

The goals and constraints for the Revised format are as follows:

1. Provide a cleaner, more balanced environment for gameplay via rules changes.
2. Lower the barrier to entry for new players and casual players. To make the learning curve a bit easier.
3. Ban zero cards.
4. Create a unified format for use in Championship events around the world.

Based on playtesting feedback, here is the latest update for Revised Format. Please send feedback to Trek1E@mac.com. A short podcast detailing the development of each rule is available on www.1Elives.com.

Revised Format

Version 7

I. 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 Regenerate in your Q's Tent, your draw deck could not contain more than three additional Regenerate. Different versions of a card with the same exact title, such as Captain's Log or Data, are treated the same card. In addition, the game text on any one verb 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.

II. Copy Limit - Seed Deck Rule of Two

Your seed deck may not include more than two copies of any one card.

III. Referee Side Deck

Before the game begins you may establish a Referee Side Deck (it does not require a doorway to open and thus may not be closed). You may have one copy of each Referee icon card in this side deck. No card is allowed to prevent a player from downloading and playing cards from their Referee side deck, simply ignore any cards that would prevent downloading. You may examine your Referee side deck at any time. Your Referee cards discarded from play or removed from the game may be returned to your side deck instead.

IV. Dilemma Discarding

When a dilemma is discarded from play, you **must** remove it from the game instead of placing it in your discard pile. All cards in all discard piles are considered public information in revised format.

V. Batch Seeding

"Batch seeding" of dilemmas and artifacts is mandatory. For each of your opponents missions, 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 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. After seeding your opponent's missions (and duplicate missions) you may seed cards under your own missions on top of your opponent's seed cards (so that your cards are encountered last).

VI. Interrupts Limit

Any non-Ref interrupt card discarded from play is instead removed from the game.

VII. 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".

Please note that there are two cards that affect the win conditions of the game, The Big Picture and Intermix Ratio. These cards can be found in the Referee Reprint file.