Wonders of The First Tournament Rules and Policy v1.2.1
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Introduction

Wonders of The First **is committed to delivering the best play experience for everyone participating in Organized Play events. The *Wonders of The First* CCG Tournament Rules outline the expectations for Players, Judge Staff, Event Management, Spectators, and other attendees.**

These rules ensure consistency across events of all levels, allowing participants to know what to anticipate at any *Wonders of The First* CCG event. All attendees are required to read, understand, and adhere to these tournament guidelines.

Violations of the rules or actions that undermine the integrity of an event may result in penalties issued by Tournament Officials, Judges, or representatives of *Wonders of The First.*

This document will be updated as necessary, with any changes announced through communication channels operated by *Wonders of The First.*

1. Tournament Overview

1.1. Event and Tournament Structure

Wonders of the First events consist of one or more tournaments, each classified into one of three tiers and governed by one of three levels of rules enforcement. The overall tier of an event is determined by the highest tier of any tournament included in it.

There are three distinct Rules Enforcement Levels (RELs): Casual, Competitive, and Professional. Each REL has unique expectations, and player infractions are addressed differently depending on the level.

- **Casual REL**: Tailored for local in-store play, this level focuses on fostering a welcoming environment for player education and enjoyment.
- **Competitive REL**: Designed for structured competition, this level aims to balance player education, enjoyment, and maintaining tournament integrity.
- **Professional REL**: Reserved for the most elite levels of competitive play, this level prioritizes tournament integrity above all else.

While most tournaments adhere to a single REL, some may transition between levels during the course of the event. For example, an event might begin under Competitive REL on Day 1 and shift to Professional REL on subsequent days

1.2. Formats

Tournaments consist of one or more formats. Wonders of the First supports three main categories of tournament formats: Constructed, Limited, and Special.

- **Constructed Formats**: These require players to prepare their card pool in advance, using cards they own to participate in the tournament.
- **Limited Formats**: In these formats, all necessary materials are provided by the Tournament Organizer for players to use.
- **Special Formats**: These encompass unique formats that do not strictly fall under Constructed or Limited categories.

The official formats currently supported by Wonders of the First include:

- **Constructed**
- **Limited Sealed deck**

1.3. Player Identification

Individuals must have a Wonders of The First Collect and Play Network Profile to participate in a tournament. A profile can be created by registering an account on the compete.wondersccg.com. Each profile includes a Player ID that serves as a unique identifier for the individual.

Players are allowed only one profile. If an individual has multiple profiles, they must contact help@wondersccg.com to resolve the issue.

Some events may require Players to verify their identity. .

The following forms of identification are accepted:

- Birth Certificate (for players under the age of 18)
- Driver Licence
- Passport
- School ID card
- Government-issued ID card
- Other form of ID approved by Tournament Organizer

1.4. Tournament Eligibility

Participation in Wonders of the First tournaments is open to all, subject to specific tournament eligibility rules, with the following exceptions:

- **Banned Individuals**: Those who are currently banned from participation.
- **Suspended Individuals**: Those under suspension may not participate in tier 2 or higher events or in tournaments with a Competitive or Professional REL. Suspended individuals may participate in Casual REL tournaments within tier 1 events, but only with the Tournament Organizer's approval.
- **Prohibited Individuals**: Those explicitly barred from participation by Wonders of the First or individuals asked to leave the venue by the Tournament Organizer.
- **Minors**: Individuals aged 17 or younger who do not have permission from their guardian(s).
- **Legally Restricted Individuals**: Those restricted by local laws, venue management policies, or Tournament Organizer rules.
- **Tournament Officials**: Officials are not allowed to participate as players in the same tournament if it is a tier 2 or higher event.

Eligibility to Serve as a Tournament Official

Anyone may act as a tournament official, except:

- Individuals who are currently banned or suspended.
- Individuals who have already participated as players in the same tournament, if the event is tier 2 or higher.

Suspended Individuals:

- May not participate in tier 2+ events or in tournaments with a Competitive or Professional REL.
- May participate in Casual REL tournaments as part of tier 1 events, subject to Tournament Organizer approval.
- May attend and spectate Wonders of the First events but are not eligible to serve as tournament officials.

Banned Individuals:

- May not participate in, attend, spectate, or act as tournament officials in any Wonders of the First events.
- If a banned individual is present at a Wonders of the First event, they must be asked to leave the venue.

2. Roles and Responsibilities

2.1. Roles

Each individual at a tournament assumes one or more of the following roles:

- Player
- Spectator
- Tournament Organizer
- Head Judge
- Floor Judge
- Scorekeeper
- Coverage Member

Individuals serving as Tournament Organizer, Head Judge, Floor Judge, or Scorekeeper are classified as tournament officials. Additionally, the Tournament Organizer may assign other individuals as tournament officials even if they do not hold a specific tournament role. Both the Head Judge and Floor Judge are categorized as judge roles, while Coverage Members are collectively referred to as coverage.

Tournament officials may transition between roles during the tournament. However, the Tournament Organizer and Head Judge should remain in their designated roles for the entirety of the event.

- **Tier 1 Tournaments**: Tournament officials are permitted to also act as Players, and the Tournament Organizer may serve as a judge.
- **Tier 2+ Tournaments**: Tournament officials cannot act as Players, and the Tournament Organizer is not permitted to serve as a judge.

2.2. Player

A Player is any individual actively participating in the tournament. Players are responsible for the following:

- Familiarizing themselves with the rules and policies of Wonders of the First tournaments.
- Bringing all necessary materials required to participate in the tournament.
- Adhering to announced start times and time limits, and being physically present for their games.
- Acting respectfully and avoiding unsporting conduct at all times.
- Maintaining a clear and legal game state, as well as effective communication with other Players.
- Calling a judge to address rule infractions or resolve disputes between Players.

- Reporting any discrepancies in their tournament record to Judges or Scorekeepers.

2.3. Spectator

An individual is considered a Spectator for any match in which they are not actively participating, except in cases where they are serving as a judge.

Spectators are responsible for the following:

- Remaining silent and refraining from interacting with players to ensure they do not influence the outcome of any ongoing match.
- Discreetly notifying a Judge if they observe a game action or behavior that violates the rules or policies of Wonders of the First.

