

名人

# Crossover Battles

The Rules



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**Note: The most recent updates are listed in red.**

# **Getting Started**

## **Essential Items to Play the Game**

Before starting the game, you will need to make some preparations. Read the following instructions carefully.

### **Two players**

The Crossover Battles is a one-on-one game.

### **Tournament Requirements**

To enter a Crossover Battle tournament you will need to bring the following:

- 1) Bandai Organized Play ID Card (or number).
- 2) 1 Deck from either the Dragonball CCG or 1 Deck from the Naruto CCG.
- 3) Coins/ items to use as Turn Markers, DB coins, etc.

### **Decks**

Each player needs a Deck of cards from either the 1 Deck of their choice from either the "Dragonball Collectible Card Game" or "Naruto Collectible Card Game". One player must be using a Naruto CCG Deck and the other player must be using a Dragonball CCG Deck when playing a Crossover Battle game.

Note the following when preparing the Deck:

1. Choose the cards you wish to include in your Naruto CCG & Dragonball CCG Deck. Your Deck must have exactly 40 cards.
2. You can have up to 25 Ninjas (Naruto CCG) or 25 Warriors (Dragonball CCG) cards in your Deck "Platoon" Ninja cards are excluded from this count. The term "Warrior" & "Ninja" can be used interchangeably.
3. You can have up to 3 cards with the same "name" in your Deck.

## Game Mat

Each player will need one Game Mat to form the complete gaming area, combine two Game Mats together so that the Battlefield (i.e. Battle Area) from each Game Mat is connected.

- A. **Battle Reward area:** The area to place the Battle Rewards you get during the game. A player's Battle Reward area is considered their Planet Damage Area & vice versa.
- B. **Deck area:** The area to place your deck. A player's "Deck" is also considered their "Planet" & vice versa.
- C. **Discard Pile:** The area to place all the discarded cards. A player's "Discard Pile" is also considered their "Discard area" & vice versa.
- D. **Chakra Area (i.e. Chi area):** The area to place cards as Chakra (Naruto CCG) or the area to place cards as Chi. The term "Chakra" & "Chi" can be used interchangeably.
- E. **Village (i.e. Deployment area):** The area to place Ninja, Client, & "Permanent" Mission cards in the Naruto CCG or Warriors & Event cards for the Dragonball CCG. The term "Village" & "Deployment area" can be used interchangeably.
- F. **Turn Indicator:** the area to place the Turn Marker to keep track of your turns. It begins at "0" and the attacker for the turn moves theirs up by 1 at the end of their turn.
- G. **Battlefield:** The area where your Team(s) is sent out to Battle against your opponent's Team. A player's Battle Area is considered their Battlefield & vice versa.

## Card Types

There are 4 types of cards for the Naruto CCG: Ninja Cards, Jutsu Cards, Mission Cards, & Client Cards.

There are 4 types of cards for the Dragonball CCG: Warrior Cards, Technique Cards, Event Cards, & Wish Card.

During crossover games the following terms are to be used interchangeably:

- 1) Ninja & Warrior
- 2) Jutsu & Technique
- 3) Mission & Events
- 4) Deck & Planet
- 5) Chakra & Chi
- 6) Battlefield & Battle Area

- 7) Village & Deployment Area
- 8) Discard Pile & Discard Area
- 9) Combat/ Support & Normal Status Power (Combat/ Support)

The following cards are exclusive to those decks that are allowed to run them:  
Client & Wish Cards.

### **Turn Marker & Coins**

- 1) Place two Game Mats together. Place your Deck on your Deck area. Then, place a Turn Marker on "0" of your Turn Indicator.
- 2) Shuffle your Deck well. Next, shuffle your opponent's Deck.
- 3) Determine who makes the first move (i.e. by playing Rock-Paper-Scissors or flipping a coin). The winner decides whether to make the first move or not.
- 4) Each player draws 6 cards from their Deck and places them in their hand.
- 5) If you do not like the cards you drew, you can redraw new cards using the following rules:
  - A) Return your hand to the Deck and re-shuffle the Deck.
  - B) Next, ask your opponent to cut your Deck.
  - C) Draw 5 cards.
  - D) If you do not like these cards either, you have one final opportunity to redraw. Repeat steps A and B and then draw 4 cards.
- 6) The player using a Dragonball CCG Deck places up to 3 Wish cards keeping them face down next to their Game Mat. The player using a Naruto CCG deck does not use Wish cards during crossover games.
- 7) Once the preparation is complete, you can start playing the game.
- 8) The first player and the second player alternate taking turns during the game.
- 9) The player who is taking the turn is known as the "attacker" and the other player is known as the "defender".
- 10) During the turn, most actions will be taken by the attacker. Only the attacker can launch attacks.
- 11) The defender can take defensive measures against the attack.
- 12) Each player takes turns being the attacker and the defender.
- 13) When either player achieves the victory conditions, the game is over.

## **Victory Conditions**

There are two Victory Conditions in Crossover Battles that are checked for during the End Phase.

