

UDE Tournament Appendices

Appendix B: Vs. System Policies

Valid until March 1, 2008

B-1. How to Use This Document

Appendix B is used as a supplement to the Upper Deck Entertainment (UDE) Tournament Policy. This appendix contains additional policies that apply specifically to Vs. System trading card games (TCGs), while the UDE Tournament Policy contains overall rules and procedures that apply to *all* UDE games. Currently, UDE publishes two TCGs that use the Vs. System game engine: the Marvel TCG and the DC Comics TCG.

B-2. Appendix B Version Information

- This version of Appendix B was updated on January 31, 2008.
- The next update for this document will be published before March 1, 2008.
- The most up-to-date version can be found at UDE.com/policy.
- Destroy older versions of this document to avoid confusion.

B-3. Vs. System Tournament Formats

Each tournament format supported by UDE is either the Constructed Deck format, where players bring their own decks, or the Sealed Pack format, where players build decks out of several booster packs provided by the tournament organizer.

In Sealed Pack formats, players construct decks at the tournament using sealed product that is usually provided by the tournament organizer. UDE supports two variants of the Sealed Pack format in Vs. System tournaments:

- **Sealed Deck Format (including Team Sealed)**—Players open several Vs. System booster packs and build decks from the opened cards. For Team Sealed, players share the boosters they open.
- **Booster Draft Format (including Team Draft)**—Players open several Vs. System booster packs and pass them around the table, picking cards to add to their decks. For Team Draft, format players do not share the drafted cards.

In Constructed Deck formats, players construct decks using their own card pools prior to the tournament. UDE supports these Constructed Deck formats:

- **Golden Age Format**—Players bring decks they constructed using any set that has been released of the Vs. System TCG.
- **Silver Age Format**—Players bring decks they constructed out of the last eight sets of the Vs. System TCG.
- **Modern Age Format**—Players bring decks they constructed out of the last four sets of the Vs. System TCG.

In addition, UDE supports the following tournament structures that can be applied to the above tournament formats when appropriate:

- **Sealed Pack Crossover Tournament Structure**—Players designate two different team affiliations to be teamed-up for a Sealed Pack tournament. (See Section B-4.)
- **Marvel vs. DC Tournament Structure**—Each player participates in one out of two simultaneous tournaments. The winners of the two tournaments then play a match against each other to determine additional prizes. (See Section B-5.)
- **Bring Your Own Set** — All cards in your deck must be in the same set. In other words, all cards in your deck *must have been printed* with the same three-letter set code. The actual cards you put in your deck don't need to share a set code, however. For example, you can play a Flying Kick from a set other than *Marvel Origins* if you are playing a *Marvel Origins* deck. For this format, starter decks are not considered to be part of the base sets, but you can play a deck consisting entirely of cards from a given starter or the *Hellboy Essential Collection* set.
- **Build a Legend**—You must choose a character name and include at least 12 cards: with that exact name; and/or that refer to a character card with that name in their game text.
- **Super Crossover Sealed**—Modification of the Sealed Pack format when using packs from various different sets. Affiliated characters and character cards have all affiliations. (Note: Cards that count affiliations, like Ethan Edwards and Lyja, Mrs. Johnny Storm, count the number of printed affiliations instead).
- **Marvel Only or DC Only**—All cards must be from a single brand. For example, Marvel Only when applied to Modern Age Format is a format where only the Marvel sets within the last four Vs. sets can be used.
- **Random Punks**—No rares allowed

B-4. Sealed Pack Crossover Tournament Structure

Heroes and villains often cross over from one comic to another to team up with new allies. These situations often inspire the most interesting stories. To simulate this, UDE supports a variant of Sealed Pack called the "crossover" tournament structure. This tournament structure may only be used when playing packs from different expansion sets in the same Booster Draft or Sealed Deck tournament.

