

FORCE OF WILL Co. TCG Floor Rules Ver. 2.4

1. Preface

1a. Outline

The rules and regulations detailed in this document are to be enforced at FORCE OF WILL Co. official events. Players participating in official events are expected to follow the rules outlined in this document to ensure proper play and smooth progress of the event. Failure to abide by these rules may result in a penalty for that player.

1b. Terminology Definition

This document makes use of the following terms.

- **Event**: A large gathering relevant to the game. Reception, opening and closing announcements, tournament, and any other occurrences during the gathering are all part of the event.
- **Tournament**: A competitive gathering of players.
- **Match**: A set interval where players compete against each other to see who wins and who loses. Players advance in tournaments by winning matches.
- **Game**: A single session of the card game between players during a match.

1c. Types of Tournaments

Tournaments can fall under the two general classifications below as dictated by the goal of the event.

- **Competitive**: Players compete to their utmost ability and all rules and regulations are enforced to their fullest extent. Often prizes such as rare cards, trophies, and prize money are offered to winners. Force of Will Grand Prix events are an example of a competitive tournament.
- **Casual**: Tournaments players participate in more for fun or to practice for more competitive events. So long as it does not interfere with the overall flow of the tournament and the enjoyment of the players, play mistakes and other game errors may not be prosecuted as harshly as they would in competitive events, at the event manager's discretion.

2. Event Staff Responsibilities

2a. Outline

Depending on the role one has been assigned, different event staff have different responsibilities. Listed below are the different types of staff members as well as their required tasks.

2b. FORCE OF WILL Co.

It is the duty of FORCE OF WILL Co. to oversee and manage all official events.

FORCE OF WILL Co. is in charge of processing requests to host official events, as well as assist them on organization matters and promotion through official channels.

FORCE OF WILL Co. manages the names, deck lists, and pictures of any players from events as necessary. This information may be used for future promotional material by FORCE OF WILL Co.

FORCE OF WILL Co. may deem it necessary to publish the name and pictures of players or other individuals who have committed acts of injustice or unfairness for punitive reasons.

2c. Officials

Event Organizers, Judges, Score Keepers, and Event Staff all fall under the purview of officials.

Officials carry the duty of managing events and tournaments, and assuring that they progress smoothly.

Players and onlookers are required to adhere to rules and instructions set by officials.

Officials may not participate as players in competitive events.

2d. Event Organizers

An event organizer is one who is responsible for preparing and executing an official event.

At least one Event Organizer must be present at all official events. In the case that no event organizer is able to attend, they may choose an official to act on their behalf.

Event organizers are responsible for securing an event space, as well as clearly announcing event details (time, location, entry fee, format, prizes, tournament style) within an appropriate amount of time. They must also manage event preparation on site, manage players, run the event, and are responsible for assuring event cleanup after the event has concluded.

Event Organizers may remove event participants, including officials from the event space if they believe that person or persons has impeded the smooth progress and enjoyment of the event.

Event Organizers will, at FORCE OF WILL Co.'s request, report desired event information to FORCE OF WILL Co.

Event Organizers may change aspects of an official event they manage, provided they confer with FORCE OF WILL Co. beforehand.

2e. Judge

Head Judges and Floor Judges fall under the blanket category of Judge.

Judges resolve problems that occur during the course of tournaments. They ensure that tournaments run smoothly.

Event Organizers may concurrently serve as judges as necessary.

2f. Head Judge

The Head Judge manages all others and has the final word on any problem resolution that may occur during a tournament.

Competitive tournaments require a single Head Judge. Head Judges are not required for casual tournaments. In the case of a tournament too large for a single Head Judge, an Event Organizer may allow the assignment of a Head Judge Aide with the same abilities and responsibilities as a Head Judge.

In the event of a problem during a tournament, a Floor Judge is the first to resolve it, Head Judges may not interfere with this. If, after a Floor Judge's resolution, there has been a second appeal, the Head Judge is the one to give the final ruling. A Head Judge's resolution is final and may not be overturned during that tournament.

A Head Judge may remove players from the tournament and spectators from the event space if they believe that person or persons has impeded the smooth progress and enjoyment of the event.

2g. Floor Judge

It is the responsibility of Floor Judges to resolve the problems that may occur during the matches of a tournament.

Both competitive and casual tournaments require one or more Floor Judges. A Floor Judge may not also be a Head Judge.

At a tournament with a Head Judge, a resolution proposed by a Floor Judge may be subject to a second appeal to the Head Judge by a player or other party involved in the resolution. The Head Judge's resolution overrules one made by the Floor Judge and cannot be overturned by Floor Judges.

At casual tournaments without a Head Judge, the Floor Judge's resolution is final and cannot be overturned.

At casual tournaments, a Floor Judge may also be a player. However, if there is another Floor Judge, it is recommended that the other unrelated Floor Judge resolve any problems that may occur where one of the parties is a Floor Judge.

2h. Score Keeper

Score Keepers are responsible for keeping track of the match results of each player during a tournament.

Score Keeper is not a necessary independent duty during a tournament. In the case of Score Keeper absence, another official may keep track of the match results of each player.

Judges and Event Organizers may act concurrently as Score Keepers.

2i. Event Staff

Event Staff are any non-Event Organizer, Judge, or Score Keeper staff assisting with the event. They help set up furniture, police the event, take photographs, and any other task that may be required of them to assist with the smooth progress of the event.

Event Staff are expected to follow the instructions of the Event Organizer. If necessary, Event Staff may be required to assist Event Organizers or Judges

2j. Player

Players are people who have been allowed the ability to participate in tournaments and undertake matches with other players.

Players have the obligation to be respectful to other players and officials. They must play fairly in accordance with the rules of the game and obey any directions given by officials.

