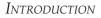
INTRODUCTION & TABLE OF CONTENTS



Thank you for sanctioning tournaments with the DCI players organization. By running your tournaments with the DCI, you give your players the opportunity to develop ratings and rankings in the worldwide communities of their favorite games. However, perhaps even more important than access to ratings and rankings, sanctioning with the DCI says your events will follow a set of well-distributed rules and standards of play. This Tournament Organizer's Handbook contains just about everything you'll need to run your events—and if any changes take place to the materials included, you'll be mailed updates.

Good luck with all your upcoming events!

Sincerely,

DCI Staff

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RUNNING DCI EVENTS IS EASY!

THE DCI RATES AND RANKS PLAYERS IN A NUMBER OF GAMES, INCLUDING:



- MLBTM ShowdownTM

Each DCI-supported game features a player-rating system that allows your tournament participants to more accurately compare themselves against the world community of players within that game. Given that players are being measured based on their performance against each opponent using the Elo ratings system^{*}, the results of each match must be reported to the DCI. You'll find your first Match Report Form and Player Information List immediately behind these instructions. Please make copies of those forms for any future events you sanction with the DCI!

DCI Events—Step by Step, from Sanctioning to Reporting

1. Fill out a copy of the Tournament Sanctioning Application.

- Complete the DCI Sanctioning Application that applies to the appropriate game.
- Be sure to provide all the contact and event information you can, because your event will be listed in our website's searchable upcoming events calendar. You may submit your sanctioning application to the DCI via fax at (425) 254-2987, or by mail at:

DCI Tournament Sanctioning P.O. Box 1080 Renton, WA 98057

2. Shortly after sanctioning your event, you will receive:

- An Event Report Summary customized by DCI staff for the event you're scheduling;
- A copy of the Tournament Organizer's Handbook, which you should use as a reference for running DCIsanctioned events; and
- A pad of DCI Membership Application Cards for players who are new to tournaments.

3. Register Your Players

New

• Be sure to gather each player's name and DCI number on a copy of the Player Information List at registration. EVERY PLAYER MUST HAVE A DCI NUMBER TO PARTICIPATE. Give each player who does not yet have a DCI number one of the Membership Application Cards you received. The player must fill out the contact information portion of the card and return it to you. The membership-card portion of the card stays with the player for use at future DCI-sanctioned events.

Players who have lost or forgotten their DCI numbers can be looked up on an electronic list included on the DCI Tournament Organizer Handbook CD-ROM. If you cannot clearly identify the player from this list, issue the player another DCI number and send an email to bz@wizards.com to report that you've issued another DCI number for that player. Be sure to include the player's name, his or her new DCI number, and his/her birthdate, city, state, zip and country. If you will report your event on paper, please write each player's information on the Player Information List as follows:

Member (Check) DCI	# First Name	Last Name	Phone Number
1111	111 John	Random	444-333-2222
2222	2222 Julius	Dot	555-222-2222
3333	333 <u>3</u> Joe	Member	333-111-6666
444	4444 James	Guy	777-444-7777

4. Run Your Event, and Record Match Results.

Your players can participate in every round of your event—regardless of how many times they win or lose when you use the Swiss player-pairing system. See Section F.1—Swiss-Style Pairing System for an explanation of how you can run your events using this pairing method.

If you're keeping records of your players' performance on paper, you'll want to record the match results as follows on copies of the Match Reporting Form:

	Make as many	copies of thi ing number,	is blank form as n	PORT eccessary for your t information in the 1 - 1 1		DRM ge of
NOTE: Do not include lette	1 0					
last initial with any DCI [™]		<u>10W.</u>				
<u>Round</u> :	0 1			Round	: 02	
Winner	Loser	<u>Draw</u>	Wi	inner	Loser	Draw
11111111	3333333	3	1 1 1 1	1111	66666	666
2222222	4 4 4 4 4 4 4	4	8888	8888	22222	222
6666666	7 7 7 7 7 7 7	7	7777	7777	44444	444
8888888	5 5 5 5 5 5	5	3333	3333	55555	555

- 6. Send the Complete Event Report back to the DCI. For each event, please send the following information to the address listed above:
 - A complete Event Report Summary.
 - A full Player Information List (containing name and DCI number).
 - Match Reporting Forms featuring match results for each round of play.
 - **Membership application cards filled out by each new player receiving a DCI number at your event.** (The player keeps the tournament card portion of the application so he or she can continue developing the rating they started with your event.)

DCITM UNIVERSAL TOURNAMENT RULES

Effective June 20, 2004



Introduction

The DCI Universal Tournament Rules help maintain fair and consistent worldwide sanctioned tournament play for every game the DCI players' organization supports. The DCI Universal Tournament Rules apply to all games, in addition to the DCI Floor Rules specific to each game. In order to maintain this tournament system, participants and officials must treat each other in a fair and respectful manner, following both the rules and the spirit in which they were created. DCI members that violate sections of the Universal Tournament Rules or the appropriate game's DCI Floor Rules will be subject to the appropriate provisions of the DCI Penalty Guidelines and further DCI review.

Please see Appendix B for definitions of terms in this document.

Please see Appendix C for a list of the changes from previous versions of this document.

1. GENERAL DCI TOURNAMENT RULES

2. DCI-Supported Games

The following games are supported by the Universal Tournament Rules:

- **Duel Masters**TM trading card game
- **Dungeons & Dragons**TM Miniatures
- Football ChampionsTM trading card game
- Magic: The Gathering[®] trading card game
- MLBTM ShowdownTM sports card game
- Neopets[®] trading card game
- **RISK 2210[®]** board game
- *Star Wars*TM trading card game

DCI Floor Rules for each of the games listed above are located at thedci.com.

3. Player Eligibility

Anyone is eligible to participate in a DCI-sanctioned tournament except for the following:

- The tournament organizer of record
- The head judge and all other judges of the event (DCI certified and non-certified).
- Officials, staff or volunteers of the tournament (see appendix B).
- Players currently suspended by the DCI. The current DCI Suspended Player list is located at <u>www.wizards.com/</u> <u>default.asp?x=dci/suspended</u>
- Wizards of the Coast, Inc. and Hasbro, Inc. corporate employees and immediate family members (see appendix B).
- Former Wizards of the Coast® and Hasbro corporate employees until thirty days after their last days of employment at Wizards of the Coast or Hasbro. Also, former corporate employees may not play in Pre-release events until 6 months after their last day of employment with Wizards of the Coast or Hasbro.
- Employees of companies responsible for organized play in a region may not participate in DCI-sanctioned play (for example, Hobby Japan, Amigo Spiel, Devir.)
- Play testers and reviewers with significant knowledge of a card set may not play in Prerelease tournaments for that card set.
- Other players specifically prohibited from participation by DCI or Wizards of the Coast policy (for example, already qualified players may not participate in Magic: The Gathering Pro TourTM Qualifier tournaments)
 Invitation-only tournaments, such as Pro Tour events, may have additional criteria regarding player eligibility

Players with questions regarding their tournament eligibility should contact the DCI Policy Manager at http://wizards.custhelp.com.

4. Necessary Tournament Materials

A player must bring the following items to a tournament in order to participate:

- A visible and reliable method to maintain and record game information (tokens, score counters, pen and paper, and so on).
- A valid and unique DCI number registered in the participant's name. Note: New players must register for DCI membership at their first tournaments. Players may have only one DCI number. Tournament organizers must report any player using more than one DCI membership number. Should players find they have been assigned multiple DCI numbers, they should contact the DCI at http://wizards.custhelp.com.
- Any materials specifically required for a particular tournament format, as required by the game's DCI Floor Rules or the tournament organizer.

Example: Players need to bring their assembled decks to Constructed tournaments.

5. Wagering

Players and tournament officials may not wager, ante, or bet on the outcome of any portion of a tournament.

6. Publishing Event Information

Wizards of the Coast reserves the right to publish event information such as the contents of a player's deck as well as transcripts or video reproductions of any DCI-sanctioned tournament at any time (including during the tournament). Tournament organizers also are allowed to publish this information.

Wizards of the Coast reserves the right to publish penalty and suspension information.

7. Document Updates

Wizards of the Coast reserves the right to alter these rules, the DCI Floor Rules of any particular DCI-sanctioned game, as well as the right to interpret, modify, clarify or otherwise issue official changes to these rules without prior notice.

Document updates are available at thedci.com.

10. TOURNAMENT RESPONSIBILITIES

11. Event-Knowledge Responsibilities

Competitors, judges, and organizers involved in DCI-sanctioned tournaments are responsible for knowing and following the most current version of the Universal Tournament Rules, the DCI Floor Rules for the appropriate game, and any other applicable regulatory documents, including the game rules for the appropriate game.

12. Tournament Organizer Responsibilities

The tournament organizer of an event is ultimately responsible for all tournament operations. The tournament organizer's responsibilities include, but are not limited to, the following:

- Selecting the site for the event
- Providing all materials to operate the event (product at Sealed Deck events, for example)
- Retaining all tournament results for one full year after the event's completion
- Reporting all tournament results to the DCI within eight days of the event's completion
- Staffing the tournament with appropriate personnel (head judge, scorekeeper, etc.)
- Advertising the tournament sufficiently in advance of the event date

13. Player Responsibilities

Players must follow the rules interpretations and guidelines for play set forth by the DCI, the head judge, and other tournament officials. Players are expected to behave in a respectful and sporting manner at all times.

