on to the next person (see Drafting Procedure below). These cards will be used to build a deck for use at the tournament.

Player Distribution — The Tournament Director will assemble the participants randomly into drafting groups of roughly equal size (see Suggested Draft Groups below). Groups should have an even number of players if possible, and eight players is the best number. A tournament official then distributes three booster packs to each player in the group. Each player receives the same configuration of packs.

WARS TRADING CARD GAME

Official Tournament Guidelines

Suggested Draft Groups – The number of drafting groups in the tournament will depend on the number of participants. Here is a suggested breakdown for drafting groups:

36 players = five groups (8,8,8,6,6)
35 players = five groups (8,8,7,6,6)
34 players = five groups (8,8,6,6,6)
33 players = five groups (8,7,6,6,6)
32 players = four groups (8,8,8,8)
31 players = four groups (8,8,8,7)
30 players = four groups (8,8,8,6)
29 players = four groups (8,8,7,6)
28 players = four groups (8,8,6,6)
27 players = four groups (8,7,6,6)
26 players = four groups (8,6,6,6)
25 players = four groups (7,6,6,6)
24 players = three groups (8,8,8)
23 players = three groups (8,8,7)
22 players = three groups (8,8,6)
21 players = three groups (8,7,6)
20 players = three groups (8,6,6)
19 players = three groups (7,6,6)
18 players = three groups (6,6,6)
17 players = two groups (9,8)
16 players = two groups (8,8)
15 players = two groups (8,7)
14 players = two groups (8,6)
13 players = two groups (7,6)
12 players = two groups (6,6)
8 to 11 players = one group with all players

Drafting Procedure — At a signal from a tournament official, each player opens the booster pack specified by the official (all players must be drafting from the same set) and counts the cards. If a player does not have the appropriate number of cards in his or her booster pack, he must immediately notify the judge, who will replace the pack. The player chooses one card from the booster pack, and then passes the remaining cards face down to the player on his left. The opened packs are passed around the drafting group with each player taking one card each before passing until all cards are drafted. Once a player has removed a card from the pack and placed it face down in front of him, that card may not be returned to the pack. All drafted cards should be placed into one neat stack in front of each player.

WARS TRADING CARD GAME

Official Tournament Guidelines

After each player's first pack is drafted, a tournament official will specify a pack and instruct players to open it and draft in the same fashion, except that the direction of drafting is reversed and now proceeds to the right. This process is repeated until all cards in all booster packs are drafted. The first and third packs are drafted clockwise (to each player's left), and the second pack is drafted counterclockwise (to each player's right).

Players may not take any notes during a draft or during deck construction. Players may not show their card selections or the contents of their current packs to other participants in the draft. Players may not send signals of any kind to other participants in the draft regarding any information about their own picks or what they would like others to pick. Players may not review the cards they have drafted or the cards in their draft packs until the drafting procedure is complete and they are building decks.

Deck Construction — Once drafting is complete, players have 30 minutes to build a deck. Players may add any number of locations with the **Unlimited** keyword from their own collection (or a community collection) to their drafted cards. Booster Draft decks must be exactly 40 cards.

Players may have any number of cards of each card title in their deck. Players are not limited to four copies of each card title in their deck. Between rounds, players may alter their deck using the cards they drafted.

Tournament Procedure — Booster draft tournaments may be run using swiss pairings (like a normal constructed tournament) or using Championship Booster Draft Rules (see below). The tournament director determines pairings. Sanctioned booster draft tournaments consist of at least three rounds of play. Normal tournament rules and time limits apply.

Championship Booster Draft Rules – When running this type of tournament, players will be paired **ONLY** against players in their draft group. For larger tournaments run in this way, it may be necessary to draft multiple times during the tournament to determine placement. When a second (or third) draft is performed in a tournament, all decks and cards from previous drafts should no longer be used. Championship Booster Draft Rules should be used at all Level 2 and higher (see Tournament Levels) Booster Draft tournaments.

Standard Sealed Deck

Players are given an equal amount of unopened product by the tournament director and then construct a deck using only these cards. Although one starter and any number of boosters will work, a suggested amount of cards for a sealed deck tournament is one starter and three boosters. This gives participants enough cards to customize their starter decks.

Sealed Deck Construction – As soon as all players have been given the appropriate amount of product for the tournament, the tournament director should announce a deck construction time period. We suggest giving players 30 minutes to construct their decks using only the cards that were in the sealed product given out at the beginning of the tournament.

Decks must comply with the normal deck construction guidelines (exactly 60 cards, no more than four of any individual card). Any cards that do not go into this deck should be set aside. They may be used to alter the deck between rounds if desired.

TOURNAMENT PROCEDURE

Pairings

In most WARS TCG tournaments, players are not eliminated; every player may play in every round.

Scorecard Collection - After you have collected all of the scorecards, shuffle them together so that they are sufficiently randomized.

