



SCORE ENTERTAINMENT'S
VERIFIED EVENT NETWORK

EVENT MANUAL – THE APPROVED RULINGS DOCUMENT

(Updated 06/20/05)



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Overview of SEVEN Event Manual

Score Entertainment's Verified Event Network or SEVEN is the network that provides support, guidance and rules to all events relative to games released by Score Entertainment, a division of Donruss Playoff L.P. SEVEN oversees the management of these key areas of focus - Premiere Level events, Pre-Release events, Local/Store Based Tournaments, Tours, Conventions and Demonstrations.

This manual contains information for Hosts, Judges and Players about all SEVEN approved events. This will detail how to run an event, from the setup to the final stages. For game specific information, please refer to the appendixes at the end of this document.

Event Support

From Premiere Level events to local gatherings, Score Entertainment plans to support events approved by SEVEN by providing Tournament Kits to the Hosts if they are available. Score Entertainment will provide Tournament Kits for SEVEN approved events if the Tournament Kits are requested by the fifteenth day of the month proceeding the month in which the event is to be held and the request is approved by Score Entertainment personnel. The contents of this kit are intended for the Players of that event and should never be offered to a Host or Judge unless specifically indicated by Score Entertainment. Most of the time, event kits are provided free of charge, and may be supplemented with additional prizes by the Host. For larger and more popular local events, Hosts are encouraged (but not required) to donate additional prizes to ensure a larger turnout for that event.

Selling Support: The prize support supplied in the Tournament Kits is for promotional use only. Any Host or Judge found selling items from a Score Entertainment Tournament Kit will be removed from the SEVEN system and will no longer be eligible to run events, receive support or be recognized in the SEVEN system.

Hierarchy

The tournament environment is one filled with watchful Judges, eager Players and spectators. All participants within the tournament environment are encouraged to pay particular attention and respect to both the Host and the Judge of a tournament. The Host should always be considered as having the final say in the overall event guidance and environment, while the Judge will always have the final say on the tournament structure or rules. However, Score Entertainment has the authority to make the final decision in any conflict arising out of a SEVEN approved event.

If a person breaks the Code of Conduct or is disruptive at an event, a Player should immediately report this to a Judge or Host. If a Player feels that they have been misrepresented by a Judge or Host, or have been treated unfairly, they are encouraged to contact Score Entertainment with strictly the facts regarding the issue in question for a full review of the situation.

Player Ratings

In every SEVEN approved tournament, a Player's performance will be tracked using a Rating. This numeric Rating will place that Player amongst all other registered Players for that game within the SEVEN system. After every Round of an approved event, a Player's Rating will either increase or decrease according to whether they won or lost.

Score Entertainment utilizes a modified version of the time-proven International Chess Federations rating system, the ELO system. This Rating system takes wins and losses into effect, as well as the opponent's current rating to determine the 'weight', or number of points by which a Player's Rating may increase or

decrease during a single Round. Players who are more closely matched in Rating will gain/lose more points during a Round, than beating a Player with a much lower Rating. The largest amount of points may be gained when a Player defeats another with a much higher ranking.

Tournament Types & Styles

There are three primary tournament types Sealed, Constructed and Draft. There are also two primary styles to run these events, Swiss and Single Elimination. The event type determines whether a Player will be required to bring a constructed deck, or if they will receive product to create a deck. The tournament style determines what method of scoring that will be used.

Event Type - Constructed Deck

In this type of event, Players are required to rely upon their own knowledge of the game, in order to construct a competitive deck out of the pool of cards that they own. Players are always required to follow deck construction rules as found in the most recently published rulebook or Current Rulings Document. As an additional resource, check the game's official web site for updates.

Event Type - Sealed Deck

A Sealed Deck event relies upon the Player's ability to create a deck from the cards they receive. In this type of event, Players will be given a standardized amount of sealed product before the event. Each Player has 30 minutes at the beginning of the tournament to build a deck. Players should expect to pay an entry fee at the event for the sealed product. Sealed deck events often offer products at reduced prices. **For this reason, departing before the conclusion of the first round of a Sealed Deck event is prohibited.**

In a *SEVEN* approved Sealed Deck event, Players are required to use ONLY the cards that they were given in the product that they received. Trading between Players during the deck construction period or at any other time during the event, for another Player's cards or for any previously purchased cards is NOT allowed. Any Player found trading cards during a Sealed Deck event, risks being ejected from the tournament. Before the event starts, Players may be required to make a deck list or a list of contents received in their sealed product.

If a card is intentionally or unintentionally marked or abnormal, those cards should be replaced by the Judge at the beginning of the Sealed Deck event if possible. Card decks and booster packs should be replaced on a one-for-one basis. If a card replacement cannot be offered, (IE: Ultra Rare, etc.) it is acceptable for a Judge to allow a "Proxy" card to be used in place of the marked card.

Event Type – Draft

There are two different types of Draft format, Booster and Rochester. Both types are explained in more detail below:

Booster Draft - In this type of event, Players use their evaluation skills to select cards for their decks one card at a time from the contents of booster packs that are passed around the draft table. Each Player is randomly assigned a seat at one of the Draft Tables. Each Player is provided with a specified amount of unopened product. On the Judge's signal, all Players at the table open the first booster of product and count the number of cards in the booster pack. If any product has an incorrect number of cards the Judge should immediately replace the booster with an unopened booster. Players are then given a specified amount of time to choose one card from the pack and pass the remaining cards in the pack face-down to the Player on their left. Players continue to choose cards for their decks one at a time until there are no longer any cards in the current cycle of boosters being passed. Players may only look

at the cards they have drafted during the time in between packs and may not look at their cards while any cards are still making their way around the table to be drafted.

After the first packs have been drafted, the process is repeated with the Players passing to the right instead of the left. This process is repeated with alternating passing clockwise then counter-clockwise until all product has been drafted.

Once all product is drafted, Players are given 30 minutes to construct a deck meeting the limited format requirements for the appropriate game outlined in that game's rules document.

During the draft and deck construction, no communication may take place between Players. Communication for Players is limited to Judges only during drafting and deck construction.

Rochester Draft - A modified version of Booster Draft, Players must evaluate and choose the cards for their deck one at a time from a specified number of booster packs. Players are randomly assigned a seat (1-8) at a Draft Table. Once seated, each Player is provided with a specified number of identical sealed booster product. On the Judges signal, the Player in Seat 1 opens his/her 1st booster and places the contents face-up on the middle of the table in 3 rows. If a booster does not have the correct amount of product the Judge should immediately replace the product with an unopened booster.

On the Judge's signal, the Player in Seat 1 is given a specific amount of time to choose one of the face-up cards from the booster and place that card face-up in front of them. The most recently drafted card that each Player drafted must remain face-up on the table until that Player's next draft choice is made. Once the Player in Seat 1 has made his/her selection the Player in Seat 2 is then given a specific amount of time to make his/her selection from the remaining cards. Drafting in this way continues until the Player in the last seat at the table has made their selection.

Once the Player in the last seat has made his/her first selection from the booster that Player chooses another card from the booster, thus switching the draft order for the remaining cards in the booster to a counter-clockwise order (this Player is referred to "the Wheel"). Once all cards in the first booster have been chosen, on the Judge's signal, the Player in Seat 2 opens his/her first booster and repeats the process as before with Seat 2 choosing first and Seat 1 now being "the Wheel". This continues until each Player's first booster has been drafted. After each Player's first booster until all boosters have been drafted. Players may only look at the cards they have drafted during the time in between packs and may not look at their cards while any cards are still on the table to be drafted.

Upon conclusion of drafting, each Player will have 30 minutes to build a deck conforming to that game's limited format deck construction requirements from the cards that that Player drafted. During the draft and deck construction, no communication may take place between Players. Communication for Players is limited to Judges only during drafting and deck construction.

Event Style - Modified Swiss

The Modified Swiss style utilizes a Player's win/loss ratio to determine future opponents, with Players of similar records facing each other. Every Player in a Swiss style event will play in each round of that event. The length of the event will be determined by the number of Players registered for that event. Use the following chart to determine the number of Rounds the event will run.

After the appropriate number of Swiss rounds has been completed, the tournament director will determine what Players will be in the "Top Cut" (This will consist of the top Players). These Players will compete in Single Elimination format to determine the winner of the event.