Players who argue with or fail to follow the instructions of the head judge or other tournament officials are subject to the appropriate provisions of the DCI Penalty Guidelines.

Players are subject to the appropriate penalties even if a judge was present at the match at which the infraction occurred. Players are not permitted to waive penalties on behalf of their opponents. The judge must ensure that appropriate penalties, if any, are imposed.

Players are responsible for maintaining an accurate rating and for informing the DCI of any discrepancies in their match history. If a player believes there is an anomaly in their rating, he or she should refer to the DCI Appeals Policy, located at http://www.wizards.com/default.asp?x=dci/appeals.

Players that do not fulfill their responsibilities as described above may be subject to review by the DCI; such a review may result in the suspension of a players' membership.

Wizards of the Coast and the DCI reserve the right to suspend or revoke a player's membership without prior notice for any reason deemed necessary.

14. Spectator and Press Responsibilities

Spectators are expected to remain silent during matches and are not permitted to communicate with players in any way while matches are in progress. Players may request that a spectator not observe their matches. All such requests must be made through a judge.

Spectators and members of the press who believe they have observed rules violations should inform a judge, but must not interfere with the match.

15. Judge Responsibilities

Judges have the responsibility to deliver fair, impartial rulings and to assist the head judge and other tournament officials in any area that is required to ensure a well-run tournament. Judges must take action to resolve any floor or game rule infraction they notice or that is brought to their attention.

16. Head Judge Responsibilities

Officially sanctioned competition requires the physical presence of a head judge during play to adjudicate disputes, interpret rules, assign penalties, and make other official decisions. The head judge may, with the tournament organizer's agreement, appoint any number of other judges to help in the performance of the head judge's duties and to perform other tasks the head judge may require. The head judge is responsible for reporting all warnings and disqualifications issued at the tournament to the DCI, either directly or through the tournament organizer's event report.

The head judge and tournament organizer can be, but do not have to be, the same individual. The head judge is the final judicial authority at any DCI-sanctioned tournament (see section 15, Judge Responsibilities).

Although it is beneficial, the head judge does not have to be a DCI-certified judge. Certification is available only to Magic: The Gathering judges at this time. For information on becoming a certified Magic® judge or finding a certified judge in your area, please contact the DCI judge certification manager at dcijudge@wizards.com.

17. Appeals to the Head Judge

If a player disagrees with a judge's decision, he or she may appeal the ruling to the head judge. The head judge has the authority to overrule other judges' decisions. Players may not appeal to the head judge before the judge responding to the situation renders an initial decision. The head judge's decision is final.

If the Team Leader judging system is used, all appeals must still be passed to the head judge, whose decision is final.

18. Lengthy Rulings

If a judge uses more than one minute to make a ruling, he or she may extend the match time appropriately. The extra time must be clearly communicated and recorded immediately by the judge.

20. TOURNAMENT MECHANICS

21. Shuffling

Shuffling must be done so that the faces of the cards cannot be seen. Regardless of the method used to shuffle, players' decks must be sufficiently randomized. Each time players shuffle their deck, they must present their deck to their opponent for additional shuffling and/or cutting. Players may request to have a judge shuffle their cards rather than pass that duty to their opponent, this request will be honored at a judge's discretion. By presenting their decks to their opponents, players are stating that their decks are correct, legal, and sufficiently randomized.

After decks are presented and accepted, any player who does not believe his or her opponent has made a reasonable effort to sufficiently randomize his or her deck must notify a judge. The head judge has final authority to determine whether a deck has been sufficiently randomized. The head judge also has the authority to determine if a player has used reasonable effort to randomize his or her deck. If the head judge feels that either the deck has not been sufficiently randomized or that a player has not made a reasonable effort to randomize his or her deck, the player will be subject to the appropriate provisions of the DCI Penalty Guidelines.

At REL 3 and higher events players must always shuffle their opponents' decks at the beginning of games. The head judge can mandate the shuffling of opponents' decks at lower RELs (1 and 2) as long as he or she announces this at the beginning of the tournament. If a shuffling effect takes place during gameplay, players may shuffle and must cut their opponents' decks after the shuffling effect is completed.

Once players shuffle and/or cut their opponents' decks, the cards are returned to their original owners. If the opponent has shuffled the player's deck, that player may make one final cut.

22. Tardiness

Players are expected to be in their seats when each round begins. Players arriving at their seats after the round begins may be subject to tardiness penalties listed in the DCI Universal Penalty Guidelines. Players who fail to arrive at their seats by the end of any round will be dropped from the tournament.

At team events, if one or more members of a team are not in his or her seat by the end of the round, that team is automatically dropped from the tournament. 15,-22.

23. Pregame Time Limit

Before each game, competitors have three minutes to shuffle their decks and present them to their opponents for additional shuffling and/or cutting. This three-minute period includes sideboarding, if applicable, but does not include shuffling an opponent's deck or resolving any mulligans—if the DCI Floor Rules for the game in question specifically allow mulligans. Any mulligans or shuffling of opponents' decks must be done in a timely manner before games begin. Shuffling requirements specified in section 21 apply during these steps.

If a player is subject to a deck check, that player will be given an amount of extra time equal to the time the check required plus three minutes.

24. Midgame Shuffling Time Limit

A reasonable time limit will be allowed for all shuffling and deck-searching that occurs during a game. Player should be allowed thirty seconds to conduct simple searches; more complicated searches may be allowed more time at the judge's discretion.

If a judge determines that a player's shuffling time is excessive, that player will be subject to the appropriate provisions of the DCI Penalty Guidelines. Shuffling requirements specified in Section 21 apply.

25. Conceding Games or Matches

Players may concede a game or match at any time within the following guidelines. The conceded game or match is recorded as a loss for the conceding player. If a player refuses to play, it is assumed that he or she concedes the match.

The following actions are prohibited:

- Offering or accepting a bribe or prize split in exchange for the win, loss, concession, drop, or draw of a match
- Attempting to determine the winner of a game or match by a random method, such as a coin flip or die roll

Players who engage in these actions will be subject to the appropriate provisions of the DCI Penalty Guidelines.

Players are allowed to share prizes they have won as they wish, such as with teammates, as long as any such sharing does not occur as an exchange for the win, loss, concession, drop or draw of a game or match.

EXCEPTION: Players in the final match of the single-elimination portion of a tournament have the option not to play their match. If both players of the final match agree not to play, one of them must agree to drop from the event (in order for prizes to be awarded). The DCI ratings of the players will not be affected because no match will have been played. The dropping player receives the second-place prize, and the other finalist receives the first-place prize.

Example: Two players in the final of a Pro Tour Qualifier may agree to split the prizes (the travel award and the Pro Tour invitation), but this agreement cannot alter the results of the match. One player must drop from the event, leaving the travel award and the invitation to the player who did not drop from the event. That player is then free to split the prizes as agreed upon. The prizes will be sent only to the winner (that is, the finalist who did not drop); Wizards of the Coast will not send the Pro Tour invitation to one person and the travel award to another person.

26. Withdrawing from an Event

Players choosing to withdraw from an event must inform the scorekeeper before the pairings for the next round are generated. Players leaving the tournament after the scorekeeper begins pairing for the next round receive a match loss in the upcoming round and will be removed from the event after that round. Players who leave the tournament for a round or more are dropped from the tournament and may not reenter.

Special rules apply to Limited events (see section 64).

If a player withdraws from a tournament after a cut has been made, such as a cut to the Top 8 in a Pro Tour Qualifier, a player is not advanced to replace the player who withdrew.

27. Intentional Draw

Players may mutually agree to accept an intentional draw at any time before the match or game result of a Swiss round is submitted. This agreement should not be regarded as a violation of section 41. Declaring an intentional draw has the same results for competitors as playing to a draw. For example, if two players choose to draw their match during the Swiss rounds of a Magic tournament, each would receive 1 match point.

28. Taking Notes

Players are allowed to take brief written notes regarding the current match and may refer to those notes while this match is in progress. Players are expected to take their notes in a timely fashion. Players who take too much time will be subject to the appropriate provisions of the DCI Penalty Guidelines.

23.-28.

During draft tournaments, players and spectators may not take any notes. Players may not refer to outside notes during the match. This includes notes from previous matches of that day.

Cards used in a tournament may not have writing on their faces other than signatures or artistic modifications. Modifications may not obscure the artwork so as to make the card unrecognizable. If modifications to a card are deemed by the head judge to constitute outside notes or unsporting contact, the owner of the deck are subject to the appropriate provisions of the DCI Penalty Guidelines.

29. Electronic Devices

The head judge or tournament organizer may choose not to allow players to participate with electronic devices (such as cellular phones, headphones, pagers, and/or portable audio units) turned on.

30. TOURNAMENT CARD STATUS RULES

31. Cards Allowed

Cards in a player's deck must be produced by the game's manufacturer or an official partner that is approved by the DCI. Please refer to the DCI Floor Rules for the appropriate game for additional information.

