



DECIPHER® CUSTOMIZABLE CARD GROUP

T O U R N A M E N T G U I D E

TD GUIDE 6.99

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Decipher's official tournament guide has been created to ensure that its Collectible and 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, e-mail us.

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I. General

A. Decipher's tournament program

i. Who to contact

Snail mail: Tournament Coordinator
Decipher Inc.
P.O. Box 56
Norfolk, VA 23501
U.S.A.

ii. Registering your tournament with Decipher

You must register any sanctioned tournament at www.decipher.com. (Non-sanctioned can be registered there also). This allows us to promote your event on our website. 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 one week of the event.

Prize support - Decipher's prize support policy changes from time to time. Check out www.decipher.com for our latest prize support guidelines.

B. Promoting your tournament

All information about tournament status, 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:

- o tournament status - sanctioned or non-sanctioned.
- o sanctioned formats - Constructed Deck, Junior, or Sealed Deck plus any particular format within the basic tournament type.
- o special rules - scenarios, deck themes etc.
- o 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:

- o publicize guaranteed prizes in advance (prizes must be awarded even if entries were lower than expected)
- o 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:

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

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, CRD (Current Rules Document) 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 CRD, 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.

F. Post-tournament feedback to Decipher

After a sanctioned tournament, the organizer must return the completed score cards or software file 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 Decipher's web site.

II. Tournament Types and Formats

A. The official Decipher sanctioned tournaments

Decipher sanctions three basic formats: Constructed Deck, Junior, and Sealed Deck. 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 ratings for the other two types. In sanctioned Decipher tournaments there are no restricted or banned cards, with the sole exception of the banned Star Trek CCG card, "Raise The Stakes". All cards, with any colored border, 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. Some thematic and scenario-based formats do limit card selection to ones that fit within that theme or scenario. In such cases, the allowable card list needs to be available in advance to all players. Sideboards (spare cards for changing decks between games) are not allowed. In Star Trek CCG tournaments, the use of "Terraforming Station" to alter mission requirements can only be done if the conditions were met in a previous game within the same tournament. Outside games are ignored for purposes of using this card during a tournament setting.

i. The Constructed Deck tournaments

Constructed Deck, based on traditional Swiss-style tournament play, is designed to test players' abilities using premade decks. Each player must come to the tournament with decks already constructed according to the standard rules for that game. The Star Trek CCG has each player using only one deck throughout the tournament, while both Star Wars CCG and Young Jedi CCG have the player using two decks: one Dark Side and one Light Side. A Constructed Deck tournament consists of at least 3 games (Star Trek CCG) or 2 two-game rounds (Star Wars CCG or Young Jedi CCG). We recommend that whenever possible, tournaments with more than 32 entrants should include at least 6 games or 3 rounds of play. This estimate is based upon Decipher's observation of numerous tournaments. The standard Constructed Deck format requires a time limit of 60 minutes per game for Star Wars CCG and Star Trek CCG and 30 minutes per game for Young Jedi CCG.

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 score card enclosed in your tournament kit for each player in the tournament.

2. Distribute Cards - Give each player a score 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, initials and nickname will cause delays in getting the results incorporated into the ratings scheme.) Player ID number is created from a combination of their first name, last name and date of birth(mm/dd/yy) For example, John Brown, date of birth 11/2/60 would have a player ID number of johnbrown110260. Shuffle the completely filled out score 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 his or her card. Then the third and fourth cards are paired, and so. Continue pairing players in this way until all cards are placed in one of the two piles of paired cards. 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 card remaining.

For Star Wars CCG and Young Jedi CCG tournaments, the allegiance of the two piles must be determined at this time, by coin toss or similar method.

4. Starting play - Once the pairings are complete, the tournament is ready to begin. The tournament director must announce a time limit of 60 minutes per game for Star Wars CCG and Star Trek CCG and 30 minutes per game for Young Jedi CCG.

5. Reporting the game score - When players complete their game, they must approach the director's table together to report the results. Players should not mark their scorecards. Mark each player's card with his or her game score. (Scoring will be explained in more detail below.) Collect all score cards, including the card from a player with a bye if there was one. After each game, update the player's cumulative score by adding the victory points and differential for this game to his or her previous cumulative score. Each player must initial his or her own card to show acceptance of reported score for that game.

