

DECIPHER'S OFFICIAL

STAR TREKTM
CUSTOMIZABLE CARD GAMETM



TOURNAMENT GUIDE

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Star Trek™ Customizable Card Game™
TOURNAMENT GUIDE

Decipher's official tournament guide has been created to ensure that *Star Trek* Customizable Card Game tournaments are consistently well run. Make yourself familiar with the tournament system and these basic tournament rules. If you have any questions or comments, call us.

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I General

A. DECIPHER'S TOURNAMENT PROGRAM

I. WHO TO CONTACT

Decipher tournament coordinator

email: tournaments@decipher.com

snail mail: Tournament Coordinator

Decipher Inc.

P.O. Box 56

Norfolk, VA 23501

U.S.A.

telephone: (757) 664-1152

II. DECIPHER'S TOURNAMENT KIT

Decipher's tournament kit contains this official guide and the following materials:

- player PADD Display cards
- advertising and promotional support
- latest rules information
- Tournament Organizer software—a proprietary computer program designed by Decipher to manage the details of your tournament, including player address management, player pairings during the tournament and easy submission of tournament results to Decipher (when available).

III. REGISTERING YOUR TOURNAMENT WITH DECIPHER

You must register any sanctioned tournament at www.decipher.com. (Non-sanctioned tournaments can be registered there also.) This allows us to promote your event on our web site and to share the tournament information with gaming publications such as Scrye and InQuest. In order for a tournament to be sanctioned, it must be registered on our web site by an officially sanctioned tournament director at least one week prior to the event. Our web site will not allow for sanctioned tournaments to be entered if the posting is within a week of the event.

Prize support — Decipher's prize support policy changes from time to time. As of this writing, the notice period to ensure that you receive prize support is now four weeks both within the U.S. and international. Check out www.decipher.com for our latest prize support guidelines.

B. PROMOTING YOUR TOURNAMENT

All information about tournament status and format, special rules, entry fees and prizes offered must be clearly stated in any promotional and advertising materials in advance of the tournament. This information should include the following:

- Tournament status — sanctioned or non-sanctioned
- Sanctioned formats — Decipher Swiss, Decipher Junior, or Decipher sealed deck
- Special rules — (non-sanctioned only) select "house rules," scenarios, deck themes, etc.
- Entry fees and prizes — amount to be charged, items to be awarded

Any entry fees an organizer charges to participants should be aimed at covering the cost of tournament expenses and prizes. We require that our tournament directors

- Publicize guaranteed prizes in advance (prizes must be awarded even if entries were lower than expected) and
- Uphold all applicable laws of the region or country where the tournament is held regarding the charging of entry fees.

C. SANCTIONED VERSUS NON-SANCTIONED TOURNAMENTS

A sanctioned tournament is one that

- has been properly registered on Decipher's web site by an approved tournament director
- follows one of the three sanctioned formats described below
- has a minimum of 8 players.

Only sanctioned tournaments can contribute to Decipher's player rating systems. Non-sanctioned tournaments can follow any tournament structure and do not require an official tournament director. Anyone can post a non-sanctioned tournament on our web site. However, the results of these events are not included in Decipher's player rating systems.

D. OFFICIAL RULES OF PLAY

Tournaments must always be played according to the most current rules as defined by the rules booklet, rules supplements, and FAQ (Frequently Asked Questions) documents. Please have these documents on hand during tournament play. If the rules or FAQ do not fully answer a question or disagreement, the tournament director is the final authority.

The most up-to-date versions of the FAQ and rules supplements can always be obtained from Decipher's web site.

E. PLAYER RATING SYSTEMS

Decipher's player rating systems are based on player participation in sanctioned tournaments. They allow players to see how they measure in skill against other players around the world.

The ratings systems are based on the ELO system, in which each player's rating depends on how well they do in each tournament and the ratings of their opponents in that tournament. The rating is a number between 0 and 3000, with the average around 1500. The more expert the player, the higher their rating.

This system, the universal standard for rating chess tournament players for 40 years, has proven to be as objective and accurate as possible.

Decipher is developing a software package called "The Tournament Organizer" to become available soon. When released, it will be included in the tournament kit.

F. POST-TOURNAMENT FEEDBACK TO DECIPHER

After a sanctioned tournament, each organizer must return the completed PADD Display cards or computer disk within 1 week of the event.

Directors who have additional feedback regarding their tournament should communicate directly to Decipher's tournament coordinator who will pass it along to the correct department. Photos, reports etc. are appreciated and from time to time will be published on the Decipher web site.