2.4. Tournament Organizer

The Tournament Organizer (TO) is the individual designated to oversee and manage the logistics of a tournament. The responsibilities of a Tournament Organizer include:

- Ensuring tournament details are advertised well in advance of the event date.
- Providing a venue that adequately accommodates the tournament and its participants.
- Supplying all materials required for tournament operations and logistics.
- Assembling and organizing appropriate staff to ensure the tournament runs smoothly and efficiently.
- Addressing player conduct infractions as they arise.
- Coordinating the distribution of tournament prizes to players.
- Reporting the tournament results in compete.wondersccg.com.

The role of the Tournament Organizer must be assigned prior to each event and no later than the start of the tournament.

2.5. Head Judge

The Head Judge is responsible for overseeing the overall operation of a tournament and ensuring its integrity. In addition to general Judge responsibilities, the Head Judge has the following duties:

- Using sound judgment to enforce or modify rules and policies as necessary to uphold the integrity of the tournament.

- Making final rulings when a player appeals the decision of another Judge.
- Assigning tasks to Judges and ensuring they possess the knowledge required to perform these tasks effectively.
- Providing feedback to Judges to support their growth in rules knowledge, policy understanding, and personal development.
- Acting as the final authority on a card's official properties and interpreting its rules text.
- Establishing acceptable thresholds for misprinted, damaged, altered, or marked cards; sleeves; game layouts; electronic device use; and issuing proxies as needed.

The Head Judge may temporarily delegate their responsibilities to another Judge if they are unable to perform them. In exceptional cases where tournament integrity would otherwise be compromised, the Tournament Organizer may assume the role of Head Judge.

Large Tournaments

In large-scale tournaments, multiple individuals may serve as Head Judges simultaneously. In such cases:

- One individual is designated as the official Head Judge.
- Additional Head Judges are referred to as Appeals Judges.
- Appeals Judges share the same responsibilities and authority as the Head Judge but operate under the direction of the official Head Judge.

2.6. Floor Judge

A Floor Judge assists the Head Judge with the general operation of the tournament and ensures that it runs smoothly. The responsibilities of a Floor Judge include:

- Responding to judge calls.
- Answering questions from Players and Spectators.
- Providing information and assistance to Players as needed.
- Resolving disputes between Players.
- Handling reasonable requests from Players or tournament officials.
- Issuing rulings and applying appropriate procedures and penalties.
- Pausing and investigating games when infractions are observed.

2.7. Scorekeeper

The Scorekeeper is responsible for collecting and processing tournament information to manage pairings, standings, and records throughout the event. Their responsibilities include:

- Generating accurate pairings for each round.
- Inputting round results into compete.wondersccg.com.
- Producing standings, typically before and after the final Swiss rounds.
- Resolving any errors in tournament information in consultation with the Head Judge.
- Verifying that all tournament information entered into compete.wondersccg.com is accurate, legitimate, and correct before final submission.

2.8. Coverage Member

A Coverage Member is responsible for providing media coverage of the event. Their duties include:

- Reporting relevant tournament information in a manner that prevents Players from gaining a strategic advantage.
- Coordinating with tournament officials to organize feature matches.
- Managing match timing and game layout for Players in feature matches.

3. Tournament Logistics

3.1.Round Structure

Tournaments are divided into rounds. Each round typically consists of matches between pairs of Players. A Player wins a match by winning a specified number of games.

- **Swiss Rounds**: In Swiss-system tournaments, players compete in each round and are paired based on their standings, match history, and the tournament format.
- **Elimination Rounds**: In knockout-style tournaments, players are eliminated from the event if they lose a match (single elimination) and do not participate in subsequent rounds.

Round structure and formats may vary across tournaments. A typical tournament will consist of a single format with timed Swiss rounds for all players, followed by untimed single-elimination rounds for the top 8 players (also known as the "top-cut" or "play-off" rounds).

For **timed rounds**, players compete until one player wins a specified number of games or the round timer expires. For **untimed rounds**, players compete until one player wins a specified number of games. If a match is still undecided at the end of a round, players complete the end-of-match procedure to determine the match result. Generally, only one game is needed to win a match unless the Tournament Organizer announces otherwise before the tournament begins.

3.2. Timed Rounds

Timed rounds are used to keep the tournament progressing at a reasonable pace and give players a clear understanding of when to be ready for their next round.

- The timer for a round starts when most players are seated or have had a fair chance to do so. Players may perform the first game’s start-of-game procedure before the round timer begins, but the first turn of the first game cannot start until after the round timer starts.
- If a Judge pauses a match for more than one minute during the round, the players in that match will be granted at least the same amount of additional time to finish the match.
- If the match is paused for a deck-check, players will receive the time taken for the deck-check plus an additional three minutes to shuffle and present their decks. However, this should not exceed the original round time.

Feature Matches

Feature matches should be allotted extra time to compensate for the time spent setting up or moving players, or the feature matches should be timed separately from the regular rounds.

3.3. Start-of-Game Procedure

A match officially begins with the players performing the start-of-game procedure. The procedure is detailed in the Comprehensive Rules, but the general steps are as follows:

Step 1: The players agree on which objects will be used as stones.
Step 2: A selected player determines who will take the first turn.
Step 3: Each player shuffles their deck and presents it to their opponent, who may then shuffle and/or cut the deck.
Step 4: Each player draws up to 7 cards and may mulligan up to three cards, as described in the Comprehensive Rules. Once both players have drawn their cards, the game officially begins, and the first-turn player starts their turn.

For **Step 2**, the player is chosen through a random method (e.g., a coin flip or a roll of the dice). The chosen player decides who will take the first turn.

- If it is the first game of a play-off round, the player with the higher standing chooses who takes the first turn.
- If it is not the first game of a match, the player who lost the previous game decides who will take the first turn. If the previous game ended in a draw, the same player who chose in the prior game will choose again.

The **maximum time** allowed for the start-of-game procedure is:

- **5 minutes** for the first game of a match
- **3 minutes** for each subsequent game of the match

Players who exceed this time limit are considered to have committed slow play.

3.4. End-of-Game Procedure

At the end of a game, players must reveal any cards with hidden information if requested by their opponent or a tournament official.

At the end of a match, both players must agree on the match result and then submit it to the Scorekeeper.