6. Subsequent pairings -
Star Wars CCG or Young Jedi CCG:

When all players have completed play and you have marked all command cards with the results of the first games, separate the command cards into two piles according to each player's allegiance in the game just played. Arrange the cards in each 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 of the round, pair the highest scoring player from the Dark pile with the highest scoring player from the Light pile, and so on, until all players have been paired. If there is an odd number of players, the last player left receives 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 in the same pile (that has not already received a bye). Players now play the second game of the round with an allegiance opposite that which they just played in the previous game. This way, each player completes a round having played one game with a Dark Side deck and one game with a Light Side deck. Again, be sure to record the player's allegiance for each game on their command card.

Star Trek CCG:

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 each 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 of the round, 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 in the same pile (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 or she was originally supposed to play. If he or she has already faced that person, pair him or her 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 or she would instead be matched up against the 7th ranked player. If he had already faced the 7th ranked player, he or she would then be matched up with the 8th ranked player, and so on.

In the rare case that the player has already faced all the players remaining in the pile, then leave the pairing as it originally was. For the next and all subsequent games, repeat step 6.

7. Ending a round -

Star Wars CCG and Young Jedi CCG only:

Once the second game is over, the round is complete. Total cumulative scores on each card as it is received. Now, place all command cards together in a single pile, arranging them in descending order, with the highest cumulative score on top, and the lowest on the bottom.

After the first full round of play it is possible that players could face the same opponents more than once. If the two players previously played each other with the opposite allegiances, then the pairing stands. However, if the two players have already played each other with the same allegiances, an attempt must be made to modify the pairing. In this situation, pair the Dark player with the next lowest Light player they have not faced before. However, in the rare case that the Dark player has already faced all of the Light players remaining in the pile, then leave the pairing as it originally was.

For the next round, repeats steps 3 through 7.

8. End of tournament - After the final round, the person with the highest score (including the differential, if necessary, as a tiebreaker) is the winner. If there is a tie with both points and differential, a tiebreaker game can be played. Other tiebreaker methods, such as highest single-game differential can be used if time does not allow for a tiebreaker game.

Tournament scoring - A player's score is a combination of victory points and differential points. Players score 2 victory points for a win, 0 for a loss. The differential is always recorded in parentheses after the victory point score.

Star Wars CCG:

Differential points are determined by the number of cards the winner has left in his Life Force once the loser's Life Force is depleted. For each card remaining in the winner's Life Force, the winner scores 1 positive differential point, and the loser scores 1 negative differential point. For instance, if the winner has 15 Life Force remaining when his opponent runs out of Life Force, he receives a score of 2(+15) and the loser receives a score of 0(-15). After each game, update the player's cumulative score by adding the 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(+10). In the second he scored 0(-6). His cumulative score at this point is 2(+4).

Star Trek CCG:

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 player's 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 100.

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). If a player won a game 95 to -8, he would receive a score of 1(+95) and his opponent would receive a score of 0(-95).

After each game, update the player's cumulative score by adding the 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). In the second he scored 0(-60). His cumulative score at this point is 2(-25).

Young Jedi:

Differential points are determined by the number of cards the winner has left in his Draw Deck once the loser's Draw Deck is depleted, or after two planetary wins. For each card remaining in the winner's Draw Deck, the winner scores 1 positive differential point, and the loser scores 1 negative differential point. For instance, if the winner has 15 Draw Deck remaining when accomplishes a second planetary victory at the end of either player's turn, he receives a score of 2(+15) and the loser receives a score of 0(-15). After each game, update the player's cumulative score by adding the 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(+15). In the second he scored 0(-13) His cumulative score at this point is 2(+2).

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 plus a differential equal to an amount the tournament director feels is reasonable, based upon the individual situation. Directors should take into account the circumstances causing the quit, such as medical and family issues, or poor sportsmanlike conduct. The quitter receives the equivalent negative differential. Players who quit a game should not be allowed to play in the rest of the tournament. Quitting is NOT a strategic option.

Timed out games - When 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.

Star Wars CCG:

The person with the most cards in their Life Force is declared the winner. At this point, all of the loser's remaining Life Force is placed in their lost pile. Then the differential, equal to the winner's remaining Life Force, is calculated. The winner receives only 1 point plus the differential. The loser receives 0 victory points and the negative value of the winner's differential.

Star Trek CCG:

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.

Young Jedi CCG:

The person with the most planetary victories is declared the winner. If players have an equal number of planetary victories, then the person with the most cards in their Draw Deck is declared the winner. At this point, 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 -**Star Wars CCG:**

A true tie occurs if both players lose all their remaining Life Force simultaneously, or if players have equal Life Force when the "hands down" rule is enforced. In this case, both players receive 1 victory point and 0 differential.

