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TGC Gundam Card Game
Sanctioned Tournament Floor Rules
Ver. 1.1.0

This document provides a set of rules for conducting official and sanctioned tournaments for the trading card game (TCG) Gundam Card Game. There are two recognized Gundam Card Game event types: official tournaments and sanctioned tournaments. Any tournament organized by Bandai Corporation is an official tournament. Any tournament organized with the approval of Bandai Corporation is a sanctioned tournament. The rules provided within this document are applicable to sanctioned tournament events. If tournament regulations for a particular event conflict with the rules provided within this document, those tournament regulations will take precedence.

Introduction

These Gundam Card Game sanctioned tournament floor rules have been established to ensure that all persons participating in Gundam Card Game events are able to enjoy the battle in a relaxing environment. Ideally, all participants will strive to play by the rules and contribute to a successful event, so that everyone can have fun playing Gundam Card Game regardless of whether they win or lose.

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Section 1: For Event Participants

Participants in Gundam Card Game events are expected to respect one another and show consideration for others at all times. Cheating and other improper conduct will not be tolerated.

Section 2: For Players

Players are expected to abide by the established rules and exercise good manners while playing fairly. Games will be more enjoyable for everyone if players remember to show one another a little consideration. Please be mindful of the following list of manners for gameplay.

- Greet your opponent before each match and offer them a courteous remark afterwards.
- Clearly announce all timed events and effects performed during the match. Opponents should respond in confirmation.
- During the match, place cards and other possessions so that your opponent, judges, and staff members are easily able to determine where they belong.
- Remember to handle your opponent's cards with care and obtain permission first when you need to confirm details on your opponent's cards (including cards they reveal and cards on their field or in their trash). Unless a card specifies otherwise, you cannot view cards in your opponent's hand or deck.
- Conduct that your opponent might find disturbing is not permitted.
(e.g., talking loudly, insulting remarks, intentionally slow play, excessive manipulation or shuffling of your hand, etc.)
- If you must leave your seat during a match, first obtain permission from your opponent, as well as a judge or staff member.
- If a question or ambiguous situation arises during a match, seek clarification from a judge or staff member.
- If a question regarding a rule arises during a match, any player can ask for a judge or staff member for clarification. After doing so, all players must conform to the decision made by that judge or staff member.
- During a match, only place relevant materials (your deck, resource deck, token cards, Gundam Assembles, playmat, and support materials) on the table, and do not handle any unrelated materials if at all possible.

Note: You may use the following items for the purpose of recording damage, AP, and the like.

- Game dice with 20 or fewer sides
- Damage counter sheets

- During matches, revoking actions that conform to the rules is generally not permitted. When an opponent attempts to revise an action without consent, ask for a judge or staff member to deal with the situation.
- Players should pay attention to their bags and other possessions in an effort to prevent accidents and theft.

Section 3: For Spectators

When observing a tournament, watch from a designated area in a well-mannered fashion to ensure that individual matches and the tournament as a whole are not interrupted.

Offering advice, commenting on a game in progress, or otherwise interfering with a match will not be tolerated. Failure to comply with these considerations may result in expulsion from the venue at a judge or staff member's discretion.

Section 4: Judges

Judges will enforce the established rules in cooperation with event participants and staff members to help ensure a smooth and impartial tournament outcome.

Judges are expected to set an example for players by keeping their interactions with them well-mannered.

When confirming player reports concerning game rule violations, judges will listen to both players before determining how to correct the situation so that gameplay can proceed.

In some cases when a rule violation has occurred and it is discovered after gameplay has progressed beyond it, gameplay may continue unchanged. Additionally, when judges observe a rule violation, including instances of cheating, suspected foul play, or irrational activity, they may intervene, explain the violation, and take corrective action.

Section 5: Cards

Players will use only cards that are permitted by the tournament regulations for the tournament they are participating in. The use of counterfeit cards (including copied or handmade proxy cards) is not permitted in any type of tournament. (With token cards being an exception.)

Use of a card may be disallowed at a judge'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.

Some tournaments (Newtype Challenges, Championship events) do not allow the use of cards with new card numbers that have been available for purchase and/or in circulation for less than seven days. (Resource cards and cards that do not belong in decks, as well as new cards with card numbers matching older cards that have been available for purchase or been in circulation for seven days or more may be used, even if seven days have not passed since the new cards became available.)

■ Gundam Assemble

As a rule, Gundam Assemble (miniature-sized Gunpla) may be placed on top of token cards that are appropriate for use in official tournaments and sanctioned tournaments, but using Gundam Assemble without token cards is not permitted. However, please be aware that regulations for individual shops or tournaments may disallow their use.

■ Resource Cards and Token Cards

All Resource cards and token cards available for purchase and/or in circulation may be used, as well as Resource cards and token cards in all languages.