Be sure to share this information with Host, Judge or Players so that everyone involved can plan for the expected ending time of the tournament. Remember that each Round will require approximately 55 minutes to complete - 45 minutes for each game and 10 minutes between games.

<u># of Players</u>	<u># of Rounds</u>	<u>Top Cut</u>
8-16	4 Rounds	4 Players
17-32	5 Rounds	8 Players
33-64	6 Rounds	16 Players
65-128	7 Rounds	32 Players
129-256	8 Rounds	64 Players
257-512	9 Rounds	128 Players

Event Style - Single Elimination

In this style of event, only the winners will progress to the next round of play. Though this style can result in a much shorter tournament, it does not allow Players to participate in every round.

Although this style is valid for a *SEVEN* approved event, it is typically only used for final elimination after Swiss rounds.

Event Size

SEVEN approved events can range from 8 to 1,024 Players. If you have fewer than 8 Players, your tournament will not qualify to be *SEVEN* approved. This means the rankings will not be applied, and your prize support should be distributed at your next *SEVEN* approved event.

Note - Ineligible Players: Any and all of the following are NOT allowed to participate in a *SEVEN* approved tournament: the Host of a tournament, the Judge of a tournament, any currently suspended *SEVEN* Players and all Score Entertainment employees. Employees of Score Entertainment will be eligible to participate after 6 months (180 days) of that employee's termination.

How to Run Events

Pre-Event

Preparation always pays off. It is recommended that Judges and Hosts begin setting up for the event no later than 30 minutes before that event is scheduled to start. This will give the Host ample time to ensure a clean and safe play environment, as well as to confer with the Judge and determine any additional needs.

The Judge should also take advantage of this time by gathering any paper work that is needed for the event. Laying out sign-up sheets, rules documents and advertisements for future events are a typical lineup. Additionally, the Judge should use this time to get acquainted with the Host and the store, so the event can begin smoothly.

It is recommended that Players arrive at the event no later than 15 minutes before the scheduled start of the tournament. Use this time to prepare your deck, make last minute trades, sign up for the tournament and finalize your deck list if necessary. Most important of all, be sure that you have your *SEVEN* ID number.

Deck lists

Deck lists are required for most Premiere Events. Deck lists must be legible, accurate and with the proper set and card number associated with each card. Deck lists must be turned into the Judge at registration and they may NOT be changed during the event. Your deck must conform to your deck list at all times. If your deck is found to be different than your deck list, you will receive a game loss. If it is found to be different a second time you will be removed from the tournament.

During the Event

Once begun, each person involved in the event should plan on staying for the entire duration of the tournament. The overall length of the event will depend upon the number of Players, the tournament style and the tournament type. Regardless of the variables in the event, individual games within a tournament will always be run with a time limit to ensure that the event stays on schedule. Between games, a time period of approximately 10 minutes will be used for both Players and Judges as a break. Judges will ideally use this time to finalize scores from the previous round, answer questions and prepare the pairings for the next round.

Players are encouraged to be seated with enough time to shuffle their decks before the beginning of each game. Judges are encouraged to enlist the help of any additional Assistant Judges to help facilitate a speedier tournament.

Scoring

Scoring is an integral function of the tournament environment. In-game scores are recorded by the Judge and can be tracked from game to game using the *SEVEN* Tournament Score Cards. All tournament points earned from *SEVEN* approved tournaments will count towards that event only. The Judge will have the ultimate say for any and all scores posted on a Player's Tournament Score Card. By internet, all tournament results must be submitted by the Judge within 21 days of the tournament.

Wins/Losses

When a Player wins a match they will receive a full win resulting in three (3) tournament points. The Player who loses the match will receive a full loss resulting in zero (0) points. If a match is not completed during its allotted time, the appropriate game's tiebreaker system should be used to determine a winner. See below for Timed Win/Loss explanation.

Timed Wins/Losses

This occurs when a match does not finish within the round time limit. A winner will be determined via Tiebreakers. The winner will receive full points while the loser will receive zero. This situation is covered differently in each game and is outlined in the appendices that are included at the end of this document.

Byes

If there is an odd number of Players in a tournament, the lowest ranked Player during a round who has not already received a bye, will receive a bye for that round. At the start of the tournament, the Player who is left after all pairings have been assigned will receive the bye for the first round. A Player who is issued a bye will receive three (3) tournament points for that round. Byes only count as a win for the purposes of a Player's ranking within a given tournament. A bye will not count towards tie-breaker situations, nor will it affect a Player's rating in any way.

Pairing

In both Swiss and Single Elimination, Players will be assigned an opponent and a table for each round of play. It will be the Judge's responsibility to organize the pairings during an event and it will be the Player's responsibility to monitor who they have been paired with, as well as where they will be seated during any given round.

The first round pairings for all *SEVEN* approved events will be a random selection. Afterwards, Players will be paired based on performance from previous rounds, reflected by their tournament point score. **If a Player plays the wrong opponent they will receive a game loss.** This is important to maintain the integrity of the tournament and to ensure the proper results and outcome.

Results

The Judge and Host are required to turn in all completed tournament information to Score Entertainment. **All results MUST be received by Score Entertainment via, www.ScoreEnt.com web access within 21 days of the event. *SEVEN* does not accept results through mail, email, or fax. All results submitted in this way will NOT be entered or returned.** Any issues with an event registration or result entry should be sent to Tournaments@ScoreEnt.com. Score Entertainment or Donruss Playoff L.P. is not responsible for unresolved entry issues resulting in the expiration of events.

Failure to turn in completed tournament results within the three week period (21 days) will cause the tournament to be negated and no changes will be made to a Player's Ranking for that event. Score Entertainment reserves the right to invalidate any Player's results if the reported name and *SEVEN* ID number do not correctly match the listed information in the *SEVEN* system. Additionally, tournament results given to Score Entertainment for entry will be null and void if any of the submitted information is found to be incorrect or of wrongful intent. False reporting can result in removal from the *SEVEN* Program.

Other Information:**Additional Note**

Score Entertainment reserves the right to change any portion of this document without notice. Players, Judges and Hosts should always verify that they have the most up-to-date version by checking with their specific game's web site.

Participant Actions

All Hosts, Judges, Players and On-Line Users participating in any *SEVEN* approved event or on-line forum are acting on their own behalf, and they have no authority to speak or act on behalf of Donruss Playoff L.P. and Score Entertainment. Donruss Playoff L.P. and Score Entertainment do not approve, consent or endorse any action by a Host, Judge, Player or On-Line User in connection with a *SEVEN* approved event or on-line forum.

Rule - Players

SEVEN tournaments are open only to legal residents of the continental United States and Canada, 2 years of age or older. Void in Puerto Rico and where prohibited. Employees and household family members of Donruss Playoff LP, Score Entertainment, and their respective affiliates, distributors, advertising, promotion and fulfillment agencies, and affiliates are not eligible. Unless the

participant is a minor, entry constitutes entrant's permission to post their first initial and last name on the Host's, Donruss Playoff L.P.'s or Score Entertainment's web sites and their consent to the use of his/her name, photographs, voice recordings and likenesses for publicity purposes without additional compensation or permission, except where prohibited by law. This Tournament shall be governed and construed by Texas law, and the venue for all controversies will be in state or federal court in Arlington, Texas.

Banned Players/Hosts

The following individuals are banned from participating, judging, volunteering or hosting any SEVEN sanctioned events.

Name:	SEVEN ID(s)
Jeremy Aebly	15500, 12905
Rich Brady	104649
Tim Mezzapesa	52880, 109234
Israel Quiroz (IQ)	69
Dan Tibbles	

Premiere Prize Listing

Check with the respective game's web site news articles for a listing of all the Prizes for a particular event. At the discretion of Score Entertainment, any or all Players (or parent if winner is a minor) may be required to complete an Affidavit of Eligibility and Liability Release and, except where prohibited, a Publicity Release. Affidavit must be returned within 10 days of receipt. If an affidavit is required, but it is not returned within the time period specified, the prizewinner will be disqualified and an alternate prizewinner will be randomly chosen. Travel and accommodation restrictions may apply. Expenses not specified are winner's sole responsibility. In the event a winner can not take a trip on the designated travel dates, an alternate winner will be selected. If the winner is allowed a traveling companion as part of the prize awarded, the companion must be the winner's parent or legal guardian if the winner is a minor. Winner's travel companion must sign and return a liability release prior to issuance of travel documents. If the traveling companion is a minor, the release must be signed by minor's parent or legal guardian. The winner, and, if applicable, the winner's traveling companion, by acceptance of prize, releases and agrees to hold harmless Donruss Playoff LP, Score Entertainment and each of their parents, affiliates, subsidiaries, officers, directors, agents, employees and all others associated with the development and execution of this Tournament (the "Released Parties") from any and all liability claims or action of any kind whatsoever for injuries, damages or losses to persons and property which may be sustained, in whole or in part, directly or indirectly in connection with a receipt, acceptance, possession, misuse or use of activity and participation in this tournament. **No transfer or assignment of any Prize is permitted and the cash equivalent of a Prize will not be substituted (if winner is a minor, prize will be awarded and taxed to parent/guardian).** If any prizes cannot be awarded due to circumstances beyond the control of the Released Parties, a substitute prize of equal or greater retail value will be awarded. Taxes, if any, are winner's (or winner's parent or legal guardian's) sole responsibility.

