

***STAR TREK: The Next Generation***<sup>®</sup>  
**Customizable™ Card Game**

Tournament Rules

Decipher Inc.  
1995

1/31/95

\*\*\*\*\*  
STAR TREK: CCG

TOURNAMENT RULES v.1

compiled by DAnswerMan@aol.com  
\*\*\*\*\*

## README -- INTRODUCTION

Decipher is in the process of developing a system of sanctioning tournaments, which will include a simple step-by-step tournament kit, an effective rating system for players, prizes, and a finals championship event, etc. In the meantime, this document contains some basic guidelines for tournament directors and tournament play.

"Tournament Rules" for ST:CCG will evolve, especially since the game is new, future cards will change game dynamics and tournaments are presently limited. Many players have offered suggestions for tournament rules, and such suggestions are welcome. For the time being, you may send suggestions to: DAnswerMan@aol.com with "Tournament Rule Suggestions" in the subject heading. We expect regular updates of this document and refinements as time goes on. As soon as the tournament system is established, a different contact point will be established and posted.

## OUR CURRENT PHILOSOPHY ON TOURNAMENT RULES

In the wide variety of suggestions we have received, many are contradictory! There is a temptation to suggest numerous "banned" cards and "limitations." With the exception of a few cards, in our view, most such limitations are not justified at this stage in the evolution of the game, especially when the player consensus about them is not strong. The tournament rules presented here contain only limitations upon which there seem to be player consensus at this point. Our general philosophy on handling cards that prove to be too powerful, unbalancing, or



otherwise simply "disliked" by players, is to create new cards which remedy and re-balance the situation. This is a natural solution because it turns a problem into an advantage. In tournaments, however, players can't wait for new cards. To insure fun and balanced games, any problem cards must be listed in a tournament rules document.

This is the first such document. REMEMBER, however, that there will be many future expansions of ST:CCG, bringing new cards and new gameplay elements into the universe. This will immediately cause players to re-evaluate the strengths of cards. A card that is "too powerful" now may suddenly become normal. A normal card might suddenly become more powerful, etc. Therefore, each time a new expansion set arrives, THIS TOURNAMENT RULES DOCUMENT WILL BECOME OBSOLETE! A new tournament rules document will then be posted to accommodate the new universe of cards.

Thus, this document will be updated regularly, and you should check to get the latest version regularly. We welcome suggestions and the rules committee will seriously consider all.

#### CONTENTS:

##### 1. Tournament Rules for Play

- General

- Deck Size

- Banned Cards

- Limited Cards

- Special Rules

##### 2. Notes for Players

- House Rules

- Tracking Cards

##### 3. Tournament Systems for Director/Organizers

- Announce Rules Well in Advance

- Answering Questions / Disputes

- Players' Committees

- Swiss System Format Preferred

## Quick Swiss System Explanation

\*\*\*\*\*  
\*\*\*\*\*  
**TOURNAMENT RULES (As of 1/31/95)**

### 1) General:

All answers to Rule FAQs published by the time of the tournament are in effect (except for those superseded by the specific tournament rules below). The tournament director should have up-to-date copies of the Rule FAQs, as should players when planning their decks. (See sources, below).

Some of the tournament rules are listed as Options or Advanced Options. This means the director will decide, in advance, if any of these options will be used for the entire tournament. Everyone plays with the same set of tournament rules every round of a tournament.

### 2)Deck Size:

Standard: 60, as in the basic game.

Advanced Option: No upper limit (see rules pp.33)

### 3) Banned Cards:

Raise the Stakes. (Optional if players agree).

### 4) Limited Cards:

Red Alert -- 1 per deck

Static Warp Bubble -- 1

Kivas Fajo -- 4

Optional: Res-Q -- 4

Optional: Supernova -- 1

Optional: All Artifacts -- 1 each

### 5)Special Rules:

a) Improperly seeded cards are removed from play when discovered, rather than "discarded" as the rules currently say.



