

## Tournament Crypt Rules.

**IMPORTANT:** All standard Crypt rules apply, unless noted here. Check the website for more details.

Applies to all Crypt tournament formats: Tournament directors have final say in all tournament matters. See Rules adjudication.

**Rules adjudication:** Player's may only call on the director for a ruling a maximum of three times during each game. This does not include, "deck inspection."

When the tournament director is called upon to make a ruling: all timers in that game stop for the duration of the director's attention.

**Cheating:** Players caught cheating are disqualified from the tournament, at tournament director's discretion. Accusation without proof is not enough to disqualify a player. All disputes are settled by the tournament director.

**Deck inspection:** Players' may ask to have the tournament director check their opponent's deck to make sure it is a legal build. It cannot be checked during the match. If deemed illegal, the illegal deck and player are disqualified and out of the tournament, with the losing player of that match advancing.

**Discarding:** If you forget to discard, but are over your limit, you discard immediately before using any more cards and any cards used in actions taken count towards your card limit.

**Drawing cards:** If you forgot to draw, it is optional; so, you lose your draw.

**Emergency breaks:** Each player is allowed a single 10minute emergency break for which the timer stops. If not back at the table within the 10 minutes, the player forfeits the match.

**Ending conditions:** Tournament directors tell everyone when the round is up. Game play immediately stops, even if in the middle of a turn. Only if the card was played-as the time expired-do you continue the action until over. The act of exploring into a hex does not continue, the hex may be placed, but the game is still over before the player moves into the room.

Playing a card, like a shield or an attack is played out. The defense or damage could impact the game and matter. But it must be on the table and played before the tournament director says the round is over.

Players using the key, and trying to exit, roll the dice and may win as time expires. A key tabled with luck card used as time expires does in fact win the game. Even if the luck was played after time expired, as the key was tabled in the attempt to exit, that is what matters. These are the only last

second actions that can take place when the director says time is up stop playing and determine the winner.

**General play:** It is both players job to make sure the other player is following the turn sequence and not skipping phases of a turn.

It is the player with extra actions responsibility to remember they have those actions.

If a player forgets, the other player is not obligated to remind them.

**General tournament format example:** This may or may not be the format used by the tournament director. Single elimination one-on-one until 4 players remain; then championship is group game with winner taking first place.

1vs1 single elimination tournament: This can be a single match or a best 2 out of 3 format.

**Hex Events:** If you forget to take a Hex event, good or bad, it is dealt with immediately when either player remembers, as long as no more than 1 turn for the opponent has taken place.

**Lite decks and card limits:** A less than 25 card deck because another player accidentally kept your cards they took during the game, or more than 50 card deck because of cards you took during the game, does not disqualify a player; they just need to add the missing cards back to their deck (or return them) before they play next and have a legal 25 card minimum or 50 card maximum deck.

**Hex limits:** Minimum 5, No more than 7, only one exit.

**No Dominations:** In 1vs1 tournament play, once a player is defeated, or exits, the game ends. This rule may be suspended in the final game, if between more than 2 players.

**No ties:** There must always be a winner of tie breakers. Tie breaker 1 is the total remaining life points plus total life points of all tabled defenses. The higher total wins. If still tied for some reason, then at this point the game stops and we act as if the players are in the exit with their keys, and each player gets a chance to roll doubles to win. Starting with the player whose turn it is when time expired. The first player to roll doubles wins the game. Roll until a winner is determined. This is based on tournament type.

**Returning cards/hexes:** All hexes and cards are returned to the owner at the end of every game, no exceptions!

**Stalling:** Players may call for the director if someone appears to be stalling. The tournament director may award the win to a player, if another player continues to stall even

after being warned. Stalling may be cause for disqualification.

**Timed tournaments:** Rounds are 20 minutes long until the championship. The championship round has a 1-hour time limit for the single game or best 2 out of 3 match, depending on the format.

In the elimination rounds in a best 2 out of 3 format, if they did not make it to match 3 before the time runs out, the player that won the first game wins the match. If in match 3 or match 1, when time expires, then the tie breaker is the player with the highest total life points remaining and defensive life points tabled.

If still tied for some reason, then at this point the game stops and we act as if the players are in the exit with their keys, and each player gets a chance to roll doubles to win. Starting with the player whose turn it is when time expired. The first player to roll doubles wins the game. Roll until a winner is determined.

**Time restrictions:** If you are playing in a timed tournament, each player has a 1-minute time limit to complete their action, unless they have multiple actions, a 1-minute extension is allowed per additional action. This is so players do not intentionally waste time to prevent a 3<sup>rd</sup> game.

**Disqualification conditions:** All disqualifications are at the discretion and determination of the tournament director. House rules can be added to this list as well.

You cannot have more than 4 of the same cards in your deck. Exception -when cards are acquired through normal play guidelines such as with Steal and Pick pocket cards.

Exceeding any of the rarity limits by accident or intentionally. Rarity limits always apply.

Intentionally stealing another player's cards or hexes.

Not showing up within 5 minutes of the start of your match.

Violating time clocks and being warned by the tournament director could lead to disqualification.

Excessive swearing could result in disqualification.

Physically assaulting another player results in disqualification and possible calling of 911.

Cheating in any way as defined by the general game rules.

Spectators must remain silent, no outside assistance.

Cell phone use is not permitted during tournament play.