Timed Rounds

If time is called at the 50-minute mark and a winner of the current game has not been determined, starting with the current turn player, each player may complete up to **three additional turns.** This includes any actions or free actions that are still resolving.

At the conclusion of these turns, the players are considered to have passed in succession, and the round ends as outlined in the *Wonders of the First Comprehensive Rules*.

If a player does not have enough actions or free actions to complete their remaining turns, that player is considered to **pass** for their turn.

If, by the end of these turns, the game has **not reached Round 7**, the game is considered a **draw**.

If the game has reached **Round 7**, the player who controls the **most Stones** at the end of the final turn is declared the winner.

If the game has reached **Round 7** and both players control an **equal number of Stones**, the player who controls the **lowest-numbered Realm** is declared the winner.

Elimination Rounds

For elimination rounds, where a draw is not an acceptable outcome (e.g., untimed or timed elimination), use the following procedure to determine a winner:

Step 1:
The winner is the player who controls the **most Stones**.
If both players control an equal number of Stones, the player who controls the **lowest-numbered Realm** is declared the winner.

Step 2:
If both players control the same number of Stones and neither player controls the lowest-numbered Realm, the winner of the match is the player who has **won more games** in that match.

Step 3:
If both players control the same number of Stones and neither player controls the lowest-numbered Realm, and neither player has won more games than the other, **one additional Realm opens**, and the players begin **one additional Round**. After this Round concludes, repeat **Step 1**.

3.5. Intentional Draws and Concessions

Players may mutually agree to an intentional draw only before the start of the first game of a match. Once the start-of-game procedure has begun, intentional draws are no longer permitted, and the outcome of the match must be determined through normal gameplay as defined by the game rules. Intentional draws must be agreed upon solely between the two players involved in the match and may not involve coordination, incentives, external influence, or random methods. Any intentional draw that does not meet these requirements is prohibited.

Players may concede games and/or matches at any time, except during timed rounds. In timed rounds, players may concede up until the time expires, but once a player makes an in-game action after this point (or acknowledges their opponent's action), they may no longer concede and must continue the game until it reaches its natural conclusion. It is recommended that players call a Judge when they wish to concede.

Players may not concede in exchange for any form of consideration. If players discuss possible considerations based on the match outcome (e.g., prizes), they may no longer concede.

Players are prohibited from asking their opponent to concede at any time. Implicitly suggesting or pressuring a player to concede may be considered as asking for a concession. Discussing player advantages, past or future actions, or potential outcomes in a timed round after the time expires is considered pressuring an opponent to concede.

If a player refuses to participate in a game or match, that player is considered to have conceded. If both players refuse to play, the match result is a loss for both.

When a player concedes a game or match, the result is recorded as a loss for the conceding player. If a player is not allowed to concede at that point, they should be removed from the tournament unless there is a valid reason for stopping the current match. Examples of valid reasons include, but are not limited to:

- A personal emergency requiring the player's attention.
- The player feels physically unwell.
- The player spills coffee and needs to clean up.

3.6. Dropping from a Tournament

A player may drop from a tournament at any time by informing the Scorekeeper. Once dropped, a player may only re-enter the tournament at the discretion of the Head Judge.

Players who fail to show up for their match are considered to have conceded that match and should be dropped from the tournament unless they inform the Scorekeeper before the next round's pairings are generated.

If a player drops before the first pairings are made, they are considered not to have participated and will not be listed in the final standings. If a player drops after the pairings for a round have been generated, they are considered to have conceded that round before being dropped.

If a player drops during a limited format portion of the tournament, they retain ownership of all cards they have legally obtained, including any opened, unopened, and partially-drafted booster packs.

Players who drop early may not be eligible for participation prizes, at the discretion of the Tournament Organizer. If a player drops after being announced as part of the top cut, there will be no replacement for them in the top cut.

Players may not drop from a tournament in exchange for any form of consideration.

3.7. Card-Pool Registration

Card-pool registration (decklist) refers to the recorded list of cards a player may use or intends to use during a tournament. Decklists are mandatory for all tournaments.

When a player submits their decklist to a tournament official, the decklist and its contents become the property of the Tournament Organizer. Decklists that are illegal, illegible, or improperly formatted may be rejected. Once a decklist is accepted, the player is not permitted to alter it. Players are responsible for submitting all required decklists before the start of the first round (for constructed formats), the end of deck construction (for limited formats), or another time designated by the Tournament Organizer. Late submission of decklists may result in penalties.

Players may request to review their decklist between matches, which should be accommodated when possible.

It is recommended that decklists remain private between the player and tournament officials throughout the tournament, except for use in coverage or sharing with players in the play-offs at a professional REL. If there are any deviations from this, the Tournament Organizer should notify participants before the tournament begins. At professional REL, players in the play-offs of a constructed format should be provided with copies of their opponent's deck lists as soon as possible, with sufficient time to review them before the first game of the match. This requirement does not apply to limited-format play-offs.

3.8. Deck-Checks

A deck-check is a procedure used to verify a player's cards against their accepted decklist. During a regular deck-check, the player's cards are collected when they have presented their deck for a game (before drawing their opening hand) and are returned without any guarantee of the cards being in the same order. The goal of regular deck-checks is to ensure that the cards are not marked and that the player has presented their deck legally.

Regular deck-checks are mandatory at professional REL and recommended at competitive REL. They may be conducted at casual REL at the discretion of the Tournament Organizer. If deck-checks are being performed at a tournament, it is advised that all players in the play-offs have undergone a deck-check during the Swiss rounds before starting the first round of the play-offs. In the case of timed rounds, affected players should be granted additional time to complete their round if necessary.

The Head Judge reserves the right to perform a (non-regular) deck-check for any Player, including during the middle of a game or between rounds. If a deck-check is performed during a game, the deck must be returned to the Player in the exact state it was in before the deck-check was conducted in order to reinstate the game properly.

3.9. Judge Calls and Appeals

Players may call a Judge at any time during their match. The recommended procedure for calling a Judge is to pause the game, raise a hand, shout “Judge!”, and wait for the Judge to arrive. Tournament officials can also pause the game and call a Judge on behalf of the Players. Spectators are not allowed to call a Judge in competitive and professional REL, but they can discreetly bring a game issue to the attention of a Judge if needed. Judges should respond to calls in accordance with the official Comprehensive Rules, Procedure and Penalty Guide, and Tournament Rules and Policy.