32. Card Interpretation

The head judge is the final authority regarding card interpretations. See the DCI Floor Rules for the appropriate game for more detailed rules regarding how cards should be interpreted. If the head judge determines that a player is using non-English–language cards and/or misprints to create an advantage by using misleading text or artwork, that player will be subject to the appropriate provisions of the DCI Penalty Guidelines.

33. Card Elevation

Players must keep their cards above the level of the playing surface at all times, including during sideboarding. Revealing your hand to your opponent is not considered a violation of the DCI Universal Tournament Rules.

34. Proxy Cards

The use of proxy cards is not permitted except under the following conditions:

- If a card becomes accidentally damaged or excessively worn through play in the current DCI-sanctioned tournament, the judge may provide a proxy replacement card at his or her discretion or require the player to sleeve all of his or her cards before play continues.
- If a card opened out of sealed product for use in a Limited tournament is misprinted, miscut, or otherwise damaged in a way that would cause the card to be marked, the judge may provide a proxy replacement card at his or her discretion.

Players are not permitted to create a proxy. When a judge creates a proxy for a player, it is included in the player's deck. The original card is kept close at hand during the match. When the proxy is in play, replace it with the original. When the original card returns to the player's deck/hand, swap it with the proxy. This replacement method helps ensure that the opponent is able to clearly see the intended card and to avoid confusion.

The term "proxy" includes counterfeit cards or any card that is not a genuine game card. Counterfeiters will be prosecuted to the fullest extent of the law.

35. Card Sleeves

Players may use plastic card sleeves or other protective devices on cards. If a player chooses to use card sleeves, all cards in the player's current deck must be placed in the sleeves in an identical manner. If the sleeves feature holograms or other similar markings, cards must be inserted into the sleeves so these markings appear only on the face of the cards.

Once a match begins, a player may request that the judge inspect an opponent's card sleeves. The judge may disallow a player's card sleeves if the judge believes they are marked, worn, or otherwise in a condition or of a design that interferes with shuffling or game play. To avoid confusion, a card sleeve may also be used to mark a player's card if the card is in an opponent's playing area.

36. Turned Cards

If a card must be turned as a part of the game rules to indicate a particular effect, it must be turned approximately 90 degrees or 180 degrees, whichever is appropriate for the game and / or effect.

37. Game Markers

Game markers, such as tokens or reminders of a game effect, may not be designated by cards with identical backs as the cards in a player's deck if the deck is unsleeved. If the deck is sleeved, game markers may not have sleeve backs identical to those on the cards in the player's deck.

No game markers of any kind may be placed on top of or in a location that obscures a player's deck. A judge may disallow the use of game markers that may cause confusion with regard to the state of the game or that are inappropriate or offensive in some manner.

38. Deck Checks

At all premier events and all events of REL 3 or higher, deck checks must be performed. For all events, the DCI strongly recommends that deck checks be performed and that a minimum of ten percent of decks are checked over the course of the tournament.

40. TOURNAMENT VIOLATIONS

41. Cheating

Cheating will not be tolerated. The head judge reviews all cheating allegations, and if he or she determines that a player has cheated, he or she will issue the appropriate penalty based on the DCI Penalty Guidelines. All disqualifications are subject to DCI review and further penalties may be assessed.

Cheating includes, but is not limited to, the following intentional activities:

- Receiving or giving outside assistance
- Looking at opponents' card faces while shuffling or cutting their decks
- Collusion to alter the results of a game or match (see section 25)
- Misrepresenting cards or rules
- Using marked cards/sleeves (see section 44)
- Drawing extra cards
- Illegally manipulating which cards are drawn from a player's deck or his or her opponent's deck
- Stalling the length of a turn to take advantage of a time limit
- Misrepresenting public information (point totals, statistics of cards in play, number of cards in a deck, and so on).
- Giving false or misleading information to a judge or tournament official

42. Unsporting Conduct

Unsporting conduct is unacceptable and will not be tolerated at any time. Judges, players, spectators, and tournament officials must behave in a polite, respectable, and sporting manner. Unsporting conduct includes, but is not limited to, using profanity, arguing with or act belligerently toward tournament officials, players or spectators, harassing spectators, tournament officials, or opponents, or failure to follow the instructionsinstructions of a tournament officialofficial. All incidents of unsporting conduct are subject to the appropriate provisions of the DCI Penalty Guidelines and to further DCI review.

43. Slow Play

Players must take their turns in a timely fashion regardless of the complexity of the play situation. Playing too slowly or stalling for time is not acceptable. If a judge determines that a player is playing excessively slowly at any point during the tournament, the responsible player will be subject to the appropriate provisions of the DCI Penalty Guidelines.

44. Marked Cards

Players are responsible for ensuring that their cards and/or card sleeves are not marked. A card is considered marked if it bears something that makes it possible to identify the card without seeing its face, including scratches, discoloration, bends, and so on.

If a player's cards are sleeved, the sleeves are considered part of the cards, so the cards must be examined while in the sleeves to determine if they are marked. Players must use care when sleeving their decks and should randomize their decks prior to sleeving them to reduce the possibility of marked cards with a pattern.

Any card that is cut differently from the other cards in a player's deck may be considered marked if the entire contents of the deck are not placed in unmarked, completely opaque card sleeves. For example, Alpha cards are considered marked if they are mixed into a player's deck with cards from other sets at a Magic event. However, Alpha cards are not considered marked—and therefore do not have to be in opaque sleeves—if the entire deck consists of Alpha cards.

If a differently cut card has caused its sleeve to become worn differently than other sleeves in the deck, that sleeve is considered marked.

The head judge has the authority to determine if a card or series of cards in a player's deck is marked.

50. GENERAL CONSTRUCTED TOURNAMENT RULES

The rules in this section apply to all Constructed tournaments.

51. Previous Printings of Current Cards

Players may include cards from previous printings if they appear in current card sets allowed in Constructed play by the appropriate game's DCI Floor Rules (as long as they do not have features that create "marked" cards [see section 44]).

52. Constructed-Format Deck Registration

The head judge or tournament organizer may require players to register their decks and sideboards (if applicable) upon arrival at a tournament. Registration records the original composition of each deck. Once a tournament official receives a player's decklist, the deck may not be altered. Failure to properly register a deck will result in the head judge applying the appropriate provisions of the DCI Penalty Guidelines.

53. Multi-day Tournaments

The list of cards and card sets that are tournament-legal on the first day of a multi-day tournament is the same for all days of that tournament.

Example: The Magic: the Gathering card Skullclamp has been announced as banned in Standard effective June 20, 2004. If a multi-day Magic: the Gathering tournament is scheduled to start on June 18 and end on June 21, Skullclamp would be Standard-legal on any day of the tournament, including June 20 and 21.

Example: The Magic: the Gathering card set Fifth Dawn becomes Standard-legal on June 20, 2004. If a multi-day Magic: the Gathering tournament is scheduled to start on June 18 and end on June 21, Fifth Dawn cards would not be Standard-legal for any day of the tournament, including June 20 and 21.

60. GENERAL LIMITED-TOURNAMENT RULES

The rules in this section apply to all Limited tournaments, including Sealed Deck (section 65) and Draft (section 70) tournaments.

61. Limited-Format Deck Registration

The head judge or tournament organizer may require players to record on a decklist every card they receive in a Limited tournament. Once the cards are registered, players have a limited amount of time to prepare their decks before play begins. Any cards players receive that are not used in their main decks are considered to be their sideboards. The DCI recommends, and in the case of enhanced K-values, requires that organizers check a reasonable number of decks against their decklists each round.

62. Card Use in Limited Tournaments

Cards used in Limited events must be received directly from tournament officials. This product must be new (previously unopened). Each player must be given the same quantity and type of product (decks and/or booster packs) as all the other players participating in the tournament. For example, if one player receives three Fifth Dawn boosters for a Booster Draft, all players must receive three Fifth Dawn boosters.

Players may use only the actual cards they receive or draft at a Limited tournament, and any additional specifically provided by the tournament organizer (for example, basic lands in the Magic game). Players may not trade or replace cards they receive or draft at a Limited tournament with any other cards, even if the replacement is an exact copy. If a card is damaged or otherwise considered "marked," players must comply with section 63, Abnormal Cards or Boosters.

63. Abnormal Cards or Boosters

Players who have an abnormal number of cards in the decks or booster packs they receive must inform the head judge, who may replace the deck or booster pack at his or her discretion in consultation with the tournament organizer. The head judge makes the final decision.

If a player receives a "marked" card (section 44), the head judge may replace that card with a proxy card at his or her discretion. (See section 34—Proxy Cards)

Neither Wizards of the Coast nor the tournament organizer guarantees any specific distribution of card rarities or frequency in a particular booster pack or deck.

64. Early Departure

Once a player in a Limited tournament has received sealed product, he or she may not withdraw from the event prior to the first match. Violation of this rule results in the offending participant receiving a loss for the match on the official tournament record (the opponent receives a win for the match) and being dropped from the tournament.

65. GENERAL SEALED DECK-TOURNAMENT RULES

Not all DCI-supported games feature Sealed Deck tournaments. Check the Limited Tournament Rules section of the specific game's DCI Floor Rules for more information. 44.-65.