2k. Spectator

Anyone present in the event space that is not an official or a player participating in the tournament is a spectator. Players who have been eliminated or who have chosen to withdraw from the tournament are spectators.

Spectators may observe the progress of the tournament and matches, so long as they do not interfere in any way with their progress. At a player's request to a Judge, spectators may be prohibited from observing that player's matches.

If a spectator observes a problem during a match, they may call a Judge over to resolve that problem. They may not have any communication with players other than to notify them of calling a Judge.

3. Event Preparation

3a. Event Organizer Preparation

Event Organizers are responsible for guaranteeing a place for the event beforehand, determining the contents of the event, securing enough time for the event, and announcing all relevant details. They must also assign event staff in advance, set up in the event hall on the day of the event, and clean up after the event has concluded.

3b. Player Preparation

Players are required to prepare the materials they will need for the tournament beforehand. This includes their deck, sleeves, writing implements, tokens, dice, and any other permitted accessories they may wish to bring.

If an Official believes that one or more items a player has brought for use in the tournament is indecent, improper for public display, or otherwise suspicious, that Official may ban that item from use in the tournament. If an Official believes that one or more items a player has brought for use in the tournament may give them an unfair advantage, such as through the use of markings such as words or symbols, they may ban that item from use in the tournament with a Judge's final approval.

3c. Deck

If the player is participating in a constructed tournament, they must prepare a deck, magic stone deck, and J/ruler from cards that they own, as well as a side deck if one is approved for use at the event. The deck, magic stone deck, and side deck must adhere to the tournament's format (i.e. New Frontiers, Wanderer).

3d. Suitable Goods

Players may only use official FORCE OF WILL Co. items for participation in tournaments. Fake cards may not be used, and replacement cards may only be used with Judge permission.

If a card displays any sort of damage that would make it unfit as suitable goods, a Judge may issue a replacement card that has the exact same information as the original card after checking the damaged original. If a replacement cannot be produced, treat an object with the original card's name written clearly on it as the original card.

Cards with certain writing on them, such as artist signatures or alterations to illustrations may be used with Judge permission, so long as they do not cover an extensive portion of the card's text. Alterations with writing, symbols, changes to card thickness, or any other such change that may provide an unfair strategic advantage on any part of the card is not permitted in tournaments.

Force of Will: When using a card with a Sealed Item ability. If that card requires affixing a portion of text to it, instead

of affixing that text to that card with the Sealed Item ability, that player may instead keep that text portion separate and substitute it in as necessary.

3e. Deck List

Event Organizers may request deck lists from the players attending that event. If the event is a competitive tournament, the Event Organizer must obtain a deck list from every player.

For constructed format events, players have a fixed amount of time to fill out a comprehensive deck list including the names of all cards in their deck, magic stone deck, side deck, and their J/ruler as well as the quantity of each card. Usually, a paper form is used, but an Event Organizer can choose to substitute in an electronic form if they are able.

For limited format events, players fill out a form detailing each card they received, then records which of those cards they use in the deck they build from their limited card pool. For limited sealed events, see [Appendix: Sealed Deck Registration].

3f. Sleeves

The use of card sleeves to protect cards is approved.

The number of sleeves over one card has no set limit. However, if the amount of sleeves is in any way a hindrance a Judge may rule that the player needs to remove sleeves until the cards are more easily manageable. The number of sleeves over cards belonging to a group (deck, magic stone deck) must be the same for each card.

Both clear and opaque sleeves can be used. Clear sleeves are defined as sleeves that are clear on all sides, that allow most or all detail of the card within to be seen. In competitive tournaments, cards must be sleeved in opaque sleeves that do not obstruct any information on the front of the card and completely cover all information on the back of the cards, such that no distinction between face down cards can be made. Sleeves that obstruct any part of the front of a card cannot be used.

As a general rule, cards that are part of the same group (deck, magic stone deck) should have backs that are indistinguishable from one another, even after being sleeved. A Judge may assign a penalty to a person who has cards of a same group with sleeves that are distinguishable from one another.

Cards not belonging to the same group may have sleeves that differ from one group to another to make recognizing which is which, easier.

Force of Will: The main deck, magic stone deck, and J/ruler may all use sleeves that are different from each other group, so long as each group has sleeves congruent with itself. It is recommended that J/rulers are sleeved in double-sided clear sleeves.

Caster Chronicles: The deck and extra deck may all use sleeves that are different from each other group, so long as each group has sleeves congruent with itself.

3g. Tokens

Games may require one or more players use tokens and a player's deck may include cards that necessitate tokens. If either is the case, players should prepare objects that can be used as tokens in advance.

Tokens must be objects that can represent the same information that cards have (card orientation, front/back). If this information cannot be easily determined with a specific object, a judge may rule that object as illegal for use as a token. In such a case, Judges may provide alternate objects as substitution.

3h. Dice

Games may require one or more players to use dice and a player's deck may include cards that necessitate dice. If either is the case, players should prepare six sided dice in advance.

Dice must be evenly six sided, easily read, and produce a variable of between 1-6 a relatively even amount of times. The use of any modified, custom, weighted or otherwise altered dice that may give an advantage to a player will incur a penalty by a Judge.

3i. Writing Implements

Players must bring a writing implement for filling out event forms and for game notes.

3j. Other

Games may require one or more players to use counters and a player's deck may include cards that necessitate counters. If either is the case, players should prepare some small objects that can be used as counters in advance.

3k. Electronics

During a tournament match, electronic device may be used to take notes. However, the display face of the device must be visible to all players during every point of the match. This includes when you are operating the device. If this device is ever used during a match without the display face being visible to all players, then that device is disallowed from use for the tournament.

Officials may disallow the player use of electronic devices that they believe could be used to gain an unfair advantage.

4. Tournament Progression

4a. Outline

To begin each round, tournament officials reveal the tournament pairings for that round. Tournaments progress in matches based on these pairings each round. The type of tournament being run dictates how player rankings are to be determined.