Winner's List

For a list of the names of the winners of a particular Premiere Event directly run by Score Entertainment, send a stamped, self-addressed envelope for receipt by 180 days after the end of the

tournament to: Score Entertainment Tournament Winners List, 2300 E. Randol Mill Rd., Arlington, TX 76011. Please specify the date, time and location of the tournament in your request.

Appendix A

Dragon Ball Z – Expanded (DBZ) and Focused (GT)

Rules Variations:

Sleeves

All cards in a player's deck(s) must be sleeved in matching opaque sleeves in a uniform fashion. Each sleeve must be indistinguishable from each other sleeve in a player's deck. Sleeves must have an opaque non-reflective back. Foil, holographic, reflective, or sleeves with graphics or pictures on the backs are not allowed. Sleeve fronts must be clear with no colored tints or holographic qualities to them. Final say on a sleeve's playability is left to the judge's discretion.

Tournament Matches:

Tournament matches for *SEVEN* sanctioned Dragon Ball Z tournaments at the premier level will be a best-of-1 match.

Timed Win/Loss

If Players do not finish a match before the 45 minute time limit, a winner and loser will be declared. When using the Swiss event style use the methods listed below as a way to break ties between Players. The winner of a timed game will receive three (3) tournament points, while the loser of the timed game will receive zero (0) tournament points.

Match Tiebreakers

- 1st tiebreaker – Of the following three (3) aspects, whichever Player leads in more categories wins the match.
 - Higher Main Personality Level – includes the anger rating of that level
 - Total amount Life Deck – Remaining amount of cards in the deck
 - Dragon Ball – Total number of Dragon Balls controlled
- 2nd tiebreaker – The Player with the most points based off the following list:
 - Personality Level – 5 points for each personality level above level 1
 - Anger - 1 point for each anger above 0
 - Life Deck – 1 point for each card remaining in the Life Deck
 - Dragon Ball – 7 points for each Dragon Ball they control
- 3rd tiebreaker – Number of power stages above zero (0) on the Main Personality
- 4th tiebreaker – The Player with the most cards left in their life deck is declared the winner.
- 5th Tiebreaker – The Player controlling the most Dragon Balls is declared the winner.

Swiss Tiebreakers

When using the Swiss event style, you will often need a way to break ties between Players that end the tournament with the same number of Tournament Points. Please use the following tiebreakers.

- 1st tiebreaker – Add the Tournament Points of the opponent(s) that each Player defeated. The Player with the highest total wins this tiebreaker.
- 2nd tiebreaker – Add the Tournament Points of the opponent(s) that each Player lost to. The Player with the highest total wins this tiebreaker.
- 3rd tiebreaker – Compare the round number of each Player's first loss. The Player who lost in the latest round wins this tiebreaker.

- 4th tiebreaker - The Judge uses a random method to determine a winner (IE: Rolling a Die or Flipping a coin).

Organized Play 2005 Season Overview

The Dragon Ball GT environment has been separated into two formats. The Expanded format allows Players to create decks that contain both Dragon Ball Z and Dragon Ball GT cards. The Focused format only contains decks using Dragon Ball GT cards. Both formats utilize the Dragon Ball GT game mechanic.

Organized Play Event Structure

In-Store Events:

- 1) League Play
- 2) Local Tournaments

Premiere Level Programs:

- 3) Side Events
- 4) Regional Events
- 5) World Championship

Cards from new sets are allowed in *SEVEN* approved DBGTC events 14 days after the official release date of the product in which that card is offered. Any exceptions will be published by Score Entertainment at www.DragonBallGTTCG.com and www.DragonBallZCCG.com.

League Play

League Play will serve two purposes; 1) provide Hosts with an easy entry point into Score's Organized Play (OP) structure, and 2) encourage Players to interact with each other in the retailer's environment. Any leagues offered will follow an 8 week program with approximately 4 weeks of additional time to be used for make up or late entrants. With consideration for preparation and league completion, this will space league start dates about 3 months apart. These will be scheduled to keep pace with the rest of the Score Entertainment OP program.

Retailers will be required to pay for each League Kit. Signup fees are \$25 per kit, and will accommodate 20 Players. Monthly tournament support may not be used for league play.

Each kit will contain:

- 1x League T-Shirt
- 2x Poster
- 1x Instruction Manual
- 20x Set of (11) League Cards
 - 1 Participation Promo
 - 6 Weekly Promos
 - 2 Challenge Promos
 - 1 Completion Promo
 - 1 Redemption Promo

contents can vary slightly depending on each season

Local Tournaments

SEVEN approved local tournaments will be the most prevalent in our OP program, as any participating Hosts can run these events. By registering with Score Entertainment, retailers may request a sanctioned tournament kit. Both Focused and Expanded tournaments will receive kits with promos from current GT/Z sets. In order to keep the environment fresh, these promotional cards should circulate with new stock at regular intervals.

Each kit will contain:

- 1x T-Shirt for the tournament winner
- 1x Current Expansion Poster
- 1x OP Promo, for the tournament winner
- 2x OP Promo, for a random Player and the Judge
- 20x OP Promo, for all participants

Side Events

These will consist of several different formats and vary at different events. See the correct TCG or CCG website for more details regarding each specific event.

Regional Events

Regional events will serve as a more advanced type of competition in the OP environment held at 2 North American events. These tournaments are generally held at major conventions and will be open to all residents of the continent. There will be 2 Expanded Regionals.

Expanded Regional Location and Dates:

Date	Con	City	State
March 4-6	MarsCon	Bloomington	MN
June 3-5	DieCon	Collinsville	IL

The number of Swiss rounds will be set at 6 for each Regional Event. At the end of the Swiss portion of the tournament, there will be a Top Cut consisting of 32 Players. This Top Cut will be a single-elimination styled tournament to determine the final winner.

Each Player will be eligible to receive a participation prize.

Appendix B

Yu Yu Hakusho

Rules Variations:

Sleeves

All cards in a player's deck(s) must be sleeved in matching opaque sleeves in a uniform fashion. Each sleeve must be indistinguishable from each other sleeve in a player's deck. Sleeves must have an opaque non-reflective back. Foil, holographic, reflective, or sleeves with graphics or pictures on the backs are not allowed. Sleeve fronts must be clear with no colored tints or holographic qualities to them. Final say on a sleeve's playability is left to the judge's discretion.

Tournament Matches:

Tournament matches for *SEVEN* sanctioned Yu Yu Hakusho tournaments at the premier level will be a best-of-1 match.

Match Tiebreakers

The following tiebreakers should be used when a game reaches the 45 minute time limit:

- 1st tiebreaker – The Player who has won the most matches is declared the winner.
- 2nd tiebreaker – The Player who has the least total damage on characters in play is declared the winner.
- 3rd tiebreaker – The Player with the most cards left in their deck is declared the winner.
- 4th tiebreaker – If only one Player has a fifth character in play, he/she is declared the winner.
- 5th tiebreaker – The Judge uses a random method to determine a winner (IE: Rolling a Die or Flipping a coin).

Swiss Tiebreakers

When using the Swiss event style, you will often need a way to break ties between Players that end the tournament with the same number of Tournament Points. Please use the following tiebreakers.