66. Deck Construction

Before tournament play begins, each player receives an assortment of sealed product. If decklists are being used, players have 20 minutes to register their decks. Each player then creates a tournament deck that meets the Sealed Deck size requirements found in the game's DCI Floor Rules. Players have 30 minutes before the event begins to construct their decks.

The head judge or tournament organizer may require players to record on a decklist every card they intend to play in their main decks and/or sideboards. Failure to properly record the cards being played in the main decks will result in the head judge applying the appropriate provisions of the DCI Penalty Guidelines.

67. Sealed Deck Swap

A Sealed Deck event may require participants to perform a sealed deck swap. In a sealed deck swap, players do not play with the decks they originally receive at the event. Instead, the sealed products—as well as deck-registration sheets—are handed out to all players in the event. Players open their decks and record the contents on their deck-registration sheets. This process is called "registering a deck," and 20 minutes is allowed for it. Tournament officials will then collect the sealed product and the corresponding deck-registration sheets. Next, the tournament officials hand out decks randomly to all players. It is perfectly acceptable for some players to receive their original decks back at this point. This entire process is called a sealed deck swap. Players are then allowed 30 minutes to construct their decks (60 minutes for team events) from the product they have at that time.

70. GENERAL DRAFT-TOURNAMENT RULES

Not all DCI-sanctioned games feature Draft tournaments. Check the Limited Tournament Rules section of the specific game's DCI Floor Rules for more information.

71. Player Distribution

Players assemble randomly into drafting circles (called pods) of roughly equal size at the discretion of the tournament organizer or head judge. A tournament official then distributes an identical set of new booster packs to each player in the pod.

Players within a pod may play only against other players within that pod.

Players may not talk or communicate to others during a draft. As players draft the cards, they must place their cards in one orderly pile in front of them. Drafted cards may be reviewed only between the drafting of each pack.

72. Draft Card Selection

Before the tournament begins, the head judge must announce how much time each player has to select a card. If a player fails to select a card in the time given, it is considered a Procedural Error—Minor. If the player is unable or unwilling to select a card, he or she is suspended from drafting and must construct a deck from whatever cards he or she has drafted so far.

73. Deck Construction

Once drafting is complete, players have 30 minutes to build decks from the cards they selected. These decks must meet the Limited deck-size requirements specified by the appropriate game's DCI Floor Rules. The head judge or tournament organizer may require players to record on a decklist every card they intend to use in their main decks, as well as all cards they drafted.

74. Booster Draft Procedure

Players may not take or receive any notes during a booster draft or during deck construction.

At a signal from a tournament official, each player opens his or her booster pack specified by the official and counts the cards. If a player does not have the appropriate number of cards in his or her booster pack, he or she must immediately notify the judge, who will replace the pack. The player chooses one card from the booster pack, and then passes the remaining cards face down to the player on his or her left. The opened packs are passed around the drafting pod—with each player taking one card each before passing—until all cards are drafted.

Once a player has removed a card from the pack and put it on the pile, it is considered selected and may not be returned to the pack. Players may not show their card selections or the contents of their current packs to other participants in the draft. Players are not permitted to send signals of any kind to other participants in the draft regarding any information about their own picks or what they want others to pick.

After each player's first pack is drafted, a tournament official will instruct players to open the next specified pack and draft in the same fashion, except that the direction of drafting is reversed—it now proceeds to the right. This process is repeated until all cards in all booster packs are drafted.

Booster Draft Timing			
Cards remaining in pack	Time allotted	Cards remaining in pack	Time allotted
15 cards	40 seconds	7 cards	20 seconds
14 cards	40 seconds	6 cards	20 seconds
13 cards	35 seconds	5 cards	15 seconds
12 cards	35 seconds	4 cards	15 seconds
11 cards	30 seconds	3 cards	10 seconds
10 cards	30 seconds	2 cards	10 seconds
9 cards	25 seconds	1 card	N/A
8 cards	25 seconds		

75. Rochester Draft Procedures

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Players may not take any notes during a Rochester draft or during deck construction.

Once a player has indicated his or her drafting selection by touching a card, he or she may not select a different card.

When packs are opened, they should be laid out in the center of the table in three rows.

Before the tournament begins, the head judge must announce how much time each player has to select a card. If a player fails to select a card in the time given, the pod judge issues that player the "oldest" card still remaining from the booster pack.

Example: The active player lays out cards from a booster pack. The cards are considered to be in chronological order (1-15), where 1 is the first (oldest) card placed on the table, and 15 is the last (newest) card placed on the table. If a player fails to draft in a timely manner, the cards on the table are examined by the pod judge, and the first card that was placed on the table is given to that player. If that card has already been selected, the second card that was placed on the table is given, and so on.

During a Rochester draft, players must always display the most recent card they drafted in the current pack face up. When all cards are drafted from the current pack, players may move their cards from that pack to any position.

76. Rochester Draft Table Preparation

Booster packs are divided into groups before the draft table is set, with the number of packs in each group equaling the number of players participating in the draft. If the draft consists of packs from multiple card sets, each group must consist of packs from the same card set.

In preparation for each pack being drafted, the active player lays out the entire contents of the pack face up on the table, with the cards facing him or her (see Section 77, Rochester Draft—Active Player Rotation). Players are given 30 seconds to review the cards before drafting begins.

77. Rochester Draft—Active Player Rotation

The player drafting first from the cards presented on the table is called the active player. The first active player is the participant in the first seat, designated by the judge. All players in each drafting pod serve as the active player once for each booster pack group (see Section 76, Rochester Draft Table Preparation), with the active player moving between players as follows:

- in a clockwise direction for the first booster pack group (beginning with the first active player);
- in a counterclockwise direction for the second booster pack group (starting with the last active player in the first group);
- and returning to a clockwise direction for the third booster pack group (beginning again with the first active player).

78. Rochester Draft Order

The draft order moves in a horseshoe pattern, beginning with the active player, continuing around the table to the last participant in the group who has not yet drafted a card. The last player in the group selects two cards, instead of one, and drafting continues in reverse order, moving back to the player who began the drafting (the first person who drafted from the pack). If there are still cards remaining, the player who began the drafting selects two cards, and drafting continues again in the opposite direction. (This will only occur with 6- and 7-player Rochester draft.) Once all cards have been drafted, the table judge prepares the drafting area for the next booster pack.

Example #1: Eight players are seated around a table. They are numbered 1-2-3-4-5-6-7-8 in a clockwise order. The active player is Player 1. The first booster pack for Player 1 is opened and placed face up in front of Player 1. After the 30-second review period has expired, the draft order is as follows:

Player 1—card 1	Player 6—card 6	Player 6—card 11			
Player 2—card 2	Player 7—card 7	Player 5—card 12			
Player 3—card 3	Player 8—card 8	Player 4—card 13			
Player 4—card 4	Player 8—card 9	Player 3—card 14			
Player 5—card 5	Player 7—card 10	Player 2—card 15			
The next pack to be opened would be Player #2's first booster.					

Example #2: Seven players are seated around a table. They are numbered 1-2-3-4-5-6-7 in a clockwise order. The active player is Player 1. The first booster pack for Player 1 is opened and placed face up in front of Player 1. After the 30-second review period has expired, the draft order is as follows:

Player 1-card 1	Player 6—card 6	Player 4—card 11
Player 2—card 2	Player 7—card 7	Player 3—card 12
Player 3—card 3	Player 7—card 8	Player 2—card 13
Player 4—card 4	Player 6—card 9	Player 1-card 14
Player 5—card 5	Player 5—card 10	Player 1—card 15

The next pack to be opened would be Player #2's first booster.

80. DCI SANCTIONING RULES

Tournament organizers must follow the rules in this section when sanctioning events with the DCI. The DCI reserves the right to cancel or invalidate a DCI-sanctioned tournament at any time.

81. Participation Minimums

A minimum number of players are required to play in a DCI-sanctioned tournament for its results to be included in the appropriate set of ratings and rankings. These minimums are listed in each game's respective floor rules.

90. EVENT-REPORTING RULES

Receiving event reports in a correct and timely manner is fundamental to accurate and up-to-date DCI ratings. Tournament organizers must follow the rules outlined in this section when reporting their events.

91. Organizer Records

Tournament organizers are required to keep copies of all tournament reports for DCI-sanctioned events they run for one year. A tournament report includes all match results, as well as player warnings and disqualifications.

92. Event Report Deadline

Event reports are due to the DCI within eight days of a tournament's conclusion. Events results not checked into the DCI database are listed as "Not Received" for fourteen days after the date of the event.

93. Delinquent Tournaments

Event reports not received within fourteen days are listed as "Delinquent" in the DCI tournament database. Organizers with delinquent tournaments may lose the privilege of sanctioning future events.

94. Invalid Tournaments

Players' match records at events that become invalid will not count toward their DCI ratings and rankings.

The DCI reserves the right to invalidate reported results of any DCI-sanctioned tournament for any reason, but will usually do so only when fraudulent or incorrect results are reported by the organizer. Additionally, the DCI reserves the right to invalidate any event reports not received within thirty days of the tournament date.