- 1) A player who has a total of 10 or more Battle Rewards (i.e. has given 10 or more Planet Damage to their opponent's Planet Damage area) is the winner (for DB CCG loses the game.) If both players have a total of 10 or more Planet Damage to the opponent's Planet, the current attacker wins the game.
- 2) If a player has no cards in their Deck that player loses the game. If neither player has any cards in their Deck, the current attacker loses the game. If a player has no cards in their deck but the opponent has a total of 10 or more Planet Damage (i.e you have 10 or more Battle Rewards), the player wins the game because #1 is applied first.

## **Turn Flow**

The following Game Procedure applies for players using Dragonball CCG & Naruto CCG during crossover games. Certain Steps will only apply for a player using either a DB CCG Deck or a Naruto CCG Deck, and because of this it will be marked with a " \_\_\_only" designation.

### START Phase

- A. Draw a Card (Attacker)
- B. Charge Step (Attacker/ DB CCG only)

### MISSION Phase

- C. Strategy Step (Both)
- D. (1) Play Mission or Event Card (Attacker)  
(2) Play Counter Mission Card (Blocker/ Naruto CCG only)
- E. Charge Chakra (Attacker/ Naruto CCG only)
- F. Deploy a Client (Attacker/ Naruto CCG only)
- G. Deploy a Ninja or Warrior (Attacker)
- H. DB Step (Attacker/ DB only)

### ORGANIZATION Phase

- I. Organize Team(s) (Attacker)

### BATTLE Phase

- J. Attack Step - Send out the Attacker's Team(s) (Attacker)
- K. Defense Step - Send out the Blocker's Team(s) (Blocker)
- L. Action Step - Exchange of Jutsu (Both)
- M. Showdown Step - Showdown (Both)

N. Return Step - Return (Both)

END Phase

O. Judge Step - Judge the Winner (Both)

P. Adjust Step - Adjust the Hand (Attacker)

Q. Turn Marker Step - Move the Turn Marker (Attacker)

**The Chain**

When one effect is used, a Chain occurs. During the Chain, another effect which has the legal Timing can be used in response. By using an effect in response, it can be applied before the first effect that was used is applied. The Chain follows the following procedure:

**1) When an effect is used a Chain occurs.**

**NOTE:** the Attacker can choose first, if they want to use an effect. In following Chains, the players alternate to choose whose effect to use first.

**2) During the Chain, a player decides whether they want to respond with another effect or not.**

When both players decide to respond at the same time, the player who did NOT use the immediately preceding effect has Priority to use the next effect.

**3) Repeat Chain Step #2 above until both players declare that no further effects will be used, then proceeds to "Resolution of a Chain".**

\*Even if an effect of only one card is used, it is still referred to as a Chain.

### **Resolution of a Chain**

During the Resolution of the Chain, the effects are applied in reverse order of when they were used. In other words, the effects are applied from the last effect used to the first effect used. In the case of Jutsu (i.e. Technique cards) & non-Permanent Missions (i.e. Time Limit: X Events), once their effect is applied, move the used card to that player's Chakra area (i.e. Chi Area)

When an effect is ready to resolve, if any of the "Requirements", "Target" or "Effect" is not legal, those cards fail to resolve and their effects are not applied. All Jutsu (i.e. Technique cards) & non-Permanent Missions (i.e. Time Limit: X Events) that failed their resolution are also moved to that player's Chakra (i.e. Chi) area. The costs that were paid for those failed effects are not returned.

- If a Ninja (i.e. Warrior) uses a Jutsu (i.e. Technique) and that Ninja is removed from play before the effect of the Jutsu resolves, that Jutsu fails to be resolved and it is moved to that player's Chakra area.
- Any Jutsu that was used by a Ninja but the effect was not applied is still considered to have been used. The costs that were paid for those failed effects are not returned.
- If a Mission (i.e. Event) or Jutsu target multiple targets, and some of those targets are removed from play (or become un-Targetable) before the effect is applied, the remaining targets will still be affected when those card effects are applied.



- If all of a Mission or Jutsu targets are removed before the effect is applied, the Mission or Jutsu fails to be resolved and is moved to that player's Chakra (i.e. Chi) area.
- If a Ninja effect is activated and added to a Chain, and that Ninja is removed from play before the effect is applied, that effect fails to be resolved.
- If a Ninja effect is activated that is not "Valid:", and that Ninja is changed to injured status before the effect is applied, that effect fails to be resolved.

Chains can be generated as many times as desired in one turn.

## **Crossover Rules**

**Game Rule Note 1:** During crossover deck building, Naruto CCG cards can not be included in a Dragonball CCG Deck and vice versa.

**Game Rule Note 2:** Card symbols are unique. (i.e An “Earth” symbol in Dragonball CCG isn’t the same as an Earth symbol in the Naruto CCG.)

**Game Rule Note 3:** Only Dragonball CCG decks can acquire DB coin(s) when they receive Planet Damage in the Showdown as a defender.

**Game Rule Note 4:** Players using a Dragonball CCG Deck can place up to 3 Wish cards keeping them face down next to their Game Mat. The player using a Naruto CCG deck does not use Wish cards during Crossover Games.

