

UDE Tournament Appendices

Appendix C: World of Warcraft Policies

Valid until September 1, 2007

C-1. How to Use This Document

Appendix C is used as a supplement to the Upper Deck Entertainment (UDE) Tournament Policy. This appendix contains additional policies that apply specifically to the World of Warcraft trading card game (WoW TCG), while the UDE Tournament Policy contains overall rules and procedures that apply to *all* UDE games.

C-2. Appendix C Version Information

- This version of Appendix C was updated on February 28, 2007.
- The next update for this document will be published before September 1, 2007.
- The most up-to-date version can be found at ude.com/policy.
- Destroy older versions of this document to avoid confusion.

C-3. WoW TCG Tournament Formats

Each tournament format supported by UDE is either a Constructed Deck format, where players bring their own decks, or a Sealed Pack format, where players build decks out of several booster packs that are usually provided by the tournament organizer. Players can also participate in events as part of a team.

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 WoW TCG tournaments:

- **Sealed Deck Format (including Team Sealed)**—Players open several WoW 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 WoW 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 the Constructed Deck format, players construct a deck using their own card pools prior to the tournament. A Constructed deck must adhere to the following rules:

- A deck must include at least 60 cards, not counting the starting hero.
- A deck can't include more than four copies of a single card unless that card has the "unlimited" keyword in its type line. You may include any number of unlimited cards in your deck.

Players can also participate in Raid tournaments, in which teams of players face off against mighty foes from the World of Warcraft universe using Constructed decks and specially tailored Raid decks.

C-4. WoW TCG Tournament Rankings

In each official WoW TCG 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 the WoW TCG.

- **Sealed Pack Rating**—This includes the Sealed Deck and Booster Draft formats.
- **Constructed Deck Rating**—This includes all single-player Constructed Deck formats.

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

C-5. Event Level

Each sanctioned WoW TCG tournament will be assigned one of five levels. These levels are:

- A:** Releases and Leagues (Sneak Previews and Release Celebrations, Hobby League)
- B:** Casual (generic sanctioned tournaments)
- C:** Competitive (Qualifier tournaments)
- D:** Championships (main events at conventions)
- E:** Professional (World Championship, National Championships)

C-6. WoW TCG Honor Rankings

With the WoW TCG, UDE has introduced the Honor Ranking System. WoW TCG players are able to achieve "ranks" by playing in sanctioned events. The lowest level is rank 1, increasing to rank 14, as illustrated by the table below:

Rank	Alliance Title	Horde Title
1	Private	Scout
2	Corporal	Grunt

3	Sergeant	Sergeant
4	Master Sergeant	Senior Sergeant
5	Sergeant Major	First Sergeant
6 (Officer)	Knight	Stone Guard
7	Knight-Lieutenant	Blood Guard
8	Knight-Captain	Legionnaire
9	Knight-Champion	Centurion
10	Lieutenant Commander	Champion
11	Commander	Lieutenant General
12	Marshal	General
13	Field Marshal	Warlord
14	Grand Marshal	High Warlord

Players can earn ranks through both participation and performance in events. A player's rank is determined by the number of events he or she has participated in and, in higher-level tournaments, how well he or she performed.

Players will earn rewards based on their ranks. Details will be announced at www.ude.com/wow/honor.

C-7. Legal Cards: Overview

WoW 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 WoW 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 name found in the WoW Official Card Reference file located at ude.com/rules.

When players are building decks for Raid tournaments, players can build Raid decks only with cards from the following sets:

Onyxia's Lair Raid Deck (November 29, 2006)
Molten Core Raid Deck (May 2007)

Cards in Raid Decks are legal for tournament play from the day of retail release. As more Raid Decks are released, they will be added to this list and become legal for tournament play.

Oversized hero cards are 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.

C-8. 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. The card legality dates for Constructed events are as follows:

Current Legal Sets

- *Heroes of Azeroth* expansion set
- *Onyxia's Lair* treasure pack cards

Upcoming Legal Sets

- *The Burning Crusade* promo cards are legal upon release.
- *Through the Dark Portal* expansion set becomes legal on April 27, 2007.

C-9. 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.

General Tournament Rules

C-20. Tournament Match Structure

Rounds in WoW TCG tournaments can be played as either single-game matches or best-of-three-game matches (*recommended*). This is determined at the beginning of the tournament, before play has started, and must be clearly announced by the Tournament Organizer. This cannot be changed once the first round has started.

Events which use single-games matches use the following rules:

- In each round of a tournament, each player will play one match against an opponent. 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.

Matches in most events will best-of-three games and follow these rules:

- In each round of the tournament, each player will compete in a best-of-three-game match, which means the first player to win two games is the winner of the match.
- Matches may last longer than three games. If two players have drawn a game, and each player then wins a game, the players will need to play additional games until one of them wins two games in the match.

Team tournaments must follow these rules:

- 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, or C.
- Events can be played using best-of-three- or single-game matches.

Raid tournaments must follow these rules:

- In each round of the Raid tournament, each team member designated A, B, and C will play against the opposing team's Raid deck (player R). Players will play a single game against the Raid deck.

If a tournament has a Top 8 to determine the winner, the Top 8 uses the same match structure as the normal rounds. For example, if an event is level A, it follows those rules in the finals as well.

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

C-21. Side Deck Use

Side decks are only used in best-of-three-game matches.

If a player wishes to use a side deck in a Constructed format, it must contain exactly ten cards. The side deck must be clearly identified and separated from all other cards. Players may not look at their side decks during a game in progress.

Both the main deck and side deck must be returned to their original configurations before the first game of each match. If a penalty would cause a player to lose the first game of a match prior to the first game starting (if a player is late to the table, for

example), neither of the players may use cards from his or her side deck for the second game.