II Formats

A. THE OFFICIAL DECIPHER SANCTIONED TOURNAMENT FORMATS

Decipher sanctions tournaments that follow three different formats: the Decipher Swiss format, the Decipher Junior format and the Decipher sealed deck format. These formats are considered separate for rating purposes and a separate rating database will be created for each. Playing in one type of tournament has no effect on a player's rating for the other two types.

In sanctioned tournaments, of any format, there are only a few deck construction guidelines:

- The card “Raise the Stakes” is not allowed in tournament play.
- Each player may seed only one artifact per mission location, unless otherwise specified (e.g., on Cryosatellite). If you illegally seed two or more artifacts at the same location, all of your artifacts there are mis-seeded.
- Artifacts cannot be used until they have been earned (i.e., by completing the mission) or acquired (e.g., according to The Charybdis or a Survey Drone). If an artifact is discarded, nullified, or destroyed, it cannot be brought back into play unless it is first re-seeded (e.g., with Q’s Planet) and earned or acquired again.
- At the end of the seed phase, any unused seed cards are placed out-of-play, not discarded. All mis-seeded cards are also placed out-of-play whenever the are discarded.

The combination of Telepathic Alien Kidnappers and Alien Probe is allowed, but be aware of the new ruling on this combination. After you guess a card type, your opponent may shuffle his hand and leave it face-down before you make your selection.

Apart from these guidelines, both white and black border cards from the *Star Trek* Customizable Card Game universe are allowable for use in tournaments as soon as they are released. Decipher reserves the right to adapt this policy in regional events if particular cards are not available to everyone in time. Side boards (spare cards for changing decks between games) are not allowed (except in sealed deck tournaments). Side decks (such as Q’s Tent and Q-Flash) are allowed as per the normal rules of play.

I. THE DECIPHER SWISS TOURNAMENT FORMAT

This format, based on traditional Swiss-style tournament play is designed to test players’ abilities against a number of different opponents. Each player must come to the tournament with one deck adhering to the 30/30 rule (maximum 30 seed cards, minimum 30 draw deck cards) as outlined in the First Contact Rules Supplement.

A Swiss type tournament consists of a number of games. We recommend that, whenever possible, tournaments with more than 32 entrants should include at least 6 games. This estimate is based upon Decipher’s observation of numerous tournaments. If time is an issue, the tournament director may set a time limit of no less than one hour per game, which must be announced before each game begins.

Running the tournament

(Using the software will change this routine. This will be covered in the accompanying documentation.)

- 1. Preparation** — Make a copy of the PADD Display card enclosed in your tournament kit for each player in the tournament.
- 2. Distribute cards** — Give each player a PADD Display card to complete. If each card is not filled out correctly and legibly, the entire tournament may not be rated. (Please remind players to use a consistent form for their name and address every time they enter a tournament. Switching between name, initial and nick-name will cause delays in getting the results incorporated into the ratings scheme.) Shuffle the completely filled out PADD Display cards and place them in a single pile.
- 3. First pairings** — Take the top two cards off the pile. Pair off these two cards, noting the name of each player’s opponent on their PADD Display card. Then the third and fourth cards are paired, and so on. Continue pairing players in this way until all cards are drawn. You must note opponent’s name on each card. If there is an odd number of players competing in the tournament, a “bye” (for that game) will be assigned to the player with the last PADD Display card remaining.

4. Starting play — Once the pairings are complete, the tournament is ready to begin. If games are to be timed, the director must announce a time limit of no less than 60 minutes per game at the beginning of the game.

5. Reporting the game score — When players complete their first game, they must approach the director’s table together to report the results. Players should not mark their PADD Display cards. Mark each player’s card with their game score. (Scoring will be explained in more detail below.) Collect all PADD Display cards, including the card from a player with a bye if there was one.

6. Subsequent pairings — When all players have completed play and you have marked all PADD Display cards with the results of the first games, form a pile and arrange the cards in the pile in descending order according to the player’s total score, with the highest score on top, second highest score beneath it, and so on until the card with the lowest score is on the bottom.

For the second game, pair the highest scoring player with the second-highest scoring player. Their cards should be the top two cards of your pile. Then, pair the third and fourth highest scoring players, and so on, until all players have been paired. If there is an odd number of players, let the last player left receive the bye for the next game. If that player has previously received a bye in this tournament, reassign the bye to the next highest player (that has not already received a bye).

It is possible that players could be matched up to face the same opponent more than once. In this event, an attempt must be made to modify the pairing. In this situation, pair the player with the next highest ranked player after the one he was originally supposed to play. If he has already faced that person, pair him against the next highest ranked player. Then continue the pairings.