**Game Rule Note 5:** Mental Power Battles cannot be performed in Dragonball CCG vs. Naruto CCG crossover; cards that refer to Mental Power Characteristic will occur as they normally would.

**Game Rule Note 6:** Special Abilities of DB CCG Warriors such as Super Heal and Toughness are considered a part of the cards Effect text, and is therefore different from a Card’s Characteristic.

Therefore, a Naruto CCG effect that gives (i.e. copy) a Warrior’s effect text onto a Ninja will copy all Keywords that Warrior may have onto that Ninja.

**Game Rule Note 7:** DB CCG Warriors have no Combat Attribute (printed or otherwise).

**Game Rule Note 8:** DB CCG Warriors that are not battling during the Battle Phase are considered Stand-by Warriors (i.e. Ninjas as well).

**Game Rule Note 9:** Naruto CCG Ninjas do not go to the Chakra area when they would be discarded due to damage; however, Dragonball CCG Warriors do.

**Game Rule Note 10:** A Dragonball CCG “Growth” coins is the same as a Naruto CCG “Growth” coin.

**Game Rule Note 11:** The “Plunder” Special ability has the following effect during Dragonball CCG vs. Naruto CCG Crossover: “[Attacker | Valid] When this Warrior’s Team wins a Victory or Outstanding Victory, you may move 1 Ninja Blade coin of any kind from a card your opponent controls to this Warrior.”

\*\*\*A Ninja Blade coin has no effect unless given one due to a card effect or via game mechanics (Ex: Growth coins).

**Game Rule Note 12:** Dragonball CCG Warriors have no Mental Power (including Mental Power: 0).

**Game Rule Note 13:** Adventure Showdowns are not legal for Crossover Battles, however, “Adventures” and cards that reference “Adventures” are allowed.

**Game Rule Note 14:** All Events in the Dragonball CCG are treated as Permanent Missions (Time Limit: X is the same as Permanent X) during Crossover Battles.

**Game Rule Note 15:** During a Crossover Battles tournament, should a Naruto CCG or Dragonball CCG Deck face a Deck of the same type (Ex: Naruto CCG vs. Naruto CCG) those Decks play referring to the rules of their respective games instead.

**Game Rule Note 16:** Techniques in Dragonball CCG Deck can be played as though they are Turn 0 (for “Adventures”, they refer to their printed Turn Cost).

**Game Rule Note 17:** All Ninjas in the Naruto CCG with “Male” and/or “Female” gain the following “Human” Characteristic (this Characteristic is considered “printed” and is on the Ninjas regardless of the area those Ninjas are in.)

**Game Rule Note 18:** Chi Cost in DB CCG is equivalent to Hand Cost in the Naruto CCG and vice versa.

**Game Rule Note 19:** Characteristics, Entrance Cost (Turn Cost), and Power in the Dragonball CCG is treated as the same as those found in the Naruto CCG and vice versa (Ex: “Female” in DB CCG is the same as “Female” in the Naruto CCG).

**Game Rule Note 20:** Naruto CCG Jutsus are treated as having a printed Entrance Cost of 0 regardless of the area those cards are in. Additionally, Jutsus in the Naruto CCG have no Characteristic (printed or otherwise).

## **Set Legality**

Due to the fact that the Naruto CCG has an exponentially larger library of cards at its disposal, crossover between Dragonball CCG & Naruto CCG will occur in a block format.

This will ensure a more enjoyable playing experience as well as competitiveness in the way of deck building and game play. The block format will consist of all Dragonball CCG Series as well as the latest X number of Naruto CCG Series.

Ex: Set #1, 2, 3, and 4 of DB CCG = Set #10, 11, 12, and 13 of Naruto CCG.

As of currently the following Sets will be allowed for official Bandai sanctioned Crossover Battles:

Naruto CCG:

Series #10: Lineage of the Legends

Series #11: Approaching Wind

Series #12: A New Chronicle

Series #13: Fateful Reunion

Dragonball CCG:

Series #1: The Warriors Return

Series #2: The Awakening

Series #3: Destructive Fury

Series #4: Fusion

Dragonball CCG Promo Cards

As future series are added to Dragonball CCG & Naruto CCG, they will be included in the block and a new Forbidden List will be updated at that time. Make sure to check the Naruto CCG & Dragonball CCG Website for a list of the most updated Legal Sets; as they will assuredly arise as new Sets are released; however, a Set is not legal for Official Bandai Sanctioned Crossover tournaments upon their release, they are legal when the Set Legality list shows that it is.

\*\*\*Naruto CCG Promos excluding alternate arts, alternate language, and alternate foils cards are illegal for Crossover Battles game play.

## **Forbidden Cards List**

Normally, your Deck (including Side Deck) can contain up to 3 copies of a card that has the same name. However, certain cards have specific restrictions that further limit the number that can be included in a Deck.

In order to create a more balanced play environment the following cards are not allowed to be included in your Deck & Side Deck. The list of Forbidden cards is updated regularly and is posted on the Naruto CCG & Dragonball CCG Official Website.

This list applied for official tournaments so please check it before participating.

