Munchkin Collectible Card Game Tournament Regulations

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Tournaments supported by Steve Jackson Games Organized Play (OP) program for the Munchkin Collectible Card Game or sponsored by Steve Jackson Games follow the rules provided in this document.

Introduction

The purpose of this document is to provide standardized rules to help tournament organizers and judges guide their events in a way that helps increase enjoyment for the players, and reduce overall issues for organizers.

Information in this document may contradict (or have information not contained in) the online rules document. In such cases, this document takes precedence.

Tournament Types

There are two primary tournament types:

- **Constructed**
- **Select**

Each format has its own rules and regulations. In Constructed formats, players provide their own deck to play at an event. In Select, product is provided on the day of the event (tokens and accessories may still be required).

There are two levels of tournaments:

- **Casual -** Casual tournaments would be local tournaments, or anything lower than Regional/National level tournaments.
- **Premier -** Regional and National series tournaments are Premier.

Tournament Roles

All participants at a tournament have a role. Some roles are required for tournament play, others are recommended, but not required to host a tournament.

- **Tournament Organizer** - All tournaments must have at least one organizer. Organizers plan and execute tournaments. A Tournament Organizer can take on the role of Head Judge if there is not a separate judge.
- **Head Judge** - The Head Judge is the final word on rules and their applications during a tournament. A tournament can have any number of head judges, including none. If there is no Head Judge, the Tournament Organizer takes on the role of Head Judge.
- **Floor Judge** - A Floor Judge helps to regulate tournaments and answer rules questions. Floor Judge rulings can be appealed to a Head Judge. A tournament can have any number of Floor Judges, including none.
- **Player** - A Player is an individual playing the Munchkin Collectible Card Game at an event.
- **Spectator** - A Spectator is an individual not actively engaged in another role at the tournament. Spectators can view ongoing games, but must not disturb or provide assistance in an ongoing game. Spectators can reach out to judges if they believe a breach of rules has occurred.

TO/Judge Participation

A TO or Judge may participate as a player in a tournament for which he or she is responsible only if there is a second TO/ Head Judge available. This alternate must be announced at the beginning of the tournament and is responsible for all rulings for games in which the TO/Head Judge is a participant.

During Premier tournaments, leaders cannot participate as a player.

Unsporting Conduct

All tournament participants should be respectful towards others. Unsporting conduct can result in players being removed from the tournament at the Head Judge's discretion.

Unsporting conduct includes, but is not limited to:

- Using profanity.
- Slow play or actively stalling for time.
- Cheating.
- Bullying, harassment, or stalking.
- Arguing with, acting belligerent toward, or insulting tournament officials, players or spectators.
- Violating the personal privacy or safety of any participant, including spectators and staff.
- Using social media to bully, shame, or intimidate other participants.
- Failing to follow the instructions of a tournament official.

Organizer Materials

The Tournament Organizer must provide a suitable space, tables, and chairs for the tournament. Tables should be marked clearly for players to find their seats. Tournament Organizers should provide paper and pens to submit decklists, and should have a copy of the rules on hand either digitally or printed out. The rules can be found here: http://munchkinccg.game/gameplay/rules/

Player Materials

Players will need to provide:

- One Hero card.
- A legal 40 card deck based built using the deck construction guidelines in the full rules (http://munchkinccg.game/gameplay/rules/), adhering to format restrictions.
- Tokens
- Level Dial
- Six-sided die

Players should provide their own six-sided die for tournaments, but select one die (either player's) to be used during a given match. Both players will use this die for any rolls.

Deck Construction

Players build a 40 card deck based around one Hero card, using the deck construction rules found in the full rules document pertaining to the tournament format:
http://munchkinccg.game/gameplay/rules/

Players in Constructed events must use this deck throughout the event; changes are not allowed.

Players in Select events can change their deck between rounds, but can only use cards they opened during the draft or sealed event.

Deck Lists

Some events require deck lists. For Casual events, this is up to the Tournament Organizer or Head Judge, but is generally not required or recommended.

For Premiere events, deck lists are required.