4b. Tournament Formats

Tournaments can be run in one of four formats; "Single Elimination", "Double Elimination", "Swiss Rounds (No Finals)", "Swiss Rounds (With Finals)". All tournament formats require multiple rounds. Each round pairs players together to determine the matches for that round. The tournament progresses in accordance with the progress of the matches.

4b-i. Win without playing

Any player who gains a win without playing, does not participate in a match that round. Instead, they are treated as having won their match for that round.

4b-ii. Single Elimination

Any player who loses a single match is made to withdraw from the tournament.

Each round, players play a match against the other player in their designated pair. A player who loses a match is removed from the tournament. The final player remaining in the tournament is the winner.

At the beginning of each round, all remaining players are randomly made into pairs and play a match. If any round does not contain an even number of people to be made into pairs, that odd person out (who has been randomly selected via the randomly assigned pairings) is assigned a win without playing.

4b-iii. Victory Points and Swiss Matching

Tournaments that use the swiss format for matching assign players victory points each round based on that player's outcome for that round.

- Match victory (Including win without playing): 3 Points
- Match draw: 1 Point
- Match loss: 0 Points

When performing swiss matching for rounds, it is best to match up those that have won with others who have won as much as possible. Moreover, pairings should be formed of two persons who have not yet played in a match with each other during the course of the swiss rounds of the tournament. If there are more than two people with similar victory point scores, assign the pairs randomly from within that group of similarly scored players. If there are an odd number of players, choose a player with a low victory point total and who has not yet received a win without playing, to receive a win without playing. If there is more than one player who could be chosen for a win without playing, choose which one receives it randomly.

4b-iv. Double Elimination

Players with less victory points than the designated total, are eliminated from the tournament.

Event Organizers announce the number of rounds until the end or a remaining number of players (or both) once participating player numbers have been affirmed.

This format uses swiss matching.

At the end of each round, players who have a victory point total lower than $([\text{number finished rounds}-1]\times 3)$ are eliminated from the tournament. Once the tournament reaches the number of rounds the Event Organizer announced or when it reaches the number of remaining players the Event Organizer announced, the tournament ends and the rankings are decided.

An Event Organizer may choose to end the tournament once there is only one remaining player who has not lost a single round.

4b-v. Swiss Rounds (no finals)

Event Organizers announce the number of rounds until the end once the number of participating players has been affirmed. For the recommended number rounds, see Appendix: Recommended Number of Rounds.

This format uses swiss matching.

The tournament ends after the set number of rounds has been reached. Rankings are decided at this time.

An Event Organizer may choose to end the tournament once there is only one remaining player who has not lost a single round.

4b-vi. Swiss Rounds (with finals)

Event Organizers announce the number of rounds until the end once the number of participating players has been affirmed. For the recommended number rounds, see Appendix: Recommended Number of Rounds.

This format uses swiss matching.

The swiss rounds end after the set number of rounds has been reached. Rankings are decided at this time. Then, all players not in the Top 4 or Top 8 are eliminated from the tournament. The remaining players engage in either single or double elimination for the finals. 3 game matches are single elimination, 1 game matches are double elimination.

For single or double elimination finals pairings, see Appendix: Finals Matching and Progression.

4b-vii. Player Arrangement Control

Event Organizers may wish to know which players take the first turn of each of the first games of each match. If this is the case, they may request this information of players, provided the Event Organizer provides a method to do so. Players are obligated to record whether or not they took the first turn on the first game of each of their matches if requested by the Event Organizer.

If the proper arrangements have been made, and players have been recording whether or not they took the first turn on the first game of each of their matches, then the following method is to be employed. After players are paired off for each round, the player who has taken the first turn of the first game fewer times during the course of the tournament is the one to go first for the first game that round. For the first round of the game, and in the case of ties, the first turn player of the first game is decided randomly. Random selection does not allow a player to choose to go first or second in the first game of the round. They must go first if they are selected.

If officials are able to manage player turn order via computer, then they may announce who will take the first turn of the first game for each pairing, provided that the Event Organizer decided (randomly) who would take the first turn of the first game for each pair beforehand.

In a swiss round format tournament with finals, when the tournament switches over to single elimination finals, the first turn player for each pair for the first game in the first round of the finals is chosen by the player among each pair who has the higher swiss ranking from the tournament

4c. Match Format

Each tournament round is decided by matches. Matches consist of one or more games. Event Organizers choose beforehand what kind of match format the tournament will use. This cannot be changed during the tournament.

If a game in a match that ended in a draw because of (being out of time), that game is treated as having not happened.

4c-i. Side Deck

In match formats where a side deck is permitted, players may prepare a small stack of cards separate from your deck and magic stone deck to exchange cards with. This separate pile is referred to as the 'side deck'. Cards in the side deck may be exchanged with cards you are using in your deck and other game resource piles, depending on the game.

The number of cards allowed in a side deck and the kind of cards allowed in it differ depending on the game. In limited formats, a player's side deck is any cards they have that they were not able to put into their deck or other similar game resource piles.

For constructed formats, the side deck still counts against a player's maximum use of cards with the same name (what this number is, is determined by the game), just like any cards in a deck.

Force of Will: For ruler cards, Players may not have more than one copy of any ruler card with the same name between their side deck and ruler area. The only exception to this is if two cards have the same name on their ruler side, but a different name on their respective J/ruler sides. All other cards follow the rules for card maximum outlined in the Comprehensive Rules.

For constructed formats, while constructing one's deck, effects of a card that change how many copies of a certain card or cards you may use, apply to both one's deck and side deck.

Ex: "You may have any number of copies of cards of Type A in your deck." This means that one may include any number of cards of Type A in both their deck and side deck.

