

# UD Tournament Appendices

## Appendix E: Huntik TCG Policies

### E-1. Version Information

- This version of Appendix E was updated on March 02, 2009.
- The most up-to-date version can be found at [ude.com/policy](http://ude.com/policy).
- Destroy older versions of this document to avoid confusion.

### E-2 How to Use This Document

Appendix E is a supplement to the Upper Deck (UD) Tournament Policy. It contains additional policies that apply specifically to the Huntik trading card game (TCG), while the UD Tournament Policy contains overall policies that apply to *all* UD games.

### E-3. Huntik TCG Tournament Formats

Each tournament format supported by UD is either a Constructed or a Limited format.

In Constructed formats, players bring their own decks. UD supports two constructed variants:

- **Historic**—All cards are legal.
- **Standard**—Only missions from the two latest sets are legal.

In Limited formats, players build decks from a limited card pool at the tournament using sealed product. UD supports two variants:

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

In Constructed formats, players construct their own decks using their own card pools prior to the tournament. A Constructed deck must adhere to the following rules:

- A deck must include at least 40 cards.
- A deck can't include more than three of the same version of a card.
- A deck can't contain both Good and Evil cards.

#### **E-4. Event Level**

Each sanctioned Huntik TCG tournament will be assigned one of two levels. These levels are:

- **Competitive** - World/National/State/Regional Championships and their Qualifiers
- **Normal** - Sneak Preview, Release Celebration, and Battleground events  
- Other sanctioned tournaments unless otherwise specified

#### **E-5. Legal Cards: Overview**

Huntik TCG 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 version of a Huntik TCG card is legal to use in tournament play. 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 found in the Huntik TCG Official Card Reference.

An Alternate Art promotional version of a card from a set is legal whenever that set is legal and the card itself is legal.

#### **E-6. Legality of Sets**

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

The following cards are legal for Constructed events:

- Seekers and Secrets – February 17
- Legendary Saga – TBD
- Omens and Legacies – TBD
- Labyrinth of Doom – TBD

## **General Tournament Rules**

#### **E-10. Tournament Match Structure**

Tournament rounds in Huntik TCG tournaments are played as single-game matches.

Events that use single-game matches follow these rules:

- In each round of the tournament, each player will play one game against an opponent to determine the winner of the match. The first player to win a game is the winner of the match.

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 results in UD tournaments, so there will always be a match winner.

### **E-11. Time Limits**

The time limit for a match round is 30 minutes. Time limits for any single-elimination Top 8 bracket are as follows:

Quarterfinals	45 minutes
Semifinals	60 minutes
Finals	60 minutes

When playing in a Sealed Deck tournament, players have 20 minutes to build their decks, or 30 minutes if decklists are being used. When playing in a Draft tournament, players have 10 minutes to build their decks, or 20 minutes if decklists are being used.

A tournament organizer can 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.

### **E-12. End-of-Match Procedure**

When time is called at the end of a round, the players finish the current turn and then play three additional turns. Then, play stops, and the match winner is determined using the following process:

- If players are playing a point scoring mission, the player with the most points wins.
- If players are not playing a point scoring mission, or if the points are tied, then the player with the most major heroes in play wins.
- If players are tied for the number of major heroes in play, then the player with the most minor heroes in play wins.
- If players are tied for the number of minor heroes in play, then the defending player wins.

### **E-13 Simultaneous Victory**

During a point scoring mission, if at the end of in-game round seven, players are tied for points, the winner is determined using the following process:

- The player with the most major heroes in play wins.
- If players are tied for the number of major heroes in play, then the player with the most minor heroes in play wins.
- If players are tied for the number of minor heroes in play, then the defending player wins.

### **E-14 Tournament Mission Selection**

Tournament Organizers have three options for tournament missions. Organizers can allow players to provide their own missions for the tournament. Organizers can provide a single tournament mission for the duration of the tournament to be revealed at the tournament. Alternatively, organizers can provide a single tournament mission for the duration of the tournament ahead of time. This option is recommended for the majority of the tournaments. Each of the above options must be clearly advertised to the players before the tournament, and may not be altered by the Tournament Organizer, once the tournament starts.

For bring-your-own-mission tournaments, players select three expert or mutual missions as part of deck building. Players may not alter their missions during the tournament and may be required to register their missions using deck registration. Players may not select training or solo missions.

For tournaments where tournament organizers provide missions, organizers must provide a reasonable opportunity for all players to have an equal amount of time to learn the mission.

### **E-15 Determining a Lead Player and Mission Selection**

Players use a random method to have the option to determine who will be the lead player for the round. For tournaments where players bring their own missions, the lead player will then randomly determine the mission for the match, among the three missions that are part of that player's deck.

