

UDE Tournament Appendix

Appendix B: Vs. System Policies

Valid until October 1, 2005

B-1 How to Use This Document

This Appendix B is used as an addition to the Upper Deck Entertainment (UDE) Tournament Policy. This appendix contains additional policies that specifically apply 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** TCG.

B-2 Appendix B Version Information

- This version of Appendix B was updated on March 1, 2005.
- The next update for this document will be published before October 1, 2005.
- 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 a Constructed Deck Format—where players bring their own decks—or Sealed Pack Format—where players construct a deck out of several booster packs provided by the Tournament Organizer. UDE supports formats for *Vs. System* tournaments outlined below.

- **Sealed Deck Format**—Players open several *Vs. System* booster packs and build a deck from the cards they open from those packs.
- **Booster Draft Format**—Players open several *Vs. System* booster packs and pass the packs around the table, picking cards to add to their decks.

Collectively, the two formats above are referred to as Sealed Pack formats because players construct decks at the tournament using sealed product usually provided by the Tournament Organizer.

- **Golden Age Format**—Players bring their own decks that they construct using all sets—both DC and Marvel—released for the *Vs. System* TCG.
- **Modern Age Format**—Players bring their own decks that they construct out of the last two DC and last two Marvel sets for the *Vs. System* TCG.
- **DC or Marvel Format**—Players bring their own decks that they construct following Golden Age Format or Modern Age Format rules, but only using sets from either DC or Marvel.

Collectively, the formats above are referred to as Constructed Deck formats because players construct decks prior to the tournament, using their own card pool.

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

- **Sealed Pack Crossover Tournament Structure**—Players designate two different team affiliations to be teamed up for the Sealed Pack tournament. (See section B-4)
- **Marvel vs. DC Tournament Structure**—Players participate in one of the two simultaneous tournaments. The winners of the tournaments then play a match against each other to determine additional prizes for their tournament. (See section B-5)

B-4 Sealed Pack Crossover Tournament Structure

Heroes and villains often cross over from one comic to another to team up with a new ally. Often these are the most interesting and unique stories. To simulate this, UDE supports a variation of Sealed Pack called the "Crossover" tournament structure.

This tournament structure may only be used when using packs from different expansions set in the same booster draft or sealed deck tournament.

Crossover tournament structure follow the same rules as Booster Draft or Sealed Deck, with an important twist: After drafting their cards or opening their sealed decks, players select two team affiliations. These team affiliations must be noted on their deck registration sheets and cannot change during the tournament.

Players must tell their opponents, at the start of each round, which team affiliations they have selected for their Crossover options.

For that entire tournament, all of each player's cards from each of those teams will act as though they also had the team affiliation of the other team written in the team affiliation area.

This Crossover tournament structure allows some very interesting combinations of teams and allows tournament organizers to use their imagination 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 had Brotherhood written in the team affiliation area, and vice-versa.

B-5 Marvel vs. DC Tournament Structure

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

To run 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 winners for both tournaments are determined, the finalists then play off against each other. The winner of the Marvel vs. DC playoff round earns additional prizes for their respective tournaments.

Example: UDE uses the Marvel vs. DC tournament structure at one of their 10K tournaments. The tournament organizer runs two simultaneous 10K tournaments—one using cards only from the DC sets and another using cards only from the Marvel sets. Winners of each tournament then play off for a chance to double the cash prize payouts for their respective tournaments.

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

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

B-6 Set Rotation

Some new formats limit the number of sets that players may use for their deck construction. This section explains how the rotation of the legal sets works in relation to set releases and date for the legality of sets.

Any time a set becomes tournament legal, it is added to the Golden Age format and no sets are rotated out. Players continue playing with every single tournament legal set that is released.

Any time a set becomes tournament legal, it is added to the Modern Age format and the oldest released set in the format is "rotated out." Players only play with the last two tournament legal DC sets and the last two tournament legal Marvel sets.