### **Forbidden Cards List**

#### **Naruto CCG Forbidden List: 48**

Ninjas: 20

N-377 Kakashi Hatake  
N-382 Toki  
N-386 Yoro Akado  
N-415 Sasuke Uchiha  
N-451 Shizune  
N-453 Itachi Uchiha  
N-454 Kisame Hoshigaki  
N-461 Kankuro  
N-473 Kakashi Hatake  
N-480 Deidara  
N-511 Shino Aburame  
N-522 Naruto Uzumaki (Tailed Beast Mode)  
N-547 Sasuke Uchiha  
N-548 Sasuke Uchiha  
N-US100 Haido (Transformed)  
N-US106 Kurenai  
N-US118 Kankuro  
N-US122 Naruto Uzumaki  
N-US123 Sasuke Uchiha  
N-US124 Kimimaro

Jutsus: 18

J-329 Dragon Flame Jutsu  
J-332 Water Style: Furious Current  
J-342 Double Dynamic Entry  
J-343 8 Trigrams 128 Palms  
J-382 Explosion of the Rasengan  
J-384 Water Style: Water Dragon Jutsu  
J-386 Fire Style: Phoenix Flower Jutsu  
J-394 Wind Scythe Jutsu  
J-400 Giant Rasengan  
J-401 Genjutsu  
J-409 Water Prison Jutsu  
J-418 Deadly Poison  
J-428 Concealed Weapon  
J-459 Mangekyo Sharingan  
J-460 Five Hungry Sharks  
J-479 Hallucination by Genjutsu  
J-482 Water Style: Exploding Water Shock Wave  
J-495 Rasengan

Missions: 8

M-347 Browbeater

M-375 Sasori of the Red Sand  
M-381 The One who lives Within  
M-394 Wonderful days  
M-411 Long Awaited Reinforcements  
M-430 Threat of the Tailed beast  
M-441 Dark Ritual  
M-445 Unstable ground

Clients: 2

C-043 Hikaru Tsuki  
C-045 Michiru Tsuki

### **Dragonball CCG Forbidden List: 4**

Warriors: 1

WA-109 Buyon

Events: 1

EV-69 Unreasonable Fee

Techniques: 2

TE-043 Awakened by the Anger

TE-116 Potara Fusion

## **Tournament Rules**

### **Definitions:**

Please use these definitions of the different divisions of gameplay for Crossover Battle events.

1. **Player:** any one playing in the tournament.
2. **Meijin:** The Organizer of the Tournament
3. **Judge:** A staff member not playing in the tournament who ensures proper gameplay based on Crossover Battles Rules.
4. **Venue:** The store or place where the tournament is being held.
5. **Game:** One game versus an opponent. (2 out of 3 games make a “round”)
6. **Round:** One set of games versus the same opponent. Number of rounds varies depending on the participants in the tournament.
7. **Tournament (Event):** One set of multiple rounds that decide an overall winner.

### **Format**

The tournaments above may be played using the Constructed format - the specifics of which are listed below.

1. **Constructed** – Each player brings with them to the location their own constructed deck utilizing cards from their own collection. The deck construction must fall within the legal rules as set forth in the rule book. Players may also bring with them a 10-card sideboard that may be used to cycle cards out of their deck in between games. (*See below.*)

### **Sideboards:**

In all tournaments, players may bring a sideboard of 10 additional cards to each tournament in addition to the cards in their deck. **Players must either bring a full sideboard of 10 cards or must bring no sideboard at all.** The following rules govern sideboards:

- a. A sideboard may include any cards that are legally available for the tournament. (*See “Forbidden Cards List”: Page 12.*)
- b. **3/6 rule:**
  1. ***A deck may contain no more than 3 copies of any named card and up to 25 Ninjas/ Warriors (as normal).***
  2. ***The sideboard may contain no more than three copies of any named card.***
  3. ***The sideboard may contain up to 10 copies of any card type (including Ninja/ Warrior).***
  4. ***All totaled, a deck and sideboard combined can contain no more than 6 named cards (up to 3 in the deck and up to 3 in the sideboard) and up to 35 Ninja (25 in the deck and 10 in the sideboard).***
  5. ***As before there are no restrictions of the number of Jutsu, Mission or Client cards or Warrior, Technique, & Event cards in deck and / or sideboard***
  6. ***No more than 3 of any card with the same card # can be included in the deck and sideboard combined.***
- c. Sideboard cards may be switched out between games in a round.

- d. The 10 sideboard cards must be kept on the table in full view of the opponent and Meijin.
- e. The 10 sideboard cards must be kept in different sleeves than those used for the main deck, or in no sleeves at all.
- f. If a player has doubts of the validity of an opponent's sideboard, or their deck after the main deck has been side-boarded, they may call the Meijin and request a spot deck-check.
- g. If a main deck has been side-boarded, the main deck must be reset to their original orientation in between rounds.

When players cycle out cards from their deck, and replace them with cards from their sideboard, the cards must be replaced on a **one for one basis**.

**Deck List:**

A deck list will be required for Premier Crossover Battle events. In this case each player is required to provide a complete list of the cards in their deck and sideboard using the Deck List form.

Each Card title, number and quantity of each card included in the deck and sideboard must be listed.