- 1st tiebreaker – Add the Tournament Points of the opponent(s) that each Player defeated. The Player with the highest total wins this tiebreaker.
- 2nd tiebreaker – Add the Tournament Points of the opponent(s) that each Player lost to and/or drew with. The Player with the highest total wins this tiebreaker.
- 3rd tiebreaker – Compare the round number of each Player's first loss or draw. The Player who lost or drew in the latest round wins this tiebreaker.
- 4th tiebreaker - The Judge uses a random method to determine a winner (IE: Rolling a Die or Flipping a coin).

Organized Play Overview

The Yu Yu Hakusho OP environment has two levels, In-Store Events and Premiere Level Events. Cards from new sets are allowed in *SEVEN* approved events 14 days after they have officially been released to the public.

Organized Play Event Structure

In-Store Events:

- 1) League Play
- 2) Local Tournaments

Premiere Level Events:

- 3) Realm Championship
- 4) Storyline Events
- 5) Team Challenge
- 6) World Championship

Local Tournaments

SEVEN approved local tournaments will be the most prevalent in our OP program, as any participating Hosts can run these events. By registering with Score Entertainment, retailers may request a sanctioned tournament kit. Provided free of charge, tournament kits will support 20 Players. In order to keep the environment fresh, these promotional Spirit Packs will change with each expansion unless otherwise published by Score Entertainment.

Each Tournament Kit includes:

- 24x Spirit Packs (based on current expansion)
- 1x Tournament Promo Card
- 1x Poster

(Contents can vary at the discretion of Score Entertainment)

World Championship

This is the largest of the Premiere Level Events and will be held over the span of two days. It will take place at MegaCon in Orlando, FL on February 25 – 27.

Date	Con	City	State
February 25-27	MegaCon	Orlando	FL

Appendix C

Inuyasha

Rules Variations:

Sleeves

All cards in a player's deck must be sleeved in matching opaque sleeves in a uniform fashion. Each sleeve must be indistinguishable from each other sleeve in a player's deck. Sleeves must have an opaque non-reflective back. Cards can not be double sleeved. Foil, holographic, reflective, or sleeves with graphics or pictures on the backs are not allowed. Sleeve fronts must be clear with no colored tints or holographic qualities to them. Final say on a sleeve's playability is left to the judge's discretion.

Tournament Matches:

Tournament matches for *SEVEN* sanctioned Inuyasha tournaments at the premier level will be a best-of-3 match.

Tiebreaks:

Match Tiebreakers

When time is called in the round players finish the current turn to see if a winner is declared. If the game is not completed use the following tiebreakers to determine the winner of the match.

Use these tiebreak methods in the case the first or third game in the match reaches the time limit.

- 1st tiebreaker – The player controlling the most Jewel Shards is declared the winner.
- 2nd tiebreaker – Players play an additional round of sudden death. At the end of the turn the Player with the most Jewel Shards is declared the winner.
- 3rd tiebreaker – The Players continue playing until at the end of any turn, one Player controls more Jewel Shards than the other.
- 4th tiebreaker – The Judge uses a random method to determine a winner (IE: Rolling a Die or Flipping a coin).

If time is called during the second game in the match, the current turn is completed. If a winner is not declared for that game, the winner of the first game is declared the winner of the match. If the player who lost the first game wins the second game during the turn in which time is called, a third game begins with the players using the tiebreakers for the third game above beginning at the end of the second turn.

Swiss Tiebreakers

When using the Swiss event style you will often need a way to break ties between Players that end the tournament with the same number of Tournament Points. Please use the following tiebreakers.

- 1st tiebreaker – Add the Tournament Points of the opponent(s) that each Player defeated. The Player with the highest total wins this tie.
- 2nd tiebreaker – Add the Tournament Points of the opponent(s) that each Player lost to and/or drew with. The Player with the highest total wins this tiebreaker.

- 3rd tiebreaker – Compare the round number of each Players first loss or draw. The Player who lost or drew in the latest round wins this it breaker.
- 4th tiebreaker – If the Players played in the Swiss rounds the Player that won that match-up wins this tiebreaker.
- 5th tiebreaker – The Judge uses a random method to determine a winner (IE: Rolling a Die or Flipping a coin).

Alternate Tournament Formats:

Event Type – Booster Draft

In this type of event, Players use their evaluation skills to select cards for their decks one card at a time from the contents of booster packs that are passed around the draft table. Each Player is randomly assigned a seat at one of the Draft Tables. Each Player is provided with 5 unopened booster packs. On the Judge's signal, all Players at the table open the first booster of product and count the number of cards in the booster pack. If any product has an incorrect number of cards the Judge should immediately replace the booster with an unopened booster. Players are then given a specified amount of time to choose one card from the pack and pass the remaining cards in the pack face-down to the Player on their left. Players continue to choose cards for their decks one at a time until there are no longer any cards in the current cycle of boosters being passed. Players may only look at the cards they have drafted during the time in between packs and may not look at their cards while any cards are still making their way around the table to be drafted.

After the first packs have been drafted, the process is repeated with the Players passing to the right instead of the left. This process is repeated with alternating passing clockwise then counter-clockwise until all product has been drafted.

Once all product is drafted, Players are given 30 minutes to construct a deck of 40 cards.

During the draft and deck construction, no communication may take place between Players. Communication for Players is limited to Judges only during drafting and deck construction.

Event Type - Sealed Deck

A Sealed Deck event relies upon the Player's ability to create a deck from the cards they receive. In this type of event, Players will be given 5 unopened booster packs. Each Player has 30 minutes at the beginning of the tournament to construct a 40 card deck with the cards they received in their booster packs. Players should expect to pay an entry fee at the event for the sealed product. Sealed deck events often offer products at reduced prices. **For this reason, departing before the conclusion of the first round of a Sealed Deck event is prohibited.**

In a *SEVEN* approved Sealed Deck event, Players are required to use ONLY the cards that they were given in the product that they received. Trading between Players during the deck construction period or at any other time during the event, for another Player's cards or for any previously purchased cards is NOT allowed. Any Player found trading cards during a Sealed Deck event, risks being ejected from the tournament. Before the event starts, Players may be required to make a decklist or a list of contents received in their sealed product.

If a card is intentionally or unintentionally marked or abnormal, those cards should be replaced by the Judge at the beginning of the Sealed Deck event if possible. Card decks and booster packs should be

replaced on a one-for-one basis. If a card replacement cannot be offered, (IE: Ultra Rare, etc.) it is acceptable for a Judge to allow a "Proxy" card to be used in place of the marked card.

Organized Play 2005 Overview:

The Inuyasha TCG OP structure has two levels, In-Store Events and Premiere Level Events. Both levels can use Constructed rules, Sealed rules or finally, Draft rules. Rules for these events have been provided earlier in Event Manual. Cards become legal for tournament play 14 days after the official release of the product to the public.

Organized Play Event Structure:

In-Store Events:

- 1) Local Tournaments

Premiere Level Events:

- 1) Feudal Grounds
- 2) Taikai Regional
- 3) Kogeki Premier Tournament
- 4) Shikon Jewel World Championships

Local Tournaments

SEVEN approved local tournaments will be the most prevalent in our OP program, as any participating Hosts can run these events. By registering with Score Entertainment, retailers may request a sanctioned tournament kit. Provided free of charge, tournament kits will support 20 Players. In order to keep the environment fresh, these promotional cards will change with each expansion unless otherwise published by Score Entertainment.

Each Tournament Kit includes:

- 20x Promo cards (based on current expansion)
- 1x Winner Promo Binder
- 1x Poster

Feudal Grounds Side Events

These will consist of draft, sealed and constructed events. They will be held at major conventions throughout the year. See www.InuyashaTCG.com for further details.

Taikai Regional

These events are high level tournaments with cash prizes that are held at conventions throughout the year. In addition to the cash prizes all Players will receive Universal SEVEN Points (USP).

April 29 - May 1	<u>Anime Boston</u>	Boston	MA
June 3 – 5	<u>A-Kon</u>	Dallas	TX
August 26 – 28	<u>Canadian National Gaming Expo</u>	Toronto	Canada
November 4-6	<u>W W Texas</u>	Arlington	TX

Kogeki Premier Tournament

These events are high level tournaments with cash prizes that are held at conventions throughout the year. In addition to the cash prizes all Players will receive USP.

March 18-20	W W LA	Long Beach	CA
July 14-17	ComicCon	San Diego	CA
August 5-7	W W Chicago	Chicago	IL
August 19-21	Otakon	Baltimore	MD
Sept. 30 - Oct. 2	W W Boston	Boston	MA

Shikon Jewel World Championships

This Tournament will serve as the world championship tournament for Inuyasha. Spread over the course of two days, each World Championship Event will give everyone a chance at earning the title of champion. Day One is a tournament accessible to all Players, and is the most competitive open event in the OP program. Day Two pits the Top 64 Players* from the previous day to determine who the best Player is overall.