*Example: Carl and Mike are playing in a tournament where players are allowed bring their own missions. Carl wins the die roll. He has the option to determine the lead player for this match. He chooses Mike to be the lead player. After this choice Mike will roll a die to randomly select a mission from the three missions he brought to the tournament.*

### **E-16 Tracking In-game Rounds and Missions**

For competitive events, players are required to use pen and paper to track the current in-game round, and, if necessary, mission progress.

## **Tournament Format Rules**

### **E-20. Limited Format: General Rules**

These formats are called "Limited" because players open a limited number of packs and build their decks with some of those cards. This allows players to experience playing different cards than they normally would in a Constructed tournament.

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

- Sealed Deck
- Booster Draft

The difference between these formats is the method of obtaining the pool from which to construct a deck. In a Sealed tournament, players open packs and build their decks with cards from those packs. In a 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.

In all Limited formats:

- Players must construct a deck with a card minimum based on the number of packs used in the limited format. For each pack used in the limited format, the deck minimum is increased by 5 cards.

*Example: Morgan is playing in a sealed format that uses 4 packs to build decks. The minimum number of cards in Morgan's deck is 20 (5 x 4 packs). Dan is playing in a limited*

*format that uses 3 packs to build decks. The minimum number of cards in Dan's deck is 15 (5 x 3 packs).*

- Players are allowed to mix Good and Evil cards in limited deck construction.
- Players do not use mission and feature cards that are part of their limited card pool in deck construction.
- Players remove and keep the info or the password card from their limited card pool. It is not part of limited game play.
- All players open the same amount of boosters as any other player in the tournament.

#### **E-21. Abnormal Boosters**

Occasionally, a player in a Limited 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 must be brought to the attention of tournament officials. The tournament officials will then decide either to allow the booster pack in the tournament or to replace it with another booster pack. This decision is made based on the level of the tournament and the specific situation.

At premier events, any abnormal booster containing will be replaced by the Tournament Organizer, to ensure a fair playing experience.

#### **E-22. Set Distribution**

If a Limited tournament involves more than one set, it will use the following distributions, where A, and B, are sets in chronological order of release:

##### **Three packs (A/B):**

Booster Draft: 1A/2B

Sealed Deck: 1A/2B

##### **Four packs (A/B):**

Booster Draft: 1A/3B

Sealed Deck: 1A/3B

#### **E-30. Sealed Deck: Specific Rules**

*These rules apply in addition to the general Limited rules in Sections E-20–22.*

Each player opens **three, four (recommended), or five** booster packs. 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 those booster packs may be used.

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

#### **E-40. Booster Draft: Specific Rules**

*These rules apply in addition to the general Limited rules in Sections E-20–22.*

Each player starts with **three** sealed booster packs of cards. Players 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 are used and which sets the packs come from. The packs may be from different sets or the same set.

When playing in a Booster Draft tournament, players will be separated into pods of four or more players seated around a table. Each player will receive an equal number of packs.

The following steps are taken in a draft:

- (1) Each player opens his or her first booster pack and reviews the cards. If there are packs from more than one set, they are opened in order of release from earliest to latest.
- (2) Each player selects one card and passes the rest of the cards to the player to his or her left. The drafted cards are 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 a card and passed the rest to the left, players pick up the stacks that were just passed to them. The next stack should have one less card. Each player takes a card from this stack and adds it to his or her draft pile. There should now be two cards in each draft pile and two fewer cards remaining to be passed to the left.
- (4) Each time all players have picked a card and passed the rest to the left, each player then picks a card from the next stack and places it on his or her draft pile. Players continue picking a card from each stack and passing the remaining cards on until all of the cards have been drafted from the first booster pack.
- (5) Each player then opens his or her next booster pack, picks a card, adds it to his or her draft pile, and passes the rest 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 to the left (clockwise). The second pack is passed to the right (counter-clockwise). Players have 60 seconds to review their draft piles between packs. They may not review their draft piles during the draft except during these review periods.

Once the draft is finished, all players should have the same number of cards in their draft piles. If three packs of 9 cards were used, then each player should have 27 cards from which to build his or her 15-card minimum deck.

Players receive 10 minutes to build their decks once they have their cards. If decklists are being used, players receive 20 total minutes to build their decks and record the contents on their decklists.

## **E-99. Contact Information**

For the most recent information about tournament policies, or to find versions of this document in other languages, please visit [ude.com/policy](http://ude.com/policy).

For general questions regarding UD programs, please email [ude@upperdeck.com](mailto:ude@upperdeck.com).

### **For Local Inquiries**

[ude@upperdeck.com](mailto:ude@upperdeck.com)  
[questions@upperdeck.nl](mailto:questions@upperdeck.nl)

for North America  
for all International markets