If a Judge or Tournament Organizer discovers a player's deck list missing appropriate information, he or she should find that player immediately and update the deck list based on the cards the player is using. If it is an issue of illegibility or a typo, the Head Judge or Tournament Organizer has discretion to resolve this. If the discrepancy is discovered during the tournament, and is determined to be egregious, players may be removed from the tournament by a Head Judge or Organizer.

Card Sleeves

Players are required to sleeve their deck in opaque card sleeves for Premier events.

All sleeves within a single deck must be identical in size, color, texture, and condition. At Casual events, if a player is not using opaque card sleeves, they must make sure that all card backs in their deck have a uniform appearance.

Players may sleeve their Hero card in clear or opaque sleeves.

It's generally recommended that players bring extra sleeves in case a sleeve breaks or becomes unusable during the tournament. If a Tournament Organizer deems sleeves to be unusable or marked, they may require players to replace their sleeves before the round begins.

Lost and Damaged Components

If a player loses or damages a card during the tournament, they have an opportunity to find a replacement. They should inform the Tournament Organizer or a Judge immediately, and they will be provided a short time extension to find the a replacement. If the player cannot find a replacement within that time, they must concede the game. If the player is unable to find a replacement by the start of the next round, they should be removed from the tournament.

During a game, if a player discovers they are missing a die or card from their deck, they must concede the game.

Legal Products

Players may use only official *Munchkin Collectible Card Game* components in tournament play. The only exception is third party replacements for Tokens that do not obscure card information.

Determining the legality of any questionable third-party tokens is up to the Tournament Organizer and/or Head Judge.

Proxies of cards are not allowed.

All *Munchkin Collectible Card Game* components are legal for tournaments.

For Regional and National events, all product is legal in North America 11 days after the product's official release. For other events (local tournaments, etc) all product is legal upon its

official release. The Tournament Organizer and Head Judge can choose to follow the 11 day rule, however. Players outside North America should check with their organizer to determine which products are tournament legal.

Dexterity and Oddly Sized Cards

Some cards in the *Munchkin CCG* require physical dexterity. If you are physically disabled, a judge can legally perform dexterous elements (Dropping a **Drop Bear** for example).

Some promotional Hero cards are oddly sized (giant Heroes, or the **Tardigrade Wanderer** for example). These cards are legal for tournament play, however when using cards such as **Drop Bear** where size of the card matters, players must use a standard-sized *Munchkin CCG* card as a proxy for their over or undersized Hero card.

Tournament Setup

Before the tournament begins, the organizer must set up tables suitable for tournament play. Each seat should be arranged so that players have enough space on the table to comfortably place all of their components over. The Tournament Organizer should communicate all details of the event to players before the start of the event, including Tournament Organization, and identifying the judge(s) of the event.

Game Setup

Players should sit across from one another with enough space between them to place several rows of cards. This space is divided into multiple zones, as described below. This area may be referred to as either the game area or the table, even if the game is not being played on a literal table.

These are guidelines, but as long as zones are clear to both players, and both players agree, then they are free to use the setup they prefer.

DANGEROUS MONSTER ZONE (DMZ)

The space in the center between the players is the Dangerous Monster Zone (DMZ). Many aspects of gameplay are resolved in this space, and it is shared between both players.

STOCKPILE

All tokens should be placed to one side of the DMZ, within easy reach of both players. Place the die near the tokens. This area is the stockpile, and it is shared between both players. The stockpile is not limited, and players can agree to substitute counters for tokens, if necessary.

Players are not required to share the same token supply — if they prefer, players may keep their components separate, as long as each player's stockpile is clearly identifiable, in plain view of both players, and separate from other zones in the game area.

HERO ZONE

To the left of the DMZ is a player's Hero Zone, which contains that player's Hero card, level counter, Run Away marker, and purse.

Each player's Hero card should be oriented vertically so they can read the text on that card.
Each player's level counter should be set to 1.
Each player's Run Away marker starts the game with the "Run Away" side showing.

PURSE

The purse is a zone in the game area where a player stores their gold. It is considered part of a player's Hero Zone. During setup, each player's purse will be empty until after the first player is determined.

STASH

To the right of the DMZ is a player's stash. Cards (and tokens that are placed on or removed from those cards) will enter and leave each player's stash during play, but both stashes will be empty at the start of the game.

HOARD

Below the DMZ is a player's hoard. Allies, Locations, and Loot will be played here. Each player's hoard will be empty at the start of the game.