95. Event Status Updates

Tournament organizers and players may check on an event's reporting status by visiting the DCI website at thedci.com. Additionally, the DCI sends regular updates to organizers informing them of the status of each of their sanctioned tournaments. If an organizer's event appears as "Delinquent" or "Invalid" on this report two months in a row, the DCI will investigate the organizer's reporting history and issue sanctioning penalties as appropriate.

The DCI reserves the right to adjust penalties on an individual basis due to extenuating circumstances.

96. Mandatory DCI Numbers

Tournament participants must be assigned a DCI membership number prior to participating in a DCI-sanctioned tournament. Results reported with temporary player numbers, player names, or placeholders will not be included in DCI ratings. Membership cards may not be faxed to the DCI.

97. Tournament Reports and Event Invitation Lists

Tournament reports must be received by the deadlines specified in the Ratings Deadline and Publication Schedules provided on the DCI website (thedci.com) in order to be included in the ratings calculations used to generate invitation and by lists

78.-97. for premier events.

APPENDIX A—DCI RATING AND RANKING SYSTEMS

Elo Ratings System

The DCI produces Elo ratings for the all games it supports (see section 2 for a complete list of games)

The Elo player-rating system compares players' match records against their opponents' match records and determines the probability of the player winning the matchup. This probability factor determines how many points a players' rating goes up or down based on the results of each match. When a player defeats an opponent with a higher rating, the player's rating goes up more than if he or she defeated a player with a lower rating (since players should defeat opponents who have lower ratings). All new players start out with a base rating of 1600. The DCI uses the following equation to determine a player's win probability in each match:

Win Probability = ---

1

10^((Opponent's Rating-Player's Rating)/400) + 1

This probability is then used to recalculate each player's rating after the match. In the equation below, players receive 1 point if they win the match, 0 if they lose, and 0.5 for a draw. Players' new ratings are determined as follows:

Player's New Rating = Player's Old Rating + (K-Value * (Scoring Points–Player's Win Probability))

All players are rated at the beginning with the first match in which they play. Further ratings are calculated chronologically from that first match.

The DCI ranks players in geographic regions (continent, country, state, city, and so on) based on their Elo ratings to determine the top players in each area.

APPENDIX B—DEFINITIONS OF TERMS

- Ante Card: Ante cards have the text "Remove [this card] from your deck before playing if you're not playing for ante." These cards usually have a game mechanic associated with a player "anteing" a card. Ante cards are found mainly in older Magic: The Gathering expansions and are not allowed in tournament play.
- **Banned Card:** A card that is prohibited by the DCI in the indicated format. For example, the card Chaos Orb is banned from DCI-sanctioned Type 1 Magic tournaments. This means that Chaos Orb is not allowed in any deck in Type 1 Constructed Magic tournaments.
- Constructed: A tournament in which players bring their own decks. Decks are built from a large pool of cards, depending on the exact format.
- Corporate Employee: Any person whose place of employment is a Wizards of the Coast or Hasbro office.
- **Cutting:** One time only, removing a single portion of a deck and placing it on top of the remaining portion without looking at any of the card faces. Anything more than this one cut is considered a shuffle.
- **DCI:** Organization dedicated to developing and maintaining tournament structures for trading card and miniatures games. Formerly an acronym for Duelists' Convocation International, the name is now simply the DCI.
- Enhanced-K Tournament: In events for games that use Elo ratings (see appendix A), organizers may pick from a specified list of K-values to increase or limit the effect of match results on player ratings. Tournaments must meet certain criteria in order to receive an enhanced K-value.
- Employee: Any person whose regular place of employment is at a Wizards of the Coast or Hasbro corporate office.
- Game Begins: A game is considered to have begun once all players have presented their decks to their opponents for shuffling/cutting.
- Head Judge Determines: Decision based on the head judge's opinion.
- **Immediate Family:** For purposes of DCI rules, the immediate family is considered to be 1) any family member living in the same household as the employee or 2) a child of the employee.
- **K-Value:** The maximum number of points a player's rating may go up or down based on the results of a single match within an event that uses the Elo ratings system (see appendix A).
- Limited: A tournament in which players build their decks at the tournament from cards they have drafted or opened from packs. The three most common Limited formats are Sealed Deck, Booster Draft, and Rochester Draft.
- Main Deck: The deck a player presents to his or her opponent during the first game of a match.
- Match: A series of games between two players or teams that determines a winner. In many cases, the match winner defeats his or her opponent in a best-two-out-of-three-games series. See the appropriate game's DCI Floor Rules for more details.
- Match Begins: A match begins when a tournament official announces the start of the match.
- **Premier Events:** Any event that Wizards of the Coast runs itself or offers only to select tournament organizers. Examples of Premier Events: Magic: The Gathering Pro Tour events, Grand Prix tournaments, Junior Super Series Championships, Dungeon and Dragons Miniatures Championship, National Championships, Prerelease tournaments, Pro Tour Qualifiers, MLB Championships, Regional Championships, Star Wars Championship, and World Championships.
- Promo Card: Any playable card that is released by the manufacturer separate of any given card set.
- **Proxy Card:** A card used during competition to represent another card (also counterfeit cards or any card that is not genuinely produced by the game's manufacturer).
- **Public Information:** Refers to information that is available to all players in the match, such as statistics or card text that participants are required to share with tournament officials and opponents according to the rules of the appropriate game. For example, in most games, the number of cards in a player's hand is public information.

Rating: A numeric value published by the DCI that indicates a player's past performance in sanctioned tournaments.

APPENDIX B.

- **Ranking:** A value, based on a player's DCI rating, that indicates a player's position relative to the group he or she is being measured against. For example, a player may be ranked in first place in the city of Hamburg, Germany, but may be ranked in eighty-fifth place when compared to all of Europe.
- **Restricted Card:** A card that is limited by the DCI to one per deck in the indicated format. For example, the card Black Lotus is restricted in DCI-sanctioned Type 1 Magic tournaments. This means that only one Black Lotus is allowed per deck, including sideboard, in the Type 1 format.
- Round: The period during which match play takes place.
- **Round Begins:** The time posted and/or announced by the head judge or tournament organizer for all players to be seated and ready for match play.
- **Scorekeeper:** The scorekeeper is a tournament official whose responsibilities include receiving and recording all match/game results, constructing player seatings, ensuring accurate entry of match/game results, withdrawing players from the event, and so on. Tournament officials, such as the head judge or tournament organizer, may also be the scorekeeper for the event.
- Single Elimination: A competition structure that eliminates players after one match loss. It may be necessary to award by s in the first round to create a situation in which there will be only two undefeated participants playing off in the last round of the event.
- Swiss Rounds: Competition structure that allows players to participate in every round of the tournament. Single-elimination final rounds may follow Swiss rounds in some tournaments.
- Tournament Begins: Once the onsite tournament registration closes, the tournament has begun.
- **Tournament Official:** Any person who is empowered to maintain the tournament. This includes, but is not limited to, the tournament organizer, scorekeeper, other tournament staff, head judge, and all other judges (certified and non-certified). (see section 10).

APPENDIX C— CHANGES FROM PREVIOUS VERSIONS

Changes from April 1, 2004 version

Header: Reference to Tournament Season removed.

- Section 2: Games list updated.
- Section 3: List of non-eligible players clarified to include all tournament officials for that event (also see changes to Appendix B).
- Section 13: Clarifies that players are responsible for reporting errors in their match history. Clarifies that players are responsible for following the instructions of a tournament official.
- Section 28. Clarifies that spectators may not take notes during drafts. Clarifies that modifications to a card may be considered by the Head Judge as unsporting conduct.
- Section 42: Unsporting conduct includes failure to follow the instructions of a tournament official.
- Section 53: Section added.
- Section 62. Clarifies that product distributed in a Limited event must be new. Clarifies that each player must receive identical product in a Limited event.
- Section 74: Adds that players may not receive notes during a booster draft or during deck construction.
- Section 80: Clarifies that the DCI may invalidate a tournament.
- Section 81: Participation minimums moved to game floor rules.
- Section 91: Adds player warnings and disqualification as part of what constitutes a tournament report.
- Appendix A: Game list updated.
- Appendix B: Definitions revised.
- Appendix C: Section added (Changes From Previous Versions)
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APPENDIX B. - APPENDIX C.

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DCITM PENALTY GUIDELINES

Effective January 20, 2005

Introduction

The DCI Penalty Guidelines provide a structure to help judges determine the appropriate penalties for infractions that occur during the course of a tournament. Penalties exist to protect players from potential misconduct. All penalties in this document (with the exception of section 160) assume the infraction is unintentional. If a judge believes an infraction was intentional, the penalty should be upgraded as appropriate (see section 160). Otherwise, judges should rarely deviate from these guidelines, and only in significant or exceptional circumstances.

See Appendix A for changes from the last version of this document.

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

This document is published in multiple languages. If a discrepancy exists between the English version and a non-English version of this document, tournament participants must refer to the English version to settle disputes concerning interpretations of the Penalty Guidelines.

This document is updated periodically. Please obtain the most current version at thedci.com/docs.

