

MAPLESTORY® DCI™ FLOOR RULES

Effective March 6, 2008

Introduction

The **MapleStory** DCI Floor Rules work in conjunction with the DCI Universal Tournament Rules, DCI Penalty Guidelines, and **MapleStory** trading card game rules. Players, spectators, and tournament officials must follow these documents while involved with DCI-sanctioned **MapleStory** tournaments. Individuals who violate sections of these documents will be subject to the appropriate provisions of the DCI Penalty Guidelines.

See Appendix A for a list of the changes from previous versions of this document.

See Appendix B of the DCI Universal Tournament Rules for definitions of terms in this document.

100. GENERAL **MapleStory** TOURNAMENT RULES

110. FORMATS

The DCI sanctions the Constructed format for **MapleStory** tournaments.

120. MAPLESTORY DCI RATINGS

The DCI provides one single rating category for each player, calculated from that player's *total* **MapleStory** tournament performances; this is known as a player's **MapleStory** DCI Rating. All sanctioned games played under any format shape a player's **MapleStory** DCI rating.

121. **MapleStory** DCI Ratings (*Explained*)

MapleStory DCI rating points are awarded to players based on the individual match results from DCI-sanctioned **MapleStory** tournaments. The sum total of all points received in a tournament season constitutes a player's **MapleStory** DCI Rating.

DCI Rating Points from Sanctioned Tournaments

Players receive DCI rating points for each match played in DCI-sanctioned **MapleStory** tournaments as follows:

Match Result	DCI Rating Points
Win	2
Loss	1
Bye	2

Players' DCI **MapleStory** ratings can be viewed online at www.wizards.com/dci.

122. MapleStory Tournament Seasons

MapleStory Ratings are broken down into four (4) individual seasons per year. A new **MapleStory** rating season begins the same day that new a **MapleStory** card set is released. DCI Sanctioned **MapleStory** games played during a particular season will feed that player's seasonal **MapleStory** rating. For additional information about **MapleStory** seasons, and set release dates, please visit

<http://ww2.wizards.com/maplestory/>

200. AUTHORIZED GAME MATERIALS

210. Necessary Tournament Materials

Each player must have the following items to participate:

- Tokens, dice, or pen and paper for tracking damage, character and creature HP, and other effects. (A tournament-legal **MapleStory** HP Counter is recommended)
- A **MapleStory** deck consisting of one (1) character and no less than 40 total cards consisting of no more than four (4) copies of any card.

220. Authorized Cards

All **MapleStory** cards, including promotional cards released by Wizards of the Coast, Inc., are legal for tournament play.

221. New Releases

All **MapleStory** trading card game sets and promotional cards produced by Wizards of the Coast are allowed in DCI-sanctioned Constructed tournaments as soon as they are available.

300. MapleStory TOURNAMENT MECHANICS

310. Participation Minimums

A minimum of **four** (4) people must participate in a **MapleStory** DCI-sanctioned event. If this minimum is not met, the event is no longer considered DCI-sanctioned, and will not be included in DCI ratings. If participation minimums are not met for any DCI-sanctioned event, the tournament organizer should report the event as cancelled.

320. Match Structure

One (1) game is the default number of games in a **MapleStory** match, so if a tournament organizer chooses to run matches consisting of more than one game, he or she must announce this before the tournament begins. Match results are reported to the DCI for the purpose of inclusion in the worldwide ratings and rankings.

321. Intentional Draws

Intentional draws are not allowed in DCI Sanctioned **MapleStory** Matches.

Unfinished Games

The DCI understands that games may naturally end in a draw (i.e. a tie) when playing in a structured tournament environment. Because of that reason, the DCI has created a detailed procedure for handling tiebreakers in a **MapleStory** tournament. For a full description of the end-of-match procedure please see section 340.

322. Match Time Limits

The required minimum time limit for any **MapleStory** Match is twenty (20) minutes. Thirty (30) minutes is recommended for each tournament round of a **MapleStory** tournament using single game matches. Tournament rounds using the best two-out-of-three games have a minimum time limit of thirty (30) minutes, and a recommended time limit of forty-five (45) minutes.

330. Pregame Procedure

Players are given three (3) minutes to complete all of the following pregame procedures.

1. Before play begins, players must randomly determine who gets to choose whether they will play first or second. Rolling a die or flipping a coin are both recommended procedures for determining who chooses to play first or second. (*This may be done any time during the pregame procedure before players draw their starting hand*).
2. Players put their character into play, face up, in front of them.
3. Players shuffle their decks (see Universal Tournament Rules, section 21).
4. Players present their decks to their opponents for additional shuffling and cutting.
5. If the opponent has shuffled the player's deck, that player may make one final cut.
6. The player who is playing first draws five (5) cards, and the player who is playing second draws six (6) cards.

For tournaments that include more than one game per match, after each game in a match, the loser of that game (even if the game loss was due to a penalty) decides whether to play first in the next game. If the game was a draw (so that there was no winner or loser), the player who decided who played first for that game chooses for the next game.

340. End-of-Match Procedures

A player in midturn when the end of the round is announced is allowed to complete his or her turn before the match result is determined. (A player in midturn is someone who has drawn a card for his or her current turn.) In single game match play, the player whose character has the most hit points remaining is then considered the winner. If both players have an equal number of hit points, each player takes one more turn and the player with the most hit points after these turns wins. This continues until the players' hit points are not equal.

Exception

In the unlikely event of an absolute tie (both players Characters are tied in hit points, are out of cards and have no way to damage each other), both players repeat the pregame procedure and play one additional game to determine a match winner.

Time Extensions

If a judge assigned a time extension to the match, the end-of-match procedure does not begin until the end of the time extension.

350. Determining a Match Winner

For Swiss tournaments using more than one game per match, the winner of a match is the player with the most games won wins in the match.

400. RULES FOR CONSTRUCTED TOURNAMENTS

410. Deck-Size Limits

The constructed deck must contain a minimum of 40 cards. There is no maximum deck size; however, you must be able to shuffle your deck with no assistance.

420. Sideboard Use

No sideboards are allowed in **MapleStory** tournaments.

430. Deck Construction

Constructed decks may consist of cards from all **MapleStory** card sets and all promotional cards released by Wizards of the Coast. New card sets are allowed in constructed tournaments as soon as the product is available.

APPENDIX A— CHANGES FROM PREVIOUS VERSIONS

Changes from January 30, 2008 version:

(*Note: Section numbering in this document has changed and the section numbers listed below are reflective of the new numbering structure.)

Section 121: Draws removed; end of match procedure added in section 340 to prevent draws from occurring.

Section 122: Explanation of tournament seasons added.

Section 210: Necessary tournament materials added.

Section 321: Intentional draws disallowed.

Section 322: Pregame procedure added.

Section 340: End-of-Match procedure updated.

Section 410: Desk-Size limits edited.

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