Ex: "You may only have one copy of this card in your deck." This means that one may include only a single copy of the card with this ability between both their deck and side deck.

For constructed formats, while constructing one's deck, effects that specifically prohibit or limit certain card combinations apply to only one's deck and not their side deck.

Ex: "You may not have more than one copy of cards of Type A in your deck." This means that one may not include more than one copy of any card of Type A in their deck, this restriction does not apply to their side deck.

Ex: "You may not have cards with Ability A in your deck as long as this card is in your deck." This means that one may not include any cards with Ability A in their deck if a card with this ability is in their deck, this restriction does not apply to their side deck.

When exchange cards with your side board, the following rules must be abided by. Decks must still abide by rules for deck construction, even after exchanging cards with a side board.

- For constructed formats, you may remove any number of cards from your deck and replace them with cards from your side deck. After doing so however, the number of cards in your side deck must be the same as it was at the start of the match.

Force of Will: In constructed formats, one may prepare a side deck of up to fifteen cards. In addition to the deck, you may also include ruler and magic stone cards in your side deck and exchange cards in the side board with your magic stone deck and ruler. **If you exchange rulers, you do not reveal your exchanged ruler until the end of exchanging cards.**

Caster Chronicles: This game does not use a side deck.

- In limited formats, you may remove any number of cards from your deck and replace them with any number of cards from your side deck. Before or after exchanging cards with the side deck, the side deck does not need to maintain any specific amount of cards. Any cards provided by an Event Organizer may also be exchanged with the side deck.

At the start of each round of a tournament, one's deck and sideboard contents must be identical to their contents at the start of the tournament. For casual limited format tournaments an Event Organizer may choose not to use deck lists and allow your deck and side deck to be different at the start of each round as long as all the cards were cards you pulled as part of the limited format event.

4c-ii. Determining First Turn Player

For the first game of any match a randomly chosen player takes the first turn. Randomly chosen players cannot choose to go first or second, if they are the one selected through the random method, they must go first.

From the second game onward in each match, the player who lost the previous game may choose whether to go first or second for the next game in the match. If the last game was a nonconsensual draw, the player to go second that game becomes the first turn player for the next game in the match. If the last game was a consensual draw, the player to go first in that game remains the first turn player for the next game in the match.

4c-iii. 3 Game Match (with side deck)

Players play up to a maximum of three games per match. The first player to win two of the three games, wins the match.

Cards may be exchanged with those in one's side deck after the conclusion of the first game in a match.

4c-iv. **Force of Will**: 1 Game Match (with side deck)

Players play one game per match. The player to win the one game, wins the match.

After both players are seated and present their side decks, they both reveal their rulers. Then each player may exchange cards with their side deck. However, if a player exchanges their ruler, only another face up ruler card is permitted.

For competitive tournaments, it is recommended that this setup is used.

4c-v. 1 Game Match (without side deck)

Players play one game per match. The player to win the one game, wins the match. Side decks are not used.

Force of Will: This setup is only to be used for casual tournaments.

4d. Swiss Rankings

When using switch matching for a tournament's rankings, follow the steps listed below.

- **Victory Point Totals**: Players with higher victory point totals are ranked higher
- **Number Of Wins From Time Out**: If players are tied for a position in the rankings, the player with fewer victories from time out, is placed in the higher ranking position.
- **Victory Point Average Of Opponents**: If players are tied with their number of wins from time outs, the player who has the higher total victory point average among their opponent's is placed in the higher ranking position. When calculating this average, any previous opponent who has a victory point total less than the number of completed rounds thus far in the tournament has their victory point total treated as the number of completed rounds thus far in the tournament. When calculating this average, do not count matches won without playing. (Ex: After 5 rounds have passed, and an opponent has only three victory points, treat them as having five victory points for the purpose of calculating an average.)
- **Opponents' [Victory Point Average of Opponents] Average**: If the victory point averages of opponents are equal between both players, then the victory point averages of each of the tied players' previous opponents are calculated and averaged together. Whichever is the higher final average determines which player is placed in the higher ranking position.
- **Defeated Rounds**: If the opponents' [victory point average of opponents] averages are equal, then take the value squared value of each of the rounds a player lost and add them together. (Ex. A player who lost in the second round and fifth round means, $2^2 + 5^2 = 4 + 25 = 29$.) The player with the higher number is placed in the higher ranking position.
- After all these steps have been taken, if a higher ranked player still cannot be decided, then those players in question are ranked the same. If there still needs to be a distinction of which player is placed in the higher ranking position, choose that player through a random selection method.

4e. Withdrawing from Tournament

During limited format events, aside from when players are choosing their cards, players may withdraw from the tournament at any time.

When withdrawing from a tournament, a player must report their withdrawal to an official via an official approved method. Players who have withdrawn from a tournament are not matched with anyone during any rounds following their withdrawal. If a player withdraws from a tournament after a round's pairings have already been assembled, that player is treated as having conceded that match to their opponent.

5. Match Progression

5a. Match Preparation

For each match, players move to their designated table and play a match against their designated opponent.

After being seated, players present their deck and (if they are using one) their side deck to their opponent. From this point onwards, players may not move their deck or side deck off the viewable space of the table. Players may not place other cards on the table or where their side deck is kept. (With the exception of promotional cards distributed at the event.)

5b. Game Preparation

Each game adheres to the following preparation steps.

1. **Force of Will**: Each player presents their ruler, if this is a single game match with side decks.
2. Players may exchange cards from their side board if the first game of a three game match has concluded or if it is the preparation of a single game match.
3. **Force of Will**: Each player presents their ruler.
4. Each player shuffles their own deck and presents it to their opponent. Once players present their deck to their opponent, the deck's contents are fixed and cannot be altered. Players should confirm their deck contents are correct during this time, within a span of three minutes.
5. Players then shuffle their opponent's deck. In a competitive tournament, this action is required.
6. The first turn player is determined.
7. Players perform the first steps of the game, redrawing cards in their hand and the like. After these processes the game is considered "started".
8. The game begins.

