

Official Tournament Format – Beta Test Version 1

1. Batch Seeding

The seed phase is adjusted to take place as follows:

- **Doorway Phase:** Both players seed all cards which must seed during this phase at the same time. Then, starting with the player who will go first, each player announces the title of all cards they seeded.
- **Mission Phase:** This phase takes place as described in the official rulebook.
- **Dilemma Phase:** The dilemma phase is broken into 3 steps.
 - **Opponent's Missions:** Both players place all cards they wish to seed under missions they did not seed in front of that mission, creating a stack of cards in the order they are to be encountered. Once both players have placed all cards they wish to seed under opponent's missions, all stacks are "seeded" (slide the stack under the mission in the same order).
 - **Shared Missions:** Both players now create stacks in front of missions seeded by both players. Once all stacks are created, players alternate seeding cards. The player who owns the bottom seeded mission card seeds the first card (the one encountered first) then their opponent places a card on top of that card. Repeat until all cards have been seeded then move on to the next shared mission.
 - **Your Missions:** Both players now create stacks in front of missions that they seeded. Once both players have placed all cards they wish to seed under their own missions, all stacks are "seeded" (place each stack on top of any existing cards under the mission to be encountered last).
- **Facility Phase:** Both players seed all cards which must seed during the facility phase, as well as any remaining unseeded cards. Then, starting with the player who will go first, each player announces the title of each card they seeded
- You do not have to announce the title of a card seeded face down, but you do have to announce how many face down cards you seeded in the phase you seeded them.

2. Dilemma Removal

Any time a dilemma would be placed in a discard pile from play, that dilemma is removed from the game instead. If a [Ref] card would allow you to seed (or reseed) a dilemma from your discard pile, you may seed (or reseed) your dilemma previously removed from the game instead.

3. Dilemma Seed Limit

No more than 2 copies of any card may be seeded like a dilemma. Copies of that card that are not seeded like a dilemma do not count toward this limit.

Example: A player who seeds 2 copies of the Q-Flash doorway to be encountered as a dilemma may seed an additional copy to open their Q-Continuum side deck without violating this seed limit.

4. Mission Stealing

Players may not attempt missions they did not seed unless that mission is ♦ or shows at least 40 points.

5. Card Conversion

All backwards compatible Second Edition cards that have been converted into First Edition cards receive erratum to exactly match the First Edition conversion in every way (as if the player was using the 1E version). 2E cards are considered "copies" of their 1E conversion version. A list of converted cards is found later in this document.

6. Banned Cards

Fair Play, Intermix Ratio, The Big Picture, and all cards on the Banned Card List are banned from Official Tournament Format play.

7. Victory Conditions

The first player to meet all of the following conditions wins the game:

- Player has at least 100 points.
- Player has the highest score.
- Player has completed or scouted at least 2 missions, one [P] and one [S] **OR** has at least 140 points.

In addition to these requirements, players may not count more bonus points than they have regular points. Ignore any excess bonus points.

Converted Cards List

<u>2E Title (2E card #)</u>	<u>(1E card #)</u>		
Carol Marcus (11P23)	(LFL 42V)	Malik (8U84), (0VP44)	(1E 30VP)
Damaged Reputation (1U20)	(LFL 2V)	Prison Compound (4R68), (0VP39)	(1E 25VP)
Data (13R99), (0VP45)	(1E 31VP)	Personal Duty (1R42), (0VP33)	(1E 19VP)
David Marcus (11P24)	(LFL 43V)	Rusot (4U122), (0VP41)	(1E 27VP)
Dominion Battleship (6P60), (0VP47)	(1E 33VP)	Skeleton Crew (3U28)	(LFL 8V)
Driven (12U36)	(LFL 19V)	Slar (13R96)	(1E 5VP)
Dukat (12R98), (0VP43)	(1E 29VP)	Solbor (4R108), (0VP40)	(1E 26VP)
Duras (1R296)	(LFL 38V)	Tactical Disadvantage (8R16), (0VP34)	(1E 20VP)
Emok (1C237)	(LFL 27V)	The Caretaker's "Guests" (11P6), (0VP35)	(1E 21VP)
For The Sisko (2U44)	(LFL 15V)	The Clown: Bitter Medicine (5P2), (0VP36)	(1E 22VP)
Founder Architect (4R126), (0VP42)	(1E 28VP)	The Genesis Effect (11P12)	(LFL 17V)
Friction (6P20), (0VP37)	(1E 23VP)	The Viceroy (1R376), (0VP46)	(1E 32VP)
Getting Under Your Skin (4U55), (0VP38)	(1E 24VP)	Tholun (3C167)	(LFL 28V)
James T. Kirk (11P17)	(LFL 30V)	Vastly Outnumbered (1U29)	(LFL 10V)
		Vetar (1R389)	(LFL 51V)

Banned Cards List

Ajur	Klim Dokachin	Visit Cochrane Memorial
All Threes	Launch Portal	Wormhole
Amanda Rogers	Metaphasic Shields	Your Galaxy Is Impure
Anti-Time Anomaly	Nutaional Shields	
Baryon Buildup	Palar Toff – Alien Trader	
Barzan Wormhole	Q	
Beware of Q	Q2	
Black Hole	Q's Planet	
Brain Drain	Qol (Lascivious Lackey) (2E)	
Borg Ship	Quantum Incursions	
Boratus	Raise The Stakes	
Bynars Weapon	Reconnaissance Drone (2E)	
Enhancement	Red Alert	
Caretaker's Array	Ressikan Flute	
Colony	Revisionist History	
Cyrus Redblock	Revolving Door	
Data Keep Dealing	Rogue Borg Mercenaries	
Destroy Radioactive Garbage	Scan	
Scow	Scanner Interference	
Distortion of Space/Time	Senior Staff Meeting	
Continuum	Shape-Shift Inhibitor	
Dixon Hill	Sherlock Holmes	
End Transmission	Spatial Rift	
Full Planet Scan	Standard Orbit (2E)	
Genetronic Replicator	Static Warp Bubble	
Going To The Top	The Next Emanation	
Holoprogram: Fortress of	The Weak Will Perish	
Doom	Telepathic Alien Kidnappers	
Horgah'n	Temporal Rift	
Jack (Maladjusted Misfit)	Terraforming Station	
(2E)	The Sheliak	
Kevin Uxbridge	Vic Fontaine	