The crossover tournament structure follows the same rules as Booster Draft and Sealed Deck tournaments, but there is an important twist. After drafting their cards or opening their sealed packs, players select two team affiliations each. For that entire tournament, all of each player's cards from both of those teams will act as though they also had the team affiliation of the other team written in the team affiliation area.

The chosen team affiliations must be noted in each player's deck registration sheet, and players cannot change their choices during the tournament. At the start of each round, players must tell their opponents which team affiliations they have selected for their crossover options.

The crossover tournament structure allows for some very interesting combinations of teams. It also gives tournament organizers a greater degree of flexibility when selecting booster packs for their tournaments.

Example: Danny plays in a draft using a pack of *Marvel Origins* and two packs of *DC Origins*. After the draft, he builds a deck using mostly Gotham Knights and Brotherhood cards. He chooses those two teams as his crossover teams, creating one of the most unique team-ups in comic history! For the remainder of the tournament, all of Danny's Gotham Knights cards will act as though they also have "Brotherhood" written in the team affiliation area, and vice versa.

B-5. Marvel vs. DC Tournament Structure

For added excitement, a tournament organizer may choose to run a Marvel vs. DC tournament.

In this tournament structure, the organizer runs two simultaneous tournaments—one using the Marvel format, and the other using the DC format. After each tournament concludes and the winners are determined, the finalists will play against each other. The winner of the Marvel vs. DC playoff round will earn additional prizes for his or her respective tournament.

To create excitement about this unique tournament structure, organizers must give out additional prizes to the "winning" tournament. These prizes must be awarded to more than just the finalist of that tournament.

Example: UDE uses the Marvel vs. DC tournament structure at a \$10K tournament. The tournament organizer runs two simultaneous \$10K tournaments—one using cards only from the DC sets, and the other using cards only from the Marvel sets. The winner of each tournament then plays for a chance to double the cash prize payouts for his or her respective tournament.

The Marvel vs. DC playoff round is a sanctioned match that follows tournament policy outlined in all tournament policy documents. This type of match has a C-Value of 0, and as such, it does not affect either player's rating.

B-6. Set Rotation

Some new formats limit the number of sets that a player may use for deck construction. This section explains how the rotation of legal sets works in relation to set releases.

Any time a set becomes tournament legal, it is added to the Golden Age format. No sets are rotated out of the Golden Age format; players continue to play with every tournament-legal set that is released.

Any time a set becomes tournament legal, it is added to the Modern Age and Silver Age formats, and the oldest released set in that format is rotated out.

- **Example:** The current Modern Age format consists of the last two Marvel sets (*The Avengers* and *The X-Men*) and the last two DC sets (*Infinite Crisis* and *Justice League of America*). When the *Legion of Super-Heroes* set becomes legal on December 29, 2006., *Justice League of America*, the oldest set in the DC Modern Age format, will rotate out to create a new and exciting DC Modern Age format.

B-7. Vs. System Tournament Rankings

In each official Vs. System tournament, players can win matches to increase their UDE ratings. Each player's rating affects his or her worldwide ranking, which allows players to compare their tournament performances to those of other players. Each player begins with a rating of 2500 in each rating category.

There are two rating categories in Vs. System.

- **Sealed Pack Rating**—This includes the Sealed Deck and Booster Draft formats.
- **Constructed Deck Rating**—This includes the Golden Age format, the Silver Age format, the Modern Age format, and all DC- and Marvel-specific formats.

In addition, each player has an overall Vs. System rating, which is the average of his or her Constructed Deck rating and Sealed Pack rating.

B-8. Vs. System Pro Circuit Credit System

Pro Circuit Qualifiers, \$10,000 Championships, and Pro Circuits offer a chance for players to collect Pro Circuit Credits. A player with ten Pro Circuit Credits can participate in a Pro Circuit tournament. Players can check how many Pro Circuit Credits they have at the Ratings and Rankings page at UDE.com.