During a match, Players should immediately call a Judge in the following situations:

- A Player commits a minor infraction that cannot be resolved between the Players in a timely manner.
- A Player commits an infraction that requires corrective action or could create a significant advantage or disadvantage for one of the Players.
- A dispute arises between Players that cannot be resolved promptly.
- There is an emergency or issue that requires the attention of a tournament official.
- A Player needs to leave the table for any reason.
- The Player requires immediate oversight from a Judge.

Players may also call a Judge if they need assistance with information. During a judge call, Players must answer all questions truthfully and may request to do so away from the match.

In tournaments with both Head Judges and Floor Judges, it is preferable for a Floor Judge to be the first responder to a call. If a Floor Judge is not available in a reasonable amount of time, a Head Judge should respond first. Players are not permitted to request a specific Judge to attend their call or to ask for a different Judge than the first one to respond. If there is a language barrier, Players can request a translator, which should be accommodated if feasible.

Once a Judge has made a ruling, but before any procedures or penalties are applied, either Player has the right to appeal the decision. In the event of an appeal, the Head Judge will review the ruling and make the final decision. If the Head Judge was the first responder to the call, the Player may still request an appeal. In such cases, the Head Judge should consult with another Judge before confirming or modifying the initial ruling.

3.10. Accessibility

The Tournament Organizer is responsible for ensuring that reasonable steps are taken to create an environment that is accessible to all Players, allowing them to participate in the tournament.

Players may request assistance from tournament officials regarding accessibility needs. In certain cases, exceptions to specific tournament rules may be made to accommodate individual Players, as long as these exceptions do not provide a strategic advantage. Any such exceptions must be approved by the Head Judge before being implemented.

3.11. Coverage

Wonders of The First reserves the right to release any official tournament information at any time, including during the event. The Tournament Organizer may also publish such information after the tournament concludes. By entering a tournament, players give their consent for their tournament information, including but not limited to their names, decklists, and results, to be used for coverage purposes.

Tournaments may feature live media coverage, such as video streams or replays of matches (feature matches). In these feature matches, the coverage team may manage the gameplay logistics and tournament materials to enhance the recording quality and prevent any strategic advantages. This can include, but is not limited to, using extra

markers for better camera visibility, having players wear noise-cancelling headphones, and limiting the use of materials containing non-Wonders of The First intellectual property.

The Head Judge may authorize the use of video replays from the official media coverage to aid in rulings during a match. Additionally, video replays may be reviewed after a match for investigation purposes.

At casual and competitive REL (Regulated Event Levels), players can decline to be featured during Swiss rounds without facing any penalties. However, at professional REL or during play-off rounds at casual and competitive REL, players who decline to be featured will receive a match loss for that round.

Spectators may record matches as long as they do so unobtrusively. If a player or spectator wishes to use an intrusive method of recording, they must request permission from both the Tournament Organizer and the players involved in the match.

4. Tournament Materials

4.1. Player Materials

Players are responsible for bringing all necessary materials required to participate in the tournament, including:

- Physical, visible, and reliable items to record and track game information (e.g., pen and paper, tokens, counters, markers, etc.).
- Materials specific to the tournament's format and REL (e.g., assembled decks, decklists, sleeves, etc.).

For formats where players are provided cards to play with, players are expected to take care of these materials once they are in possession. Players are also responsible for safeguarding their belongings at all times during the tournament.

During matches at competitive and professional REL, players must keep their registered cards clearly distinguishable from other card-like objects within their card pool. If there are cards stored near the registered card pool that could potentially be confused with the registered cards, those cards will be considered part of the card pool unless they meet one of the following exceptions:

- Promotional cards given out at the event that are not part of the decklist.
- Cards on the decklist that are proxied for the duration of the tournament.

These cards must not be sleeved in such a way that they can be confused with the actual cards in the registered card pool.

4.2. Cards

A card is a physical object that represents itself in the game of *Wonders of The First*. Players may use any official card in a tournament. A card is considered an official *Wonders of The First* card if it is genuine, published by *Wonders of The First*, and meets one of the following criteria:

- A single-faced card with the official *Wonders of The First* back-face.
- A double-sided token-rarity card (DST).

Official cards are game pieces distributed through retail products and promotional programs. Artist proofs, informational inserts, and oversized cards are not considered official cards. The properties of a card are defined by the latest printing of the card, subject to any errata published by *Wonders of The First*.

Tokens

A token is a card with the token type.

Double-Sided Token-Rarity Cards

A double-sided token-rarity card (DST) is a card where both sides represent the faces of two unrelated token-rarity cards. A Player may use only a single side of a DST to represent one card in the game at a time.

Non-English Cards

A non-English card is a card printed with text translated into a language other than English. A Player may use an otherwise-legal non-English card provided it is clear what card it represents and the Player is not using it to create an advantage, such as by having misleading text or pictures.

Misprinted Cards

A misprinted card is a card that, due to a design or printing error, does not accurately represent its intended form. A Player may use a misprinted card if it is clear what card it represents. However, a Player may not use a misprinted card if it depicts the properties of another card that it does not represent or if it gives a strategic advantage, such as through misleading text or images.
If the printed information on a misprinted card is missing or objectively incorrect (e.g., orbital, power, cost, etc.), the Player must inform their opponent when the misprinted card becomes visible and provide the correct printed information for their opponent to reference.

Damaged Cards

A damaged card is a card that has undergone physical treatment that ruins its aesthetic quality and/or functionality as a game piece. A Player may use a damaged card as long as the damage was due to wear and tear or was accidental, and does not make the card unrecognizable or provide a strategic advantage.
Intentionally damaged cards, such as those that have been cut, ripped, shredded, or reconstructed, are not allowed. However, this rule does not apply to cards intentionally altered for artistic purposes.

If a Player opens a damaged card from a limited product or a card is damaged by an opponent or tournament official, the Player may be issued a proxy for that card.