**Style:**

**Modified Swiss Style is used for all in-store events.** Every player plays (if they wish) every round of the event. Each round, every player plays **best two out of three games** versus their assigned opponent.

The number of rounds played in Swiss is dependant upon the number of players:

<b><u># of Players</u></b>	<b><u># of Rounds</u></b>
<b>4-8 players</b>	<b>3 rounds</b>
<b>9-16 players</b>	<b>4 rounds</b>
<b>17-32 players</b>	<b>5 rounds</b>
<b>33-64 players</b>	<b>6 rounds</b>
<b>65-128 players</b>	<b>7 rounds</b>
<b>129-256 players</b>	<b>8 rounds</b>
<b>257-512 players</b>	<b>9 rounds</b>

**Round Robin** style may be used instead of Swiss if there are 4-5 players in an event.

Only at high level Premier events will it be necessary to make a **“Top Cut”** based on the number of participants, and play an additional day using **Single Elimination**. Single elimination rounds are also played as **best two of three** and only the winners move to the next round. This is only used for final elimination after Swiss rounds and only in larger events with more than 32 players.



### **Top Cuts:**

A **two day event** will typically cut to the **top eight (8) players** for the final single-elimination tournament. There may be provisions to cut to a higher number of top players depending on the event.

### **Round Time Limits**

*(Meijin must announce the round time limit that will be used during the tournament and that round time must remain the same throughout the tournament.)*

**In Store Events:** The time limit for a **round** for in-store events is 50 minutes. At least 10 minutes must be given between rounds for scoring and pairings.

**Premier events: (Convention Events)** the time limit for a **round** at higher level premier events is 50 Minutes. At least 10 minutes must be given between rounds for scoring and pairings.

**Premier Events – Single Elimination** The time limit for a **round** is 75 Minutes. At least 10 minutes must be given between rounds for scoring and pairings.

### **Who Goes First**

*(A coin flip is now used for the third (3<sup>rd</sup>) game to determine the “first” player.)*

In any one round of the Crossover Battles (best two out of three games), the following procedure is to be followed:

Game #1 - A coin flip determines the Player who chooses to either go first or allow the opponent to go first.

Game #2 – The player who loses Game #1 chooses to either go first or allow the opponent to go first.

Game #3 – A coin flip determines the Player who chooses to either go first or allow the opponent to go first

### **Points:**

If a Player wins 2 out of 3 games in a match, that player receives **3 Match Points (MP)**. Their opponent who lost 2 out of the 3 games in the match receives **0 MP**. If the match is a draw, each player receives **1 MP**.

### **Time Outs:**

*(One additional turn has been added to the round for each player when a “time out” is called.)*

A time out occurs when the time limit for a match as set by these rules comes to an end. **When time is called, each player is permitted 1-2 turns (depending on player order), at which point, the round ends.**

If time is called during **the player's turn that went first in the game**, the first player completes their turn. Play continues with the second player taking a turn. **Then each player plays one more turn** - at which point the game and round ends.

If time is called **during the second player's turn**, the second player completes their turn, then each player takes one more turn - at which point the game and round ends.

In both of the above cases, the game must have **a minimum of 4 turns per player** (Example: Disregard Turn Marker effects, 4 turns for each player) before ending the game and match. If after time is called, both players have not completed 4 turns, they will play additional turns until that requirement is satisfied.

Example: The players have just begun their 2<sup>nd</sup> game and Time is called. At the end of the current turn, both players have completed their 3<sup>rd</sup> turn. The player's will play 1 additional turn rotation until they both have had 4 turns – at which point the game and round ends.

Example: The players have just finished their 2<sup>nd</sup> game, and at that time, Time is called. At this time, the players are technically in the process of setting up for game 3. Therefore, the players may sideboard, shuffle and cut, then begin game 3. Game 3 will continue until each player has completed 4 turns – at which point the game and round ends.

If at that time no player has completed the requirement for victory, the winner of the **current game** is determined by counting cards in each Player's Battle Reward Area/ Planet Damage Area. The player with the most Battle Rewards/ Planet Damage in their respective area wins that game. If both Players have the same number of Battle Rewards/ Planet Damage, then use the tiebreaking system below to determine the winner of the game:

### **Tie Breaking (Game):**

**1<sup>st</sup> Tie Break:** If play ends due to the end of a time limit and both players have the same number of Battle Rewards/ Planet Damage in their Battle Reward areas/ Planet Damage area, players then count the number of **cards left in their draw deck**. The player who has the most cards left in their draw deck wins that game.

**2<sup>nd</sup> Tie Break:** If when time is called, both players have the same number of cards in both their Battle Reward area/ Planet Damage area, and their Draw Decks, players count the **total current power** (Combat + Support) of the Ninja/

Warrior Cards in their Village. The player with the highest total Power wins the game.

3rd Tie Breaker: If when time is called, both players have the same number of cards in both their Battle Reward area/ Planet Damage area, and their Draw Decks, and they have the same value of combat for their in-play Ninjas/ Warriors, **players total the cards left in their Chakra/ Chi area and hand.** The player with the most cards in these areas wins the game.