Initial Pairings – Take the top two score cards off the pile. Pair off these two cards, writing the name of each player's opponent on his or her card. Then the third and fourth cards are paired, and so on. Continue pairing players in this way until all players are paired. If there are an odd number of players competing in the tournament, the player with the last card remaining will be assigned a Bye (See Game Results and Scoring) for this round.

Starting Play – Once the pairings are complete, the tournament is ready to begin. The tournament director must announce a time limit of 60 minutes per round. Once all players have been seated with their opponents, you may begin the round.

WARS TRADING CARD GAME

Official Tournament Guidelines

Score Reporting – When players complete their game, they must approach the director’s table together to report the results. Players should not score their own game. Mark each player’s scorecard with his or her game score (See Game Results and Scoring). Update the player’s cumulative score by adding the victory points and differential for this round to his or her previous cumulative score. Each player must initial his or her own scorecard to show acceptance of the reported score for that round. Once a scorecard has been signed, the reported score is final.

Scorecard Stacking – When all players have completed play and you have marked all scorecards with the results of the first round, form a pile of all the scorecards (including the Bye if there was one). Arrange the scorecards in descending order according to the player’s cumulative score (first by victory points, then differential), with the highest score on top, second highest score beneath it, and so on until the card with the lowest score is on the bottom. Players may have the same score. In this case, arrange them randomly.

Subsequent Pairings – Pair the top two players in your stack, writing opponent’s names (as with Initial Pairings). Then, pair the third and fourth players, and so on until all players have been paired. If there are an odd number of players, assign the last player the Bye for the next round. If that player has previously received a Bye in this tournament, reassign the Bye to the next highest player in the stack (who has not already received a Bye).

Players cannot be paired against the same opponent more than once. If this would happen, modify the pairing. Pair the mismatched player with the next-highest-ranked player that he has not already played. Then continue with the pairings. For example, if the 5th-ranked player has already played the 6th-ranked player, he or she would instead be matched up against the 7th-ranked player. If he had already faced the 7th-ranked player, he or she would then be matched up with the 8th-ranked player, and so on.

Timing and Scoring

Game Results and Scoring

After each game finishes, assign each player a number of Victory Points based on the following:

Full Win	3 points
Modified Win	2 points
Full Loss	1 point
Modified Loss	1 point
Bye	3 points (zero differential)
Missed Game	0 points (zero differential)

Also, award each player with differential according to the game results. Update the cumulative score by adding the Victory Points from the current round to the Victory Points from previous rounds (if any). Do the same for differential.

Timing of Rounds

For all formats, a round time of 60 minutes should be enforced.

Scoring Timed Games

When the time limit for a round has expired, players will continue the game until the end of the current turn. At the end of this turn, all play should stop. If the game has not come to a normal conclusion, each player counts his or her remaining energy. The player with more energy wins the game with differential equal to their remaining energy. The other player earns negative differential equal to the winner's energy remaining. The player with more differential is given the Modified Win and the other player is given a Modified Loss (see Game Results and Scoring).

If both players have the same amount of energy at the end of the turn after time has been called, use the following tie-breakers (in this order) to determine game results. The winner is the player with:

1. Fewest cards in Lost Pile
2. Fewest cards in Hand
3. Random determination

Again, the winner receives a Modified Win with differential equal to their remaining energy and the loser receives a Modified Loss with negative differential equal to their opponent's energy remaining.

If a game comes to a normal conclusion after time has been called but before the end of the current turn, score the game as a Full Win and Full Loss (see Game Results and Scoring).

Conceding

At any time during a game, any player may concede.

If a player concedes a game, the game immediately ends. The conceding player should receive a Full Loss and the opponent should receive a Full Win for the game. The differential for that game will be calculated as if the conceding player's deck was exhausted.

After the Tournament

Submitting Tournament Results

After a sanctioned tournament, the tournament director must submit the tournament results to Decipher. Results must be submitted electronically through Decipher's web-based tournament results entry form. (<http://tournaments.decipher.com>).

If you have any questions or problems concerning results submission, please contact Decipher tournaments at tournaments@decipher.com

Player Ratings

Decipher's player rating systems are based on player participation in sanctioned tournaments. They allow players to see how they measure in skill against other players around the world. The ratings systems are based on the "ELO" system, in which each player's rating is calculated by how well they do in each tournament and the ratings of the opponents they are playing against. The rating is a number between 0 and 3,000, with the average around 1,500. The more expert the player, the higher their rating. (This system, the universal standard for rating chess tournament players for 40 years, has proven to be objective and accurate.)

