

Gundam Card Game

World Championship 25-26 Grand Finale

Tournament Rules

◆ Decks

The use of sideboards is permitted in the Grand Finale.

Construct your main deck using exactly 50 cards. An additional 10 cards may be set aside as your sideboard. You are allowed to substitute cards in your main deck with cards in your sideboard during breaks between games. When constructing your deck, up to four cards with the same card number may be included in your main deck and your sideboard combined, and you may include cards with up to two card colors.

Note: During each game, the main deck you use must contain exactly 50 cards.

Note: After one match ends and before the next match begins, you must return your main deck's contents to the state it was in when initially presented before playing.

Note: Decks are subject to inspection by a judge or staff member. If a judge or staff member asks, promptly present your deck for inspection without argument.

Note: If your sideboard does not contain exactly 10 cards, you will be required to play without it.

In addition to your deck, prepare a resource deck constructed of 10 Resource cards, as well as token cards (including an EX Base and an EX Resource) and damage counters.

◆ Usable Cards

In the Gundam Card Game, the use of card facsimiles, cards that are not

legitimate Gundam Card Game cards, cards with signatures, names, or other writing on them, and notably damaged cards is not permitted. The use of counterfeit cards (including copies and handmade substitutions) is also not permitted. This includes Resource cards and token cards.

Use of any card with a new card number that has been available for purchase or in circulation for less than seven days is not permitted. Use of a card whose card number matches that of a card previously available for purchase or in circulation for seven days or more is permitted, regardless of whether seven days have passed.

Use of a card may be disallowed at a judge or staff member's discretion if dents, stains, marks, warping, or other defects on that card's front, back, or sides allow it to be distinguished from the other cards in the same deck. Such cards can be used as long as the card is no longer distinguishable when sleeves are used.

◆ Sleeves

Sleeves will be provided by the event organizers at the venue reception. After checking in, participants are asked to sleeve their cards themselves.

Note: Only one sleeve may be used per card.

Note: Transparent inner sleeves and outer sleeves are not permitted for use in this event.

◆ Video Streaming

We will be streaming highlights from matches played at the feature table on our official YouTube channel. If selected, players are asked to move to that table as instructed by staff members.

Note: If a player refuses to take part in the feature table matches and streamed videos, they will be disqualified and lose their right to receive all commemorative merchandise.

◆ Match Format

<Preliminary Rounds>

Three round Swiss Draw.

One match, best two out of three games, with a 60-minute time limit.

• Scoring

The following points are awarded based on the match's outcome.

Win: 3 points. Lose: 0 points. Draw: 1 point.

• Players One and Two

During the first game, a random method such as rock paper scissors is used to determine which player chooses whether to go first or second. During the second and third games, the player who lost the previous match chooses whether to go first or second. (Players One and Two are chosen while preparing for each game, after sideboard substitutions have been made.)

• Sideboards

Place your sideboard face down on the table away from the center where it won't become mixed in with your main deck. You are permitted to substitute cards in your sideboard for cards in your main deck during breaks between games. The time required for making sideboard substitutions is included in the match time limit, so try to finish promptly. The contents of a sideboard are private information, while the number of cards in it is public. Players are free to confirm the number of cards in their opponent's sideboard at any time.

In Swiss Draw, rankings are determined using the following criteria, listed by priority.

1. Score (Each match win: 3 points. Loss: 0 points. Draw: 1 point.)
2. Opponent match win percentage (OMW%)
3. Average opponent's match win percentage (OOMW%)
4. If 1 through 3 are all equal, a random method determined by the organizer

Note: OMW% reflects the overall strength of opponents encountered during the tournament. When two scores are equal, the player who encountered stronger opponents more frequently ranks higher. The OMW% is assigned the value 0.33 if it falls below that when calculated. (Only a player's score is referenced when

determining match pairings, and the pairs are chosen at random.)

Management of Time Limit Expiration in Preliminary Rounds

If a game fails to end within the time limit, additional turns will be added based on which player's turn is currently in progress, as described below.

• When time expires during Player One's turn, the turn in progress becomes turn 0 and 3 turns are added.

• When time expires during Player Two's turn, the turn in progress becomes turn 0 and 2 turns are added.

If a match's outcome has yet to be decided when time runs out, it will be settled by the methods listed below.

1. If game one is in progress

Play additional turns, and the player who wins game one becomes the match winner. If game one's outcome remains undecided following the additional turns, the match is declared a draw.

2. If game one's outcome has been decided and game two has yet to begin

The player who won game one becomes the match winner.

3. If game two is in progress

Play additional turns to decide game two's outcome, and if a player has two wins and zero losses, that player becomes the match winner. If both players have one win and one loss, the match is declared a draw. If game two's outcome remains undecided following the additional turns, the player who won game one becomes the match winner.

4. If both players have one win and one loss after game two has ended, and game three has yet to begin

The match is declared a draw.

5. If game three is in progress

Play additional turns, and the player who wins game three becomes the match winner. If game three's outcome remains undecided following the additional turns, the match is declared a draw.

Note: Additional turns also have a time limit of 10 minutes. If that time runs out while a card with an activated effect is present, the additional turns end after that effect has been resolved, and a winner is decided in accordance with methods 1, 3, and 5 above.

Note: Excessively slow play or failing to make satisfactory progress in a game as determined by a judge can subject a player to penalization.

