

TOURNAMENT GUIDELINES

1/10

- The player who goes first is chosen by throwing dices. Dices must be thrown properly: only dropping, spinning, poorly throwing or other tricks are not allowed.
- Player who threw bigger number gets to choose who starts. If you get to choose, you are not allowed to check your hand before choosing. If you check your hand before choosing, you must start.
- The loser of last round gets to choose who starts the next round (same hand checking rule applies).
- TOP cut matches are exception. Instead of throwing a dice, the starting player of the first round is chosen by the player who has a higher ranking and score. If it is a complete tie, then dice is used.
- If there is a complete tie between crucial places when selecting the TOP cut (e.g. places 4/5 or 8/9), the players will play best of one match to determine who gets to TOP cut. If there is a tie between other places, their respective TOP cut pairs are determined by throwing a dice.
- Unless otherwise stated, tournaments are played on a best of three basis. The final is exception and is played on a best of five basis.
- Mutually agreed ties are not allowed. Each game must be started.
- You are allowed to cut (one or multiple cuts) your opponent's deck after each shuffle. Everyone can shuffle their own deck. However, if opponent thinks the deck isn't properly shuffled, he can request for proper shuffle. If the issue is with the shuffling method, judge can be requested for help.
- You are allowed to cancel your latest action (one) as long as you haven't received new information. It doesn't count if your opponent receives new information, it is just disadvantageous to you.



TOURNAMENT GUIDELINES

2/10

- Illegal actions are always cancelled if noticed. Judges have the rights to decide how each situation is resolved. If there are no fair ways to solve the situation, resolution should be more disadvantageous towards the player who did the illegal action.
- Whenever summoning, casting, attacking or otherwise tapping cards, remember to rotate them.
- When attacking to shields, opponent has to choose whether he blocks before you choose the shield (if choosable).
- Shields are broken one at a time. If you want to cast a shield trigger, it must be cast before breaking possible additional shields.
- Shields has to be broken (or chosen) in order. Only additional, changed or checked shields can be separately chosen. This is to avoid choosing between curved and non-curved cards.
- Additional, changed and checked shields should be rotated (as if they were tapped), to indicate they may not be unknown and can be separately chosen.
- Cards that are public knowledge (shields or hand cards) can be left face up if the owner wants so. Opponent can't require to do so though.
- Graveyard and mana zone are public knowledge and both players are allowed to check them.
- The amount of shields, hand cards and cards in decks are public knowledge and both players are allowed to count them. Trying to mislead or hide the amount of any of those is not allowed.
- Cards (including hand cards) has to be kept above the table and always visible.



TOURNAMENT GUIDELINES

3/10

- Taking or using notes during matches is not allowed. Same applies to phones and other similar electronic devices. If players mutually agree, they can verify from Wiki or other source how a card works.
- If your opponent asks what a card does, you'll have to honestly tell.
- If you want to check other's cards, ask for permission before touching.
- Be extra careful whenever handling other's cards.
- Don't bring food or drinks to tournament tables.
- Giving hints or other unfair helping of players during matches is not allowed.
- Let players play in peace during tournaments! Avoid unnecessary noise (music, videos, loud or off topic discussions etc.) within game area. Commenting matches, moves etc. should be done after/between matches or go to another room to discuss about them. Organizers can assign separate more private areas/tables where you are not allowed to stay to watch the matches.
- Randomly chosen things are chosen by throwing a dice. Each option has to have equal chances.
- Judges can make new rules and decide how each situation is handled if any troubles or unclear situations occur.



TOURNAMENT GUIDELINES

4/10

Which cards are allowed?

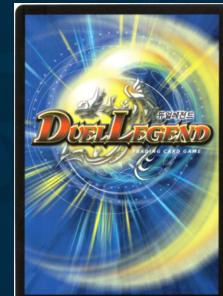
Next we explain from different views which cards are allowed in tournament decks. If you are unsure even a little about any of these or other topics, we recommend you to ask before the tournament.

Proxies and fake cards are not allowed

- For practical reasons, the use of proxies (cards that are not real) in tournaments is not allowed.
- *We recommend to obtain Japanese versions of cards that are expensive or rare. You can ask for tips about ordering cards from Japan in our channels. You may also find Japanese cards for trade from our community members.*

Japanese and other foreign cards

- In tournaments, you are allowed to use official cards of other languages as long as they are also released in English and are part of the format. The only exception are Korean (Duel Legend) and Kaijudo cards, which are not allowed due to their different backside.
- Latter reprints are allowed. Make sure the card is actually the card you think it is. There are Japanese cards which can misleadingly look like they are reprints of cards released in English but actually are completely different cards.



TOURNAMENT GUIDELINES

5/10

- The following five cards have special permission, which allows them to be used as their English counterparts.

These cards were part of the original Japanese sets 1-12 but were replaced in English sets with slightly weaker versions. These five cards are not misleading to someone who doesn't understand Japanese and therefore are allowed. There are other cards too that were originally released differently but are not allowed due to their misleading nature (for example power or mana cost is different). These cards works the same way as their English versions:



Cyber Brain
=
Brain Serum

Deep Operation
=
Thought Probe

Wicked Soul Reincarnation
=
Intense Evil



Curse Totem
=
Cryptic Totem



Skeleton Vice
=
Cranium Clamp

TOURNAMENT GUIDELINES

6/10

Misleading misprints are not allowed

- In tournaments, you are not allowed to use misprints that can be misleading in a way or another.