5c. Finishing a Match

Upon a match's conclusion, players must report the match results via the approved method to an official as quickly as possible.

If time has run out for the match and the match has not concluded, the current turn player finishes their turn. Then their opponent takes their turn.

If, after the event above, a winner cannot be decided and that round is not a single elimination or a play off, that game ends in a draw.

During single elimination or a play off, when the time for a match has run out and a winner has not yet been decided, follow the steps listed below.

- If it's a three game match format, and one player has won a game and the other player has not, that player with the previous victory in the match wins the match.
- If a winner cannot be chosen via the above information, a winner is selected based on different variables depending on the game title the current game is being played with. If the specified variables are the same between both players, the game continues with a Judge presiding over the game. Once the game reaches a specified variable, the player with a higher life point total is declared the winner.
- If there is currently no game in progress and both players in the match have the same number of game wins within said match, a new game begins with a Judge presiding over it. In this game, each player takes three turns. Afterwards, the players compare the relevant variable and a winner is decided accordingly. If, after both players have taken three turns, the variable is still the same for both players, the game continues until the first difference in that variable, at which point, a winner is determined.
Force of Will: Compare life point totals. The player with the higher life point total is declared the winner.
Caster Chronicles: Compare the remaining number of orbs. The player with the higher remaining orb total is declared the winner.

5d. Consensual Tie

Players may, at any point in a match, end the match in a draw if both players agree and have obtained judge approval before ending the match. If the tournament uses a three game match structure, treat this tie as both players having one game each.

Players may, at any point of a game, end that game in a draw if both players agree to do so. After both players agree and the game ends in a draw, that game becomes such that it was never played and a new game begins with the same first turn player as the game that was chosen to be ended in a draw.

5e. Damaged/Missing Card

During the course of the game, if a non-intentional accident occurs such that a card becomes damaged or torn. A judge may issue a substitution card to replace and be treated as the same card as the one that was damaged or torn.

Substitution cards must have the card's name, cost, text, and any other necessary information written on it by a judge. It must also include the judge's signature and the date. If a player is using a substitution card, that player must inform their opponent before each match begins. When that card would be in a hidden zone, the substitution card is used. When that card is in a public zone, the substitution card should be swapped out for the damaged card.

If, prior to a match, a player discovers that a card in their deck (not a side deck) is missing, they must search for that card or find a replacement during the game preparation time. If that player cannot do this, they lose that game. If the tournament is a three game match format, the player then has up to five minutes to find the card or a suitable replacement during the next game's preparation. If they still cannot, they lose that match. Substitution cards cannot be issued for missing cards.

If, prior to a match, a player discovers that a card in their side deck is missing, they must search for that card or find a replacement during the game preparation time. They may also choose to play the rest of the tournament without that card in their side deck. If the event is a competitive tournament, that player may also choose to lose that game. If they do, they may search for the missing card for up to five minutes during the next game's preparation.

5f. Record

For the sake of recording information, players may use paper or a similar substitutionary item to record information and refer back to it. Players may not refer to information during a match that was not recorded during that match.

It is the responsibility to record critical game relevant information during the progression of each game.

Force of Will: Players must keep track of, and record their own life points.

Players may record information during the deck construction of limited events, however they may not do so during drafts.

6. Game Progression

6a. Shuffling

If, during preparation or during a game, there is an instruction to shuffle (randomize card order) a deck or group of cards, players must do so in an appropriate way. When doing so, it should be done such that no player, including the one shuffling, does not know the order or position of any of the cards within the shuffled deck or pile.

After a player shuffles their deck or pile of cards, their opponent has the right to shuffle that deck or group of cards once. After they have exercised this right, shuffling concludes.

Pile shuffling does not count as proper shuffling, as it does not truly randomize the order of cards. It is only recognized as counting the number of cards.

6b. Communication

During each game, players have the responsibility to communicate with each other clearly and sufficiently, so as to ensure each game runs smoothly. If a game progresses to an undesirably slow or fast pace, players should seek to do what is necessary to return the game to a proper pace.

During a game, information that cannot be checked visually (the current phase, number of produced will, current amount of damage a card has been dealt, etc.) or when applying a calculation or effect (how many kinds of a specified card are in a certain zone, card status, etc.), are treated as information revealed to all players. If a player's opponent requests information regarding such things, that player must answer them as accurately and correctly as possible.

If a player's opponent requests information of a card or cards that are not public/revealed (a card revealed when being added to a player's hand, etc.), that player is not required to inform them of that information. However, that player may not mislead or misinform them about that information.

If players are requested to provide information to a judge, they must provide that information as accurately and correctly as possible.

6c. Procedure Simplification

Players have the mutual responsibilities to ensure that both players understand what is happening at any given point of action in the game. I at the request of their opponent, a player should clearly explain an action that their opponent does not understand. Players may request careful handling of a problematic action.

As long as it is recognized by both players, actions in a sequence may be performed without going through the actual motions of performing them to save on time, while applying the ultimate results of this sequence. (Ex. Banishing a card

through an activate ability, then paying the cost of an activate ability to return it to the field, banishing it again, etc. up to an arbitrary number of times.). An opponent may choose to respond to a part of the actions in such a sequence. If they do, perform all relevant parts of the sequence first leading up to that player's response.

7. Formats

7a. Outline

Formats are rules that dictate how a deck must be constructed in tournaments. Prior to the commencement of an event, the Event Organizer must announce the format of said event.

7b. Constructed Formats

In constructed formats, players use cards they own to create a deck adhering to the rules of deck construction, and bring that deck to the event. They use this deck to play against other players in the event.