Pro Circuit Credits are awarded as follows:

Pro Circuit

Place	Credits	Place	Credits
1	50	36-50	6
2	40	51-75	4
3-4	35	76-100	3
5-10	25	101-150	2
11-20	20	151+	1
21-35	12		

\$10,000 Championship

Place	Credits	Place	Credits
1	10	11-20	5
2	10	21-35	2
3-4	10	36-50	1
5-10	10		

Pro Circuit Qualifier (PCQ)

Place	Credits
1	10
2	5
3-4	2
5-10	1

- To enter a Pro Circuit tournament, a player must pay 10 Pro Circuit Credits.
- A player's Pro Circuit Credits total will not rise above 20 points from participating in Pro Circuit Qualifiers.
- A player may never have more than 50 Pro Circuit Credits.
- Pro Circuit Credits never "pass down" in any way.

Example: Alex has 50 Pro Circuit Credits when he finishes in tenth place at a \$10,000 Championship. He would earn 10 Pro Circuit Credits, but he already has the maximum of 50 Pro Circuit Credits, so he gains 0 Pro Circuit Credits.

Example: Danny has 13 Pro Circuit Credits when he arrives at Pro Circuit Los Angeles. He spends 10 Pro Circuit Credits to participate in the tournament, decreasing his total to 3 Pro Circuit Credits. Danny finishes the tournament in 120th place, earning 2 Pro Circuit Credits. He now has 5 Pro Circuit Credits.

Example: Adrian has 40 Pro Circuit Credits when he arrives at Pro Circuit Los Angeles. He spends 10 Pro Circuit Credits to enter the tournament, decreasing his total to 30 Pro Circuit Credits. Adrian wins the tournament. He would earn 50 Pro Circuit Credits, but since his total may not exceed 50 Pro Circuit Credits, he gains only 20 Pro Circuit Credits.

Example: Jeff has 17 Pro Circuit Credits when he finishes first at a Pro Circuit Qualifier. He would earn 10 Pro Circuit Credits, but since his total of Pro Circuit Credits earned from PCQ tournaments cannot exceed 20, he gains only 3 Pro Circuit Credits. That gives him a total of 20 Pro Circuit Credits.

B-9. Legal Cards: Overview

Vs. System cards become legal around the world at the same time. When a set becomes legal in North America, it also becomes legal in Latin America, Europe, Asia, and so on.

Any Vs. System card is legal to use in tournament play, with the exception of banned cards. This includes cards that are in a foreign language. When using such cards in a deck, players and tournament officials may refer to the official card text for that specific card name found in the Vs. System Official Card Reference file located at ude.com/rules.

Oversized cards are not legal for tournament play. Promotional cards, including Extended Art promo cards, are legal whenever the set they originate from is legal and the cards themselves are legal.

Banned Cards

Antarctic Research Base
Detective Chimp, Bobo T. Chimpanzee
Dr. Light, Master of Holograms
Fiddler, Isaac Bowin
Frankie Raye <> Nova, Optimistic Youth
Go Down Fighting
Gone But Not Forgotten
Justice League of Arkham
Nenora, Skrull Usurper
Overload
Talia, LexCorp CEO
Valeria Von Doom, Heir to Latveria

B-10. Legality of Sets

Cards are legal for Sealed Pack tournaments at any time starting the first day of the Sneak Preview tournaments for a new card set. That means cards are legal for Sealed Pack even before the official release date.

Promotional cards are tournament legal starting the first day of their release.