Star Trek CCG:

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. (Equal score do *not* indicate a true tie if the players have different victory conditions)

Young Jedi CCG:

A true tie occurs if both players simultaneously lose all remaining cards in their Draw Decks, or if players have an equal number of planetary victories and equal number of cards their Draw Decks when the "hands down" rule is enforced. In this case, both players receive 1 victory point and 0 differential

Unique to Star Trek CCG:

Both score 100 or more - A score greater than 100 points is treated as 100 for computing differential only, even if the victory conditions are more than 100. If both players' scores equal or exceed 100, the winner receives a +1 differential and the loser receives a -1 differential.

Both scores 0 or less - A score less than 0 points is treated as 0 for computing differential only. If both players' scores are 0 or negative, the winner receives a +1 differential and the loser receives a -1 differential.

Special Cards - There are several cards that can alter the game's victory condition, affect whether bonus points count toward winning, or cause a game to be forfeited. (For details, see "tournament scoring" in the Glossary or latest Current Rulings)

Altered victory conditions - Some card, such as Q's Planet and the Big Picture, may alter the victory conditions of the game for one or both players. The first player to achieve or exceed his victory conditions is the winner. If both players achieve their victory conditions simultaneously, the player with the most points is the winner.

Forfeited games - If you play a card via Devidian Door and cannot show the Door on your next turn, or if you seed or play a card as a hidden agenda when it does not have that icon, you forfeit the game. You receive a score of 0(-100). Your opponent receives a score of 2(+100).

Bonus points - If a card, such as Intermix Ratio or Altonian Brain Teaser, says that some bonus points "do not count toward winning" those points are not counted in your final score for the game, either for determining a winner and loser or for calculating differential.

(Examples)-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.

Altonian Brain Teaser: Any bonus points (positive or negative) that do not count toward winning because of this dilemma are not counted in your final score for the game.

ii. The Junior tournament

The Junior tournament is exactly the same as the Constructed Deck format, except that all players must be under the age of 15 years old. Scoring follows exactly the same method as in the Constructed Deck format.

iii. The Sealed Deck tournament

A sealed deck tournament is played with unopened starter decks. Players may bring their own sealed decks, and you should have decks on hand for players to purchase. In addition, it is the tournament director's responsibility to ensure that all players have equal access to the materials required during the deck-building period. This would include having an extra sealed starter to swap with an unmatched player for Star Wars CCG or Young Jedi CCG.

This tournament type is composed of a series of individual games with players keeping the same deck throughout the tournament. . The standard Sealed Deck format requires a time limit of 60 minutes per game for Star Wars CCG and Star Trek CCG and 30 minutes per game for Young Jedi CCG. Our sanctioning format requires a minimum of three games with an additional final confrontation to determine the tournament winner. This final confrontation pairs the two highest scoring players in a Star Trek CCG

tournament, and the highest scoring Dark player and the highest scoring Light player in both Star Wars CCG and Young Jedi CCG.

1. **Cards available** - Each player signed up for the tournament must bring an unopened starter deck or must purchase one from the director. In addition, each person must bring, purchase, or be provided with any deck-building materials required for the tournament, such as expansion packs, Warp or Jedi Packs. All decks and packs must remain sealed until after first pairings.

2. **Score Cards** - Give each player a score card to complete. If the card is not filled out correctly and legibly, that player 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.)

The player ID number is created from a combination of their first name, last name and date of birth(mm/dd/yy) For example, John Brown, date of birth 11/2/60 would have a player ID number of johnbrown110260.

3. **Preparation and initial pairing** - For tournaments where each player will build and use a deck assigned to one allegiance (Star Wars CCG and Young Jedi CCG tournament formats), divide the number of players by two rounding up when there is an odd number of players. For Star Trek CCG tournaments, the players are not assigned an affiliation, and are therefore paired completely at random for their initial pairing. . For the Star Wars CCG and Young Jedi CCG, randomly pair up each player with an opponent. Have each open up their decks and packs, each Dark side player gives all of his Light side cards to his opponent and vice versa. Cards should be handled face down and not seen by either player yet, as looking at card faces while swapping is against the rules. (After the tournament each player keeps the cards they receive in the exchange.) If there is an extra player, with no opponent to swap with, you are responsible for swapping cards from the extra sealed deck with that player. For Star Trek CCG tournaments, the players will not be swapping their cards; they keep and use all the cards contained within the deck and packs they open. After constructing their decks, they will be paired with their opponent.

4. **Byes** - When pairing cannot be made because of an uneven number of players, award byes to those who do not have an opponent.

