Force of Will Trading Card Game Specific Floor Rules

A1. Document Information

A1.1 Document Version

This version of Appendix: Force of Will Trading Card Game Specific Floor Rules was updated July 15th, 2015. The most up-to-date version may always be found at www.fowtcg.it.
This document may be updated at any time, with or without notice. It is the responsibility of players and tournament officials to ensure they are using the most up-to-date version of this document at all times.

A1.2 Purpose and Use

This document outlines rules and procedures specific to the Force of Will Trading Card Game. It should be used in conjunction with Force of Will General Tournament Policy and Penalty Guidelines.

A2. Legality of Cards

FoW TCG expansions become tournament legal at different times, depending upon where they are released.

A set only becomes legal once it has been released in a specific country, regardless it is in English or in local language. Legality dates will differ for North America, Latin America, Europe, and Oceania. Players should always verify that cards are legal for play in their specific region, and not rely on legality dates for other areas. Any versions of a card, including foil, extended art are permitted in tournaments whenever that card is legal.
Signed and modified cards are legal provided the modification does not obscure the art or text of the card and does not mark it in any way.

A2.1 Foreign Language Cards Use

FoW TCG cards printed in English, French, German, Italian, Portuguese, or Spanish are legal for play in Sanctioned tournaments within all territories.

When using a card that is not in a local language, a local-language version of the card or an accurate card translation (if possible) should be available outside of the Deck to show to an opponent or tournament official. Players are responsible for providing an accurate reference, and may incur a penalty if they provide an incomplete or inaccurate translation. Cards used for translations may not be kept inside the Deck box.

Cards printed in **non-Japanese Asian** language are legal for play in sanctioned events everywhere with the exception of European countries. Cards printed in Japanese language are legal for play in sanctioned events everywhere.
World Grand Prix, Open and Masters are an exception and all FoW TCG cards are legal regardless their language in these tournaments.

Reprints: If a card has been reprinted in a set or non-set that is legal for a given format, then any previous printings of that card are legal for that format as well. If a card has been reprinted in a new block, then any previous printings of that card are legal for that new block. Also, the newer printings are legal for any older blocks in which that card was previously printed.

A3. Legality of Sets

Cards from all released sets and non-sets are legal for the **Origin** Format (Origin/Valhalla and Origin/Bifrost).
Cards from the *Valhalla* cluster are legal for the **Valhalla** Format (Valhalla).
Cards from the *Grimm* cluster are legal for the **Grimm** Format (Grimm).
Cards from the *Alice* cluster are legal for the **Alice** Format (Alice).
Cards from the last two clusters are legal for the **New Frontiers** Format (New Frontiers) .

Origin format may be played in two different modes: Origin/Valhalla (**with** Lifebreak) and Origin/Bifrost (**without** Lifebreak).
Valhalla Format is **with** Lifebreak only.
Grimm Format is **without** Lifebreak only.
Alice Format is **without** Lifebreak only.

New Frontiers Rotation: When the first set of a new cluster is released, the oldest cluster in New Frontiers rotates out and is no longer legal. Since September 2015, cards from the following clusters will be legal in New Frontiers: *Grimm* cluster and *Alice* cluster.

Set breakdown by cluster:

Valhalla cluster (1)

Starter Decks: *Knights of the Round Table, Wolves of the Raging Flames, Royal Palace of the Roaring Seas, Magic Circle of the Hurricane, Jet Black Phantom*
Sets: *The Dawn of Valhalla, The War of Valhalla*
Promotional: PR03, PR04, PR05, PR06, PR07, PR08, PR014, PR015, PR016, PR017, PR018, PR025, PR026, PR029, PR030, PR031, PR032, PR033, PR2014-01, PR2014-02, PR2014-03, PR2014-05, PR2014-06, PR2014-07, PR2014-08, PR2014-09, PR2014-10, PR2014-11, PR2014-12, PR2014-13, PR2014-14, PR2014-15, PR2014-16, PR2014-17, PR2014-18, PR2014-19, PR2014-20, PR2015-Italy

Grimm cluster (2)