DECK & DISCARD PILE

A player's deck and discard pile are placed to the left of that player's hoard. The discard pile will be empty at the start of the game.

HAND

Each player shuffles their deck and draws six cards from the top of their deck to form their hand. Players begin the game with six cards, but there is no minimum or maximum number of cards a player may have in their hand.

Mulligan

After drawing and looking at the cards in their hands, players have the option to mulligan. If a player wishes to mulligan, that player must first announce their intent to mulligan. That player then shuffles their entire hand into their deck and draws a new hand of six cards. It makes no difference which player, if any, decides to mulligan first. Players may only mulligan at this point during setup, and each player may only do so once. A player that takes a mulligan must keep the new hand.

FIRST PLAYER

Each player then rolls the die one time. The player with the highest roll (both players roll again if there is a tie) must choose which player will take the first turn of the game.

- The first player moves one token from the stockpile to their purse. This token represents the first player's starting gold.
- The second player moves two tokens from the stockpile to their purse. These tokens represent the second player's starting gold.

MODIFIED SETUP

The placement of each zone (as described above) may be modified to suit players' preferences, but the gameplay function of each zone must remain as described in these rules. Allies are always played to the hoard, for example, wherever a player's hoard may be positioned in the game area.

If a player is using a modified setup, the layout and functions of the modified setup must be clearly understood by their opponent. If there is a dispute about a modified setup, players must defer to the setup specified in these rules.

Once the setup described above is complete, the game can begin with the first player's turn.

Missed Opportunities

It is all players' responsibility to maintain a proper game state, and to ensure that all mandatory abilities and game steps are acknowledged. If a player forgets to use an effect during the timing specified by that effect, he or she cannot retroactively use it without the consent of his or her opponent. If there is a dispute, a Judge must be consulted to resolve it.

Taking Notes/Outside Materials

Players cannot take notes or reference outside material or information during a tournament round. Players may reference official rule documents at any time or ask a judge for clarification from official rule documents (http://munchkinccg.game/gameplay/rules/).

Tournament Organization

Round Times

- **Swiss Rounds** - 40 minutes each
- **Top Cut single elimination rounds** - 100 minutes each

Pairings

Each round players are paired with an opponent and play one game (in Swiss rounds) to three games (in Top Cut rounds) to determine the winner of the round. The method of pairing and number of games may change based on what type of rounds are being used. The organizer must announce the number and type(s) of rounds and what size any progression cuts will be before the start of the tournament.

In the case of an odd number of players, a player may be assigned a bye instead of being paired against an opponent. That player receives a win for that round of the tournament. This is detailed in the Swiss Pairings section below.

Players should not be paired against the same opponent more than once during a single stage of a tournament. The Swiss stage ends after a Top Cut is determined; not all tournaments will have multiple stages.

Swiss Rounds

Most *Munchkin Collectible Card Game* tournaments use a Swiss pairing system that awards tournament points to the winner of each game. Each Swiss round pairs players in one-game matches to determine the winner of the round. Players with the same number of tournament points together are paired while preventing players from playing the same opponent more than once. At the end of Swiss rounds, the winner of the tournament is the player with most tournament points unless there is a cut to single elimination rounds.

For the first round of Swiss pairings, players are matched randomly against an opponent. For each round after the first, players are paired at random against another player with the same number of tournament points.

To determine pairings, take the group of players with the most tournament points and pair them at random. If there is an odd number of players in that group, pair the remaining player with a random player from the group of players with the next most tournament points. Then, pair all remaining players in the second group at random. Continue this until all players are paired.

If there is an odd number of players in the tournament, a player at random receives the bye in the first round. In later rounds, if there is an odd number of players remaining, the player with the lowest tournament points receives a bye (in case of tie, break tie with strength of schedule).

Top Cut

Many tournaments set a predetermined number of rounds, at the end of which all players that meet a certain performance criteria advance to the next stage of the tournament and all other players are dropped. This is referred to as Top Cut, and is noted by a change in the type of tournament rounds and the start of a new stage in the tournament.

If a player qualified for a standings-based cut drops from the tournament before any games are played during the next stage of the tournament, the next highest ranking player should be added to the cut as the lowest ranked player in the cut.