- By misleading we mean cards that has incorrect mana cost, power, other incorrect numbers, symbols, civilization, is notably miscut or has other visual elements that may lead to your opponent to misplay.

- We allow the use of misprints that are not misleading for English (only) speaking persons. They will still play the same way as the correct English version of the card.

- Example A: *German Apocalypse Vise incorrectly tells you to destroy any number of your opponents creatures that has power 8000 or less. But to someone who doesn't understand German, the card seems completely normal. Therefore German Apocalypse Vise is allowed and will work the same way as the English one does.*

- Example B: *German Rumble Gate incorrectly gives +2000 power instead of +1000. This can be misleading even if you don't understand German since you can understand the number +2000 from the card. Therefore German Rumble Gate is not allowed.*



TOURNAMENT GUIDELINES

7/10

Notably damaged or altered cards are not allowed

- If a card is: notably bent, heavily curved, missing pieces, taped, laminated, has stickers, major pen marks, foiling is badly peeling etc. - it is not allowed.

- The condition of cards should be 'good enough' so that they don't stand out from rest of the cards. We understand that many of the cards are played or even damaged and that foils tend to curve and so on. Therefore we don't want to be too strict about this. But we also want the tournaments to be fair so we may intervene if extreme cases are encountered. We recommend to ask in advance if you are unsure about the condition of a card.

- Some examples of cards that would be banned condition wise:





TOURNAMENT GUIDELINES

8/10

If forbidden cards are used in a tournament

- If there ends up being a situation where someone has (intentionally or unintentionally) forbidden cards in their deck during a tournament, the player is required to switch that card to an allowed card.
- If forbidden card is spotted during an on-going match, the opponent will get a win for that match. The player has to replace the card with an usable version of the card before the next match starts.
- You are not allowed to change the card to anything else than what it was supposed to be since the start.
- If the player doesn't manage to replace the card by the start of the next match or if the forbidden card is outside the format rules, judges will lend a similar vanilla creature card which must be used to replace the forbidden card.
- Example: *if the forbidden card is a 3 mana nature card, it will be replaced by a 3 mana vanilla nature creature or closest available - judges will choose. Multi civilization cards are replaced by mono civilization cards.*



TOURNAMENT GUIDELINES

9/10

Sleeves has to be identical

- All of the sleeves in your deck must be identical with each other. Meaning two thing:

1) Sleeves must be same style and from same brand. You are not allowed to mix sleeves of same colour from different brands.

2) Sleeves must be in good condition. If a card stands out from the rest of the deck because its sleeve is damaged or otherwise identifiable, that is not allowed.

- You either have to replace the damaged sleeve or buy new sleeves for the deck. It is wise to take some replacement sleeves to the event in case some sleeves gets damaged during a tournament.

- Also, it is recommended to use sleeves which you can't see through at all. With some sleeves you can partially see the back of cards and that can become an issue if your cards are identifiable from the back side

- If during a tournament any kind of mark is visible through a sleeve or card is identifiable due to a sleeve, that may result to a match loss and you are required to replace the marked cards or the sleeves.

TOURNAMENT GUIDELINES

10/10

The sets of special promo cards

- There are 16 special promos released in English which are not included in the normal sets. They are allowed to be used in tournaments.

- Under each card, there is a defined set we consider the promo to belong to. If a tournament is limited to certain sets, the special promos are allowed as follows (Also, note that Marine Flower and Aqua Guard were released in opposite sets in Japan):



DM-02

DM-04

DM-04

DM-04

DM-04

DM-04



DM-04

DM-04

DM-04

DM-05

DM-05

DM-06



DM-07

DM-08

DM-10

DM-11

DM-01

DM-04



TOURNAMENT PRACTICALITIES

MEGA MEET 2026

- Take a photograph of your deck and send it to organizers before the start of the tournament.
- We won't wait for late participants.
- If you know you will or might be late from the tournament, inform the organizers by 11.30 am. You can still participate but you get a match loss for the games you miss.
- If you come late and haven't informed the organizers, you can't be added to the tournament after the tournament has started.
- Matches are played on best of 3 basis.
- Finals are exception and are played on best of 5 basis.
- Everyone gets to play first 6 rounds. After which the TOP 8 is determined based on scores.
- Time limit for the first 6 rounds is 60 minutes. If time runs out, both players gets to play 2 turns (current turn is counted as one). If the game doesn't end during these turns, the game ends in a tie.
- In the TOP 8, we have soft time limit of 60 minutes. If a game is still going after 60 minutes, we are taking closer look at slow play. We may give warnings and eventually match loss if we consider someone playing unnecessarily slow. If a game is still going after 90 minutes, there will be 1 minute time limit for each turn (if opponent is thinking e.g. blocking or shield trigger, it doesn't count to your time). After the 1 minute, it is automatically opponent's turn.
- In the finals, there is no time limit. Unnecessarily slow play is still prohibited.