Starter Decks: Alice vs Dracula, Lumia vs Snow White
Sets: *Crimson Moon's Fairy Tale, The Castle of Heaven and The Two Towers, The Moon Priestess Returns, The Millennia of Ages* (release date: July 24th, 2015), *Vingolf 01* (release date: July 24th, 2015)
Promotional: PR2014-04, PR2015-011, PR2015-012, PR2015-013, PR2015-014, PR2015-015, PR2015-016, PR2015-017, PR2015-018, PR2015-019, PR2015-020, PR2015-021, PR2015-022, PR2015-023, PR2015-024, World-001, World-002, World-003, World-004, World-005, World Top Player Reward

Alice cluster (3)

Starter Decks: Alice Prologue Decks (release date: July 24th, 2015)
Sets: *The Seven Kings of the Lands* (release date: September 25th, 2015)

A4. Tournament Formats

FoW TCG tournaments are one of two types: Constructed or Limited.
Constructed formats require players to bring decks of their own cards that follow all deckbuilding rules.

There are three variants:

- **Origin**: Players may use cards from all released sets and non-sets to build their decks. Origin format may be played in two different modes: Origin/Valhalla (**with** Lifebreak) and Origin/Bifrost (**without** Lifebreak)

- **Valhalla**: Players may use only cards from the *Valhalla* cluster. This format is played **with** Lifebreak only. (See A3 above for each cluster listing.)

- **Grimm**: Players may use only cards from the *Grimm* cluster. This format is played **without** Lifebreak only. (See A3 above for each cluster listing.)

For constructed events where deck lists are being used, or at constructed Competitive Level events, players must have a valid ruler for use with their decks. Players may not proxy their ruler at such events.
Limited formats require players to build a deck out of a limited card pool given to them at the tournament.

There are two variants:

- Sealed Pack: Players receive a specified number of booster packs and build their decks with only the cards they open.

- Booster Draft: Players open packs and pass them around the table, picking one card at a time.

A4.1 Limited Format: General Rules

These formats are called "Limited" because players open a limited number of packs and construct their decks with only the cards from those packs.

For Sealed and Draft formats:

- Players choose their ruler from any set in the cluster used in that tournament. Players are allowed to see the text of all rulers released from that cluster while drafting and building their decks.

- If the ruler a player chooses isn't available, they may proxy that ruler. A player using a proxied ruler must clearly explain to or show their opponent which ruler is the correct ruler for their deck. If ruler lists are available, it is recommended that player circle their ruler on that list to show the correct ruler they are using.

- To build a main deck (Bifrost, without Lifebreak), a player can choose a minimum number of 20 non-magic stone cards from his or her card pool. A player may include more than four copies of a card in his or her main deck.

- To build a main deck (Valhalla, with Lifebreak), a player can choose a minimum number of 24 non-magic stone cards from his or her card pool. A player may include more than four copies of a card in his or her main deck.

- To build a magic stone deck, a player can choose a minimum number of 8 magic stone cards from his or her card pool. He or she can add any number of non-special magic stone cards even from his or her personal collection. A player may include more than four copies of a special magic stone card in his or her magic stone deck. Organizers should provide non-special magic stone cards to players if they don't have enough to build their magic stone decks among they card pool and/or personal collection.

Occasionally, a player in a Limited tournament may open a booster pack that contains an abnormal number of cards or an abnormal number of cards with a specific rarity (such as "god packs"). Such packs must be brought to the attention of tournament officials immediately.
In that case, the Tournament Organizer should offer the following options to that player for he or she can choose among them:

- exchange the abnormal booster pack with a new booster pack, for free, by returning it to the organizer;
- purchase one more booster pack to use as replacement of the abnormal booster pack among the pool of tournament booster packs and keep the abnormal booster pack for his or her collection;
- drop the tournament and keep all of the booster packs received if none of the above options would fit for that player;

If a Limited tournament involves more than one set, it should use the following distributions, where A, B, C and D are sets in chronological order of release:

Tournament	Two sets (A/B)	Three sets (A/B/C)	Four sets (A/B/C/D)
Booster Draft	2B/2A	1C/1B/2A	1D/1C/1B/1A
Sealed Pack (Release Party)	6B	6C	6D
Sealed Pack (Other)	3A/3B	2A/2B/2C	1A/1B/2C/2D

At Standard level events Tournament Organizers may deviate from above booster distributions or draft order, as long as the clearly communicate this deviation before the tournament starts.

A4.2 Limited Format: Sealed Pack Rules

Each player opens six booster packs. Cards are not drafted or exchanged in any way. Players may not trade cards with other players and may not add any cards from their personal collections. Only the cards opened in those booster packs may be used.