Altered Cards

An altered card is one that has been intentionally physically modified, often for artistic purposes. Alterations may include painting, signing, foiling, collages, printed inner-sleeves, or any other modification to the card's visuals.
A Player may use an altered card as long as the modifications do not make the card unrecognizable, contain offensive material, or provide a strategic advantage. The altered card must be originally an official *Wonders of the First* card and should allow tournament officials to authenticate the original card.
Modifications must not obscure the name, orbital, or numeric properties (such as cost or power) of the card. The Head Judge will determine what alterations are acceptable for the tournament.
At competitive and professional REL, a Player must receive prior approval from the Head Judge before using an altered card in the tournament. Alterations must not drastically change the appearance of the primary subject(s) in the artwork, including modifications to the silhouette, color scheme, or focus.

4.3. Proxy Cards

A proxy card (or "proxy") is a card used to represent an official *Wonders of The First* card in a game. Proxies are not allowed unless they are officially issued by the Head Judge of the tournament. The Head Judge may issue or approve a proxy at their discretion in the following situations:

- A foil card where the foiling causes the card to be marked in the deck, and no non-foil version of the card is available, or it would be unreasonable to expect the Player to find a substitute.
- A damaged card where the damage marks the card in the deck, and the damage was caused by either opening limited product or by the Player’s opponent or a tournament official.
- A token-rarity card at a limited event where there are insufficient official cards available.

The proxy is used to represent an official *Wonders of The First* card, and the Player must have the original card or the relevant information about the original card for their opponent to reference during the game involving the proxy.
Proxies are only valid for the duration of the tournament in which they were issued. Proxies issued from previous tournaments or self-made proxies are not permitted.

4.4. Tokens

A token should only be present in the play area if it represents a token that exists in the game.

4.5. Counters

A counter is an item used to represent a specific type of counter on an object in the game. Players may use any item to represent a counter, as long as it clearly indicates the type of counter it represents, does not provide strategic assistance, is not too small or difficult to see, and is not excessively large or obstructive in the play area.

If two or more counters of the same type are placed on an object, they must be uniform and arranged in a way that clearly shows their quantity and type. Dice or similar counting items may also be used to represent multiple counters of the same type, instead of using a separate item for each individual counter.

4.6. Markers

A marker is a small item used to optionally represent part of the state of the game. Markers should not be confused with counters, which represent a specific in-game element. Players may use any non-card-like item as a marker, provided it clearly represents the intended information, does not offer strategic assistance, is visible and easy to see, and is not so large as to obstruct the play-space.

Markers may be used to represent visible or public information in the game, but not to track information about cards in a player's deck, or any private, historical, or assisted information. To prevent abuse, markers may not be used to track cards within a deck. A marker should only be used temporarily to represent information; once that information is no longer relevant, the player must either update or remove the marker.

If two or more markers are used for the same piece of visible or public information, they must be uniform and arranged clearly to make the information they represent easily identifiable. Dice or similar counting items may be used as markers to represent numerical information.

4.7. Dice

When an action requires the use of dice, any method can be employed to simulate the dice roll, as long as the method can produce a range of results that is correct and ensures all outcomes have an equal chance of occurring. At professional REL, electronic devices are not allowed to simulate dice rolls.

Physical dice must have clearly readable values, be properly weighted so each side has an equal chance of landing, and be of a size that is not disruptive when rolled. High-value dice with values grouped together, such as spindown dice, are not allowed for use.

When physical dice are rolled, they must be rolled from a discernible height and with enough spin to produce sufficiently random results. Dice that leave the playing surface, become mixed with other dice in an unclear way, or fail to come to rest in a stable position on a flat surface are considered void and must be re-rolled.

If the result of a dice roll would have no impact on the game, the Player may choose to skip rolling them. If a Player rolls too many dice at once, those dice are ignored, and the correct number of dice must be re-rolled.

4.8. Sleeves

A sleeve is a thin, flexible, card-shaped pocket designed to protect a card during play.

If a Player chooses to use card sleeves, all cards in their deck must be sleeved in the same manner. At Professional REL, the Head Judge may require all players to use sleeves for their deck cards.

Double-faced cards in a Player’s deck must be sleeved in completely opaque sleeves to ensure the faces are not visible.

At Competitive and Professional REL, sleeves with highly reflective or holographic patterns are not permitted. The Head Judge has the final authority on whether any type of sleeve may be used in the tournament.

Players are responsible for ensuring that their sleeves do not cause their cards to be marked during the tournament. A Judge may disallow particular card sleeves if they believe the sleeves are in poor condition or have a design that interferes with shuffling or gameplay. The Judge may choose to delay requiring a sleeve change until the end of a match.

4.9. Electronic Devices

An electronic device is any personal machine capable of recording or presenting strategic notes, communicating with others, or accessing the internet (or similar networks).

In general, Players may use electronic devices during a match as long as the content presented is visible to all Players and is not used to gain strategic advice. If a Player wishes to use a device privately, they must request permission from a Judge. Electronic devices may be used during the start-of-game procedure for taking strategic notes, but they may not be used for communication.

Physical records should be preferred over electronic records when resolving discrepancies in a game.

At Competitive and Professional REL, electronic devices may not be used at all during a draft.

Additional restrictions or exceptions to the use of electronic devices are enforced at the discretion of the Head Judge.

4.10. Infringing and Offensive Material

Individuals are prohibited from possessing material that infringes on the intellectual property rights of *Wonders of The First*, as well as non-*Wonders of The First* materials that are offensive, disruptive, or negatively impact the enjoyment of others. If an individual is found in possession of such materials, the Tournament Organizer may request that the material be removed, or the individual may be disqualified (or, for non-Players, asked to leave the venue).

The Tournament Organizer has the authority to determine what non-*Wonders of The First* material is acceptable for use throughout the tournament.

4.11. Sealed Deck and Booster Draft Product

For sealed deck or booster draft formats, product must be supplied directly by tournament officials and cannot be reused for another sealed deck or booster draft event. If the Tournament Organizer permits players to provide their own product, it must be pooled with the rest of the product and then distributed randomly by tournament officials.

Booster packs given to players in a pod for a booster draft should, if possible, come from the same box.

Product must remain sealed until distribution. At *Wonders of The First*'s discretion, packs may be opened in advance for stamping purposes. When preparing stamped product for a draft, double-faced tokens should be replaced with appropriate proxy cards that indicate the card they are replacing. After the draft, but before the start of the first round, players who drafted proxy cards will be provided with the actual double-faced token cards.