Example: The current Modern Age format is the last two Marvel sets (*Marvel Origins* and *Web of Spiderman*) and the last two DC sets (*DC Origins* and *Superman, Man of Steel*). When *Marvel Knights* set becomes tournament legal on March 1, 2005, the oldest set in the format—*Marvel Origins*—will rotate out, creating a new and exciting Modern Age format.

B-7 *Vs. System* Tournament Rankings

For 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 for *Vs. System*:

- **Sealed Pack Rating**—Includes the Sealed Deck and Booster Draft formats.
- **Constructed Deck Rating**—Includes Golden Age Format, Modern Age Format and DC or Marvel specific formats.

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

B-8 *Vs. System* Pro Circuit Credit System

Pro Circuit Qualifiers, \$10,000 Championships and Pro Circuits themselves offer a chance for players to collect Pro Circuit Credits. Ten Pro Circuit Credits allow players to participate in a Pro Circuit tournament. Players can check Pro Circuit Credits at ratings and ranking 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.
- Beginning March 1, 2005 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 10th at a \$10,000 Championship. He earns 10 Pro Circuit Credits. However, 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 Anaheim. He spends 10 Pro Circuit Credits to participate in the tournament, decreasing his total to 3 Pro Circuit Credits. Danny finishes 120th. He earns 2 Pro Circuit Credits. Danny now has 5 Pro Circuit Credits.

Example: Adrian has 40 Pro Circuit Credits when he arrives at Pro Circuit Anaheim. He spends 10 Pro Circuit Credits to enter the tournament, decreasing his total to 30 Pro Circuit Credits. Adrian wins the tournament. He earns 50 Pro Circuit Credits. However, his total may not exceed 50 Pro Circuit Credits, so he gains only 20 Pro Circuit Credits.

Example: Jeff has 17 Pro Circuit Credits when he finishes 1st at a Pro Circuit Qualifier. He earns 10 points. However, his total points gained from a PCQ can not exceed 20 Pro Circuit Credits, so he gains only 3 Pro Circuit Credits for 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, even those 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.

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—even before the official release date.

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*

Upcoming Set Legality:

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- *Green Lantern Corps* becomes legal on June 1, 2005
- *Batman: Batman TCG* Starter set becomes legal on June 1, 2005
- *Fantastic Four: Fantastic Four TCG* Starter set becomes legal on June 1, 2005
- *Avengers* set becomes legal on September 1, 2005
- *JLA: Justice League of America* becomes legal on December 1, 2005

B-11 Counterfeit or Fake Cards

Counterfeit or fake cards are illegal and are never allowed in any tournament. Photocopied cards, sometimes called "proxies," are not allowed in tournaments and are considered 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 and never play with those cards. Players should be careful when buying cards or trading cards to ensure the cards they are getting are genuine cards made by UDE. If any player finds a fake card, he or she should send details to the UDE Fraud Investigation Team at fit@upperdeck.com. Visit ude.com/fraud for more information.

B-12 Tournament Match Structure

In each round of a tournament, a player will be required to 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. This game structure requires that organizers run additional rounds of Swiss play to accurately determine top players for that tournament.

In some tournaments, especially during the Top 8 single elimination rounds, players may be required to play best two out of three games to determine a winner of a match. Games continue until one player wins two games. If two players have drawn a game and each player then wins a game, they will need to play additional games until one player wins two games in the match.

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

B-13 Time Limits

The best of one game time length for a round is 30 minutes. The best of three games time length for a round is 60 minutes. Time limits for the top 8 single elimination rounds at a Pro Circuit are 120 minutes (2 hours) for quarter and semi-finals and 210 minutes (3.5 hours) for the finals.

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

Individual tournament organizers can slightly adjust time limits for a tournament only if absolutely necessary and only if clearly announced before the tournament begins.