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10. FORMAT OF INFRACTIONS

Infractions are listed in the following manner:

- Infraction Type, Infraction Name—The category and designation of the infraction
- Definition—The description of what qualifies as an infraction
- Example—Sample incidents of the infraction
- Philosophy—The reasoning behind the penalty
- Penalty—Recommended penalties at each Rules Enforcement Level (REL)

20. DEFINITION OF PENALTIES

Caution:

This is the smallest penalty that can be given. A caution is a verbal warning to a player. When a player is cautioned, the infraction must be explained to the player, and the consequences if repeated. A caution should be reported to the head judge, but does not need to be reported to the DCI.

Warning:

A warning is an officially tracked penalty. The purpose of a warning is to alert judges and players involved that a problem has occurred and to keep a permanent record of the infraction in the DCI Penalty Database. Warnings must be communicated to the head judge and the tournament official responsible for the permanent tracking of the warning. Warnings must also be communicated to the players to whom they are issued, explaining the infractions as well as possible consequences if the infractions are repeated.

Game Loss:

A warning is always given with this penalty. If the player is in between games, the loss should be applied to the player's next game. Game losses must be communicated to the head judge and the tournament official responsible for the permanent tracking of the warning. Judges must communicate game losses to the players to which they are issued and explain the infractions and possible consequences if the infractions are repeated.

Match Loss:

A warning is always given with this penalty. Generally, the match loss applies to the current match. If in between matches, or if extenuating circumstances apply, a judge should apply this to the next match in the tournament. For example, a player receives a major unsporting conduct penalty during the last turn of the deciding game of a match. The judge might decide that the match loss should apply to the next match because the current match is basically finished and a match loss would be no penalty at this point. Match losses must be communicated to the head judge and the tournament official responsible for the permanent tracking of the warning. Judges must communicate match losses to the players to which they are issued and explain the infractions and possible consequences if the infractions are repeated.

Disqualification:

A warning is always given with this penalty. When this penalty is applied, the player loses his or her current match and is dropped from the tournament. Players will still receive whatever prizes they have earned before the disqualification. In certain situations, a disqualification without prize is appropriate. A disqualification without prize is defined as a disqualification with the player receiving no prizes and receiving no additional awards (such as pro points, event invitations, and so on). Disqualification without prize is recommended for severe unsporting conduct and cheating. The head judge must issue the disqualification, inform the tournament official responsible for the permanent tracking of the warning, and report the disqualification to the DCI (email: dqreports[at]wizards.com).

When a player is disqualified without prize during a tournament, they are removed from the tournament and do not take up a place in the standings. This means that all players in the tournament will advance one spot in the standings when someone higher in the standings is disqualified without prize. The player who advances a spot in the standings is entitled to any prizes the new standing would offer. If the disqualification without prize takes place after a cut it made, no additional players advance in place of the disqualified player although they do move up a spot in the standings. For example, if a player is disqualified without prize during the quarterfinal round of a Pro Tour Qualifier, the former 9th place finisher does not advance into the single elimination top 8, but they do move into 8th place in the standings.

Disqualifications that are the result of accumulated infractions are not without prize. For example, a player who receives many warnings for procedural errors would only receive a disqualification, but with prize.

30. APPLYING PENALTIES

The DCI Penalty Guidelines apply to every game the DCI sanctions, but certain infractions may not apply to certain games. For example, games that do not have a mulligan rule will not use mulligan-related penalties.

REL 2 and higher should be used only for more competitive events, typically found in **Magic: The Gathering**® tournaments. Tournament organizers and judges may run events at higher RELs, but most events should be run at REL 1.

In large events, when all decklists are checked during the first round, the head judge should consider waiting until the start of the next round to apply all decklist penalties. In the interest of fairness, the decision to delay the penalties should be made at the start of the tournament. This makes the process of assigning penalties more efficient, and avoids situations in which some players are finished playing their matches before the penalties are applied. At smaller events, with a small number of decklists to check, penalties can be applied as they are discovered. For maximum efficiency, game-loss penalties should be applied first, then match-loss penalties. If a decklist error is discovered during play, the penalty should be applied immediately. For example, if a player notices his or her opponent playing with a banned card, a penalty should be applied immediately.

If players bring an infraction to the attention of the judge, a penalty should be applied for that infraction in the round in which it occurred, whenever possible.

For events that feature one-game matches, a game loss would essentially be a match loss. The following penalties for the following games should be used instead of a game loss.

• **MLB**TM **Showdown**TM sports card game: The member with the highest point value on the manager's team is ejected. (If there is a tie for highest point value, the manager chooses which team member is ejected.)

40. **REPEAT OFFENSES**

The recommended penalty for the first offense is listed in the "Penalty" portion of each infraction. For the second offense of the same infraction, the next highest penalty is recommended. Note that this increase of penalty does not take into consideration the penalties assigned to other RELs, but instead follows the order of:

Caution—Warning—Game Loss—Match Loss—Disqualification

If a baseline penalty is a warning, the second offense should receive a game loss, and the third offense should receive a match loss. For example, at REL 1 a player's penalty for the first offense of Card Drawing—Looking at Extra Cards would be a caution. The player's penalty for a second offense would be the next highest, which is a warning. His or her third offense would result in a game loss, fourth offense a match loss, and fifth offense would result in the player's disqualification.

Disqualifications that are the result of accumulated infractions are not without prize.

At lower RELs, judges may find it more appropriate, in the interest of education, to repeat a level of penalty before escalating to the next level.

100. DECK PROBLEMS

This section generally deals with deck problems and related issues for Constructed and Limited tournaments.

101. Deck Problem—Illegal Main Decklist

Definition

This penalty applies to tournaments for which decklists are being used. If sideboards are being used, and only the sideboard list is illegal, please refer to section 114 instead.

Players are considered to have illegal decklists when one of the following conditions is true:

- The decklist contains an illegal number of cards.
- The decklist contains cards that are illegal for the format.
- The decklist contains cards that would make the deck illegal because it would violate a game rule (such as the four-card limit rule in **Magic**® games).

Examples

(A) A player in a Standard Magic tournament has 59 cards listed on her decklist when the minimum is 60.

(**B**) A player in an Extended **Magic** tournament lists Skullclamp (a banned card) on his decklist.

(C) A player in an REL 3 **Magic** tournament has a 56-card decklist. His actual deck contains 60 cards, with four Psychatogs not listed.

Philosophy

The decklist is the ultimate guide to a player's deck. If the decklist is illegal, the player is considered to have an illegal deck, regardless of the physical contents of his or her deck. However, because the majority of illegal decklists are due to clerical error, it is not in the best interest of the event to disqualify a player for an illegal decklist. Whenever possible, it is best to correct the decklist to match the players actual deck. To maintain tournament integrity, the DCI recommends that tournament officials verify the legality of all decklists as soon as possible, preferably before the beginning of round 2. At all RELs, judges and other tournament officials must be vigilant about reminding players before the tournament begins of the consequences of submitting an illegal decklist.

Penalty

At all RELs, the basic procedure is to correct a player's decklist so it is legal and then let the player continue playing in the tournament with a deck matching the corrected decklist. Any excess cards (cards violating a maximum-number-of-cards restriction) or illegal cards should be removed from the decklist. If a player has a legal deck after these possible corrections, the decklist should be corrected to match the deck. Then, if cards need to be added to make the deck legal, the player should add only basic resources, such as basic lands (for the **Magic** game).

For example, a player in a Standard Constructed **Magic** tournament has submitted a 58card decklist with five Naturalizes. Because there is a four-of-a-kind limit on any one card, one of the Naturalizes must be removed. Now the decklist contains only 57 cards, so three basic lands of the player's choice are added to meet the 60-card minimum. However, if the player's actual deck contained only four Naturalizes and also three Terrors which were left off of the decklist, the three Terrors would be added to the decklist and the player would be allowed to continue with his or her deck unmodified.

If the submitted decklist consisted of 61 cards with five Naturalizes listed, one Naturalize would be removed from the deck. No basic land would be added, because the decklist was legal after the removal of the extra Naturalize.

In addition to any corrections made, the player receives a game loss.

Deck Problem—Illegal Main Decklist

All Levels Game

102. Deck Problem—Illegal Main Deck (Legal Decklist)

Definition

This penalty applies to tournaments for which decklists are being used. If sideboards are being used and the sideboard is illegal but the sideboard list is legal, please refer to section 115 instead. This penalty applies to players who have misplaced cards from their decks, have cards from a previous opponent in their decks, or whose decks do not otherwise match their decklists.

Players are considered to have illegal decks when one of the following conditions is true (while the decklist still indicates a legal deck):

- The main deck contains an illegal number of cards.
- The main deck contains cards that are illegal for the format.
- The main deck contains cards that would make the deck illegal because it would violate a game rule (such as the four-card limit rule in **Magic** games).
- The contents of the main deck do not match the decklist.

Examples

(A) A player in a Standard **Magic** tournament is playing with 59 cards in her deck when the minimum is 60. Her decklist indicates a legal deck with 60 cards.

(**B**) A player in an Extended **Magic** tournament is playing with Skullclamp (a banned card) in his deck. His decklist indicates a legal deck with no banned cards.

(C) A player in a **Magic** tournament has a Pacifism in his deck from a previous opponent. His decklist indicates a legal deck.