Note: After the preliminary rounds conclude, the finalists will be determined based on their rankings. The top eight players at the end of the preliminary rounds will advance to the final tournament.

<Final Rounds>

Three round single elimination tournament.

One match, best two out of three games, with no time limit.

Note: With the exception of time limits, the same rules from preliminary rounds apply.

◆ Event Rules

Note: Tournaments are conducted using the latest version of the official rules. Be sure to familiarize yourself with them.

Match endings and results are determined in accordance with the regulations established for the tournament. The result of a match cannot be overturned after it has been reported or confirmed by a judge or staff member.

Any player not in their assigned seat at the start of a match loses that match. Any player caught engaging in foul play immediately loses that game.

Except when foul play is involved, the results of any misapplication of the rules discovered after the game has progressed beyond that misapplication will not be reversed.

Be aware that if any behavior disruptive to the tournament is observed, such as foul play or poor manners, that individual may be subject to disqualification or expulsion from the venue at a judge or tournament organizer's discretion.

If a question arises, immediately stop the game, summon a judge or staff member, and follow their guidance. Don't forget that a proper ruling cannot be made if the game has progressed beyond the point in question.

Note: Keep in mind that a judge or staff member's decision is valid on the day of the tournament, but the official rules and other rulings can later change it. Any decision made by a judge or staff member has precedence over all other rules during this event.

◆ Shuffling

You may either shuffle your deck or cut it (by placing it on the table and dividing it into smaller stacks then recombining them) until you are content that its order has been sufficiently randomized. This action must be performed in your opponent's view and completed within a reasonable amount of time, and you must take care not to damage any of the cards or view their contents.

After shuffling, allow your opponent to cut or shuffle your deck to confirm it is ready. This confirmation step should require a minimal amount of time. Shuffling by your opponent is not necessary provided that both players agree to skip it.

Note: After your opponent has finished shuffling or cutting your deck, you cannot shuffle or cut it again.

A judge or staff member is permitted to shuffle a player's deck when they are dealing with a game rule violation. After they finish shuffling, the player cannot shuffle or cut it again.

◆ Withdrawing from a Tournament

A player wanting to withdraw from a tournament in progress must either inform a judge or staff member and receive permission, or withdraw themselves on TCG+.

Note: A player who withdraws after opponents have been announced but before games have started is considered to have first forfeited their match before withdrawing. If a player withdraws, they cannot receive consolation prizes or

other commemorative merchandise.

◆ Manipulation of Match Results Via Foul Play

Regardless of the tournament type, a player is not allowed to determine a game's outcome by discussing it with their opponent or otherwise falsify the results of a match. Players will be severely penalized if they unfairly manipulate the outcome of a match.

◆ Manners

The consumption of food and beverages, including alcohol, and smoking are not permitted during matches.

Keep an eye on possessions to avoid their loss or theft, and keep in mind that you will likely bear all responsibility in the event a loss or theft occurs.

If you are feeling unwell, summon a staff member immediately.

Note: You forfeit a match if you leave your seat during it for any reason.

Using electronic devices during matches is not permitted. Either turn your phone's power off or set it to silent mode. You can be disqualified for using it or answering calls during a match.

During matches, store away any unnecessary items whose presence might invite suspicion. Along with your constructed deck, resource deck, token cards, play mat, and Gundam Assembles, the following items may be used as gaming aids.

- Dice (20-sided or less)

- A wristwatch

Note: The use of smart watches and similar electronic devices with additional functionality is not permitted.

Manipulating the order of cards in your deck, even before shuffling or during breaks between matches, is grounds for a warning.

While a match is in progress, make sure the cards in your hand stay above the

table at all times.

If your opponent asks about an effect on a revealed card or a card in your trash, be sure to answer with the correct information. If your opponent asks you for the number of cards in your deck, trash, shield area, hand, or anywhere else where it is public information, be sure to answer with the correct number.

◆ Penalties

A judge or staff member may impose a penalty by their own authority if a player fails to conform to what is written in the regulations for the tournament being played as well as the Gundam Card Game Sanctioned Tournament Floor Rules document and the rules manual. Penalty severity will be decided by the judge or staff member, and it will be based on the circumstances and severity of the rule violation, along with the level of the event or tournament being played. Additional rule violations after a penalty has been imposed may result in severer penalties.

Penalty Types and Their Application

① Caution

This penalty remains on a player's record for the duration of the event. It is imposed when a game rule violation has been committed and the violation is severe enough that the game cannot be completely returned to its original state despite the judge or staff member's best efforts to correct it. Repeated cautions may result in the player receiving a warning.

② Warning

This penalty remains on a player's record for the duration of the event. It is imposed for violations that are not severe enough to warrant a forfeit or a disqualification. Repeated warnings may result in the player receiving a forfeit or a disqualification.

③ Forfeit

This penalty is imposed in response to cases where the violation was malicious or in situations where the nature of the violation prevents the game from continuing. The game immediately ends when a forfeit penalty is imposed.

Only the tournament organizer or a judge given permission by the organizer may impose a forfeit penalty.

④ Disqualification

This penalty is imposed in response to cases where the violation is exceptionally malicious, actions are taken that have a negative impact on the entire event, or extremely poor sportsmanship is exhibited. When a player receives a disqualification penalty, they lose any match currently in progress and are restricted from taking part in any further matches. They will be ineligible to receive prizes for their performance prior to the disqualification.

It is also possible for a spectator to receive a disqualification penalty, in which case they are expelled from the venue.