4<sup>th</sup> Tie Breaker: If when time is called, both players have the exact number of cards in their Battle Rewards area/ Planet Damage area, Draw Deck, their in-play Ninjas/ Warriors have the same total Power and they have the same number of cards in their Chakra/ Chi areas and hands, the player who went first flips a Coin and the player who went second in the game calls head or tails. The winner of the game is determined by the winner of this “coin flip.”

#### **Draws:**

If time is called during the second game between two players and through the tie-breaking procedure it is determined that each player has won one game each, then a best 2 out of 3 is not possible to determine by gameplay. The round is scored as a **Draw** and each player scores **1 MP** for that round.

Note: Intentional draws are allowed but must be announced within 2 minutes of the start of the round. In no case, is promise of reward allowed.

#### **Byes:**

If there are an odd number of players in the tournament, one player each round will receive a **bye**. This player does not play, but scores **3 MP**. In the first round, this player is decided randomly. In subsequent rounds, if there remain an odd number of players, the player with the lowest cumulative score has the bye. If there is a tie for the lowest scoring player, Strength of Schedule will decide who will get the bye.

#### **Drops:**

If a player is unable to finish a tournament and must leave after the tournament has begun, they have dropped from the tournament. They receive no more points or pairings for the remainder of the tournament and cannot re-enter the tournament once they have dropped. If a player does not inform a tournament official that they are dropping, they will receive a loss for every round they do not play up to 2 rounds (after which they will automatically be dropped from the tournament).

#### **Tie Breaking (Swiss System Tournaments)**

At the end of a tournament that uses Modified Swiss Style of play, it may become necessary to determine winners among those who have the same Match Points

(MP). In these cases, winners of the match will be determined using each player's strength of schedule as below:

**Tie-breaker 1: (TB1) Strength of Schedule:**

The Match Points (MP) of each of the tied players' opponents is totaled **and the lowest score is dropped**. If this result in a tie, move to the second Tie-breaker.

**Tie-breaker 2. (TB2) Strength of Opponent's Schedule:**

The Match Points of each of the players' opponent's opponents are totaled. If this results in a tie, move to tie-breaker three.

**Tie-breaker 3. (TB3) Sum of Rounds Lost Squared:**

Square the rounds each player lost in and total them together.

(Example Player A lost in rounds 4 and 5, Player B lost in Rounds 1 and 2. Player A's TB3 total would be 41 (16 + 25). Player B's TB3 total would be 5 (1 + 4).

**Tie-breaker 4. (TB4) Random:**

A Ninja Blade Coin is flipped by the judge and the pending result is called by the player whose last name comes first in the alphabet. The result is called by the judge.

**Tie Breaking (Round Robin Tournaments)**

**Tie-breaker 1. Head-to-head record:**

Only use results from the matches among the tied players to determine the winner.

**Tie-breaker 2. Fewest *game* losses:**

For each player who is still tied, count the total number of *individual game* losses (include all matches played.) The winner is whoever has the fewest number of *game losses* (not match losses.)

**Tie-breaker 3. Most *game* wins:**

For each player who is still tied, count the total number of *individual game* wins (include all matches played.) The winner is whoever has the most number of *game wins* (not match wins.)

**Tie-breaker 4. Random:**

If there is still a tie, determine the winner randomly among the tied players.

**Optional Tie Breaking (Tournaments)**

For smaller tournaments or if at the end of a tournament the software is not working for some reason or the Meijin is unable to access tournament software, the following backup tie-breaking system can be used. If judging tie breakers by hand, these options will be quicker and more efficient than attempting the

calculations used by the software. **However either TB1-4 or OTB 1-4 should be used, do not mix and match.**

**Optional Tie-breaker 1: (OTB1) Strength of Schedule dropping lowest score:**

The Match Points (MP) of each of the tied players' opponents is totaled **and the lowest score is dropped**. The player with the highest result is the winner. If this result in a tie, move to the second Tie-breaker.

**Optional Tie-breaker 2. (OTB2) Strength of Schedule dropping second lowest score:**

The Match Points of each of the players' opponent's opponents are totaled and the second lowest score is dropped. The player with the highest result is the winner. If this results in a tie, move to tie-breaker three.

**Optional Tie-breaker 3. (OTB3) First Loss**

For each tied player, look at which round in which their first loss occurred. The player who lost in the latest round wins the tie.

**Optional Tie-breaker 4. (OTB4) Random**

A Coin is flipped by the judge and the pending result is called by the player whose last name comes first in the alphabet. The result is called by the judge.

**Marked Cards**

Cards that are distinguishable from other cards either from markings on their card backs or their shape (overly curved, damaged cards) are not allowed in tournament play.

The front of cards may contain signatures, art or any other marking as long as they do not obscure the name of the card, the game text, the symbols or the combat stats. A judge may deem a card unusable and ask the player to replace that card.

**Card Sleeves**

Card sleeves are allowed to be used in standard organized play events and must be approved by the Meijin running the event.

At any time a player may request that an opponent's sleeves are changed if they suspect the sleeves are in any way interfering with normal game play, or outcome of game play.