For example, if the 5th ranked player has already played the 6th ranked player, he would instead be matched up with the 7th ranked player. If he had already faced the 7th ranked player, he would then be matched up with the 8th ranked player, and so on.

In the rare case that the player has already faced all of the players remaining in the pile, then leave the pairing as it originally was.

7. Subsequent games — For the next and all subsequent games, repeat step 6.

8. End of tournament — After the final game, the person with the highest score (including the differential, if necessary, as a tie-breaker) is the winner. If there is a tie with both points and differential, a tie-breaker game can be played.

Tournament scoring

A player’s score is a combination of victory points and differential points. Players generally score 2 victory points for a win, 0 for a loss. (Do not confuse victory points with the game points that are accumulated during a game). In the case where a player wins by having more points when both players’ decks are exhausted, only 1 victory point is awarded for the win. Differential points are determined by the difference between the winner’s game point score and the loser’s game point score. For the purposes of computing differential, if the game point score is less than zero treat it as zero; if it is greater than 100 treat it as a 100. The differential is always recorded in parentheses after the victory point score.

For example, if a player won a game 120 to 65, he would receive a score of 2(+35) and his opponent would receive a score of 0(-35). If a player won a game 80 to 20 (via deck exhaustion), he would receive a score of 1(+60) and his opponent would receive a score of 0(-60).

After each game, update the player's cumulative score by adding the victory points and the differential for this game to his previous cumulative score. For example, a player has played two games. In the first he scored 2(+35) and in the second he scored 0(-60). His cumulative score at this point is 2(-25).

Special scoring situations

Bye — If a player has received a bye he scores 2 victory points with 0 differential, or 2(+0).

Quitting — If a player quits after pairings have been made or during a game, he should receive a full loss for that game. The winner is awarded 2 victory points and his score is immediately raised to whatever it would take to win the game normally (typically 100). The differential is computed based on this scoring. The quitter receives the equivalent negative differential. The director may impose a flat +50/-50 differential if he feels that this is more reasonable. Players who quit a game should not be allowed to play in the rest of the tournament. Quitting is NOT a strategic option.

Special cards — There are two cards that can alter the game's victory conditions: Q's Planet and Devidian Door.

If a player plays a card via Devidian Door and cannot show the Door on his next turn, that player loses and gets a score of 0(-100). His opponent receives a score of 2(+100).

The card Q's Planet increases the points required to win a game by 40. If, at the conclusion of any game, a player's score exceeds 100, treat that player as if he had 100 points for computing differential. If both players' scores exceed 100, give the winner a +1 differential (and the loser a -1 differential).

Intermix Ratio: Since the excess bonus points do not apply toward winning, your final score for the game, for purposes of computing differential, would be your non-bonus points plus your bonus points, up to a maximum of double your non-bonus points. Thus, if you had 35 non-bonus points, and 50 bonus points, your score would be 70.

Timed out games — When a game is being played within a pre-determined time limit, and if time is called and play is not completed, the director must impose the "hands down" rule in which play stops immediately. That game is now considered completed. The person with the most points is declared the winner. Then the differential is calculated. The winner receives only 1 victory point plus the differential. The loser receives 0 victory points and the negative value of the winner's differential.

True Ties — A true tie occurs if both players end the game with the same score. This can happen when a game ends via deck exhaustion or when the "hands down" rule is enforced. In this case, both players receive 1 victory point and 0 differential.

II. THE DECIPHER JUNIOR TOURNAMENT FORMAT

The Junior format is exactly the same as the Decipher Swiss format, except for the following differences:

- Participants are limited to players aged 14 years old and younger
- Deck must follow the "20/20 rule" (maximum of 20 seed cards, and minimum of 20 draw deck cards). Only 4 missions are allowed per deck.
- Players play to 75 points instead of 100 (and the maximum differential possible in a game is +75)
- Timed games are no less than 50 minutes

Scoring and pairing is identical to the method outlined in the Decipher Swiss format.

III. THE DECIPHER SEALED DECK TOURNAMENT FORMAT

A sealed deck tournament is played with unopened Premiere starter decks (limited or unlimited) and often an assortment of expansion packs. Players may bring their own sealed decks and packs, and you should have decks on hand for players to purchase. In addition, it is the tournament director's responsibility to provide an additional number of common cards for use during the deck building period. Alternatively, players may bring their own common cards.

