



REVISED TOURNAMENT FORMAT

NOVEMBER 2011 - VERSION 8

1. RULE OF FOUR

No more than 4 copies of any card may be included in a deck. The game text on any card can not be used more than 4 times during a single turn.

2. DILEMMA SEED LIMIT

No more than 2 copies of any card may be seeded during the seed phase.

3. REFEREE SIDE DECK

Before the game begins you may establish a Referee Side Deck (it may not be closed). You may have one copy of each Referee icon card in this side deck. You may examine your Referee side deck at any time. Your Referee cards discarded from play or removed from the game may be put into to your side deck instead.

4. DILEMMA PHASE BATCH SEEDING

The dilemma phase is broken into 4 steps.

I. OPPONENT'S MISSIONS

Both players place all cards they wish to seed under missions they did not seed in front of that mission, creating a stack of cards in the order they are to be encountered. Once both players have placed all cards they wish to seed under opponent's missions, all stacks are "seeded" (slide the stack under the mission in the same order).

II. SHARED MISSIONS

Both players now create stacks in front of missions seeded by both players. Once all stacks are created, players alternate seeding cards. The player who owns the bottom seeded mission card seeds the first card (the one encountered first) then their opponent places a card on top of that card. Repeat until all cards have been seeded then move on to the next shared mission.

III. YOUR MISSIONS

Both players now create stacks in front of missions that they seeded. Once both players have placed all

cards they wish to seed under their own missions, all stacks are "seeded" (place each stack on top of any existing cards under the mission to be encountered last).

IV. EVERYTHING ELSE

Starting with the player who will go first, players alternate seeding any cards that may seed during the dilemma phase but do not seed under missions. If you have no cards remaining to seed, you may pass. Once you pass, you may not seed any more cards during this step, and your opponent may seed their remaining cards immediately.

5. DILEMMA REMOVAL

Any time a dilemma would be placed in a discard pile from play, that dilemma is removed from the game instead. If a card would allow you to seed (or reseed) a dilemma from your discard pile, you may seed (or reseed) your dilemma previously removed from the game instead.

6. INTERRUPT REMOVAL

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

7. MOVEMENT BETWEEN QUADRANTS

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

8. ALPHA QUADRANT REQUIREMENT

Each player that has not solved (or scouted) at least one Alpha Quadrant mission needs an additional 40 points to win.

9. CARD CONVERSIONS

All Second Edition cards listed in the TCC Converted Card List receive erratum to exactly match their First Edition counterparts. These cards are considered copies of each other.