B-14 End of Match Procedure

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

When time is called at the end of a round, the current turn of each match still in progress is completed, then an additional turn is played, and then the 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 the opponent.
- If both players have an equal number of game wins, then the player with the highest endurance in the current game is the winner. If endurance totals are tied, continue to play an additional turn until there is a difference in endurance totals at the end of any given turn. All games must last until the end of turn 3, at the minimum.
- If both players have an equal number of game wins and are between games, then the next game should start and the match winner will be determined by checking the endurance totals at the end of turn 3 and each turn thereafter.

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

Example: In a different match, time is called during game two. David has already won game one. The current turn is completed and one additional turn is played. Even with the extra turn, neither player can defeat the opponent. The current game is considered unfinished, and David wins the match because he won game one.

Example: In a different match, time is called during game two. Kate won game one. Mark finishes his turn and manages to win game two. Kate and Mark are now tied, each having won a game. They start game three. Game three lasts until the end of the third turn, at which point endurance totals are checked. Kate recruits a character on turn 3, and Mark is unable to defend. Kate attacks, reducing Mark's endurance to 48. At the end of the turn, Kate is ahead on endurance, so she is the winner of the game and subsequently the match.

Example: In a different match, time is called during game three. Michelle and Danny have each won a game in the match. The players finish their current turn and one additional turn, at which point their endurance is tied at 35 each. They play another turn. Danny activates a location to gain 2 endurance. Next, Michelle uses a plot twist to gain 4 endurance. Michelle is ahead on life points at the end of the turn, so she is the winner of the game and subsequently the match.

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 make strategic decisions accurately. Players may rearrange cards in their hands freely.

B-17 Shuffling the KO'd Pile

A player is not allowed to shuffle or alter the order of his or her KO'd pile in any way. A player's KO'd pile is public information at all times.

B-18 Sealed Pack Format - General Rules

An interesting and fun way to play *Vs. System* is 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 and allows players to experience playing different cards than they normally would in a Constructed-format tournament.

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

Sealed Pack formats:

- 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 how the cards are chosen. As in Constructed formats, side decks are not used in Sealed Pack formats. Decks may not be switched 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 the cards have been selected.

B-19 Sealed Deck-Specific Rules

These rules apply in addition to the Sealed Pack general rules in section B-14.

Each player opens three or more boosters 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 boosters may be used to create the decks.

Players receive 20 minutes to build their decks once they receive their cards. If decklists are being used, then players should receive 30 minutes total, to ensure 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-20 Booster Draft–Specific Rules

These rules apply in addition to the Sealed Pack general rules in section B-14.

Each player starts with three sealed booster packs of cards. Players may use more than three packs as long as every player has the same number of packs, but three packs is the normal amount to use. The tournament organizer will decide the number of packs used and which expansion 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. Players have twenty seconds to review their cards between packs but they may not review their cards during the draft except during these twenty-second review periods.

The following steps are taken to draft:

(a) Each player opens his or her first booster 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 open the *Web of Spider-Man* boosters first. In case of a tie, open the earliest-published set first.

(b) 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 that selected them. This pile becomes the draft pile for that player.

(c) 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 pack 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.

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

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

(f) Drafting continues until there are no cards left in the boosters.

During drafting, the first pack and third pack are passed around the table to the left (clockwise). The second and fourth packs are passed around the table to the right (counter-clockwise).

Once the draft is finished, all players should have the same number of cards in their draft piles. If three 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 receive their cards. If decklists are being used, players receive 20 minutes to register their initial card pools before the deck swap. Then players should receive an additional 30 minutes after the deck swap to ensure they can accurately record the contents of their decks on their decklists.

B-21 Abnormal Boosters

Occasionally, players 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, who will then make a decision, based on the level of the tournament and the specific situation, of either allowing the booster in the tournament or replacing it with another booster.

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-22 Contact Information

For the most recent information about tournament policies and for other language versions of the document, please visit ude.com/policy.

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

For Local Inquiries:

Australia: australia@upperdeck.com

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