Top Cut rounds are best two out of three matches to determine the winner of each round. These are single elimination, with the winner progressing further through the Top Cut rounds.

Dropping Players

Players may determine they no longer want to participate in the tournament, or have to leave. In these cases, players must inform a Judge or Tournament Organizer that they want to drop between rounds, and they will be removed from the tournament. They should do this before matches are paired for the next round.

If a player would make a Top Cut but drops, the next highest player is moved into the Top Cut. For example, if a tournament cuts to top eight, and the eighth place player drops out before the Top Cut begins, then the judge would inform the ninth place player that they have made the cut, and the top eight would proceed normally.

If a player does not show up for their round within a reasonable time limit (10 minutes is generally reasonable), that player can be given a match loss by the Head Judge or Tournament Organizer. If they fail to show up for an entire round, they can be dropped from the tournament, and their opponent is given a win as if they had a bye.

End of Game Procedure

Each Swiss tournament round consists of one game. The winner of this game wins the round. Each Top Cut round is best two out of three. The first player to win two games wins the round.

A game can end one of four ways:

1. **One Hero is Defeated**: One player's Hero takes damage equal to it's life total. Immediately when one player's Hero receives damage tokens equal to their Hero's life total, that player loses the game and their opponent wins.
2. **Empty Deck**: One player attempts to draw a card and is unable to due to their deck being out of cards. Immediately when one player attempts to draw a card and is unable to they lose the game, and their opponent wins the game.
3. **Time**: When time is called on the round, players complete the current turn, then play passes to the next player. Players then complete turns until they have had an equal number of turns. If they have not achieved one of the above victory conditions, players go to tiebreakers (see below).
4. **Concession**: A player voluntarily concedes defeat at any point during the game. The conceding player receives a loss and the opponent receives a win.

Going To Time

If neither player has won after end of round procedure after time has been called, the game is decided by tiebreaker, in the following order:

1. Player with least damage tokens on their Hero card wins the game.
2. Player with most cards left in deck wins the game.
3. Determine randomly via die roll, high roll wins the game.

Tournament Points

Players earn tournament points at the end of each round. At the end of a tournament, the player with the most tournament points wins the tournament. For tournaments using a top cut, they are used to determine who makes the top cut rounds. Players earn tournament points as follows:

- Win = 2 tournament points
- Loss = 0 tournament points

If your tournament software does not allow you to set 2 points for a win, you can use the default point system, as long as it is winners get X points, and losers get 0.

Tournament Point Tiebreakers

If two or more players have the same number of tournament points, tiebreakers are used to determine standing. Tiebreakers are used in the following order, until each player has a standing:

• **Strength of Schedule**: A player's strength of schedule is calculated by dividing each opponent's total tournament points by the number of rounds that opponent has played, adding the results of each opponent played, and then dividing that total by the number of opponents the player has played. The player with the highest strength of schedule is ranked above all other players in the group. The player with the second-highest strength of schedule is ranked second among all players in the group, and so on.
• **Extended Strength of Schedule**: A player's extended strength of schedule is calculated by

adding each opponent's strength of schedule and then dividing by the number of opponents that player has played. The player with the highest extended strength of schedule is ranked above all other players in the group. The player with the second-highest extended strength of schedule is ranked second among all players in the group, and so on.

• **Random**: If any players are still tied after all other tiebreakers have been applied, then those players are ranked in a random order below any players already ranked in the group.

Tournament Structure

Tournaments are played over an amount of Swiss rounds based on the tournament attendance. The suggested tournament structure is as follows:

4-8 3 No Cut
9-16 4 No Cut
17-24 4 Top 4
25-40 5 Top 8
41-76 6 Top 8
77-148 7 Top 16
149 and Above 7 Top 16

Ultimately, the Head Judge and Tournament Organizer can modify the tournament structure, such as due to time limitations. The most common adjustment is to not have a top cut, though we highly recommend it for tournaments over 16 players. Regardless of structure, it should be announced before the tournament how many rounds and what kind of a cut (if any) would take place.

Swiss rounds should be played best of one games. Top cut rounds are suggested to be best of three games to determine round winner.

After the top cut, rounds are single elimination (players do not continue after losing a round).