7b-i. Legal Sets and Banned Cards

In constructed formats, only cards from certain sets may be used. Additionally, certain cards may be banned (players may not use any copies of banned cards) or restricted (no more than one copy of a restricted card may be used in a deck).

If a card in a disallowed set has the same name as a card in an allowed set, that card may be used.

7b-ii. **Force of Will**: Force of Will TCG Constructed Formats

- **New Frontiers:** Only cards from the two most recent clusters are permitted
Banned cards: 《Captain Hook, the Pirate》, 《Griphon, Racing Across Darkness》, 《Pricia, True Beastmaster/Reincarnated Maiden of Flame, Pricia》
- **Wanderer:** All cards from the Grimm cluster onwards are permitted.
Banned Cards: 《Tell a Fairy Tale》, 《Law of Silence》, 《Morgiana, the Wise Servant》, 《Pumpkin Witch》, 《Whisper from the Abyss》, 《Laevateinn, the Demon Sword》.
- **Origin:** All cards in sets that have gone on sale thus far and all PR cards distributed thus far are permitted.
Banned Cards: None
- **Cluster:** Only cards from the specified cluster may be used.
Banned Cards: None.
- **Rule for all formats:** Chinese language cards may never be used, excepting for the World Grand Prix events.

7b-iii. **Caster Chronicles**: The Caster Chronicles Constructed Format

Any and all cards released and sold within a country, are legal for use in that country. Additionally, any PR cards distributed are also legal for use.

Only cards of the tournament organizer's chosen language are legal for use. If the organizer or tournament does not specify a language, then the language is always the common language of that country. Cards of languages other than the specified language are not legal for tournament use.

- **Suspended card list:** Suspended cards may not be in decks.
《Play Nice》

7c. Limited Format

In the Limited Format, players use the cards in unopened booster packs to form their deck, magic stone deck, and ruler right then and there. They then use those cards to play against other people who have constructed their deck, magic stone deck, and ruler in the same fashion.

Competitive events must abide by the recommended packs detailed below, unless otherwise specified by FORCE OF WILL Co. beforehand. For casual events, players may use packs outside those recommended, as long as each player has the same number and kinds of booster packs.

Limited formats differ from the normal deck building rules in terms of the required number of cards. Event Organizers will also need to provide some outside cards separate from the booster packs for each player to use. For specific details, check each game's section below.

Force of Will: For the limited formats of Sealed and Draft, each player's deck must be at least 25 cards, their magic stone deck 8 cards, and they need one ruler. Players may have more than four copies of a card with the same name in their deck or magic stone deck. If required by players, Event Organizers should provide any basic ruler or basic magic stones that player requests.

7c-i. Sealed

Each player receives a predetermined number of unopened booster packs.

Force of Will: For sealed events, it is recommended that the newest booster packs from the newest available cluster are used. In the case of the first or third booster pack set of a cluster, simply give each player six unopened booster packs from that set. In the case of the second or fourth booster pack set of a cluster, give each player three from that set, and three from the previous set (three from the second booster pack set and three from the first, for example).

Players then open their given packs and use those cards along with any other cards provided to them for use in the event by the Event Organizer to form their deck, magic stone deck, and ruler.

7c-ii. Draft

Divide players into groups of 4–8, called pods. Each pod sits in a circle around a table. Then each player receives a set number of unopened booster packs.

Force of Will: For swiss matching in a competitive tournament, it is recommended that each pod be six people.

Force of Will: For drafts, it is recommended that the newest booster packs from the newest available cluster are used. In the case of the first or third booster pack set of a cluster, simply give each player four unopened booster packs from that set. In the case of the second or fourth booster pack set of a cluster, give each player two from that set, and two from the previous set (two from the second booster pack set and two from the first, for example).

Players open a booster pack they've received, starting with a booster pack from the most recently released booster pack set.

Force of Will: If a player opens a pack that contains a ruler with a J/ruler side or other such double-sided card, they must reveal that card to the rest of the players in the pod.

Each player chooses a card from the pack they've opened and place it face down in front of them. They then pass the remaining cards from the pack to the person to their left in the circle. They then receive the cards passed to them from the player to their right in the circle, choose a card from that pile and place it face down in front of them, then pass that pile to the person to their left. This continues until no cards remain to be passed to players.

This process should be repeated for all booster packs in the draft. When passing cards to the next player, pods should alternate. They should pass to the left for the entirety of the first booster pack, as detailed above. For the second, fourth, sixth, etc, pass to the opposite (right) direction instead.

When all packs have been opened and no cards remain to be passed around, the cards each player has placed in front of them and any cards provided by the Event Organizer for use in that event are used to form that player's deck, magic stone deck, and ruler.

As a general rule, players only play against other players in their pod, however Event Organizers may choose to have players play against others outside their pod, as long as this is announced clearly beforehand.

7c-iii. **Force of Will**: Mega Master

Players each take two unopened booster packs, open them, and put all non-J/ruler, non-magic stone, non-token cards into their deck.

In mega master, all basic magic stones are treated as having "rest: produce [w], [r], [u], [g], [b]." written on them.

Employ this only for casual tournaments.

Appendix: Time Limit

For events, refer to the following chart regarding recommended times.

Force of Will:

Each round should follow the time scheduling below.

	一般イベント	競技イベント
Single Game Match	20 Minutes	30 Minutes
Three Game Match	50 Minutes	60 Minutes
Single Elimination Quarter and Semifinals	50 Minutes	90 Minutes~No time limit
Single Elimination Finals	50 Minutes	No time limit

Limited formats should follow the time scheduling below.

Sealed Format	30 Minute Card Pool Check, 30 Minute Deck Construction, 20 Minute Deck Registration
Draft Format	30 Minute Deck Construction and Registration

A draft format should adhere to the following timetable for selecting cards.