If the product does not contain enough token-rarity cards for the limited format, the Tournament Organizer is responsible for supplying the necessary additional cards or appropriate substitutes. The Tournament Organizer may require that any supplied token-rarity cards be returned at the conclusion of the format. Players may substitute their own cards for token-rarity cards as long as they are the same unique card.

5. Gameplay Logistics

5.1. Game Information

There are five categories of information in a game: Visible, Public, Assisted, Historical, and Private.

Visible Information refers to any aspects of the game state that are physically represented. Players are responsible for maintaining the physical representation of the cards, tokens, and counters they own.Visible Public Information includes:

- The state and zones of cards and tokens.
- The printed properties of public cards and tokens.
- The counters on objects in play.

Public information refers to aspects of the game state that are not physically represented but are known to all players. Players are responsible for recalling public information about the decisions they've made, the cards and tokens they own, and the assets they have. There is a shared responsibility among players to recall and keep track of the public information regarding the state of the game and the match.Public information includes:

- The properties of public objects that differ from their printed properties.
- Details of current public decisions, effects, or events that define the current game state.
- Details of past public decisions, effects, or events that influence the current game state.
- Assets of players, including unspent action and resource points.
- The current first turn player.
- The game score of the current match.

Assisted information refers to details that are unrelated to the current game state. Players are not required to recall assisted information on their own, but they may request it from a Judge if needed.Assisted information includes:

- The printed properties of any card or token in *Wonders of The First*.
- The game rules.
- Tournament rules and policies.
- Official information regarding the tournament.

Historical information refers to details that were once public but no longer affect the current game state. Players are not responsible for recalling this information.Historical information includes:

- Printed properties of cards that were revealed but are now private.
- Details of public decisions, effects, or events that no longer influence the current game state.

Private information refers to details that are not accessible or cannot be known by all players. Players are not required to recall private information.Private information includes:

- Printed properties of cards that are private (i.e., cards that have not been revealed to all players).
- Details of private decisions, effects, or events that have not been made public.

Player Responsibility for Information
Players are responsible for recalling and accurately providing **Visible** and **Public** information. However, they are not required to recall **Assisted**, **Historical**, or **Private** information. Players must answer questions about **Visible** and **Public** information completely and honestly. If a Player notices that **Visible** or **Public** information is incorrect, they are responsible for pointing it out.

Players are entitled to know **Visible**, **Public**, and **Assisted** information, but not **Historical** or **Private** information. Judges are obligated to provide any requested **Assisted** information when logistically possible.

Players may not misrepresent or intentionally mislead another Player about any **Visible**, **Public**, **Assisted**, or **Historical** information, nor may they misrepresent one type of information as another.

5.2. Reversing Actions

Players are expected to carefully consider their options, take actions intentionally, and commit to them. In general, players are not allowed to reverse a completed action that has been communicated, whether verbally or nonverbally (commonly referred to as "take backs"). Players may not pressure or coerce their opponent into allowing them to reverse a completed action.

Dexterity errors (such as accidental movements) are not considered as intentional actions taken by a Player.

If a Player realizes they have made the wrong decision regarding an action they have just taken and wishes to correct it, they may request to reverse the action. The Judge may allow this as long as the Player has not gained any additional information since making the decision. If the Judge cannot confirm that no new information was acquired, they should not allow the reversal of the action.

5.3. Triggered Effects

Players are expected to remember and acknowledge the triggered effects they control. While Players are not required to acknowledge triggered effects controlled by their opponent, they may choose to do so.

Missed Triggered Effects

A triggered effect is considered missed if:

1. Neither Player acknowledges the trigger, **and**
2. The controller of the triggered effect takes an action (or allows an action to be taken) that moves the game state beyond the point where the triggered effect would have been relevant.

The point at which a triggered effect becomes relevant varies based on the nature of the trigger. A trigger is **not considered missed** if the following criteria are met:

1. Triggers requiring decisions (e.g., choosing targets or modes):
    - Must be acknowledged before the controller passes the turn to their opponent.
2. Triggers affecting game rules:
    - Must be acknowledged before an action is taken that would otherwise be made illegal by the triggered effect.
    - Alternatively, the triggered effect must be acknowledged by stopping such an illegal action before it completes.
3. Triggers with visible effects or decisions upon resolution:
    - Must be acknowledged before any player takes an action that could only occur after the trigger would have resolved.
4. **Triggers with non-visible effects**:
    - Must be acknowledged before the trigger first visibly affects the game state.

Optional and Mandatory Triggers

- If an **optional trigger** is missed, it is assumed that the controlling Player chose not to apply the effect.
- **Intentionally ignoring either player's mandatory triggers** is considered cheating and will be treated as a rules infraction.

5.4. Game Layout

The play-space is defined as the area consisting of zones owned and shared by the Players during a game. At Competitive and Professional REL, Players are required to adhere to the official *Wonders of the First* zone layout.

The official layout may be reasonably adjusted to accommodate a Player's physical needs. If a Player wishes to deviate from the standard layout, approval must first be obtained from a Judge. Tournament officials and coverage teams may adjust or enforce layout guidelines as necessary to maintain clarity in the representation of the game. The Head Judge has the final authority on what constitutes an acceptable game layout for the tournament.

General Guidelines

- Cards should be kept in neat piles within their respective zones.
- The **deck** is the only zone where the order of cards must be strictly maintained.
- In all other zones, Players are not required to maintain card order unless it is necessary to differentiate between face-down cards.

Rearranging Cards

Players may rearrange cards in zones to ensure clear communication and facilitate efficient gameplay. However:

- **Abyss** and **banished zones** must not be sorted to determine the contents of a Player's deck. Sorting these zones by cost, name, type, or other criteria is considered note-taking and is prohibited.
- Players may maintain **one additional separate pile** for each of their abyss and banished zones if the cards are relevant to the current game state. When separating cards in this way, it must remain clear which zone the cards belong to.
- If cards are playable or have functional abilities while in a zone, they may be fanned or spread out, provided this does not obstruct an unreasonable amount of the play-space.