5. **Deck construction** - Each player now has about 30 minutes to create a deck from the cards they have been given for this tournament. For Star Wars CCG, this deck is to be a 40 card deck. For Star Trek CCG, this deck is to follow the 30/30 deck-building rule. For Young Jedi, this deck is to be a 60 card deck following the 6x10 deck construction rule. No other cards may be brought into the tournament or traded from during the tournament, but a player may re-customize his deck between games with cards from the original stock of sealed cards, provided they follow the deck construction guidelines.

6. **Playing** - Once the decks are built, the tournament should be run along the same lines as the Constructed Deck rules. Subsequent pairings are made also

following the Constructed Deck rules, although players do not switch allegiances in Sealed Deck play. After each game, both players must report to the tournament director to have their scores recorded prior to re-customizing their deck. Scoring follows the same method as for the Constructed Deck type. The tournament director must announce a time limit of 60 minutes per game for Star Wars CCG and Star Trek CCG and 30 minutes per game for Young Jedi CCG

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. Decipher insists 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 of benefit to everybody to have his or her decks double-checked.

2. Star Wars CCG does not permit you to count your Reserve Deck if there is an insert card present in your deck. If you count your Lost pile, you must do so face down, as not to reveal the cards. Ordinarily, you may not count your opponent's Force Pile or hand, but you may request that your opponent do so and tell you the count. Star Trek CCG players may ask to know their opponent's points in a game at any time.

3. All cards in the Draw decks, side decks, or Life Force piles should be oriented in one direction. If a player notices that an opponent's cards are not all oriented in the same way, he may ask for them to be re-oriented.

4. When players place cards into, or take cards out of their Discard pile or Lost pile, they must do so one card at a time. The opponent must have the opportunity to see the cards and to keep track of this count.

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 score sheets must be filled out by the tournament score keeper and the results signed by each player.

7. No writing is allowed during play, except in the case of the Star Trek CCG, to record information that is readily available to both players, such as gender and classification of a Soong-Type Android or the skill possessed by K'chiQ. You would still not be able to 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

Allegiance:

Allegiances are referred to as either Dark Side or Light Side.

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, handling Lost or Discard Pile:

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

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, storing in sleeves:

Only non-opaque 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, 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.)

Cards, use of proxy:

Proxy cards are not allowed in tournament decks.

CRD:

An official Current Rules Document published by Decipher.

Differential:

Star Wars CCG - this equals the remaining cards in the winning player's Life Force. This includes the Reserve Deck, Force Pile and Used Pile. The differential does not include cards in hand, in play or in the Lost Pile.

Star Trek CCG - this equals the difference in game point score between the winning player and the losing player.

Young Jedi CCG - this equals the remaining cards in the winner's Draw Deck when the game concludes.

Dilemmas, encountering (Star Trek CCG):

It is suggested that instead of flipping over the entire mission cards, players 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, judge's rulings will not be overturned by Decipher.

Full:

A game is considered "full" if it is completed before time is called.

Hands down:

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

Modified:

A modified win is given to a player who won with other than a full win. This happens in the case of a timed game, or in the case of a "half-win", such as in Star Trek CCG's condition when both player's decks are exhausted, or when a scenario's condition have not been met. The winner is awarded only 1 victory point for a modified win.

Non-sanctioned tournament:

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

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 plus a differential to be determined by the tournament director based on the circumstances surrounding the cause for quitting. The quitter receives the equivalent negative differential. Players who quit a game should not be allowed to play in the rest of the tournament. Quitting is NOT a strategic option.

Quitting in a sealed deck tournament:

Allow the forfeiting player to keep his/her cards and award byes to those players without opponents.

Reversal of game actions:

When a player declares a game action it can only be taken back if such action has not resolved yet and the opposing player has not responded to that action.

Ruling:

Any decision made by a tournament director (or appointed judge) regarding game play. This decision will be based on official rules documents. If the issue is not fully covered by these sources, the tournament director (or appointed judge) will make a judgment call. Tournament directors should report back to Decipher any issues not covered in the rules documents.

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 (Star Trek CCG):

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 player's deck may be seed cards.

Timed:

A game is considered "timed" if it is not completed within a pre-determined time limit. Reported on a score card as a "Modified Win".

True tie:

A game result in which both players have an equal amount of Life Force (Star Wars CCG), game points (Star Trek CCG) or an equal number of planetary victories and cards remaining in Draw Deck or both players exhaust their Draw Decks simultaneously (Young Jedi CCG) 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 modified win or true tie. Players receive 0 victory points for any type of loss.

Writing:

Players are forbidden to write anything down during play, except in the case of the Star Trek CCG, to record information that is readily available to both players, such as gender and classification of a Soong-Type Android or the skill possessed by K'chiQ. You would still not be able to write down the dilemmas underneath a mission, even if you looked at them with a scan card.