Prizes

Decipher awards prize codes to specific players after the tournament results are submitted. These prize codes can be redeemed for the current prize support. For a description of the current prize support for WARS TCG, visit:

<http://tournaments.decipher.com/Resource/Default.aspx?ResourcePageID=6>

GENERAL RULES

Tournament Sanctioning Rules

Sanctioned Tournaments

All Decipher-sanctioned WARS TCG tournaments must be played according to the most current rules as defined by the rules booklet, rules supplements, CRD (Current Rules Document), and FAQ (Frequently Asked Questions) documents and the Current Rulings Messageboard. Please have these documents on hand during tournament play. If the rules or FAQ do not fully answer a question or disagreement, the tournament director is the final authority. The most up-to-date versions of the CRD, FAQ, and rules supplements can always be obtained from Decipher's website.

In order for a tournament to be sanctioned, the tournament director must first post the tournament on Decipher's website tournament registry page (<http://tournaments.decipher.com>). Once Decipher receives this information, the tournament will be posted for public viewing. All tournaments must be posted at least seven days in advance.

Required Number of Rounds

For Swiss format tournaments, there is a minimum of three rounds.

Suggested Number of Rounds

The following is a suggested number of rounds based on the number of participants:

8 players	3 rounds
9 – 16 players	4 rounds
17 – 32 players	5 rounds
33 – 64 players	6 rounds
65 – 128 players	7 rounds
129+ players	8 rounds

Minimum Number of Players

For all formats, the minimum number of players for a sanctioned WARS TCG tournament is eight.

Every player must submit their player ticket (printed from their account at warstcg.com) when they join the tournament. If a player does not submit a player ticket, the tournament director will enter them in the tournament results as a Walk-In player and their performance will not be reflected in their ratings.

Tournament Directors Playing in Their Own Events

Tournament Directors may play in their own events as long as the following rules are observed:

- a. There are no more than 16 players in the tournament (including the Tournament Director).
- b. The Tournament Director must assign an assistant judge and a back-up judge. The assistant judge will make rulings in games where the Tournament Director is playing. The back-up judge will make rulings in games where the Tournament Director is playing the assistant judge.

Tournament Gameplay Rules

Simultaneously Running Out of Cards

If both players simultaneously exhaust their decks, use the following tie-breakers to determine a winner. The winner is the player with:

1. Fewest cards in Lost Pile
2. Fewest cards in Hand
3. Random determination

The winner receives a Full Win with a (+1) differential. The loser receives a Full Loss with a (-1) differential.

Forgotten actions – responsibility

The owner of a card has the responsibility to perform or enforce any actions resulting from that card. Example:

- A player has a Sidearm under a character in battle. It is the responsibility of the owner of the Sidearm to remember to use the 'attrition +1' text.

Forgotten actions – taking back actions

The rules do not allow a player to take back an action, even though many players allow their opponents to occasionally do so as a matter of courtesy. However, sometimes a player must take back an action to allow another player the opportunity to act.

Sometimes another player wants to perform an action during a phase that gets skipped. If a player performs (or begins to perform) the first action in a phase before the previous phase is ended (or skips the previous phase completely), then another player may require that action to be taken back, and the game returns to that previous phase. Example:

Player A has finished activating energy in the Activate Phase. Player A does not control any locations, and spends energy to deploy a card, signaling his movement into the Deploy Phase. Player B would like to play an interrupt in the Control Phase. Player B must be given the opportunity to take his action in the Control Phase, so the action that Player A declared is taken off of the stack. Any energy spent for this action is placed back in the active pile. The game now reverts back to the Control Phase. Player A passes on their action, and Player B may now play their interrupt.

A player “performs (or begins to perform) an action” when any of the following occur:

- A declaration is made (for example, “I’ll drain you for one at Gongen/Pilgrim’s Haven”).
- A cost is paid (for example, energy is spent or lost).
- A card is played to the table.
- An interrupt or order is placed in the lost or used pile.

OTHER NOTES

Championship Tournaments

Throughout the year, the DGMA sponsors many championship-level tournaments. For information on these events, visit DGMA.com. Retailers and dAgents may apply for Territorial Open Championship events and Premier Series Qualifiers. Applications are available on DGMA.com.

Tournament Levels

There are four different levels that a WARS TCG tournament could be. When a tournament is at a level 2, 3, or 4, the event will be rated with a higher K-value. This will give the players an increased potential to gain (and lose) ratings points based on their performance. Also, higher level tournaments typically have special prizes and awards.

Level 1 (16K): Local tournaments, Release Weekend Events

Level 2 (32K): Premier Series Qualifiers, Territorial Open Championships

Level 3 (48K): Premier Series Events, Continental Championships, Masters

Invitational

Level 4 (64K): World Championship, WARS Team League Championship

Special Rules – Championship-Level Tournaments

Decklists are required for all Level 2, 3 and 4 events. Please have them filled out before the scheduled event start time. The tournament director at one of these tournaments should randomly check decks throughout the tournament as often as possible. Any decklist violations should be handled as described in the DGMA Organized Play Code of Conduct.

Tournament directors may not play in a Level 2, 3, or 4 tournament that they are running, even if it has fewer than sixteen players.