Munchkin Collectible Card Game
Constructed Tournament Tip Sheet

The **Munchkin Collectible Card Game** can be played in a constructed tournament format using these guidelines. In constructed play, each player uses a deck built from cards they already own. (A starter deck may also be played during a constructed tournament, since our published starter decks meet all constructed deck-building requirements.)

Now on to the nitty-gritty of how to run a tournament, keep things fair, and have customers coming back for your **Munchkin Collectible Card Game** events every time. Note that these tips apply to a Prime format tournament. For the full rundown on Prime tournaments versus other formats, go to **munchkinccg.game/retailers**.

Players must enter the tournament with a 40-card deck and a single Hero card. They will each also need a level tracker, tokens, a six-sided die, and a Run Away marker.

In order for a deck to meet constructed deck-building requirements, it must not contain:

- Fewer than 40 cards
- More than 40 cards
- Hero cards
- More than three of any card with the same name
- Cards from any class that do not match the class of the player's chosen Hero class cards

Cards used in any tournament format must meet the following conditions:

- The card is genuine and published by Steve Jackson Games.
- The card is not a photocopy or reproduced.
- The card is not bent, torn, or damaged in any significant way.
- The card back is not written on, altered, or marked in any other way.

We strongly suggest you require decks to be sleeved in opaque and identical card sleeves.

The tournament should be played in a series of rounds, followed by a top cut. (This is commonly known as the Swiss format.)

It's up to you and your players whether each pairing will play only one game to determine the winner, or if they will play a best-of-three; do what you have time for. A best-of-one round should be 35 minutes; a best-of-three round should be 90 minutes.

Begin the tournament by pairing players randomly. Keep each player's score:

Win or Bye: 2 Points	Lose: 0 Points

There are no draws. If an ability would cause both players to lose the game simultaneously, the player controlling that ability loses and their opponent wins. If an active ability is modified so that it would cause both players to lose the game simultaneously, the player controlling the original (unmodified) ability loses.

In each round after the first, players should be paired with an opponent with the same score. In some cases, a higher-ranked player may need to be paired with a lower-ranked player.

A tournament with an odd number of entrants will need to issue a bye to one player each round. (A bye is an automatic win against no opponent.)

Determine the bye for the first round randomly. In subsequent rounds, the lowest-ranked player receives the bye, choosing randomly in the case of a tie.

No player may receive more than one bye in an event.

After the rounds are played, determine each player's total score, then finalize the rankings. Break ties with the strength-of-schedule method:

1. Total score of opponents defeated by the player.
2. Total score of the opponents who defeated the player.
3. Latest round of first defeat.
4. Coin toss or other random method.
Announce which players qualified for the top cut.

Pair top cut matches by seeding the highest ranked player against the lowest, then the next highest remaining player against the lowest remaining, and so on. Pairings continue in a bracketed advancement, and they are not reseeded after each round.
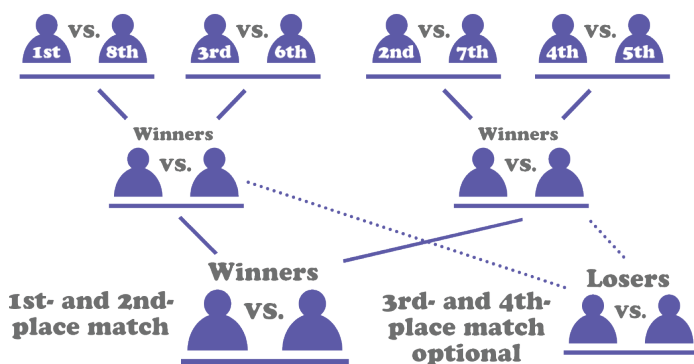
Example – In a top cut of eight players: 1 vs. 8, 2 vs. 7, 3 vs. 6, 4 vs. 5.

The top cut is a single-elimination format, except for the final match, which is determined by a "best of 3" series, with no time limit.

Determine how many rounds to have prior to the cut, and how many players make the cut:

Players	Rounds	Top Cut
8	3	*
9 - 16	4	4
17 - 32	5	8

With eight players or fewer, the tournament does not have a top cut. Instead, it ends after three rounds. The winner is the player with the highest score and the best strength of schedule.

Gameplay

Start Procedure – The tournament organizer declares the time limit for the round. Each player must then shuffle their deck, after which they pass it to their opponent to cut (or to be shuffled by a judge, upon request).

Gameplay continues under normal *prime* rules. Players may call the event judge for clarifications. (Go to **munchkinccg.game/learn** if you need to brush up on the rules.)

End Procedure – When the time limit for the round expires, the tournament organizer must notify all players. Unfinished games continue until the end of either the current turn or the next, so that both players have been the active player for an equal number of turns.

If a player has not won the game by the end of that turn, the player with the least damage wins. If there is still a tie, the player with the most cards remaining in their deck is the winner. If there is still a tie, flip a coin.

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