* Cut to Top 64 requires at least 129 participants, if fewer than 129 participants, top cut will consist of the recommended number of players based on attendance. See page 5 for Top Cut chart.

July 1-4	Anime Expo	Anaheim	CA
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Day One:

This event will be scored using the Swiss Format, number of rounds to be contingent on number of Players following this format:

<u># of Players</u>	<u># of Rounds</u>
65 - 128	7 Rounds
129 - 512	8 Rounds
512+	9 Rounds

Players qualifying for the Top Cut will advance to Day Two. Due to the complexity of processing Player data, this will all be handled by the computer tournament program.

Day Two:

Taking the top ranked players from the previous day, the Championship will be decided utilizing a single-elimination format. The final two Players will compete in a best-of-three match to determine the champion.

Appendix D

Dragon Booster

Rules Variations:

Sleeves:

All cards in a player's Race Deck must be sleeved in matching opaque sleeves in a uniform fashion. Each sleeve must be indistinguishable from each other sleeve in a player's deck. Sleeves must have an opaque non-reflective back. Foil, holographic, reflective, or sleeves with graphics or pictures on the backs are not allowed. Sleeve fronts must be clear with no colored tints or holographic qualities to them. Final say on a sleeve's playability is left to the judge's discretion.

Dragon Decks may be sleeved in any non-black sleeves. Sleeve fronts must be clear with no colored tints or holographic qualities to them.

Tournament Matches:

Tournament matches for *SEVEN* sanctioned Dragon Booster tournaments at the premier level will be a best-of-1 match.

Tiebreaks:

Game Tiebreakers

Use these tiebreak methods in the case of a game that reaches the time limit.

- 1st tiebreaker – The player with the most points is declared the winner.
- 2nd tiebreaker – The player with the most cards in his/her Race Deck is declared the winner.
- 3rd tiebreaker – The player with the most cards in his/her hand is declared the winner.
- 4th tiebreaker – The Judge uses a random method to determine a winner (IE: Rolling a Die or Flipping a coin).

Swiss Tiebreakers

When using the Swiss event style you will often need a way to break ties between Players that end the tournament with the same number of Tournament Points. Please use the following tiebreakers.

- 1st tiebreaker – Add the Tournament Points of the opponent(s) that each Player defeated. The Player with the highest total wins this tie.
- 2nd tiebreaker – Add the Tournament Points of the opponent(s) that each Player lost to and/or drew with. The Player with the highest total wins this tiebreaker.
- 3rd tiebreaker – Compare the round number of each Player's first loss or draw. The Player who lost or drew in the latest round wins this tiebreaker.
- 4th tiebreaker – If the Players played in the Swiss rounds the Player that won that match-up wins this tiebreaker.
- 5th tiebreaker – The Judge uses a random method to determine a winner (IE: Rolling a Die or Flipping a coin).

Alternate Tournament Formats:**Event Type - Sealed Deck**

A Sealed Deck event relies upon the Player's ability to create a deck from the cards they receive. In this type of event, Players will be given 1 unopened starter deck and 3 unopened booster packs. Each Player has 30 minutes at the beginning of the tournament to construct a 25 card race deck with the cards they received in their product. Players should expect to pay an entry fee at the event for the sealed product. Sealed deck events often offer products at reduced prices. **For this reason, departing before the conclusion of the first round of a Sealed Deck event is prohibited.**

In a *SEVEN* approved Sealed Deck event, Players are required to use **ONLY** the cards that they were given in the product that they received. Trading between Players during the deck construction period or at any other time during the event, for another Player's cards or for any previously purchased cards is **NOT** allowed. Any Player found trading cards during a Sealed Deck event, risks being ejected from the tournament. Before the event starts, Players may be required to make a decklist or a list of contents received in their sealed product.

If a card is intentionally or unintentionally marked or abnormal, those cards should be replaced by the Judge at the beginning of the Sealed Deck event if possible. Card decks and booster packs should be replaced on a one-for-one basis. If a card replacement cannot be offered, (IE: Ultra Rare, etc.) it is acceptable for a Judge to allow a "Proxy" card to be used in place of the marked card.

Organized Play 2005 Overview:

The Dragon Booster TCG OP structure has two levels, In-Store Events and Premiere Level Events. Both levels can use Constructed rules, Sealed rules, or finally, Draft rules. Rules for these events have been provided earlier in Event Manual.

Cards become legal for tournament play 14 days after the official release of the product to the public.

Organized Play Event Structure:

In-Store Events:

- 1) Local Tournaments

Premiere Level Events:

- 1) Street Races
- 2) All-City Racing
- 3) Academy Races
- 4) Elite Class World Championship

Local Tournaments

SEVEN approved local tournaments will be the most prevalent in our OP program, as any participating Hosts can run these events. By registering with Score Entertainment, retailers may request a sanctioned tournament kit. Provided free of charge, tournament kits will support 20 Players. In order to keep the environment fresh, these promotional cards will change with each expansion unless otherwise published by Score Entertainment.

Each Tournament Kit includes:

- 20x Participation cards (based on current expansion)
- 1x Winner card
- 2x Judge/Random cards

1x Deck box
1x Poster

Street Race Side Events

These will consist of sealed and constructed events. They will be held at major conventions throughout the year. See the Dragon Booster TCG website at www.DragonBoosterTCG.com for further details.

All-City Racing

These events are high level tournaments with cash prizes that are held at conventions throughout the year. In addition to the cash prizes all Players will receive Universal SEVEN Points (USP).

May 27-30	KublaCon	Buringame	CA
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Academy Racing

These events are high level tournaments with cash prizes that are held at conventions throughout the year. In addition to the cash prizes all Players will receive USP.

June 3-5	WW Philly	Philadelphia	PA
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Elite Class World Championships

This Tournament will serve as the world championship tournament for Dragon Booster. Spread over the course of two days, each World Championship event will give everyone a chance at earning the title of World Champion. Day One is a tournament accessible to all Players, and is the most competitive open event in the OP program. Day Two pits the Top 64 Players* from the previous day to determine who the best Player is overall.

* Cut to Top 64 requires at least 129 participants, if fewer than 129 participants, top cut will consist of the recommended number of players based on attendance. See page 5 for Top Cut chart.

TBA	TBA	TBA	TBA
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Day One:

This event will be scored using the Swiss Format, number of rounds to be contingent on number of Players following this format:

<u># of Players</u>	<u># of Rounds</u>
65 - 128	7 Rounds
129 - 512	8 Rounds
512+	9 Rounds

Players qualifying for the Top Cut will advance to Day Two. Due to the complexity of processing Player data, this will all be handled by the computer tournament program.

Day Two:

Taking the top ranked players from the previous day, the Championship will be decided utilizing a single-elimination format. The final two Players will compete in a best-of-three match to determine the champion.

Appendix E

Case Closed

Rules Variations:

Sleeves:

All cards in each of a player's three decks must be sleeved in matching opaque sleeves in a uniform fashion. Each sleeve must be indistinguishable from each other sleeve in that deck. The three decks may have different sleeves from each other to distinguish which deck is which. Sleeves must have an opaque non-reflective back. Foil, holographic, reflective, or sleeves with graphics or pictures on the backs are not allowed. Sleeve fronts must be clear with no colored tints or holographic qualities to them. Final say on a sleeve's playability is left to the judge's discretion.

Tournament Matches:

Tournament matches for *SEVEN* sanctioned Case Closed tournaments at the premier level will be a best-of-1 match.

Tiebreaks:

Game Tiebreakers

Use these tiebreak methods in the case of a game that reaches the time limit.

- 1st tiebreaker – The player with the most completed cases is declared the winner
- 2nd tiebreaker – The player whose detectives in play have the highest total intelligence is declared the winner
- 3rd tiebreaker – The player whose detectives in play have the highest total talents is declared the winner
- 4th tiebreaker – The player who is the lead at the end of the final turn is declared the winner

Swiss Tiebreakers

When using the Swiss event style you will often need a way to break ties between Players that end the tournament with the same number of Tournament Points. Please use the following tiebreakers.