Section 6: Sleeves

- The cards in decks must be covered with opaque-backed sleeves.
- All of the cards in a deck must be inserted into matching opaque-backed sleeves, one card per sleeve, with the same card orientation. A single card may have up to two sleeves covering it. In that case, cover all the cards with the same number of sleeves, and insert all the cards and their sleeves in the same order and orientation. If two sleeves are used, at least one of them must have an opaque back. (Decks using only transparent sleeves are subject to penalization, even if the transparency is faint.)
- You may choose any of the following for your resource deck and tokens (including EX Base and EX Resources): 1. Cover them with opaque-backed sleeves. 2. Cover them with transparent sleeves. 3. Leave them uncovered.
- If you cover your resource deck or tokens (including EX Base and EX Resources) with opaque-backed sleeves, different sleeves must be used on your deck, resource deck, and tokens respectively.
- If you cover your tokens with opaque-backed sleeves, your Unit tokens, EX Base, and EX Resources must all be covered with matching opaque-backed sleeves.
- You are permitted to use a plastic top loader on your EX Base. Make sure any sleeves on

it match those on your other tokens before inserting it into the top loader. (If you use a top loader, only insert the EX Base and any sleeves covering it. Do not insert any other cards or objects, such as stickers.)

- Any decks, resource decks, or tokens covered with three or more sleeves are subject to penalization.

- Use of unofficial opaque-backed sleeves, including sleeves with patterns, is also permitted. (Any sleeve that is liable to affect tournament impartiality, violates copyrights, is indecent or immoral, or that otherwise deviates from the tournament's rules or socially acceptable standards of behavior may be subject to penalization at a judge or staff member's discretion.) (Note that some tournament organizers require that specific card sleeves be used during their tournaments.)

- Use of a sleeve may subject you to penalization at a judge or staff member's discretion if it enables identification of a specific card within or significantly restricts the ability to identify the card's contents.

- During tournaments, if a judge or staff member determines that their current sleeves are unusable (e.g., because they significantly restrict card visibility or they hide portions of the text), players must switch their card sleeves to something more appropriate. Since they will be subject to penalization if they cannot, bringing replacement sleeves is recommended.

Section 7: Tokens

If you will be using tokens, you may use any of the following options.

- Any card matching the dimensions of cards officially made available for purchase and/or circulation that can show an indicative orientation (active or rested).

You may prepare as many token cards as you like for use, but you must have the necessary token cards at hand if your deck contains cards with effects that use tokens. If you run out of token cards during a game, any card-like object that is able to indicate active and rested may be used provided both players agree to it. It is not necessary to declare in advance what effects your token cards will be used for.

Section 8: Event Progression

I. Shuffling

When shuffling a deck, the order of the cards in that deck is randomly mixed up sufficiently enough that neither player can determine the order. Decks must be thoroughly shuffled at the start of each game. Players will be severely penalized if they are caught manipulating their

decks inappropriately while shuffling. (Penalties are described in detail in Section 12.)

■ Shuffling your Deck

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 the deck's order has been sufficiently randomized. This action must be performed in view of your opponent and completed within an appropriate 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. After your opponent has finished cutting or shuffling your deck, you cannot cut or shuffle it again. Shuffling by your opponent is not necessary provided that both players agree to skip it.

■ Cutting Your Deck for Your Opponent

When cutting your own deck in place of your opponent after shuffling, confirm the procedure you will use with your opponent. As with a normal confirmation cut, this step should require a minimal amount of time.

The following is an example procedure when cutting for your opponent:

1. The player who shuffled divides their deck into three stacks with roughly the same number of cards in each stack.
2. Their opponent chooses what order the stacks are recombined in.
3. The player places one stack on top of another in the order instructed by their opponent.

■ Judge Shuffling

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

II. Time Limits

When the scheduled ending time for an event arrives and a winner has not yet been determined, both players lose.

During certain events (official tournament final rounds and tournament battles), if a game fails to end within the established time limit, players may be granted additional turns depending on whether the current turn belongs to Player One or Player Two, as shown below.

- If time runs out during Player One's turn

Add three turns after the current turn

- If time runs out during Player Two's turn

Add two turns after the current turn

If the game fails to end during the additional turns listed above, the steps below should be followed to determine an outcome.

1. The player with the most cards in their shield area (combined total of Base and Shields) is the winner. (If cards are equal, go to step 2.)
2. The player with the most cards remaining in their deck is the winner. (If decks are equal, go to step 3.)
3. Both players lose.

III. Effects That Look at Decks

When a player looks at a deck for a card's effect, that player can be subject to a penalty if they use an excessive amount of time.

Section 9: End of Matches and Results

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 entered into a result reporting form or confirmed by a judge.

Section 10: Withdrawing from a Tournament

As a rule, a player wanting to withdraw from a tournament in progress must inform a judge

or staff member and receive permission. 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.

Section 11: 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. (Penalties are described in detail in Section 12.)

Section 12: 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 this *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

Examples accompanying the following penalties ① through ④ are provided simply to illustrate how they might be applied. Lighter (or heavier) penalties for the same violation may be imposed at a judge or staff member's discretion.

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'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

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

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.

Note: During official tournaments, disqualification from future events is an additional penalty that may be applied.