Before the beginning of the second and subsequent games in a match, players may change the contents of their decks by exchanging cards from their decks for cards in their side decks. Any exchange made in this way must be made on a one-for-one basis to ensure that the side deck remains at exactly ten cards. In the event that a game loss penalty was issued prior to the first game in a match, players may not side deck until after they have played an initial game in that match.

Side decks in Sealed Pack will consist of all the remaining cards not used in the main deck. The hero chosen at the time of deck construction may not be changed during side decking.

C-22. Time Limits

The time limit for a single-game match round is 30 minutes. The time limit for a best-of-three-games match round is 60 minutes. Time limits for any single-elimination Top 8 bracket are as follows:

Quarterfinals	60 minutes
Semifinals	90 minutes
Championship	120 minutes

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.

C-23. End-of-Match Procedure

This 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 players finish the current turn and then play three additional turns. 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 whose hero has the most damage is the loser of the game. If damage on the heroes is tied,

play continues. When there is a change in damage totals, the player whose hero has the most damage is the loser of 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 damage on the heroes after four turns. If damage on the heroes is tied, play continues. When there is a change in damage totals, the player whose hero has the most damage is the loser of the game.

C-24. Shuffling and Resources

Players may rearrange cards in their hand and cards in their resource row freely. Players must keep their resource row and hand separate from each other so as not to mix them.

C-25 Tracking Damage on Heroes

For level C, D, and E events, players are required to use a pen and paper to track the damage on their heroes. It is also recommended that each player track the damage on the heroes of all of his or her opponents.

C-26 Note Taking

During play, players may take any notes they wish regarding the match in progress and may refer to those notes as they wish. Note-taking must not interfere with the normal flow of play, and no additional time will be allocated for it.

Tournament Format Rules

C-30. Sealed Pack Format: General Rules

An interesting and fun way to play **the** WoW TCG 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 Deck 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 formats can be used in official UDE tournaments:

- Sealed Deck
- Booster Draft
- Team Sealed

Each method involves 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. 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. In Team Sealed, each team is allocated a pool of cards from which to build their decks.

C-31. 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 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 booster containing any number of blue, purple, or orange cards other than one or two (in the event of a foil or promotional rare) will be replaced by the Tournament Organizer.

C-32. Loot Cards

In Sealed Deck and Booster Draft tournaments, all Loot cards and UDE Points cards are kept by the player opening them and will not be part of a deck swap. These cards are set aside from the rest of the cards in the pack and are not registered as part of the card pool. All scratch-off Loot cards must be verified by a judge before they can be put away or separated from the rest of the card pool.

C-33. Hero Cards

When any pack is opened in Sealed Pack play, the hero cards should first be removed and set aside for the judges to collect. Hero cards do not belong to the players opening the packs.

C-40. Sealed Deck: Specific Rules

These rules apply in addition to the general Sealed Pack rules in Section C-30.

Each player opens **six** booster packs and chooses at least 30 of those cards to make up a deck. If a player cannot make a legal 30-card deck using the cards he or she has opened, a judge should be called over. The judge will verify the deck contents and then allow the player to use cards from the remainder of his or her card pool to bring the total card count up to at least 30. Cards in the deck that are not legal based on the hero's traits (faction, class, and so on) are usable only as face-down resources. Cards

are not drafted or exchanged in any way. Players may choose any hero from the sets being used for the tournament.

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 format to learn, since it does not involve drafting of any kind.

C-50. Booster Draft: Specific Rules

These rules apply in addition to the general Sealed Pack rules in Section C-30.

Each player starts with **four** sealed booster packs of cards. A player may use more than four packs as long as each player has the same number of packs, but four 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 Booster 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 set of packs opened should be from whichever expansion has the most boosters in the draft. If one pack of *Heroes of Azeroth* and three packs of a future expansion are being opened, then players should open one of the boosters from the future expansion 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 one less card 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 two less 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 four packs of 14 cards were used, then each player should have 56 cards from which to build his or her 30-card minimum deck. If a player cannot make a legal 30-card deck using the cards he or she has drafted, a judge should be called over. The judge will verify the deck contents and then allow the player to use cards from the remainder of his or her draft pool to bring the total card count up to at least 30. Cards in the drafted deck that are not legal based on the hero's traits (faction, class, and so on), are usable only as face-down resources. Players may choose any hero from the sets being drafted.

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.

C-60. 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.

C-61. Team Sealed: Specific Rules

These rules apply in addition to the general Sealed Pack rules in Section C-30 and Team Formats rules in Section C-60.

Each team opens thirteen booster packs, and each player on 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 deckbuilding.

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 the opposing player with the same 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.

C-62. Team Draft: Specific Rules

These rules apply in addition to the general Sealed Pack rules in Section C-30 and Team Formats rules in Section C-60.

A team draft involves two teams (team 1 and team 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 the opposing player with the same designation, alternating between teams, as illustrated below:

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

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

The rules for a team draft are otherwise identical to the Booster Draft rules in Section C-50.

C-70 Raid Tournament

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

C-71 Raid Tournament: Specific Rules

Each team constructs three traditional **Constructed** decks following all rules outlined in section C-3. Additionally, each team constructs a Raid deck using rules outlined in section C-7. The players designated A, B, and C use the traditional decks, and player R uses the Raid deck.

All traditional decks on a team (played by players A, B, and C) must be of the same faction—either all Horde or all Alliance.

Each round, players are paired against opposing teams of four players. The players designated A, B, and C play against the opposing team's Raid deck in a WoW TCG multiplayer game pitting the three players against the Raid deck.

Raid tournaments use the single-game match structure.

C-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.

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

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