- 1st tiebreaker – Add the Tournament Points of the opponent(s) that each Player defeated. The Player with the highest total wins this tie.
- 2nd tiebreaker – Add the Tournament Points of the opponent(s) that each Player lost to and/or drew with. The Player with the highest total wins this tiebreaker.
- 3rd tiebreaker – Compare the round number of each Player's first loss or draw. The Player who lost or drew in the latest round wins this tiebreaker.
- 4th tiebreaker – If the Players played in the Swiss rounds the Player that won that match-up wins this tiebreaker.
- 5th tiebreaker - If one player is dressed as a character from Case Closed, that player wins the tiebreaker.
- 6th tiebreaker – The Judge uses a random method to determine a winner (IE: Rolling a Die or Flipping a Coin).

Alternate Tournament Formats:**Event Type - Sealed Deck**

A Sealed Deck event relies upon the Player's ability to create a deck from the cards they receive. In this type of event, Players will be given 1 unopened starter deck and 3 unopened booster packs. Each Player has 30 minutes at the beginning of the tournament to construct a 40 – 60 card Draw Deck, a 20 card Problem Deck and a Case Deck with a minimum of 5 cards and a maximum of 20 cards with the cards they received in their product. Players should expect to pay an entry fee at the event for the sealed product. Sealed deck events often offer products at reduced prices. **For this reason, departing before the conclusion of the first round of a Sealed Deck event is prohibited.**

In a *SEVEN* approved Sealed Deck event, Players are required to use **ONLY** the cards that they were given in the product that they received. Trading between Players during the deck construction period or at any other time during the event, for another Player's cards or for any previously purchased cards is **NOT** allowed. Any Player found trading cards during a Sealed Deck event, risks being ejected from the tournament. Before the event starts, Players may be required to make a decklist or a list of contents received in their sealed product.

If a card is intentionally or unintentionally marked or abnormal, those cards should be replaced by the Judge at the beginning of the Sealed Deck event if possible. Card decks and booster packs should be replaced on a one-for-one basis. If a card replacement cannot be offered, (IE: Rare, etc.) it is acceptable for a Judge to allow a "Proxy" card to be used in place of the marked card.

Organized Play 2005 Overview:

The Case Closed TCG OP structure has two levels, In-Store Events and Premiere Level Events. Both levels can use Constructed rules or Sealed rules. Rules for these events have been provided earlier in Event Manual.

Cards become legal for tournament play 14 days after the official release of the product to the public.

Organized Play Event Structure:

In-Store Events:

- 1) Local Tournaments

Premiere Level Events:

- 1) Junior Detective League
- 2) Detective League Events
- 3) Inspector Level Events
- 4) World's Greatest Detective Championship

Local Tournaments

SEVEN approved local tournaments will be the most prevalent in our OP program, as any participating Hosts can run these events. By registering with Score Entertainment, retailers may request a sanctioned tournament kit. Provided free of charge, tournament kits will support 20 Players. In order to keep the environment fresh, these promotional cards will change with each expansion unless otherwise published by Score Entertainment.

Each Tournament Kit includes:

20x Participation cards (based on current expansion)

- 1x Binder
- 1x Poster
- 1x Score card
- 1x Retail sheet

Junior Detective League

These will consist of sealed and constructed events. They will be held at major conventions throughout the year. See the Case Closed TCG website at www.CaseClosedTCG.com for further details.

Detective Level Events

These events are high level tournaments with cash prizes that are held at conventions throughout the year. In addition to the cash prizes these events are eligible to reward participants with Universal SEVEN Points (USP).

TBA	TBA	TBA	TBA
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Inspector Level Events

These events are high level tournaments with cash prizes that are held at conventions throughout the year. In addition to the cash prizes these events are eligible to reward participants with USP.

TBA	TBA	TBA	TBA
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World's Greatest Detective Championships

Spread over the course of two days, each World Championship Event will give everyone a chance at earning the title of World Champion while earning USP. Day One is a tournament accessible to all Players, and is the most competitive open event in the OP program. Day Two pits the Top 64 Players* from the previous day to determine who the best Player is overall.

* Cut to Top 64 requires at least 129 participants, if fewer than 129 participants, top cut will consist of the recommended number of players based on attendance. See page 5 for Top Cut chart.

TBA	TBA	TBA	TBA
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Day One:

This event will be scored using the modified Swiss Format, number of rounds to be contingent on number of Players following this format:

<u># of Players</u>	<u># of Rounds</u>
65 - 128	7 Rounds
129 - 512	8 Rounds
512+	9 Rounds

Players qualifying for the Top Cut will advance to Day Two. Due to the complexity of processing Player data, this will all be handled by the computer tournament program.

Day Two:

Taking the top ranked players from the previous day, the Championship will be decided utilizing a single-elimination format. The final two Players will compete in a best-of-three match to determine the champion.

Appendix F

Dragon Ball Z (2005)

Rules Variations:

Sleeves:

All cards in a player's deck must be sleeved in matching opaque sleeves in a uniform fashion. Each sleeve must be indistinguishable from each other sleeve in a player's deck. Sleeves must have an opaque non-reflective back. Cards can not be double sleeved. Foil, holographic, reflective, or sleeves with graphics or pictures on the backs are not allowed. Sleeve fronts must be clear with no colored tints or holographic qualities to them. Final say on a sleeve's playability is left to the judge's discretion.

Tournament Matches:

Tournament matches for *SEVEN* sanctioned Dragon Ball Z tournaments at the premier level will be a best-of-1 match.

Tiebreaks:

Game Tiebreakers

Use these tiebreak methods in the case of a game that reaches the time limit.

When time is called, players finish the current turn. If a winner is not declared at the end of the turn in which time was called use the following tiebreakers to determine the winner.

- 1st tiebreaker – The player with the most cards in his/her Life Deck
- 2nd tiebreaker – The player who controls the most Dragon Balls
- 3rd tiebreaker – The Player with the most points based off the following list:
 - Life Deck – 1 point for each card remaining in the Life Deck
 - Dragon Ball – 7 points for each Dragon Ball they control
- 4th tiebreaker – The player with the highest total number of power stages on personalities they control
- 5th tiebreaker – The Judge uses a random method to determine a winner (IE: Rolling a Die or Flipping a coin)

Swiss Tiebreakers

When using the Swiss event style you will often need a way to break ties between Players that end the tournament with the same number of Tournament Points. Please use the following tiebreakers.

- 1st tiebreaker – Add the Tournament Points of the opponent(s) that each Player defeated. The Player with the highest total wins this tie.
- 2nd tiebreaker – Add the Tournament Points of the opponent(s) that each Player lost to and/or drew with. The Player with the highest total wins this tiebreaker.
- 3rd tiebreaker – Compare the round number of each Players first loss or draw. The Player who lost or drew in the latest round wins this it breaker.
- 4th tiebreaker – If the Players played in the Swiss rounds the Player that won that match-up wins this tiebreaker.
- 5th tiebreaker – The Judge uses a random method to determine a winner (IE: Rolling a Die or Flipping a Coin).

Alternate Tournament Formats:**Event Type - Sealed Deck**

A Sealed Deck event relies upon the Player's ability to create a deck from the cards they receive. In this type of event, Players will be given 1 unopened starter deck and 3 unopened booster packs. Each Player has 30 minutes at the beginning of the tournament to construct a 60 card deck with the cards they received in their product. Players should expect to pay an entry fee at the event for the sealed product. Sealed deck events often offer products at reduced prices. **For this reason, departing before the conclusion of the first round of a Sealed Deck event is prohibited.**

In a *SEVEN* approved Sealed Deck event, Players are required to use **ONLY** the cards that they were given in the product that they received. Trading between Players during the deck construction period or at any other time during the event, for another Player's cards or for any previously purchased cards is **NOT** allowed. Any Player found trading cards during a Sealed Deck event, risks being ejected from the tournament. Before the event starts, Players may be required to make a decklist or a list of contents received in their sealed product.

If a card is intentionally or unintentionally marked or abnormal, those cards should be replaced by the Judge at the beginning of the Sealed Deck event if possible. Card decks and booster packs should be replaced on a one-for-one basis. If a card replacement cannot be offered, (IE: Rare, etc.) it is acceptable for a Judge to allow a "Proxy" card to be used in place of the marked card.