In **Premier** Organized Play events, card sleeves may be used, provided they meet the following requirements:

1. All of the sleeves on a deck must be the same color, condition, size, and texture.

2. The fronts of the sleeves are clear, clean, and free of designs, holograms, and emblems that may obscure card information.
3. The sleeves completely cover the entire card, leaving no portion sticking out of the open end.
4. The sleeves are not reflective enough to be used to determine the faces of cards that remain in the deck.
5. Each card sleeve may only contain one card.
6. At all Convention Level Events, the use of sleeves with any form of artwork on the back of the sleeve is strictly prohibited. Sleeves at these events must be either a solid color or transparent, and must be free of any pattern.
7. The Store Owner or Meijin (in that order) of an Event has the final say whether or not art-backed sleeves may be used at that event.
8. Inappropriate sleeve images (as determined by the Meijin) are strictly prohibited.
9. Card sleeves may be clear as long as the sleeves or the back of the cards do not have distinguishable markings that can identify the card inside the sleeves.

When no cards sleeves are used, the back of the cards must be consistent and cannot have any distinguishable markings that can identify the card.

## Scoring

Use the Basic Player Score Card (included) to score tournaments for Crossover Battles. Here are the parts of the score card and how to use them:

- A. **Player Name:** Each Player lists their name here.
- B. **Player ID:** Each Player puts their player ID here.
- C. **Opponent:** For each new game, the player lists their opponent's name here.
- D. **W L D:** The player circles **W** if he or she wins a game, and circles **L** if they lose a game. The player circles **D** if the match is a draw or a true tie.
- E. **MP:** Stands for Match Points. If a player wins a game, or has the **bye**, they score **3 MP**. If they lose they Score **0 MP**. A draw is worth **1 MP**.
- F. **Total:** This will be the **MP** for each match added to the previous matches. In subsequent rounds, these are the cumulative totals. After the final round, this will represent the player's total **MP**.
- G. **Initials:** After each round, when score cards are taken to the Meijin, the Meijin checks the scorecards and then asks the players to initial them, verifying that the Meijin has seen the results and verified them.
- H. **Match Totals:** This contains the cumulative totals for all games played in a match or tournament. It also has a place for the Player to initial after the final match is played, to verify their score.

A

C

D

*(Required)*

**Tournament Location:** \_\_\_\_\_ **Date:**    /    /

**Player Name:** \_\_\_\_\_ **Player ID:** \_\_\_\_\_

**Date of Birth:** \_\_\_\_\_ **Zip Code:** \_\_\_\_\_

*(Optional)*

**City:** \_\_\_\_\_ **E-mail:** \_\_\_\_\_

**PLAYER FORM**

Example	OPPONENT	W	L	D	MP:	Total:	Initials
	<i>John Anderson</i>				<i>3</i>	<i>3</i>	<i>AL</i>
<b>1. OPPONENT:</b>	_____	W	L	D	MP: _____	Total: _____	Initials _____
<b>2. OPPONENT:</b>	_____	W	L	D	MP: _____	Total: _____	Initials _____
<b>3. OPPONENT:</b>	_____	W	L	D	MP: _____	Total: _____	Initials _____
<b>4. OPPONENT:</b>	_____	W	L	D	MP: _____	Total: _____	Initials _____
<b>5. OPPONENT:</b>	_____	W	L	D	MP: _____	Total: _____	Initials _____
<b>6. OPPONENT:</b>	_____	W	L	D	MP: _____	Total: _____	Initials _____
<b>7. OPPONENT:</b>	_____	W	L	D	MP: _____	Total: _____	Initials _____

**TOTALS:** \_\_\_\_\_ **Grand Total:** \_\_\_\_\_ **Initials** \_\_\_\_\_

B

E

F

G

G





## **Basic Manual Tournament Walk-through**

This is a basic walk-through of a typical **in-store** tournament without using the Official tournament software. Please follow the suggested order and structure to the best of your ability so that all tournaments wherever they may be held, will share a common structure.

**Enter/Register Players:** The Meijin registers players for the tournament noting their ID number and entering it into the tournament software program or registering them on-site if using the tournament software if available.

**Collect Fee:** Collect a fee from the player. The store may charge an entry fee for a constructed tournament plus product fee for a sealed event.

### **Distribute Player Form and Deck List (if necessary)**

Once the player is entered in the system and has paid their fee, give them a Player Form and (if necessary) Deck List. Have them fill these out and turn them back in to the judge or Meijn for the first round pairings.

**Verify Players:** Cross check the tournament software with the score cards to verify how many players are participating. You can also double check the fees have been paid at this time.

**Seat Players:** Players sit anywhere they want for deck construction or while awaiting the first pairings.

**Explain Rules:** Take a moment and make sure all players understand how the tournament will be run. Explain the format, the procedures and any other special rules or individual procedures that may be used. You may want to highlight any rules changes or clarifications that have been posted recently.

**Seat Players:** Players are paired for the first round. Place their score card on the table where they are to sit and have them take their seats. If there are an odd number of players, a random player gets a **bye** for the first round.