1. Cards available — Each player signed up for the tournament is to bring one starter deck and one expansion pack (of any kind) or must purchase one from the director. In addition, each player must bring or be provided with a Warp Pack and should bring a stock of common cards. Alternately, the tournament director may have Warp Packs and common cards available for use. If these are unavailable, players may bring the cards present in a Warp Pack for deck construction and players may use proxies of common cards by marking up their unused cards. All players must use expansion packs from the same set.

2. Deck construction — Each player now takes their deck, expansion pack, and Warp Pack and has 30 minutes to create a 60-card, 6-mission deck. In addition, each player may take any three common cards to add to this mix. (This gives each player a total of 90 cards from which to build their 60-card deck.) The three common cards can only come from the Premiere set or from expansions being used in the tournament. No other cards may be brought into the tournament or traded for during the tournament.

3. Playing — Once decks are built, the tournament should be run by the Decipher Swiss rules. Between games, players may re-customize their decks by swapping, on a one-for-one basis, cards from their play decks with their 30 unused cards.

Tournament directors may wish to increase the number of cards available by adding more expansion packs to the mix, at their discretion. These sealed deck events will still be sanctioned and rated.

B. NON-SANCTIONED ALTERNATIVE TOURNAMENT FORMATS

I. SIMPLE SWISS FORMAT

The simple Swiss format is run like the Decipher Swiss format, except that player scores are not taken into account in subsequent pairings after the first round, or in deciding who shall receive a bye. The tournament director should handle the PADD Display cards the same way they would in the Decipher Swiss format, except that the piles of cards are stacked randomly (rather than in descending order). To determine who receives a bye in a round, simply take the odd card remaining after player pairings are done, and give that person a bye.

II. ELIMINATION FORMAT

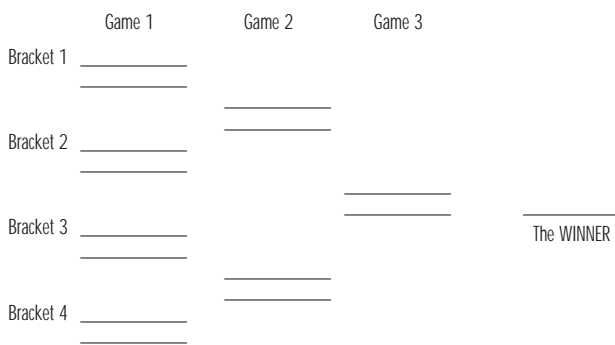
The advantage of a single elimination tournament format is its simplicity, and its ability to handle a large number of players in the fewest possible games. The disadvantage is that players have to win to continue, which may be intimidating and discouraging to newcomers.

Use the table below to determine how many games need to be played to arrive at a winner:

# of Players	Required # of games
5-8	3
9-16	4
17-32	5
33-64	6
65-128	7

Draw up the brackets, as in the example below. To determine the number of brackets, count the actual number of players in the tournament. Compare that number to the next lowest power of two (the powers of two are 4, 8, 16, 32, 64, 128, etc.), and draw that many brackets in the first column. For instance, if there are 53 players, draw 32 brackets (which could hold up to 64 players). If there are 67 players, draw 64 brackets (which could hold up to 128 players)

Sample Bracket set up: (4 brackets for a tournament with 5 to 8 players)



Get each player to put their name on a small card. Shuffle these cards. Take the top card and write that player's name in the top line of bracket #1. Write the second player's name in the top line of bracket #2, and so on, until each bracket has a player's name written in the top line. Return to bracket #1 and continue writing the names of players on the lower line in each bracket until you run out of player names.

All empty lower lines in each bracket should be filled in with the word "bye." The players opposing a bye automatically move on to the second game. Unless the number of players is an exact power of two, there will always be at least one player with a first game bye. Setting brackets in this manner ensures that there will not be any byes after the first game.

The winner of the final game wins the tournament.

III. Code of conduct

In order to ensure fair play, Decipher has created a Code of conduct for all tournaments. Please pay close attention to each of these points. While some of these rules might seem a bit excessive, they are all based upon good sportsmanship and intended for the benefit of everyone involved.

1. We insist that everyone count their opponents' cards before and after each game. It may seem discourteous to your opponent, but there have been instances where people have accidentally left cards out of their deck. It is also easy in this game to misplace a card in your opponent's territory and forget to retrieve it after a game. It is of benefit to everybody to have their decks double-checked.
2. Players may ask to know their opponent's points in a game at any time.
3. All cards in your decks (draw deck and side decks) should be oriented in one direction. If a player notices that an opponent's cards are not all oriented in the same way, he can ask for them to be re-oriented.
4. When players place cards in their discard piles or take a card from their discard pile to their hand or play, the opponent must have the opportunity to see the cards.
5. If any form of misplay (accidental or intentional) is suspected, it is up to the player to call over a judge right away. The only opportunity to correct an error is to catch it during play. Complaints raised after a game are too late. Once a game is finished, the result stands.
6. After a game, the two opponents must approach the scorer's table together. All scores must be filled out by the tournament score keeper and the results signed by each player.
7. No writing is allowed during play, except to record information that is readily available to both players, such as the gender and classification of a Soong-Type Android or the skill possessed by K'chiQ. You could not, for instance, write down the dilemmas underneath a mission, even if you looked at them with a Scan card.
8. Tournament directors may not play in their own tournaments.