Organized Play 2005 Overview:

The Dragon Ball Z TCG OP structure has two levels, In-Store Events and Premiere Level Events. Both levels can use Constructed rules or Sealed rules. Rules for these events have been provided earlier in Event Manual.

Cards become legal for tournament play 14 days after the official release of the product to the public.

Organized Play Event Structure:

In-Store Events:

- 1) Local Tournaments

Premiere Level Events:

- 1) Side Event
- 2) Regional
- 3) Premier
- 4) World Championship

Local Tournaments

SEVEN approved local tournaments will be the most prevalent in our OP program, as any participating Hosts can run these events. By registering with Score Entertainment, retailers may request a sanctioned tournament kit. Provided free of charge, tournament kits will support 20 Players. In order to keep the environment fresh, these promotional cards will change with each expansion unless otherwise published by Score Entertainment.

Each Tournament Kit includes:

- 20x Participation cards (based on current expansion)
- 1x Winner card (based on current expansion)
- 1x Deck box

- 1x VHS tape
- 1x Poster
- 1x Score card
- 1x Retail sheet

Side Events

These will consist of sealed, draft and constructed events. They will be held at major conventions throughout the year. See the Dragon Ball Z TCG website at www.DBZCardGame.com for further details.

Regional

These events are high level tournaments with cash prizes that are held at conventions throughout the year. In addition to the cash prizes these events are eligible to reward participants with Universal SEVEN Points (USP).

Sept. 30 – Oct. 2	W W Boston	Boston	MA
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Premier

These events are high level tournaments with cash prizes that are held at conventions throughout the year. In addition to the cash prizes these events are eligible to reward participants with USP.

August 18-21	GenCon	Indianapolis	IN
November 17-20	GenCon SoCal	Anaheim	CA

World Championships

Spread over the course of two days, each World Championship Event will give everyone a chance at earning the title of World Champion while earning USP. Day One is a tournament accessible to all Players, and is the most competitive open event in the OP program. Day Two pits the Top 64 Players* from the previous day to determine who is the best Player overall.

* Cut to Top 64 requires at least 129 participants. If there are fewer than 129 participants, top cut will consist of the recommended number of players based on attendance. See page 5 for Top Cut chart.

TBA	TBA	TBA	TBA
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Day One:

This event will be scored using the modified Swiss Format, number of rounds to be contingent on number of Players following this format:

<u># of Players</u>	<u># of Rounds</u>
65 - 128	7 Rounds
129 - 512	8 Rounds
512+	9 Rounds

Players qualifying for the Top Cut will advance to Day Two. Due to the complexity of processing Player data, this will all be handled by the computer tournament program.

Day Two:

Taking the top ranked players from the previous day, the Championship will be decided utilizing a single-elimination format. The final two Players will compete in a best-of-three match to determine the champion.

Appendix G

Epic Battles

Rules Variations:

Sleeves:

All cards in a player's deck must be sleeved in matching opaque sleeves in a uniform fashion. Each sleeve must be indistinguishable from each other sleeve in a player's deck. Sleeves must have an opaque non-reflective back. Cards can not be double sleeved. Foil, holographic, reflective, or sleeves with graphics or pictures on the backs are not allowed. Sleeve fronts must be clear with no colored tints or holographic qualities to them. Final say on a sleeve's playability is left to the judge's discretion.

Tournament Matches:

Tournament matches for *SEVEN* sanctioned Epic Battles tournaments at the premier level will be a best-of-3 match.

Tiebreaks:

Game Tiebreakers

Use these tiebreak methods in the case of a game that reaches the time limit.

When time is called, players finish the current turn. If a winner is not declared at the end of the turn in which time was called use the following tiebreakers to determine the winner.

- 1st tiebreaker – The player with the most rounds won is declared the winner
- 2nd tiebreaker – The player with the most cards in remaining in his/her deck is declared the winner
- 3rd tiebreaker – The player with the most cards in his/her hand is declared the winner
- 4th tiebreaker – The player with the most cards in his/her discard pile is declared the winner
- 5th tiebreaker – The Judge uses a random method to determine a winner (IE: Rolling a Die or Flipping a coin)

Swiss Tiebreakers

When using the Swiss event style you will often need a way to break ties between Players that end the tournament with the same number of Tournament Points. Please use the following tiebreakers.

- 1st tiebreaker – Add the Tournament Points of the opponent(s) that each Player defeated. The Player with the highest total wins this tie.
- 2nd tiebreaker – Add the Tournament Points of the opponent(s) that each Player lost to and/or drew with. The Player with the highest total wins this tiebreaker.
- 3rd tiebreaker – Compare the round number of each Players first loss or draw. The Player who lost or drew in the latest round wins this it breaker.
- 4th tiebreaker – If the Players played in the Swiss rounds the Player that won that match-up wins this tiebreaker.
- 5th tiebreaker – The Judge uses a random method to determine a winner (IE: Rolling a Die or Flipping a Coin)

Alternate Tournament Formats:

Event Type - Sealed Deck

A Sealed Deck event relies upon the Player's ability to create a deck from the cards they receive. In this type of event, Players will be given 1 unopened starter deck and 2 unopened booster packs. Each Player has 30 minutes at the beginning of the tournament to construct a 40 card minimum deck with the cards they received in their product. Players should expect to pay an entry fee at the event for the sealed product. Sealed deck events often offer products at reduced prices. **For this reason, departing before the conclusion of the first round of a Sealed Deck event is prohibited.**

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In a *SEVEN* approved Sealed Deck event, Players are required to use ONLY the cards that they were given in the product that they received. Trading between Players during the deck construction period or at any other time during the event, for another Player's cards or for any previously purchased cards is NOT allowed. Any Player found trading cards during a Sealed Deck event, risks being ejected from the tournament. Before the event starts, Players may be required to make a decklist or a list of contents received in their sealed product.

If a card is intentionally or unintentionally marked or abnormal, those cards should be replaced by the Judge at the beginning of the Sealed Deck event if possible. Card decks and booster packs should be replaced on a one-for-one basis. If a card replacement cannot be offered, (IE: Rare, etc.) it is acceptable for a Judge to allow a "Proxy" card to be used in place of the marked card.

Organized Play 2005 Overview:

The Epic Battles TCG OP structure has two levels, In-Store Events and Premiere Level Events. Both levels can use Constructed rules or Sealed rules. Rules for these events have been provided earlier in Event Manual.

Cards become legal for tournament play 14 days after the official release of the product to the public.

Organized Play Event Structure:

In-Store Events:

- 1) Local Tournaments

Premiere Level Events:

- 1) Pit Fights
- 2) Grand Melee
- 3) Battle Royale
- 4) Grand Master Championship

Local Tournaments

SEVEN approved local tournaments will be the most prevalent in our OP program, as any participating Hosts can run these events. By registering with Score Entertainment, retailers may request a sanctioned tournament kit. Provided for a fee, tournament kits will support 5 Players. In order to keep the environment fresh, these promotional cards will change with each expansion unless otherwise published by Score Entertainment.

Each Tournament Kit includes:

- 5x Starter decks
- 10x Booster packs
- 1x Bracket/Rules sheet
- 5x Participation cards (based on current expansion)
- 1x Winner card (based on current expansion)

- 1x Binder or comic
1x Poster

Pit Fights

These will consist of sealed and constructed events. They will be held at major conventions throughout the year. See the Epic Battles TCG website at www.EpicBattlesTCG.com for further details.

Grand Melee

These events are high level tournaments with cash prizes that are held at conventions throughout the year. In addition to the cash prizes these events are eligible to reward participants with Universal SEVEN Points (USP).

TBA	TBA	TBA	TBA
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Battle Royale

These events are high level tournaments with cash prizes that are held at conventions throughout the year. In addition to the cash prizes these events are eligible to reward participants with USP.

November 4-6	W W Texas	Arlington	TX
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Grand Master Championships

Spread over the course of two days, each World Championship Event will give everyone a chance at earning the title of World Champion while earning USP. Day One is a tournament accessible to all Players, and is the most competitive open event in the OP program. Day Two pits the Top 64 Players* from the previous day to determine who is the best Player overall.

* Cut to Top 64 requires at least 129 participants. If there are fewer than 129 participants, top cut will consist of the recommended number of players based on attendance. See page 5 for Top Cut chart.