5.5. Slow Play

Players are expected to maintain a reasonable pace of play to ensure fairness and the timely progression of the tournament. This includes respecting their opponent's time for decision-making and contributing to the overall smooth flow of the event. The expectation to play at a reasonable pace applies regardless of whether:

- Players agree to divide round time between themselves.
- The round is untimed.

Player Responsibilities

1. Reasonable Pace of Play:
    - Players must make decisions in a timely manner that progresses the game state.
    - Prolonged indecision or delays may be deemed as slow play.
2. Addressing Slow Play:
    - Players are encouraged to remind their opponent to play at a reasonable pace if they believe their opponent is taking an unreasonably long time.
    - If necessary, Players may call a Judge to moderate the pace of play. Judges should address these requests if logistically possible.

A Player exceeding the time limit for the start-of-game procedure is committing slow play and should receive the appropriate penalty.

Intentionally playing slowly to gain an advantage is considered Stalling.

5.6. Note-Taking

Note-taking refers to the use of aids to record information related to the game. Players, Spectators, and Judges must adhere to the following guidelines regarding note-taking during a tournament.Players are generally not allowed to take notes during a game.

Notes regarding **assisted**, **historical**, or **private** information are strictly prohibited.

Recording misleading or misrepresented **visible** or **public** information is not allowed.

Players may take notes between games, but these notes cannot be referenced during games.

Spectators may take notes at any time, but these notes must not influence gameplay or be communicated to Players during a match.

Players may record specific elements of the game state to ensure clarity and accuracy:

- Actions taken and energy spent by both Players to maintain the correct game state.
- Markers or other temporary aids may be used to represent **visible** or **public** information (e.g., counters or resources).
- Markers must accurately represent the information they are tracking.
- Any permitted notes or markers must be clear, accurate, and available for review by all Players and Judges upon request.

5.7. Outside Assistance

During a match, draft, or any time as directed by the Tournament Organizer or Head Judge, Players may not seek advice from Spectators or refer to personal notes made before or during the event. Spectators are also prohibited from providing play advice to Players during a match or draft. However, Players are allowed to take and refer to personal notes during the start-of-game procedure before each game. Electronic devices may also be used during the start-of-game procedure, as long as they are not used to communicate with Spectators or to gain advice.

Players may receive assistance from Spectators, notes, or electronic devices if it is necessary to make the tournament accessible to them. Such accommodations must be approved by the Tournament Organizer or Head Judge to ensure they are appropriate and do not disrupt the integrity of the event.

At Competitive and Professional REL, both Players and Spectators are required to remain silent during a draft. This policy ensures a fair and focused environment for all participants.

5.8. Card Identification and Interpretation

A Player may identify a card by its full name or by providing a description or partial name that could reasonably apply to only one specific card. If a Player or Judge believes that the description or partial name is ambiguous, they must request further clarification before providing any card information.

The official text for any card is the English text from the most recent printing of that card, including any published errata. Players have the right to request the official text for a card, and such requests should be honored if it is logistically possible.

Players may not exploit errors in the official card text to manipulate or abuse the rules. The Head Judge serves as the final authority for card interpretations and has the discretion to overrule official card text if an error is discovered.

5.9. Card Shuffling

Shuffling is the act of sufficiently randomizing a set of cards so that no Player has any information regarding the order of the cards within that set. Players must shuffle their decks at the start of every game and whenever directed to do so. Once a Player has shuffled their deck, they are required to present it to their opponent. While it is recommended that the opponent cuts the deck, they also have the option to shuffle it themselves. If an opponent believes the deck has not been sufficiently shuffled before being presented, they should call a Judge.

There are various methods to shuffle a deck. Players are encouraged to use a combination of riffle and overhand shuffles, followed by a cut, to ensure the deck is adequately randomized. Methods like pile counting or other deterministic techniques are not acceptable on their own as shuffling methods. Players are expected to shuffle their decks both sufficiently and efficiently.

If a Player has had the chance to see the faces of any of the cards while shuffling, the deck is not considered randomized and must be shuffled again.

5.10. Random Values

Dice may be used to determine random values. If a specific type of die is specified in the card text, that type must be used.

When a Player is instructed to select one or more random cards from a set of cards, dice should be used to determine the selection. The Player must announce beforehand which values on the dice correspond to which cards in the set. If the number of possible dice values does not match the number of cards in the set, the Player may, within reason, assign certain values to represent a reroll. It is essential that all cards have an equal likelihood of being selected.

Alternatively, if none of the face-down cards in the set are considered marked, the Player may shuffle the set and have their opponent select the card(s) while the cards remain face-down.

5.11. Marked Cards

A card or set of cards is considered marked if it can be distinguishable from other cards without seeing the front of the card. Players are responsible for ensuring that none of their deck-cards are marked during a tournament. If a Player suspects that their opponent’s cards are marked in a way that could give them an advantage, they may alert a judge.

If the cards are sleeved, the distinction is based on whether the cards are distinguishable while they remain in their sleeves. It is recommended that players shuffle their cards or sleeves before sleeving to reduce the likelihood of creating a distinguishable pattern. Players should also be mindful that sleeves may need to be replaced during the tournament if they become worn from use.

The Head Judge has the final authority in determining which cards are marked. If any issues are found, Judges may request that a Player sleeve or resleeve their deck immediately or before the beginning of the next round.

6. Behaviour and Conduct

6.1. Sporting Conduct

Players are expected to behave respectfully towards all individuals within the tournament area. While players are not required to display exemplary sportsmanship at all times, they should avoid unsporting behavior.

Generally, unsporting conduct includes negative, offensive, or disruptive behavior that harms the safety or enjoyment of others and/or undermines the integrity or organization of the event. The Head Judge has the final authority in determining what constitutes unsporting conduct.

6.2. Match and Tournament Manipulation

Players are required to determine the outcome of games, matches, and tournaments only through normal gameplay as defined by the game rules, a legal concession, or a legal intentional draw declared in accordance with tournament policy.

Players may not attempt to influence or determine the outcome of a game, match, or tournament through agreements, coordination, incentives, or random methods. Any action that undermines the integrity of the competitive process is prohibited.