- Players have 20 minutes to build their decks.

- If deck lists are being used, players have 30 minutes to build their decks and record the contents on their deck list.

- If a deck swap takes place, players have 20 minutes to register their initial card pools before the deck swap, and an additional 30 minutes after the deck swap to build their decks and record the contents on their deck lists.

A4.3 Limited Format: Booster Draft Rules

Each player starts with four sealed booster packs of cards. A player may use more than four packs as long as each player has the same number of packs, but four packs is the normal number to use. The tournament organizer will decide how many packs are used and which sets the packs come from. The packs may be from different sets or the same set.

When playing in a Booster Draft tournament, players will be separated into pods of four or more players seated around a table. Each player will receive an equal number of packs.

The following steps are taken in a draft:

- Each player opens his or her first booster pack. If there are packs from more than one set, they are opened in reverse order of release from latest to earliest. Each player counts the face-down cards. If a player opens a ruler card with distinguishable back from a booster pack, he or she must reveal it now to the other players seated on his or her draft table.

- Each player may look at the booster pack and selects one card. He or she passes the rest of the cards to the player to his or her left. The drafted cards are placed in a single, face-down pile in front of the player who selected them. This pile becomes the draft pile for that player. Once a player has selected a card and placed it on his draft pile he may not pick that card back up.

- Once each player has picked a card and passed the rest to the left, players pick up the stacks that were just passed to them. The next stack should have one less card. Each player takes a card from this stack and adds it to his or her draft pile. There should now be two cards in each draft pile and two fewer cards remaining to be passed to the left.

- Each time all players have picked a card and passed the rest to the left, each player then picks a card from the next stack and places it on his or her draft pile. Players continue picking a card from each stack and passing the remaining cards on until all of the cards have been drafted from the first booster pack.

- Each player then opens his or her next booster pack, picks a card, adds it to his or her draft pile, and passes the rest to the right.

- Drafting continues until there are no cards left in the booster packs.

During a draft, the first and third packs are passed to the left (clockwise). The second and fourth packs are passed to the right (counter-clockwise). Players have 60 seconds to review their draft piles between packs. They may not review their draft piles during the draft except during these review periods.

Once the draft is finished, all players should have the same number of cards in their draft piles. If four packs of 10 cards were used, then each player should have 40 cards from which to build his or her 20-card minimum deck.

Players receive 10 minutes to build their decks once they have their cards. If deck lists are being used, players receive 20 total minutes to build their decks and record the contents on their deck lists.

Draft Tables Assignement Chart				
# Players	Table 1	Table 2	Table 3	Table 4
4	4	-	-	-
5	5	-	-	-
6	6	-	-	-
7	7	-	-	-
8	4	4	-	-
9	5	4	-	-
10	5	5	-	-
11	6	5	-	-
12	6	6	-	-
13	7	6	-	-
14	5	5	4	-
15	5	5	5	-
16	6	5	5	-
17	6	6	5	-
18	6	6	6	-
19	7	6	6	-
20	5	5	5	5
21	6	5	5	5
22	6	6	5	5
23	6	6	6	5
24	6	6	6	6

A5. Tournament Match Structure

Match structure should be announced at the beginning of the tournament and cannot be changed over the course of the tournament.

Tournaments use best-of-three matches. Each player plays against an opponent until one player wins two games. In the case of a game draw, it is possible that matches last more than three games. The first player to win two games is the winner of the match.

If the time expires and players are still playing, they will perform additional turns following the End of Match Procedure (See A8 section for further information). In such event, matches could end in a draw. Furthermore, if all the players in a match would simultaneously lose a game for reasons other than a penalty, that game will end in a draw.

Players may not choose to intentionally end a match in a draw. Intentionally ending a match in a draw, or stalling to have a Match end in a Draw, is against tournament policy and could result in a Disqualification.

A6. Side Deck

In Constructed events, side decks can contain a maximum of fifteen cards. Side decks may contain ruler cards and magic stone cards as well. The combined main deck and side deck may not include more than four copies of any card. The combined ruler area and side deck may not include more than one copy of any ruler card. The combined magic stone deck and side deck may not include more than four copies of any special magic stone cards. Non-special magic stone cards have no limit and can be included in any number of copies.

