

Here is the latest Rev, based on your feedback. Playtesting and development for Revised Format is scheduled from now until May 2009. This is to be treated as sensitive and CONFIDENTIAL.

As a reminder, the goals and constraints for the Revised format are as follows:

1. Provide a cleaner, more balanced environment for gameplay via rules changes.
2. Ban zero cards.
3. Create a unified format for use in Championship events around the world.

Revised Format Version 4.0

Referee Pile

Before the game begins you may establish a Referee Pile. You may have one copy of each Referee icon card in this pile. The pile is NOT a side deck. The pile is a valid source for downloads and no card is allowed to prevent a player from downloading and playing cards from their pile. When downloading from the Referee pile, simply ignore any cards that would prevent downloading.

Copy Limit - Rule of Four

Your deck may not include more than four copies of any one card. This includes your seed deck, draw deck, side decks and referee pile. For example, if you had one copy of Regenerate in your Q's Tent, your draw deck could not contain more than three additional copies of Regenerate. In addition, the game text on any one card can not be used more than four times during a single turn. For example, you could not use more than four copies of Rituals of the Hunt during a single turn.

Copy Limit - Seed Deck

Your seed deck may not include more than two copies of any one dilemma or artifact.

Dilemma Discarding

When a dilemma is discarded, it is removed from the game instead of being placed in the discard pile.

Batch Seeding

"Batch seeding" of dilemmas and artifacts is mandatory. For each location, take all of the cards you want to seed face down there and place them in a stack on your side of that mission (your opponent will be doing likewise at the same time). When all the stacks are ready, slide them underneath the appropriate missions (if both players have stacks for the same mission, the owner of the mission slides their stack underneath first to be encountered last). If the mission is a duplicate (one mission stacked on top of another) the owner of the bottom copy (the first copy to enter play) slides their pile underneath first.

Uniqueness of Interrupts Limit

You may not play an interrupt if another copy of that interrupt is in your discard pile. Looking through your discard pile is allowed. All cards in all discard piles are considered public information in revised format.

Movement Between Quadrants

Any ship may use its full range to move from the end of a spaceline in one quadrant to the end of a spaceline in another quadrant, then is "stopped".

Win Conditions

You must solve (or scout) at least one planet mission and at least one space mission with a point box in order to win the game (in addition to scoring 100 points). If you have not solved a mission of each type, a score of 140 points is required to win. At least half of the points used to claim victory must not be bonus points.