Remaining Number of Cards	Time Limit
10 Cards	40 Seconds
9 Cards	35 Seconds
8 Cards	30 Seconds
7 Cards	25 Seconds
6 Cards	20 Seconds
5 Cards	15 Seconds
4 Cards	10 Seconds
3 Cards	10 Seconds
2 Cards	5 Seconds
1 Card	N/A

After drafting each pack, players have a set amount of time to check their chosen cards.

1 Pack	30 Seconds
2 Packs	60 Seconds
3 Packs	60 Seconds
4 Packs	N/A

Caster Chronicles:

The recommended round time is listed below.

	Casual/Competitive
1 Game Match	25 Minutes

Appendix: Recommended Number of Rounds

Swiss Rounds (without finals)

Number of Players	~8	~16	~32	~64	~128	~256	~512
Number of Rounds	3	4	5	6	7	8	9

Swiss Rounds (with finals)

3 Game Match

Number of Players	~8	~12	~24	~44	~76	~128	~226	~408	~744
Number of Rounds	3	4	4	5	6	7	8	9	10
Finals	Top 4		Top 8						

1 Game Match

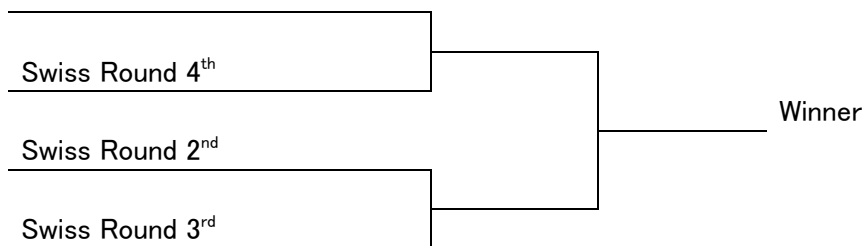
Number of Players	~8	~12	~22	~34	~54	~88	~146	~244	~414	~712
Number of Rounds	5	6	6	7	8	9	10	11	12	13
Finals	Top 4		Top 8							

Appendix: Finals Matching and Progression

Single Elimination Finals (3 game matches recommended)