- b) Each player may seed no more than one Artifact at each mission location.
- c) The combination of Alien Probe plus Telepathic Alien Kidnappers is not allowed. A player cannot have both in play at the same time. Players are allowed to discard one in order to play the other.
- d) Optional -- Artifacts which are "discarded" after use are instead removed from play.
- e) Optional -- Shuttlecraft (including Runabouts and the Yridian Shuttle), can be carried aboard other ships (except aboard the Romulan Scout and Science classes, and the Zibalian Transport). (This is a somewhat experimental rule that lots of people are currently using as a house rule. Don't use it unless you are familiar with it in play -- it's tricky! It is also likely future expansion cards will allow this, making this option moot, but not yet.)
- f) Optional for Advanced Players Only -- Sidebar decks.
- g) Optional Method of Scoring Game Results -- Winning the game by scoring 100 points or more is a full "2-point victory", whereas winning by having the most points when someone's deck runs out is a partial "1-point victory". Of course, losing is zero points. (This is an experimental suggestion that sounds interesting as a way to encourage aggressive decks.)

\*\*\*\*\*

\* \* \* ENVIRONMENT SYSTEMS FOR DECK BUILDERS

NOTES FOR PLAYERS

1) House Rules:

Many players play in groups and naturally develop "house rules" they come to like. This is good for casual games, since it allows you to "tune" the game the way your particular tastes prefer. But house rules differ widely, so there is a danger in becoming used to them. When you play outside your group, they may not apply.

Playing with house rules in a tournament is frowned upon due to Decipher's priority of maintaining a consistent basic game for all players everywhere. The goal is for the



tournament rules to evolve through refinement, which means keeping a tight grip on the rules rather than a chaos of clever but unorganized house rules.

If you have house rules that you feel are a "must" to use in the tournament, or that you want to experiment with in a tournament format; you may do so, but a) only if everyone in the tournament agrees (without unfair peer pressure or badgering), and b) if players are notified sufficiently in advance of customizing their deck.

When "sanctioning" of tournaments begins by Decipher, there will be tight restrictions on what kind of house rules will be acceptable for a tournament to be official.

## 2) Tracking Your Cards

If you have any fears of keeping track of your own cards in the hectic environment of a tournament, here are some suggestions that we have received from players.

Several players report that Post-It Pad sheets (by 3M, available in any office supply store, small size) make good markers on cards, and do not damage the cards. Plastic "sleeve" covers (available at many trading card stores) are also commonly used.

\*\*\*\*\*  
\*\*\*\*\*

## TOURNAMENT SYSTEMS FOR DIRECTORS

### 1) Announce the rules well in advance

Let players know when you publicize the tournament that it will be played using the current tournament rules, (or any optional tournament rules, if applicable). Have a copy of the latest tournament rules to hand out in advance to those who ask.

Before play begins, review the tournament rules with players to make sure everyone is "on the same page."

### 2) Answering Questions and Disputes

Players will have questions whether a certain play is



legal or not. Directors should be familiar with the latest copy of the ST:CCG Rules FAQs, and should have it available at the tournament to answer questions. The Rule FAQs are available at: [decipher.com](http://decipher.com), or call Decipher, Inc.

Players' Committee -- There is always the chance that a question will arise that is not answered in the FAQs. To handle this, we suggest that before starting the tournament players elect a "players committee" of 3 players. It is their job to resolve any such disputes by a vote between them, based upon common sense and their experience with the game. Of course, they are on their honor to be impartial. (Let Decipher, Inc. know about any rule dispute so it can be addressed in future FAQs or Tournament Rules documents). If one of the committee members is an involved player in the dispute and the other members are split on the decision, the tournament director has the deciding vote.

### 3) Swiss System Preferred

When the ST:CCG Tournament Kit is released, it will recommend the Swiss System (used in chess tournaments) as the best tournament format. This system is capable of handling large numbers of people in just a few rounds of play, while not eliminating anyone (every player gets to play all rounds). The kit will fully explain the Swiss System in a simple step-by-step form and give a director all the tools needed for implementation.

