



OFFICIAL TOURNAMENT FORMAT

APRIL 2011

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 4 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).

4. 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.

Facility Phase – Starting with the player who will go first, players alternate seeding Facility cards as well as any remaining cards that may seed during the facility phase. Players may not "pass" during this phase until they have no more cards to seed. Once a player passes, their opponent may immediately seed the rest of their cards and the seed phase is over.

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 during the seed phase. 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, scout, 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 game continues until a player meets one of the following victory conditions:

- Has completed (or scouted) at least two (2) missions, one planet 🌐 and one space 🚀, and has at least one-hundred (100) points (no more than half from bonus points).
- Has at least one-hundred forty (140) points (no more than half from bonus points).

If at any time both player's draw decks are empty, the player with the most points is declared the winner.

If both players achieve their victory conditions simultaneously, the player with the most points is the winner.

