

# Swordplay: Arena

## Swiss Tournament Rules

### **Tournament Decks:**

Swordplay: Arena tournament decks must include all the cards (except the monster) provided in the Swordplay: Arena boxed set. At the Tournament Administrators option, 1 copy of any Swordplay: Arena promotional card may be added to the decks. Note that all decks used in the tournament should be identical, so if promotional cards are added to one deck they should be added to all.

### **Swiss Tournament Rules:**

In Swiss tournaments players are randomly selected and placed on a ladder. The players in places 1 and 2 play each other, 3 and 4 play each other and so on. In the next round the winners of the 1/2 and 3/4 matches play each other as do the losers. Players who win rise to the top of the ladder, losers fall to the bottom. The result is that players find others of their own ability. You always play a person on the same or near to the same number of wins.

The tournament should be approximately 4 rounds with 30 minutes of game time allotted for each round. When the 30 minutes expires the round is over and if the game was still in session it should cease immediately. There will be between 5 to 10 minutes of intermission between each round. The finals round will be played by the two players with the most wins and highest scores overall.

### **Round 1:**

Player 1 vs Player 2

Player 3 vs Player 4

Player 5 vs Player 6

Player 7 vs Player 8

When the 30 minute round is over the player who has defeated his opponent or has the most life remaining is the winner. Players will record on their score cards whether or not they won or lost and how much life they still had (i.e. Won +2 if two life remained) or how much life their opponent still had (i.e. Lost -2 if their opponent had two life remaining). If players finish with the same score when the round is over then it is a draw and they should indicate a draw on their score cards and how much life they had remaining (i.e. Draw +3). Players' won/lost record and margin of victory/defeat are recorded to determine placement and tie breakers. If player #1 defeated player #2 and still had 3 life remaining at the end of the round he would record his score as Won +3 on his score card and his opponent would record his as Lost -3.

### **Round 2:**

Winners of round 1 play each other and losers of round 1 play each other. All rules as per round 1.

### **Round 3:**

Winners continue to play each other and then players are paired based on highest scores so long as players have not previously played each other in an earlier round. All rules as per round 1.

### **Round 4: (Optional if enough players)**

Pairing's are in the same format as round 3. All rules as per round 1.

### **Finals:**

Record is determined first by number of wins then by highest margin of victory. Players with the best records play each other in the finals to see who wins 1<sup>st</sup> place overall and who gets 2<sup>nd</sup> place.