IV. Glossary

Bye:

Special permission given to a player to "skip" a game or round due to there being an odd number of players in the tournament.

Cards, use of proxy:

Proxy cards are not allowed in tournament decks (except in the special case outlined for a sealed-deck tournament).

Cards, handling discard pile:

Players may not look at or touch their own or their opponent's Discard Pile, unless a card specifically directs them to do so.

Cards, storing in sleeves:

Plastic sleeves are allowed during tournament play. However, if a player is using sleeves that have any type of logo or other distinguishing mark, that mark must be oriented in the same corner on the face of every card.

Cards, marking of :

The marking of cards is forbidden. A player may have the tournament director inspect any cards, even during play, if they suspect an opponent of having marked cards.

Cards, swapping of:

At no point during a tournament may a player swap or trade any cards in their tournament deck with any other cards. (The only exception to this is during a sealed deck tournament. Players may swap with their remaining unused cards between games, if the tournament director allows it.)

Differential:

The difference in game point score between the winning player and losing player.

Dilemmas, encountering:

It is suggested that, instead of flipping over the entire mission card, players instead slide out the bottom-most seed card when attempting a mission and look at it, sliding it back under if it remains under the mission. This way, there will be no chance of "accidentally" seeing the next seed card.

FAQ:

An official Frequently Asked Questions document published by Decipher.

Final authority:

The tournament director has final authority in judgments on cheating, misuse of cards, game disruption, rules, timing, stalling and deck construction during their own tournaments. Tournament directors may apply this control only during tournaments they run. Tournament directors can play in tournaments run by other directors. However, they have no rule jurisdiction during these events. Under normal circumstances, judges rulings will not be overturned by Decipher.

Full:

A game is considered "full" if it is completed before time is called or before a player's deck is exhausted.

Hands down:

The term used when a director calls "time" on a timed game. All game actions and responses immediately cease.

Non-sanctioned tournament:

A tournament that does not fully comply with one of Decipher's sanctioned tournament formats.

Play, halting of:

If a player has a question regarding play, it is the player's responsibility to halt play and have the question answered by a judge. The judge cannot make a retroactive decision on an issue once the players have continued to play.

Quitting:

If a player quits after pairings have been made or during a game, he should receive a full loss for that game. The winner is awarded 2 victory points and his score is immediately raised to whatever it would take to win the game normally (typically 100). The differential is computed based on this scoring. The quitter receives the equivalent negative differential. The director may impose a flat +50/-50 differential if he feels that this is more reasonable. Players who quit a game should not be allowed to play in the rest of the tournament. Quitting is NOT a strategic option.

Reversal of game actions:

When a player takes an action it can only be taken back if such action has not been resolved yet and has not been responded to by the opposing player.

Ruling:

Any decision made by a tournament director (or appointed judge) regarding game play. This decision will be based on the official Star Trek Customizable Card Game rulebook, rules supplements and latest FAQ. If the issue is not fully covered by these sources, the tournament director (or appointed judge) will make a judgment call.

Sanctioned tournament:

A tournament where the director and players follow specific Decipher formats so that their scores may be rated in one of the player rating systems.

Sanctioned tournament director:

A person who has been registered with the Decipher tournament system and is approved to run sanctioned events.

Seed cards:

A seed card is any card that is put into play before the actual play of the game begins. This includes, missions, dilemmas, outposts, artifacts, doorways, and any cards with special instructions for seeding, such as Data's Body or Mirasta Yale. No more than 30 cards of a players deck may be seed cards (20 cards in a Junior Tournament deck).

Timed:

A game is considered "timed" if it is not completed within the pre-announced time limit or if both players' decks are exhausted (also known as a "half-win").

True tie:

A game result in which both players have equal points at the end of the game.

Victory points:

The points that are awarded to players for wins during a tournament. Players are usually awarded 2 victory points for a "full" win and 1 victory point for a "timed" win, "true tie", or "half win." Players receive 0 victory points for any type of loss.



