

# STAR TREK™

## CUSTOMIZABLE CARD GAME™

### WARP SPEED!

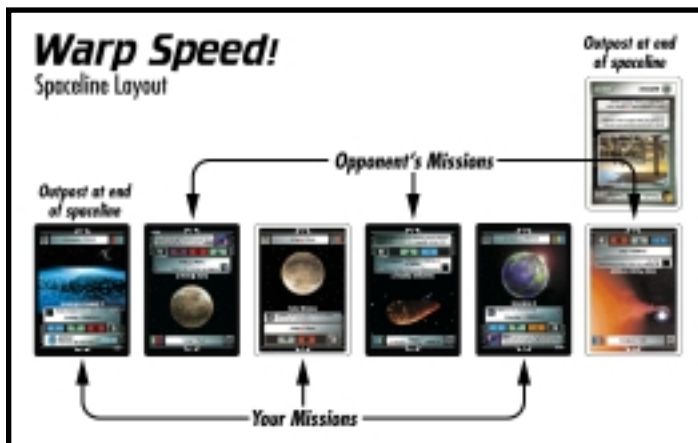


An easy, streamlined, and fun sealed deck format for playing Star Trek Customizable Card Game.

**Deckbuilding** — Each player has 30 minutes to customize a deck from the contents of one individual box of Enhanced Premiere. Boxes must be distributed randomly and face down. (If a player brings their own box, to preserve randomness the Tournament Director should mix it in with the others before distribution.)

Each player may have up to three missions (mission selection will typically include at least one planet and one space mission; see Winning, below). Decks must follow a **10/20** rule: no more than 10 cards in the seed deck (missions do not count against this limit), and no fewer than 20 cards in the draw deck. If you wish, your 10 seed cards may include **one** Personnel, Ship, or Equipment card (your choice), to be seeded face up aboard your outpost. Each player may seed only **one** outpost (of any kind); additional outposts may be built during the play phase by including Outpost cards in the draw deck and/or flipping over a “face-down” Mission II.

**Seed Phase** — Missions are not shuffled; instead, players choose the sequence. The first player seeds one mission at his or her own left end of the spaceline; this **must** be that player’s initial outpost location (in other words, either it must be a “face-up” Mission II with outpost or the player must seed an appropriate Outpost card there in the facility phase). Players then take turns alternating missions toward the other end of the spaceline. The second player **must** save their outpost location to seed last. The spaceline will thus have the outposts at opposite ends (except in the rare case that the second player seeds only two missions). In Warp Speed, duplication between players is allowed (in other words, do not overlap duplicated mission locations).



“Batch seeding” of artifacts and dilemmas 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).

Each player who chooses to seed a single Personnel, Ship, or Equipment card must seed it face-up on their outpost during the facility phase.

**Play Phase** — Warp Speed adds the following rules:

- Each player may make up to **two** normal card plays at the start of each turn.
- All affiliations are allowed to mix and cooperate as if there were a universal treaty in effect. (A matching personnel is still required for mission attempts, ship staffing, etc.)
- There are no affiliation attack restrictions.
- Holographic re-creations are treated as normal personnel — simply disregard the **[Holo]** icon.
- A player may not attempt their opponent’s missions.
- Red Alert! applies to both players.
- At the end of each of your turns, you must draw one card (or two if using The Traveler: Transcendence). Then, if you do not hold exactly seven cards in your hand, you must “even up” by drawing or discarding cards to bring your hand back to seven (if possible).
- If necessary, each player will “regenerate” their draw deck once per game. The first time you need to draw a card and cannot, take all the cards from your discard pile that **report for duty** (personnel, ships, and equipment) and reshuffle them to replenish your draw deck. (Leave the non-reporting cards in your discard pile.)

**Winning** — Each round of play lasts 30 minutes. If within that time limit you solve one of your planet missions and one of your space missions, you score a Full Win.

If no player achieves a Full Win (either because time runs out or because both players exhaust their draw decks again after regenerating), then a Modified Win is awarded to the player who solved the most missions. If the players have solved the same number of missions, then a Modified Win goes to the player with the most points. (If players are tied for both missions and points, this is a True Tie.)

Differential is calculated normally (as stated in the Tournament Guide). However, in Warp Speed format it is possible to achieve a Full Win with a lower score than your opponent; in this case your differential is +1 and your opponent’s is -1.

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