



OFFICIAL TOURNAMENT FORMAT

JULY 2010

1. BATCH SEEDING

The seed phase is adjusted to take place as follows:

Doorway Phase — Both players seed all cards which must seed during this phase at the same time. Then, starting with the player who will go first, each player announces the title of all cards they seeded.

Mission Phase — This phase takes place as described in the official rulebook.

Dilemma Phase — The dilemma phase is broken into 3 steps.

1. 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).

2. 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.

3. 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).

Facility Phase — Both players seed all cards which must seed during the facility phase, as well as any remaining unseeded cards. Then, starting with the player who will go first, each player announces the title of each card they seeded

You do not have to announce the title of a card seeded face down, but you do have to announce how many face down cards you seeded in the phase you seeded them.

2. 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 referee IIII 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.

3. DILEMMA SEED LIMIT

No more than 2 copies of any card may be seeded like a dilemma. Copies of that card that are not seeded like a dilemma do not count toward this limit.

Example: A player who seeds 2 copies of the Q-Flash doorway to be encountered as a dilemma may seed an additional copy to open their Q-Continuum side deck without violating this seed limit.

4. MISSION STEALING

Players may not attempt or complete missions they did not seed unless that mission is universal ♠ or shows at least 40 points.

5. CARD CONVERSION

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.

6. BANNED CARDS

Fair Play, Intermix Ratio, The Big Picture, and all cards on the **TCC First Edition Banned Card List** are banned from **Official Tournament Format** play.

7. VICTORY CONDITIONS

The first player to meet all of the following conditions wins the game:

- Player has at least 100 points.
- Player has the highest score.
- Player has completed or scouted at least 2 missions, one planet 🌐 and one space 🚀 OR has at least 140 points.

In addition to these requirements, players may not count more bonus points than they have regular points. Ignore any excess bonus points.