Current Legal Sets

- *Marvel Origins* (includes *X-Men vs. Brotherhood* starter set)
- *DC Origins* (includes *Batman vs. The Joker* starter set)
- *Web of Spider-Man* (includes *Spider-Man vs. Doc Ock* starter set)
- *Superman, Man of Steel*
- *Marvel Knights*
- *Green Lantern Corps* (includes *Batman TCG* starter set)
- *The Avengers* (includes *Fantastic Four TCG* starter set)
- *Justice League of America*
- *The X-Men* (includes *The X-Men TCG* starter set)
- *Infinite Crisis*
- *Heralds of Galactus*
- *Legion of Super-Heroes*
- *Marvel Team-up* (includes *The Hellboy Essential Collection*)
- *World's Finest*
- *Marvel Legends* (includes *Age of Apocalypse* MAA, *The Coming of Galactus* MCG, MEX)
- *DC Legends* (includes DC Exclusives DCX)

The card Bizarro World from the *Superman, Man of Steel* set is considered to be in all sets. Its current text can be found at bizarroworld.com

B-11. Counterfeit or Fake Cards

Counterfeit or fake cards are illegal and never allowed in tournaments. Photocopied cards, sometimes called "proxies," are not allowed in tournaments and are considered to be fakes. It is illegal to buy or sell fake cards.

If a player finds fake or counterfeit cards, he or she should bring them to a parent or tournament official. He or she should also send details to the UDE Fraud Investigation Team at fit@upperdeck.com.

B-12. Tournament Match Structure

- In each round of a tournament, each player will play one match against an opponent. In most tournaments, players will play one game to determine the winner of the match. The first player to win a single game is declared the winner of the match.
- In each round of a team tournament, each team member designated A, B and C will play against an opposing team member designated A, B and C. In most team tournaments, players will play one game matches each round. The team with two or more winners is the winning team of the round.

In some tournaments, especially during the Top 8 single-elimination rounds, players may be required to play the best two out of three games to determine a winner of a match. Matches continue until one player wins two games.

When reporting match results, only the final winner of each match is recorded; the winner of each individual game within the match is not recorded. There are no draw matches in UDE tournaments, so there will always be a match winner.

B-13. Time Limits

The time limit for a single-game match round is 30 minutes. The best-of-three-games time limit for a round is 60 minutes. Time limits for the Top 8 single-elimination rounds at Pro Circuits and \$10,000 Championships are 150 minutes (2.5 hours) each for quarterfinals and semifinals. The time limit for final matches in these tournaments is 240 minutes (4 hours).

When playing in Sealed Pack tournaments (including Sealed Deck and Booster Draft), players have 20 minutes to build their decks. Players have 30 minutes if decklists are being used.

A tournament organizer can slightly adjust time limits for a tournament only if necessary and only if the time limit changes are clearly announced to all players before the tournament begins.

B-14. End-of-Match Procedure

The end-of-match procedure is used for both single-game matches and best-of-three game matches.

When time is called at the end of a round, the current turn of each match still in progress is completed, and one additional turn is played. Then, play stops, and the match winner is determined using the following process:

- A player wins the match if he or she has more game wins than his or her opponent.
- If both players have an equal number of game wins, the player with the highest endurance total in the current game is the winner. If endurance totals are tied, then the player that had the initiative on the last turn loses the game.
- If both players have an equal number of game wins and are between games, the next game will start. The match winner will be determined by checking the endurance totals at the end of turn 3. If endurance totals are tied, the player that had the initiative on turn 3 loses that game.

Example 1: Time is called at the end of a match. Players are still in the middle of game 1. Brian has 15 endurance, and Ryan has 20 endurance. The players complete the current turn and play one more turn. By the end of the next turn, Brian reduces Ryan's endurance to 12. Brian wins the game based on endurance totals, and he wins the match because time was called during game 1.

Example 2: Time is called during game 2. David has already won game 1. The current turn is completed, and one additional turn is played. Even with the extra turn, neither player can defeat the other. The current game is considered unfinished, and David wins the match because he won game 1.

Example 3: Time is called during game 2. Kate won game 1, but Mark finishes his turn and manages to win game 2. Kate and Mark are now tied, each having won a game. They start game 3. Game 3 lasts until the end of the third turn, at which point both players' endurance totals are checked. Kate recruits a character on turn 3 that Mark is unable to defend against. Kate attacks, reducing Mark's endurance to 38. At the end of the turn, Kate is ahead on endurance, so she is the winner of the game and the match.