The following actions are not permitted:

• Offering, requesting, or accepting any incentive to influence the outcome of a game or match

• Agreeing in advance who will win, lose, or draw a game or match

• Determining a winner or draw using random methods such as dice, coin flips, or similar means

• Coordinating results across multiple matches or players

• Knowingly reporting or confirming incorrect match results

• Manipulating standings through coordinated dropping or non-participation

Players may offer and accept a prize split with their opponent, provided that it does not influence the outcome of the game or match (e.g., a player conceding). The prize split does not have to be equal in value. Prize splits are arranged and facilitated by the

players themselves, and tournament officials are not responsible for ensuring that the prize split occurs.

6.3. Cheating

Players are expected to adhere to the rules of the game and the tournament, and cooperate with tournament officials to the best of their knowledge and ability. Cheating occurs when a player intentionally breaks these rules, ignores another player breaking the rules, or lies to a tournament official in order to gain an advantage in the tournament.

6.4. Stalling

Players are not allowed to intentionally play at a pace that deliberately avoids completing a game before the round time expires or disrupts the organization of the tournament.

6.5. Wagering

Individuals are prohibited from wagering, anteing, or betting on any portion or result of a game, match, or tournament.

6.6. Buying, Selling, and Trading Cards

Individuals are expected to follow the floor rules regarding buying, selling, and trading products and services. If the event is held in a local game store, the store sets the rules regarding buy, sell, or trade activity. If the event is held in a public venue, the Tournament Organizer sets the rules regarding such activities.

At events run by Wonders of the First or Wonders of the First partners, individuals may buy, sell, and trade Wonders of the First single cards in the venue, unless otherwise stated in the event information published by Wonders of the First or Wonders of The First partners. Buying and/or selling goods or services other than Wonders of the First single cards at the event venue without permission from Wonders of the First or Wonders of The First partners is strictly prohibited. Individuals caught engaging in unauthorized transactions may be asked to leave the venue and/or subject to further penalties.

7. Constructed formats

7.1. Constructed Format

Each player brings a main deck with 50 cards.

Card Tiers

Tiers determine how many copies of a card are allowed in a 50-card deck.

- Legendary: 1x per deck
- Primary: 2x per deck
- Secondary: 3x per deck

DBS and Deckbuilding

DBS stands for Dynamic Balance Score, which is a point cost assigned to every card.

When you build a deck, add up the DBS points of every card in that deck, and all token cards in its token deck, if any. The total deck DBS score is used for matchmaking and similar uses.

DBS numbers are not found on the card. They're available in the official card database, available at compete.wondersccg.com.

DBS is also a way of balancing overpowered cards and changing the metagame, so the values are expected to change on a regular basis.

Using DBS for matchmaking is optional for casual play.

Token Decks

You can start the game with a token deck in addition to your main deck. A token deck starts with a minimum of 1 token and maximum 50 tokens.

When you create a token you can choose to select a printed one from your token deck or use a stand-in piece to represent it. If you don't have any printed tokens that meet requirements in your token deck, you must use a stand-in.

The token deck is face up, generally visible to all players, and is not shuffled or kept in any particular order. It's used mainly as a pool of cards to select from. Tokens have DBS points and their points are added to the DBS of the entire deck.

8. Limited Formats

8.1. Sealed Deck Format

In the Sealed Deck format, each player opens 6 booster packs.

A player's card pool includes every card and token they've opened from their packs. No additional cards may be added to the player's card pool.

The sealed deck format ignores the core requirement to play core cards. Core cards can be played regardless of whether the player has the corresponding orbital links.

The sealed deck format ignores card tier restrictions. Players may include any number of copies of each unique card in their card-pool.

Players may include token lands in their starting decks.

Each player's deck must contain exactly 30 cards at the start of the game

Players may make changes to their deck in between rounds using cards from their card pool.

If card-pool registration is required: Players must register their card-pool before constructing their deck.

8.1.1. Sealed Deck Registration Procedure

If card-pool registration is required, players must complete their registration before starting deck construction. The recommended registration process is as follows:

Step 1: Open and Observe (Approx. 5 minutes)

Players are seated randomly or alphabetically, with half designated as Side A and the other half as Side B. A Judge may sit in place of a missing player if there's an odd number of participants.

Each player receives their sealed product but does not open it immediately.
Players complete the "player using pool" section of their registration sheet.

Players on Side A open their booster packs one at a time, counting the cards face-up while Side B observes. Once all packs on Side A are opened, those cards are stacked into a single pile.

Repeat this process with Side B opening their packs while Side A observes.

Step 2: Swap, Register, and Swap (Approx. 20 minutes)

Players exchange their card-pool and registration sheet with their opposite-side partner.

Each player completes the “player registering pool” section of the registration sheet.

Players sort the received card-pool by orbital, then by name (or optionally by set code). They then record every card in the pool on the registration sheet.

Once finished, players return the registered card-pool and registration sheet to its original owner.

Step 3: Validate (Approx. 5 minutes)

Each player verifies their sorted card-pool against their registration sheet.
If a mistake is found, the player must call a Judge to review the error and approve any corrections.

Appendix A — Swiss Pairing Guidelines

Most Wonders of The First tournaments use the Swiss pairing system during preliminary rounds.

Swiss tournaments consist of a fixed number of rounds. Players are paired each round against opponents with the same or similar match record. Players are not eliminated during Swiss rounds.

A.1. Match Points

Match results award points as follows:

Result	Match Points
Win	1
Loss	0
Draw	0
Bye	1

A.2. Swiss Round Recommendations

The Tournament Organizer may adjust the number of rounds based on event needs.

players	Swiss rounds	Top cut
4-8	3	
9-16	4	Top 4/8
17-32	5	Top 8
33-64	6	Top 8
65-128	7	Top 8
129-256	8	Top 8

A.3. Format Summary

Elimination matches are untimed.

Format	Category	Deck	Match	Time	Build Time	DBS	Notes
Vagabond	Constructed	50 cards	BO1	50 min	None	750	DBS + Tier limits
Seeker	Constructed	50 cards	BO1	50 min	None	1000	DBS + Tier limits
Master	Constructed	50 cards	BO1	50 min	None	1250	DBS + Tier limits
Immortal	Constructed	50 cards	BO1	50 min	None	Unlimited	DBS + Tier limits
Sealed	Limited	30 cards	BO1	50 min	30 min	—	No tier/core limits