Until that time, you can use any recognized format. For a small number of players, use a round-robin. For more players, use either 1) an elimination or double-elimination tournament (rules for which can be found in any library), or, 2) preferably, use the Swiss System. . . .

### 4) Quick Swiss System Explanation:

Swiss Systems allow everyone to play every round, and handles a large number of players:

# of Players	Suggested # of Rounds
--------------	-----------------------



8 - 16    3 - 4  
16-32    4 - 5  
32 - 64    5 - 7  
64 - 128    6 - 8

Games per round -- the Swiss System is geared around one game per round, because no one gets eliminated. (Whereas playing best 2 out of 3 is preferred for Elimination tournaments). The number of rounds you play is decided relative to the number of players in the tournament and the amount of time you have available -- figuring 1 hour per round on average.

The "Tournament Kit" will make it easy and foolproof, but if you want to try it on your own before the kit is available, it works like this:

- 1) Get a box of blank index cards.
- 2) Write each player's name on the top of a separate card, and number the cards in the upper left-hand corner. These numbers become player's numbers.
- 3) In the first round, pair-off players randomly. On the first line of each card, write the number of the player's opponent.
- 4) Let the players know who they play by writing down the pairings on a pairings sheet that you post on the wall. Tell the players to play and report to you who won.
- 5) Write the result on the first line of the cards (next to the opponent's number). Winners score 1, losers score 0. Just to the right of the score for this round, keep a running total of the player's score.
- 6) In subsequent rounds, pair together players with the same total score. Again, in the simplest form of a Swiss System you can pair them randomly. (In advanced tournaments there are a few additional pairing rules).  
Each group of players gets paired-off with other players in the same group. (i.e., players with 2 points would play other players with 2 points, etc.) If there is an odd number of players



in a scoring group, the lowest-number player from the scoring group below is brought up. If there is an odd number of players overall, you will have to eliminate the players with the lowest total score each round.

7) Important -- Do not pair 2 players together who have already played each other. Instead, switch cards around in the group to avoid such pairings.

8) Repeat this process each round until the final round. After the final round, the person with the highest score is the winner.

Tiebreaker -- In case of a tie, play a tiebreaker game, or, if time is not available for such a game, the "official" winner among the tied players can be determined by adding up the total scores of the opponents. The winner is the player whose opponent's did the best (the theory being those opponents represented the toughest competition).

\*\*Scoring Option -- An optional scoring system awards either one or two points for a win. For example, winning by scoring 100 points is a full win (2 points) and winning by high score when deck runs out is a partial win (1 point). If you use this scoring, use these numbers when pairing in the Swiss System rounds. For example, if after three rounds, one player has 6 points (three 2-point wins), three players have 5 points and six players have 4 points, etc., bring one 5-point player up to play the 6-point player, then pair the remaining 5-point players together, then the 4-point players together, etc.

Again, the Tournament Kit will make all of this easy and step-by-step, including all the forms you need.. It will also have an easy report form so that you can send in the results for the tournament to be officially sanctioned and rated, giving each player and official rating. There will be prizes and other stuff!

Also, when the tournament system is in place, tournament organizers will be able to advertise their upcoming tournaments and post the results of their past tournaments on decipher.com, Decipher's internet information site, which also

has the latest tournament rules, FAQs, and other documents of interest to tournament players.

In the future, we will release more information on holding your own sanctioned tournaments.

\*\*\*\*\*Copyright Notice\*\*\*\*\*

The information in this document is copyrighted by Decipher Inc. 1995, however, it can be freely disseminated online or by traditional publishing means as long as it is not altered and this copyright notice is attached. TM, Copyright & Registered 1995 Paramount Pictures. All Rights Reserved. STAR TREK: THE NEXT GENERATION is a registered trademark of and all characters and related marks are trademarks of Paramount Pictures. Decipher Inc. Authorized User.

\*\*\*\*\*