Example 4: Time is called during game 3. Michelle and Danny have each won a game in the match. The players finish the current turn and one additional turn in which Michelle has the initiative. At the end of that turn, their endurance totals are tied at 35 each. Since Michelle had the initiative on the last turn, then Danny is the winner of the match.

B-15. Side Decks

There are currently no side decks or sideboards for Vs. System. Something similar may be introduced eventually, but nothing is planned for the near future.

B-16. Shuffling Face-Down and Resource Cards

A player is not allowed to shuffle his or her face-down cards unless a game effect specifically instructs or allows him or her to do so. This includes both face-down cards in the resource row and other face-down cards in the play area. It's important to maintain the order of the resource cards played so an opponent can accurately make strategic decisions. Players may rearrange cards in their hands freely.

B-17. Sealed Pack Format: General Rules

An interesting and fun way to play Vs. System is by using a Sealed Pack format. These formats are called "Sealed Pack" because players open a limited number of packs and build their decks with those cards. This requires a slightly different type of skill than Constructed tournaments do, and it allows players to experience playing different cards than they normally would in a Constructed Deck tournament.

There are many creative ways to play using sealed packs of cards, but the following two formats can be used in official UDE tournaments:

- Sealed Deck
- Booster Draft

Both methods involve opening packs and choosing at least 30 of those cards to build a deck. The difference between the two formats is the method of obtaining the pool from which to construct a deck. As in Constructed formats, side decks are not used in Sealed Pack formats. Decks may not be altered between rounds.

In a Sealed Deck tournament, players open packs and build their decks with cards from those packs. In a Booster Draft tournament, players open packs, select a card from each, and pass the packs around the table, selecting one card from each pack until all of the cards have been selected.

B-18. Sealed Deck: Specific Rules

These rules apply in addition to the general Sealed Pack rules in Section B-17.

Each player opens three or more booster packs and chooses at least 30 of those cards to make up a deck. Cards are not drafted or exchanged in any way.

Players may not trade cards with other players and may not add any cards from their personal collections. Only the cards opened in the booster packs may be used to create the decks.

Players have 20 minutes to build their decks once they receive their cards. If decklists are being used, players receive 20 minutes to register their initial card pools before the deck swap. Players should receive an additional 30 minutes after the deck swap to ensure that they can accurately record the contents of their decks on their decklists.

Sealed Deck is the easiest Sealed Pack tournament format to learn, since it does not involve drafting of any kind.

B-19. Booster Draft: Specific Rules

These rules apply in addition to the general Sealed Pack rules in Section B-17.

Each player starts with three sealed booster packs of cards. A player may use more than three packs as long as each player has the same number of packs, but three packs is the normal amount to use. The tournament organizer will decide how many packs will be used and which expansions the packs will come from. The packs may be from different expansions or the same expansion.

When playing in a draft tournament, players will be separated into pods. Each draft pod will consist of four or more players seated around a table. A tournament official will pass out an equal number of packs to each player.

The following steps are taken in a draft:

(1) Each player opens his or her first booster pack and reviews the cards. The first packs to be opened should be from whichever expansion has the most boosters in the draft. If one pack of *Marvel Origins* and two packs of *Web of Spider-Man* are being opened, then players should open one of the *Web of Spider-Man* boosters first. In case of a tie, players should open the earliest-published set first.

(2) Each player selects one card and passes the rest of the cards to the player to his or her left. The drafted cards should be placed in a single, face-down pile in front of the player who selected them. This pile becomes the draft pile for that player.

(3) Once each player has picked his or her first card and passed the rest of the cards to the left, the players pick up the stacks that were just passed to them. The next stack should have thirteen cards remaining to choose from. Each player will take a card from this stack and add it to the face-down pile in front of him or her. There should now be two cards in each player's face-down pile and twelve cards remaining to be passed to the player on the left.