TBA	TBA	TBA	TBA
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Day One:

This event will be scored using the modified Swiss Format, number of rounds to be contingent on number of Players following this format:

<u># of Players</u>	<u># of Rounds</u>
65 - 128	7 Rounds
129 - 512	8 Rounds
512+	9 Rounds

Players qualifying for the Top Cut will advance to Day Two. Due to the complexity of processing Player data, this will all be handled by the computer tournament program.

Day Two:

Taking the top ranked players from the previous day, the Championship will be decided utilizing a single-elimination format. The final two Players will compete in a best-of-three match to determine the champion.

Appendix H

Sonic X

Rules Variations:

Sleeves:

All cards in a player's deck must be sleeved in matching opaque sleeves in a uniform fashion. Each sleeve must be indistinguishable from each other sleeve in a player's deck. Sleeves must have an opaque non-reflective back. Cards can not be double sleeved. Foil, holographic, reflective, or sleeves with graphics or pictures on the backs are not allowed. Sleeve fronts must be clear with no colored tints or holographic qualities to them. Final say on a sleeve's playability is left to the judge's discretion.

Tournament Matches:

Tournament matches for SEVEN sanctioned Sonic X tournaments at the premier level will be a best-of-3 match.

Tiebreaks:

Game Tiebreakers

When time is called in the round players finish the current turn to see if a winner is declared. If the game is not completed use the following tiebreakers to determine the winner of the match.

Use these tiebreak methods in the case the first or third game in the match reaches the time limit.

- 1st tiebreaker – The player controlling the most Chaos Emeralds is declared the winner
- 2nd tiebreaker – Players play an additional round of sudden death. At the end of the turn the Player with the most Chaos Emeralds is declared the winner

If time is called during the second game in the match, the current turn is completed. If a winner is not declared for that game, the winner of the first game is declared the winner of the match. If the player who lost the first game wins the second game during the turn in which time is called, a third game begins with the players using the tiebreakers for the third game above beginning at the end of the second turn.

Swiss Tiebreakers

When using the Swiss event style you will often need a way to break ties between Players that end the tournament with the same number of Tournament Points. Please use the following tiebreakers.

- 1st tiebreaker – Add the Tournament Points of the opponent(s) that each Player defeated. The Player with the highest total wins this tie.
- 2nd tiebreaker – Add the Tournament Points of the opponent(s) that each Player lost to and/or drew with. The Player with the highest total wins this tiebreaker.
- 3rd tiebreaker – Compare the round number of each Players first loss or draw. The Player who lost or drew in the latest round wins this it breaker.

- 4th tiebreaker – If the Players played in the Swiss rounds the Player that won that match-up wins this tiebreaker.
- 5th tiebreaker – The Judge uses a random method to determine a winner (IE: Rolling a Die or Flipping a Coin).

Alternate Tournament Formats:

Event Type - Sealed Deck

A Sealed Deck event relies upon the Player's ability to create a deck from the cards they receive. In this type of event, Players will be given 4 unopened booster packs. Each Player has 15 minutes at the beginning of the tournament to construct a 30 card deck with the cards they received in their product. Players should expect to pay an entry fee at the event for the sealed product. Sealed deck events often offer products at reduced prices. **For this reason, departing before the conclusion of the first round of a Sealed Deck event is prohibited.**

In a *SEVEN* approved Sealed Deck event, Players are required to use **ONLY** the cards that they were given in the product that they received. Trading between Players during the deck construction period or at any other time during the event, for another Player's cards or for any previously purchased cards is **NOT** allowed. Any Player found trading cards during a Sealed Deck event, risks being ejected from the tournament. Before the event starts, Players may be required to make a decklist or a list of contents received in their sealed product.

If a card is intentionally or unintentionally marked or abnormal, those cards should be replaced by the Judge at the beginning of the Sealed Deck event if possible. Card decks and booster packs should be replaced on a one-for-one basis. If a card replacement cannot be offered, (IE: Rare, etc.) it is acceptable for a Judge to allow a "Proxy" card to be used in place of the marked card.

Event Type – Booster Draft

In this type of event, Players use their evaluation skills to select cards for their decks one card at a time from the contents of booster packs that are passed around the draft table. Each Player is randomly assigned a seat at one of the Draft Tables. Each Player is provided with 4 unopened booster packs. On the Judge's signal, all Players at the table open the first booster of product and count the number of cards in the booster pack. If any product has an incorrect number of cards the Judge should immediately replace the booster with an unopened booster. Players are then given a specified amount of time to choose one card from the pack and pass the remaining cards in the pack face-down to the Player on their left. Players continue to choose cards for their decks one at a time until there are no longer any cards in the current cycle of boosters being passed. Players may only look at the cards they have drafted during the time in between packs and may not look at their cards while any cards are still making their way around the table to be drafted.

After the first packs have been drafted, the process is repeated with the Players passing to the right instead of the left. This process is repeated with alternating passing clockwise then counter-clockwise until all product has been drafted.

Once all product is drafted, Players are given 15 minutes to construct a deck of 30 cards.

During the draft and deck construction, no communication may take place between Players. Communication for Players is limited to Judges only during drafting and deck construction.

Organized Play 2005 Overview:

The Sonic X TCG OP structure has two levels, In-Store Events and Premiere Level Events. Both levels can use Constructed, Draft or Sealed rules. Rules for these events have been provided earlier in Event Manual.

Cards become legal for tournament play 14 days after the official release of the product to the public.

Organized Play Event Structure:

In-Store Events:

- 1) Local Tournaments

Premiere Level Events:

- 1) Side Event

Local Tournaments

SEVEN approved local tournaments will be the most prevalent in our OP program, as any participating Hosts can run these events. By registering with Score Entertainment, retailers may request a sanctioned tournament kit. Provided free of charge, tournament kits will support 20 Players. In order to keep the environment fresh, these promotional cards will change with each expansion unless otherwise published by Score Entertainment.

Each Tournament Kit includes:

- 20x Participation cards (based on current expansion)
- 1x Binder
- 1x Poster
- 1x Score card
- 1x Retail sheet

Side Events

These will consist of sealed, draft and constructed events. They will be held at major conventions throughout the year. See the Sonic X TCG website at www.SonicXTCG.com for further details.

USP Point Structure

The 2005 OP season (January 1, 2005 – August 31, 2005) for Score Entertainment will introduce players to Universal SEVEN Points (USP) as a way of rewarding our dedicated players. The USP are awarded to a player for each round of play that he participates in during designated Score events.

The point structure is as follows:

- A player is rewarded 5 points for each round of Swiss he participates.
- A player is rewarded 10 points for each round that he advances to after the Top Cut (single-elimination rounds).
- The player who wins the event will be rewarded an additional 15 points.
- A player must compete in each round of Swiss to receive points.
- Players who are removed or drop from the tournament before completion of its predetermined number of Swiss rounds will not be eligible to receive USP for that tournament.

Under the USP program a typical Taikai Regional Event or Kogeki Premier Event with an attendance of 120 players would allow a player a possible 100 points as shown below.

- 120 players = 7 rounds of Swiss.
 - 7 (rounds) x 5 (points per Swiss round) = 35 points
- Top 32 moves on to 5 rounds of Single-elimination.
 - 5 (rounds) x 10 (pts. per Single-elimination round) = 50 points.
- Winner is awarded 15 points.
 - 35 + 50 +15 = 100 total points.

The Shikon Jewel World Championship is structured to allow for 115 points to be awarded to the winner as shown below.

- Worlds is 8 rounds of Swiss followed by a Top 64.
 - 8 (rounds) x 5 (points per Swiss round) = 40 points.
- Top 64 moves on to 6 rounds of Single-elimination.
 - 6 (rounds) x 10 (points) = 60 points.
- Winner is awarded 15 points.
 - 40 + 60 + 15 = 115 points.

**Score reserves the right to change the USP structure at any time for any reason.*

USP Prize Structure

1 st : \$2500	8 th : \$425	15 th : \$300	22 nd : \$200	29 th : \$100
2 nd : \$1500	9 th : \$400	16 th : \$300	23 rd : \$200	30 th : \$100
3 rd : \$1000	10 th : \$375	17 th : \$250	24 th : \$200	31 st : \$100
4 th : \$750	11 th : \$350	18 th : \$250	25 th : \$150	32 nd : \$100
5 th : \$500	12 th : \$325	19 th : \$250	26 th : \$150	
6 th : \$475	13 th : \$300	20 th : \$250	27 th : \$150	
7 th : \$450	14 th : \$300	21 st : \$200	28 th : \$150	