**Announce a Time Limit for the Round:** The time limit for the rounds (best 2 of 3 games) is 45-50 minutes.

**Announce the # of Rounds:** The number of rounds is dependent upon the number of players.

### **Begin Play**

**Players late for the start of the tournament:** A player who arrives after the tournament has started may be added to the tournament but must receive a match loss for each round that they have missed.

**Player late for the round:** After the pairings have been announced and the round has begun and the player is not at their assigned table. The late player will receive a game loss if they are over 5 minutes late. The late player will receive a match loss if they are over 10 minutes late.

**Collect Reported Score Cards:** Once each pairing of players finish their round, both players who played each other turn in their score cards and report their scores/ results to the Meijin or judge.

**Score the Rounds:** The Meijin is responsible for taking both scorecards from each of the player in every pairing, marking the scores and totaling them, then **giving them back to the players for them to verify and initial.** Once the players initial their scorecard, the scorecards are kept by the Meijin and used to sort players for the next round.

**Assign Pairings:** After all results are in, players are sorted into two groups: those who won the first round (who have 3 MP) and those who lost (those who have 0 MP). The pairings for the second round are random within these two point groups. The second round pairings are then established.

If an odd number of rounds resulted in a draw in the first round, the players who scored the draw (each with 1 MP) are each paired randomly with a player from the winning group, and the losing group.

If an even number of draws occur in the first round then of each the players that scored the draw (1 MP) are paired so that each of the players are paired with a different opponent that also scored a draw.

### **Begin New Round**

**Pairings for later rounds:** Pairings are determined by random pairings within any one point schedule. Scorecards are separated into **like points** and then randomly paired. **Players may not play the same player twice.** If two players have previously played each other, they should be paired against a different opponent in the same point bracket. If there is an uneven number of players in a point bracket, a random score card is taken from the next point bracket down. Continue to pair score cards until all players have an opponent. If there are an uneven number of players, the final remaining player will receive a bye for that round.

**Repeat:** Repeat the above steps until a number of rounds are played that will produce a winner.

**Gameplay Errors:** If during game play, a player believes that his opponent has committed an error in gameplay, or a misplay, they should immediately stop play and call the Meijin or Judge to the table. **Players are responsible** for making sure that play is stopped and a judge is called over.

For minor game play errors, such as card placement or questions about that placement, the Meijin should determine if an error or misplay has been made. A warning should be issued for a first offense. If a player is involved in the same infraction again during that same tournament, a game loss can be issued for the infraction. For major infractions or cheating, the Meijin may issue game losses without warnings, or possible ejection from tournament if absolutely necessary.

## **After the Final Round**

**Total Scores:** Total the scores for all players.

**Resolve ties:** Final standings are determined by final point totals. Standings among players with tied scores will be decided based on the system of **tiebreaking for tournaments** on page 10.

**Award Prizes:** Award prizing based on standings in the tournament.

# PLAYER FORM

(Required)

Tournament Location: \_\_\_\_\_ Date: / /

Player Name: \_\_\_\_\_ Player ID: \_\_\_\_\_

Date of Birth: \_\_\_\_\_ Zip Code: \_\_\_\_\_

(Optional)

City: \_\_\_\_\_ E-mail: \_\_\_\_\_

*Example*

OPPONENT *John Anderson* W L D MP: 3 Total: 3 Initials AL

1. OPPONENT: \_\_\_\_\_ W L D MP: Total: Initials

2. OPPONENT: \_\_\_\_\_ W L D MP: Total: Initials

3. OPPONENT: \_\_\_\_\_ W L D MP: Total: Initials

4. OPPONENT: \_\_\_\_\_ W L D MP: Total: Initials

5. OPPONENT: \_\_\_\_\_ W L D MP: Total: Initials

6. OPPONENT: \_\_\_\_\_ W L D MP: Total: Initials

7. OPPONENT: \_\_\_\_\_ W L D MP: Total: Initials

TOTALS: \_\_\_\_\_ Grand Total: \_\_\_\_\_ Initials \_\_\_\_\_

# PLAYER FORM

(Required)

Tournament Location: \_\_\_\_\_ Date: / /

Player Name: \_\_\_\_\_ Player ID: \_\_\_\_\_

Date of Birth: \_\_\_\_\_ Zip Code: \_\_\_\_\_

(Optional)

City: \_\_\_\_\_ E-mail: \_\_\_\_\_

*Example*

OPPONENT *John Anderson* W L D MP: 3 Total: 3 Initials AL

1. OPPONENT: \_\_\_\_\_ W L D MP: Total: Initials

2. OPPONENT: \_\_\_\_\_ W L D MP: Total: Initials

3. OPPONENT: \_\_\_\_\_ W L D MP: Total: Initials

4. OPPONENT: \_\_\_\_\_ W L D MP: Total: Initials

5. OPPONENT: \_\_\_\_\_ W L D MP: Total: Initials

6. OPPONENT: \_\_\_\_\_ W L D MP: Total: Initials

7. OPPONENT: \_\_\_\_\_ W L D MP: Total: Initials

TOTALS: \_\_\_\_\_ Grand Total: \_\_\_\_\_ Initials \_\_\_\_\_