(4) Once all players are done with their selections and the cards have been passed, each player then selects a card from the next stack and places it on the face-down pile. Players continue picking a card from each stack and passing the booster stacks until all of the cards have been drafted from the first booster pack.

(5) Each player then opens his or her next booster pack and selects a card. Once each of the players has selected a card and added it to the draft pile in front of him or her, the remaining cards are passed to the right.

(6) Drafting continues until there are no cards left in the booster packs.

During a draft, the first and third packs are passed around the table to the left (clockwise). The second and fourth packs are passed around the table to the right (counter-clockwise). Players will have 60 seconds to review their cards between

packs. They may not review their cards during the draft except during these 60-second review periods.

Once the draft is finished, all players should have the same number of cards in their draft piles. If 3 packs of 14 cards were used, then each player should have 42 cards from which to build his or her deck.

Players receive 20 minutes to build their decks once they have their cards. If decklists are being used, then players should receive 30 total minutes to ensure they can accurately record the contents of their decks on their decklists.

B-20. Team Formats: Specific Rules

Each team has three players, designated A, B, and C. These designations are chosen at the start of each tournament and never change during a tournament.

B-21. Team Sealed: Specific Rules

These rules apply in addition to the general Sealed Pack rules in Section B-17.

Each team opens ten booster packs and each player in that team chooses at least 30 of those cards to make up a deck. Only the cards opened in the booster packs may be used to create the decks. Teams have 50 minutes to build their decks. Teammates may openly communicate while deck building.

If decklists are being used, teams have 60 minutes to build and register their decks. Each player uses a separate sheet to register the cards he or she is playing, and a fourth sheet is used to register cards not being played by any player.

If a deck swap takes place, teams receive 20 minutes to register their initial card pools before the deck swap. Each team uses a single sheet to register their card pool.

When two teams are paired each round, each player plays a match against his or her opposing designation. Player A plays against player A of the other team and, similarly, player B against player B, and player C against player C. The team with two or more winners is the winner of the round. Teammates may not communicate about game play during a match.

B-22. Team Draft: Specific Rules

These rules apply in addition to the general Booster Draft rules in Section B-19.

A team draft involves two teams (Team 1 and 2). Teammates may not communicate verbally during a draft, but are free to communicate non-verbally as long as it doesn't delay the draft.

Players sit clockwise within their own team, opposite of their opposing designation, alternating between teams, as illustrated below:

1A	2C	1B
=====		
2B	1C	2A

After the draft, each player plays a match against his or her opposing designation. The team with two or more winners is the winner of the draft.

The rules for a team draft are otherwise identical to those in Section B-19.

B-23. Abnormal Boosters

Occasionally, a player in a Sealed Pack tournament may open a booster pack that contains an abnormal number of cards or an abnormal number of cards with a specific rarity. Such packs should be brought to the attention of tournament officials. The tournament officials will then make a decision either to allow the booster pack in the tournament or replace it with another booster pack. This decision is made based on the level of the tournament and the specific situation.

At premier events such as PCQs and \$10,000 Championships, any booster containing any number of rares other than one or two (in the event of a foil rare) will be replaced by the Tournament Organizer.

B-24. Contact Information

To find the most recent information about tournament policies, or to find versions of the document in other languages, please visit ude.com/policy.

For general questions regarding UDE programs, please email ude@upperdeck.com.

For Local Inquiries

Australia: australia@upperdeck.com

Asia: asia@upperdeck.com

Europe: europa@upperdeck.com

Germany, Austria, Switzerland: kundendienst@upperdeck.nl

France: renseignements@upperdeck.nl

Italy: servizio_clienti@upperdeck.nl

Spain, Portugal: preguntas@upperdeck.nl

U.K., Ireland: enquiries@upperdeck.nl

Latin America: preguntas@upperdeck.com

North America: ude@upperdeck.com

Japan: japan@upperdeck.com

For specific judge certification questions, please email judge@upperdeck.com.