Philosophy

The decklist is the ultimate guide to a player's deck. If the decklist indicates a legal deck, but the actual contents of the deck do not match the decklist, the player should restore the deck to reflect the decklist.

Penalty

At all RELs, the player should receive a game loss and then be instructed to make any changes necessary to make the contents of the deck match what is recorded on the decklist. If these changes cannot be completed within 5 minutes, the penalty should be upgraded to a match loss. The changes must be completed before the next match begins for the player to continue in the tournament.

Deck Problem—Illegal Main Deck (Legal Decklist)

All Levels
Game

103. Deck Problem—Illegal Main Deck (No Decklist Used)

Definition

This penalty applies to tournaments for which decklists are not being used. If sideboards are being used and only the sideboard is illegal, then refer to section 106 instead.

Players are considered to have illegal main decks when one of the following conditions is true:

- The main deck contains an illegal number of cards.
- The main deck contains cards that are illegal for the format.
- The main deck contains cards that would make the deck illegal because it would violate a game rule (such as the four-card limit rule in **Magic** games).

Examples

(A) A player in a Standard Magic tournament has fifty-nine cards in her deck when the minimum is sixty.

(**B**) A player in an Extended **Magic** tournament has Skullclamp (a banned card) in his deck.

Philosophy

If the deck contains an illegal selection of cards, the player is playing with an illegal deck. However, lower REL events should be used to teach players the game, so it is not in the best interest of the event to disqualify players for illegal decks.

Penalty

At higher RELs, decklists are required, so a more severe penalty for higher RELs is not applicable. At all RELs, judges and other tournament officials must be vigilant about reminding players before the tournament begins of the consequences of playing with an illegal deck.

When decklists are not being used, the general philosophy is to correct a player's deck and allow the player to continue playing. The head judge should work with the player to correct the deck. All illegal cards should be removed immediately. If cards need to be added to make the deck legal, the judge should require that the player add only simple cards like basic lands (for **Magic**).

Deck Problem	n—Illegal M	ain Deck (N	No Decklist)
DFI 1	DEL 2	DEI 2	DEI 1	DI

REL 1	REL 2	REL 3	REL 4	REL 5
Game	Game	N/A	N/A	N/A

104. Deck Problem—Illegal Sideboard List

Definition

This infraction applies only to games that use sideboards and only if players are required to register their sideboard cards for the tournament. If players are not required to register their sideboards, refer to section 106, Deck Problem—Illegal Sideboard (No Decklist Used). For purposes of this infraction, it is irrelevant whether the actual cards being used in a player's sideboard are legal. The decklist (including sideboard list) is the final determination of the official contents of a player's sideboard.

Players are considered to have illegal sideboard lists when one of the following conditions is true:

- The sideboard list contains either too many or too few cards.
- The sideboard list contains cards that are illegal for the format.
- The sideboard list contains cards that would make the deck illegal because it would violate a game rule (such as the four-card limit rule in **Magic** games).

Examples

(A) A player in a Constructed Magic tournament lists only fourteen cards in his sideboard.

(**B**) A player in a Constructed **Magic** tournament lists three Naturalizes in her sideboard, while having two Naturalizes listed in her main deck.

(C) A player in an Extended **Magic** tournament lists Skullclamp (a banned card) in his sideboard.

(**D**) A player in a Limited **Magic** tournament fails to list any of her sideboard cards in the "Total" column of her decklist.

Philosophy

The sideboard list is the ultimate guide to a player's sideboard. If the sideboard list is illegal, the player is considered to have an illegal sideboard, regardless of the physical contents of his or her sideboard. However, because the majority of illegal sideboards are due to clerical error, it is not in the best interest of the event to disqualify a player for an illegal sideboard list. To maintain tournament integrity, the DCI recommends that tournament officials verify the legality of all sideboard lists as soon as possible, preferably before the beginning of round 2. At all RELs, judges and other tournament officials must be vigilant about reminding players before the tournament begins of the consequences of submitting an illegal sideboard list.

Penalty

At all RELs, the basic procedure is to correct a player's sideboard list so it is legal, if possible, and let the player continue playing in the tournament with a sideboard matching the corrected sideboard list. Any excess cards (cards violating a maximum-

number-of-cards restriction) or illegal cards should be removed from the sideboard list, starting with the cards at the bottom of the sideboard list. Then, if cards need to be added to make the sideboard list legal, the player should add the cards that were actually contained in the sideboard. For example, a player in a Standard **Magic** tournament has submitted a thirteen-card sideboard list with five Naturalizes. Because there is a four-of-a-kind card limit, one of the Naturalizes must be removed. After removal, the sideboard list will contain only twelve cards, so the cards that were actually contained in the sideboard are added to the list. In addition, the player receives a game loss.

Deck Problem-Illegal Sideboard List

All Levels	
Game	

105. Deck Problem—Illegal Sideboard (Legal List)

Definition

This infraction applies only to games that use sideboards and only if players are required to register their sideboards for the tournament. If players are not required to register their sideboards, refer to section 106, Deck Problem—Illegal Sideboard (No List Used). If a player's sideboard list is illegal, refer to section 104, Deck Problem—Illegal Sideboard List. The decklist (including the sideboard list) is the final determination of the official contents of a player's sideboard; therefore, an illegal sideboard list infraction takes precedence over an illegal sideboard infraction (assuming sideboard lists are being used).

Players are considered to have illegal sideboards when one of the following conditions is true:

- The sideboard contains either too many or too few cards.
- The sideboard contains cards that are illegal for the format.
- The sideboard contains cards that would make the deck illegal because it would violate a game rule (such as the four-card limit rule in **Magic** games).
- The contents of the sideboard do not match the sideboard list.

Examples

(A) During a Constructed Magic tournament, a player is found to have five Terrors in his sideboard, although the sideboard list is legal (listing only four).
(B) A player has misplaced several cards from her sideboard (or lost the entire sideboard), but the sideboard list is legal.

Philosophy

When the physical cards in the sideboard are illegal, but the sideboard list is legal, the best solution is to alter the sideboard to match the list. If the sideboard list is illegal, do not use this penalty; instead refer to section 114, which assigns a more strict penalty.

Penalty

In addition to the appropriate penalty, the sideboard is altered to match the list for the remainder of the tournament. This includes final rounds or rounds of the tournament that will be played on different days of the tournament. The player is informed that he or she may not use his or her sideboard for the remainder of the current match. The player is

responsible for correcting the sideboard error and finding any replacement cards that are needed before the next round begins. If the player is unable to obtain the appropriate cards, then those slots in the sideboard should be filled with basic lands of the player's choice.

Deck Problem—Illegal Sideboard (Legal List)

 All Levels
 Game

106. Deck Problem—Illegal Sideboard (No List Used)

Definition

This infraction applies only to games that use sideboards and only if players are not required to register their sideboards for the tournament. If players are required to register their sideboards, refer to section 104, Deck Problem—Illegal Sideboard List or section 105, Deck Problem—Illegal Sideboard (Legal List).

Players are considered to have illegal sideboards when one of the following conditions is true:

- The sideboard contains either too many or too few cards.
- The sideboard contains cards that are illegal for the format.
- The sideboard contains cards that would make the deck illegal because it would violate a game rule (such as the four-card limit rule in **Magic** games).

Philosophy

When a sideboard is illegal the player should be issued with the appropriate penalty listed below. The player should be informed of what cards are illegal and why. In addition, the player's sideboard should be made legal and he should be allowed to continue to play with it.

Penalty

At higher REL events, decklists are required, so a separate, more severe penalty for higher RELs is not needed.

Deck Problem—Illegal Sideboard (No List Used)

REL 1	REL 2	REL 3	REL 4	REL 5	
Game	Game	N/A	N/A	N/A	

110. PROCEDURAL ERROR

This section provides penalties for procedural errors. Many infractions fit into this category, although it is impossible to list them all. The head judge should use his or her discretion when deciding which penalty applies to an unlisted procedural error.

111. Procedural Error—Minor

Definition

A minor procedural error occurs when a player performs an unintentional, slightly disruptive action at a tournament.

Examples

(A) A player indicates "Soratami Mirror-Guard" instead of "Soratami Mirror-Mage" (the two are concurrent on the registration sheet) while recording the contents of his limited decklist.

(B) A player fails to provide a reliable method to track her life total.

(C) A player repeatedly holds her cards below the table.

(**D**) A player leaves a small amount of garbage in the tournament area (such as a gum wrapper or scrap of paper from a score pad).

(E) A player is using a snow-covered land in a Standard Magic tournament.

Philosophy

Procedural errors vary significantly. The judge should adjust the penalty appropriately to reflect the level of tournament disruption.

Penalty

If the procedural error makes it impossible for a player to effectively complete the game or match in the allotted period of time, the judge should upgrade the penalty to a match/game loss.

Procedural Error—Minor

All Levels
Caution

112. Procedural Error—Major

Definition

A major procedural error occurs when a player performs an unintentional, disruptive action at the tournament.

Examples

(A) A player fails to write her name on her decklist.

(**B**) A player replaces cards in his sealed deck with copies of the same card—without permission from a judge.

(C) A player does not sufficiently randomize her deck before presenting it to her opponent.