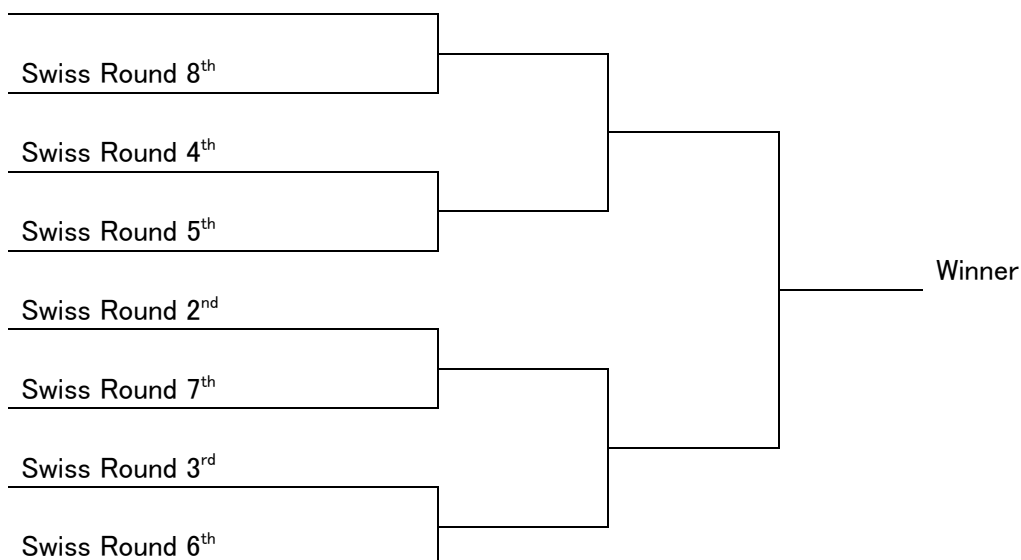
Top 4

Swiss Round 1st



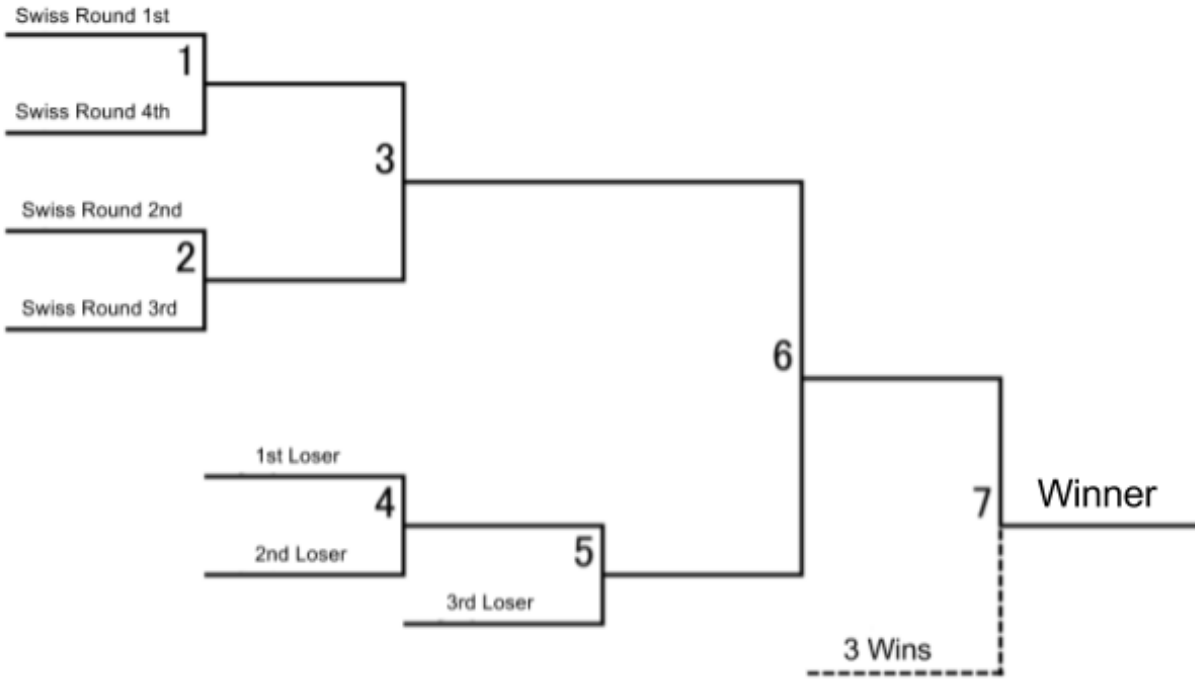
Top 8

Swiss Round 1st



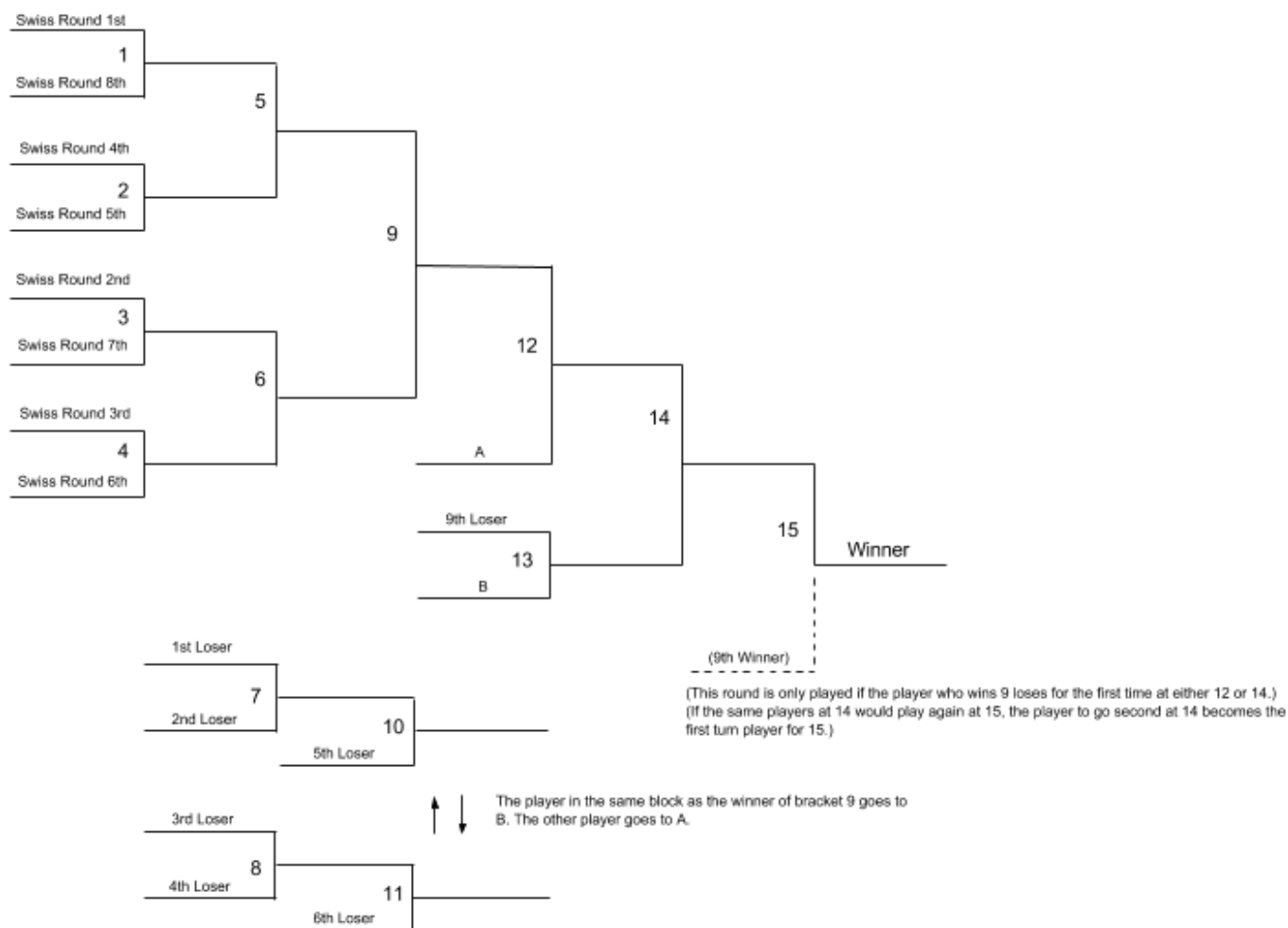
Double elimination (1 game matches recommended)

Top 4



(This round is only played if the winner of bracket 3 loses in bracket 6.)
 (The player to go second in bracket 6 becomes the first turn player in bracket 7.)

Top 8



Appendix: Sealed Format Deck Registration

1. Each player receives a pack from the Event Organizer. Packs are placed in front of their respective players. During the process of opening packs, they may not be moved off the table or put somewhere where they cannot be seen from the seat of the player sitting opposite of them.
2. Players open packs such that they are visible to the player sitting opposite them, and those cards are placed in front of the opening player.
3. Each player passes their cards to the player sitting opposite them.
4. Players record all the cards they received from the player sitting opposite them on the appropriate registration form.
5. Each player returns the cards they received and the registration form to the player sitting opposite them.
6. Each player uses the cards they opened and any cards provided by the Event Organizer to construct a deck. Players record the deck contents on the appropriate registration form. Any cards the player does not include in their deck, become that player's side deck.