Example: *A player has three copies of Mirror of Medusa in his main deck. He may include, at most, one copy of Mirror of Medusa in his side deck.*

Limited side decks consist of all cards not included in the main deck.

After games in a match, players may exchange cards in their main decks and cards in their side decks.

In Constructed formats, cards must be exchanged so that the number of cards in the main deck, the magic stone deck and the side deck remain the same.

In Limited formats, cards may be exchanged freely between deck and side deck as long as the main deck contains at least 20 cards and the magic stone deck contains at least 8 cards.

Main decks and magic stone decks must be restored to their original configuration for the beginning of each new match. Decks may not be altered between rounds.

Players may not look at their side decks during a game unless a card effect specifically instructs them to do so.

A7. Time Limits

Standard events use the following time limits for swiss rounds and playoff.
Swiss Rounds: 60 minutes
Top 8: 60 minutes
Top 4: 60 minutes
Top 2 (finals): 60 minutes

Competitive events use the following time limits for swiss rounds and playoff.
Swiss Rounds: 60 minutes
Top 8: 60 minutes
Top 4: 60 minutes
Top 2 (finals): 90 minutes

The tournament organizer may alter round time limits, but only if necessary. Time limit changes must be announced to all players at the beginning of the tournament and may not be changed during the tournament.

A8. End of Match Procedure

When time is called at the end of the round, players finish the current turn and then play three additional turns.

Once additional turns have been completed, the outcome is determined by following these instructions:

- If a player has more game wins than his or her opponent, he or she wins the match.

- During the swiss portion of a tournament, if both players have an equal number of game wins, the match ends in a draw.

- During a tournament playoff or during the last swiss round of a level 3 or more competitive event, if both players have an equal number of game wins, the player with higher life is the winner. In the event of a tie, game will continue until a life change: the player with higher life is the winner (this is a rule process).

When time is called at the end of the round and players are between games, the outcome is determined by following these instructions:

- If a player has more game wins than his or her opponent, he or she wins the match.

- During the swiss portion of a tournament, if both players have an equal number of game wins, the match ends in a draw.

- During a tournament playoff or during the last swiss round of a level 3 or more competitive event, if both players have an equal number of game wins, they play an additional game. Each player plays two turns. After those turns, compare their life: the player with higher life is the winner.
In the event of a tie, game will continue until a life change: the player with higher life is the winner (this is a rule process).

A9. Shuffling and Magic Stone Area

Players are allowed to freely rearrange the cards in their hands at any time. They are also allowed to rearrange cards in their magic stone area at any time, provided those cards keep their orientations and cards affected by effects are clearly distinguished.
Players may not shuffle their decks unless instructed to do so by a card, effect, or tournament official.

A10. Tracking Life

Players are required to use pen and paper to track their life and their opponent's life. In case of a dispute, judges will usually side with the player with a more accurate record of life changes.

A11. Hydra Tournament Rules

A11.1 General Information
Hydra is a multiplayer format in which 2 teams of 2 players each all play together in a single game.

A11.2 Gameplay Rules
Each team has a shared life, which starts at 8000.

With the exception of life, a team's resources, fields, graveyards, hands, removed areas and wills are not shared. Teammates may review each other's hands and discuss strategies at any time. Teammates can't manipulate each other's cards with the exception of the Lifebreak Area which is shared.

The team who plays first skips drawing during their first turn.

Hydra uses different battle rules.

Each player of the turn team may attack the other team or any of other's team rested J/resonator. Any player of non-turn team may block by resting one of them j/resonator, even if that player is not the direct controller of the attacked object.

During a battle phase, only the player whose j/resonator is attacking is an attacking player. Likewise, only the non-turn player who controls the blocking j/resonator (if any) is the controller of the blocking j/resonator.

Any "one time effect" that refers to "your opponent" refers to one specific opponent, not to both of each other team's players. The controller of the effect chooses which one the spell or ability refers to at the time the effect is applied. Spiral of Despair is an example of "one time effect" cards and it will applied only to one opponent.

Any "continuous effect" that refers to "cards, spells or abilities your opponent controls" refer to each other team's players. Midnight Bell is an example of "continuous effect" cards and it will be applied to both opposing players' resonators.

Hydra uses the normal rules for winning or losing the game with the following additions and specifications.

Players win and lose the game only as a team, not as individuals. If either player on a team loses the game, the team loses the game. If either player on a team wins the game, the entire team wins the game.

If an effect would prevent a player from winning the game, that player's team can't win the game. If an effect would prevent a player from losing the game, that player's team can't lose the game.

If a player concedes, his or her team leaves the game immediately and that team loses the game.

If a team's life is 0 or less, the team loses the game.

Damage, loss of life, and gaining life happen to each player individually. The result is applied to the team's shared life.

If a cost or effect needs to know or compare to the value of an individual player's life, that cost or effect uses the team's life divided by 2 instead. For example, you cannot play Raging Inferno if the opposing team's life is 1800.

If an effect sets a single player's life to a specific number, the player gains or loses the necessary amount of life to end up with the new total. The team's life is adjusted by the amount of life that player gained or lost.

If an effect would set the life of each player on a team to a number, that team chooses one of its members. On that team, only that player is affected.

A player can't exchange life with his or her teammate. If an effect would cause that to occur, the exchange won't happen.

If an effect instructs a player to redistribute any number of players' life, that player may not affect more than one member of each team this way.

If an effect says that a player can't gain life, no player on that player's team can gain life.

If an effect says that a player can't lose life, no player on that player's team can lose life or pay any amount of life other than 0.

In Valhalla tournaments, any player from the team with priority may remove the top card of their Lifebreak Area if the number of cards in that area is equal to or higher than (their team's life-1)/1000) rounded down.

A11.3 Communication Rules
Members of the same team may communicate between one another verbally, at all of the times. This includes during play and during deck construction of Limited tournaments. However, team members that have an opportunity to acquire hidden information (e.g. by speaking to spectators following their own match while a teammate is still playing), are restricted from communicating with teammates for the duration of that match. Prohibitions against written notes of any kind during drafts apply to team drafts as well.

A11.4 Pre-Game Procedures

1. Players decide which teammate will be the captain. Captain should be seated to the right of his or her teammate. Players can choose a different captain before each match. The team captain makes the final decision in any team disputes.

2. A team determined at random chooses either to play first or to play second. The choice must be made before either player on that team looks at his or her hand. If either player on that team looks at his or her hand before their choice is made, that team plays first. The team who plays first skips drawing during their first turn. During the playoff of a level 3 or more competitive event, the team higher ranked in the final swiss round standings of the same tournament chooses to play first or to play second instead.

3. Players shuffle their decks (main decks and magic stone decks) then present their decks to their opponents for additional shuffling.

4. Each player draws 5 cards from his Main Deck. Starting with the players of team who will play first, every team may mulligan once. To mulligan, the players of that team choose any number of card from his or her hand and put them on the bottom of his or her Main Deck, then draws that many cards from his or her Main Deck. Teammates must take their mulligan at the same time.

5. Each player removes 4 cards from his or her Main Deck and shuffle them face down in the Shared Lifebreak Area, keeping the same order. There is a total of 8 cards in the Lifebreak Area which is also the maximum Lifebreak Area size. Teammates need to use both the same sleeves for their Main Decks. Follow this step only in Valhalla tournaments.

6. Players place a Ruler card in their Ruler Area, simultaneously.

A11.5 Hydra Constructed Rules

All the rules for Constructed apply, except as described below:

- With the exception of non-special magic stone cards, a team's combined magic stone decks may not include more than four of any individual card. (For example, if one player is using four Magic Stone of Scorched Bales in a Hydra Constructed Tournament, no other player on that team may have a Magic Stone of Scorched Bales in his or her deck.)

- A team's combined main decks may not include more than four of any individual card. (For example, if one player is using four Silver Stake in a Hydra Constructed Tournament, no other player on that team may have a Silver Stake in his or her deck.)

- A team's combined ruler areas may not include more than one of any individual card. (For example, if one player is using Nameless Girl/Jeanne d'Arc, the Flame of Hatred as ruler, no other player on that team may have a Nameless Girl/Jeanne d'Arc, the Flame of Hatred as his or her ruler.)

- Hydra Constructed matches consist of one game. Drawn games (games without a winner) do not count toward the one game. As long as match time allows, the match continues until a team has won a game.

- Side Decks are not allowed in Hydra Constructed tournaments.

A11.6 Hydra Limited Rules

All the rules for Limited apply, except as described below:

- Each team should receive nine booster packs for Hydra Sealed Deck tournaments.

- Cards not used in a team's starting decks are considered a shared side deck by the two players that both players can use.