 (\mathbf{D}) A player leaves a large amount of garbage in the tournament area (such as uneaten food and/or food wrappers).

(E) A player in a **Magic** tournament plays Wrath of God (mana cost: 2WW) using one white mana and three colorless mana.

(F) A player in a **Magic** tournament attempts to play Pacifism on a creature with protection from white.

(G) A player shuffles his deck after an opponent has cut it.

(H) During her match, a player looks at her sideboard cards.

(I) A player has blackened out all the artwork on one of his Wrath of God cards. The card can no longer be distinguished by artwork alone.

(J) A player fails to reveal a morphed card when the game ends.

(K) Players fill out and submit an incorrect match slip. (Both players are penalized.)

Philosophy

Procedural errors vary significantly. The judge should adjust the penalty appropriately to reflect the level of tournament disruption.

Penalty

If the procedural error makes it impossible for a player to effectively complete the game or match in the allotted period of time, the judge should upgrade the penalty to a match/game loss.

Procedural Error—Major All Levels Warning

113. Procedural Error—Severe

Definition

A severe procedural error occurs when a player performs an unintentional, extremely disruptive action at the tournament.

Example

(A) A player spills coffee on his deck and is unable to play the match effectively.(B) A player draws from his sideboard and places it into his hand instead of drawing from his deck.

(C) A player loses his or her deck and must find replacement cards.

(D) A player shuffles his deck when it is not appropriate to do so.

Philosophy

Procedural errors vary significantly and the judge should adjust the penalty appropriately to reflect the level of tournament disruption.

Penalty

If the procedural error makes it impossible for a player to effectively complete the game or match in the allotted period of time, the judge should upgrade the penalty.

Procedural Error—Severe

All Levels Game

114. Procedural Error—Failure to Desideboard

Definition

Players are considered to have committed this infraction when they don't return their decks to their original configurations before presenting their decks to their opponents at the beginning of the first game of a match. This infraction applies only to games that use sideboards.

Example

(A) A player in a **Magic** tournament leaves a Circle of Protection: Red in her deck from the previous round.

Philosophy

In this situation, a game loss is a fair penalty. Tournaments that do not use decklists should not use this offense unless some method of registering sideboards is used.

Penalty

Procedural Error—Failure to Desideboard
All Levels
Game

115. Procedural Error—Tardiness

Definition

A player is considered to have committed this infraction when he or she is not in his or her seat when the round begins.

Examples

(A) A player arrives to her seat 5 minutes after the round begins.(B) A player hands in his decklist after the time designated by the judge or organizer.

Philosophy

Players are responsible for being on time for their matches.

Penalty

A tardiness penalty should not be given if a round started early and a player arrived at his or her seat before the originally announced start time. At lower RELs, the tournament organizer may elect to give players the amount of time allotted for the pregame procedure (3 minutes) to arrive before a game loss is awarded. At higher RELs, a game loss should be awarded as soon as the round begins. At any REL, if a player is not in his or her seat 10 minutes into the round, he or she should be awarded a second game loss. If a player does not arrive before the end of the round, he or she is dropped from the event.

Procedural Error—Tardiness

REL 1	REL 2	REL 3	REL 4	REL 5
Warning	Warning	Game	Game	Game

116. Procedural Error—Playing the Wrong Opponent

Definition

Two people played against each other when they were paired against different players for that round.

Example

(A) A player sits at an incorrect table and plays the wrong opponent.(B) A player in a team event who is designated as "Player A" plays "Player C."

Philosophy

It is each player's responsibility to ensure they are sitting in the correct seat.

Penalty

If the error is discovered within the pregame time limit for the first game (usually 3 minutes), the player sitting at the wrong table should receive a warning and report to the correct seat. If the error is discovered after the pregame time limit has expired, but before the time a second game loss would be awarded for section 116, Procedural Error— Tardiness (usually 10 minutes), the player sitting at the wrong table should receive a game loss and should report to the correct table. If the error is not discovered until after the time a second game loss would be awarded for section 116, Procedural Error— Tardiness, the player sitting at the wrong table should receive a game loss.

Procedural Error—Playing the Wrong Opponent
All Levels

Warning

120. CARD DRAWING

This section includes infractions relating to inappropriate card drawing, card viewing, and related topics.

121. Card Drawing—Drawing Extra Cards

Definition

Players are considered to have drawn a card when they move a card more than one card length away from their decks (unless this is in the act of counting out cards face down). Players are also considered to have drawn a card when they take a card from their decks and perform any other action (playing a spell, advancing a phase in the game, and so on). If a player draws a card in this manner, the card is considered to have entered his or her hand immediately. In **Magic** games, this is generally considered an indication that the player has moved to his or her draw step (unless instructed to draw by some other effect).

Players are not considered to have drawn extra cards when they place a card face down on the table (without looking at the card) in an effort to accurately count out cards as they draw. This penalty should be applied only once to one or more cards if they are drawn in the same action or sequence of actions, at the judge's discretion.

Example

(A) A player in a Magic tournament plays Deep Analysis and draws four cards.

Philosophy

Any time players draw extra cards, there is always a chance they will go unnoticed by their opponent, potentially giving them a significant advantage. Because of this potential for abuse, the penalty for drawing extra cards is fairly severe. A player can accidentally look at extra cards very easily, so a separate, less severe penalty is established for that infraction called Card Drawing—Looking at Extra Cards (section 122).

Correcting the problem always involves putting the extra card (if known, or a random card from the player's hand, if not known) on top of the deck. This ensures that a player does not receive an advantage from a free shuffle (which he or she would receive if the card were shuffled back into the deck) and that the game will be impacted as little as possible.

Card Drawing—Improper Drawing at Start of Game (section 123) is a separate, less-severe penalty.

Penalty

For the game to continue, the situation should always be corrected. When it is obvious which extra card was drawn, the card should be placed back on top of the deck. If it is unclear which card is the "extra" card, a random card should be selected from the player's hand. If several cards are involved and it is unclear which order the cards were in, the cards should be placed randomly on top of the deck. The opponent of the player committing the infraction should be allowed to see any cards the other player has seen due to this infraction.

An automatic game loss should be applied if a player has drawn so many cards that a judge is unable to correct the situation. If the judge believes the player has received enough of an advantage by drawing an extra card (for example, the player has had his or her library modified by his or her opponent or the player sees the next card, which reveals some crucial strategic information), the penalty should be upgraded to a game loss.

Card Drawing—Drawing Extra Cards

REL 1	REL 2	REL 3	REL 4	REL 5	
Warning	Warning	Game	Game	Game	

122. Card Drawing—Looking at Extra Cards

Definition

Players are considered to have looked at a card when the card is moved any significant amount from their decks. This could include dropping cards on the floor, turning a card over while shuffling their opponents' decks, or revealing cards from their decks in the act of misplaying a card. This penalty also applies when a player has looked at a card in an opponent's deck or hand in the course of a game (such as turning over an extra card while resolving a random discard effect).

A player is not considered to have looked at extra cards when he or she places a card face down on the table (without looking at the card) in an effort to count out cards he or she will draw.

This penalty should be applied only once to one or more cards if they are seen in the same action or sequence of actions.

Examples

(A) A player accidentally flips over a card while shuffling her opponent's deck.(B) A player flips over an extra card while drawing from his deck.

(C) A player looks at the bottom card of her deck when presenting it to her opponent for cutting/shuffling.

(D) A player shuffles his deck or his opponent's deck with the cards face up.

(E) A player takes a card from her opponent's deck instead of her own.

Philosophy

A player can accidentally look at extra cards very easily, so the penalty is less severe than Card Drawing—Drawing Extra Cards. Drawing extra cards is a separate, more severe penalty because of the increased potential for abuse. In order to avoid supplying a free shuffle, the card(s) is placed back on top of the deck (if it was the top card of the deck that was seen) or returned to the area where it came from.

Penalty

In addition to the appropriate penalty, the situation should always be corrected. The opponent of the player committing the infraction should be allowed to see any cards the other player has seen illegally due to this infraction.

An automatic game loss should be applied if a player has seen so many cards that a judge is unable to correct the situation or has received too much of an advantage by seeing an extra card (for example, the player sees the next card, which reveals some crucial, strategic information).

Card Drawing—Looking at Extra Cards

		0		
REL 1				
Caution	Caution	Warning	Warning	Warning

123. Card Drawing—Improper Drawing at Start of Game

Definition

Players committing this infraction draw extra cards (or too few cards) when they draw their hands, either initially or while resolving a mulligan.

Examples

(A) A player in a **Magic** tournament draws eight cards in her initial hand (instead of seven).

(B) A player in a Magic tournament draws seven cards in his initial hand (instead of six) after taking a mulligan.

(C) A player in a **Magic** tournament who is playing first (as opposed to drawing first) incorrectly draws a card during her first draw step.

Philosophy

This is generally a minor infraction and deserves a fairly minor penalty. Forcing players to redraw their hands with one less card is fairly quick and simple and avoids the possibility of a player gaining an advantage if he or she just had to reshuffle his or her cards and draw a new hand.

Penalty

The player must shuffle his or her hand into his or her deck and redraw the opening hand, drawing one less card than the number he or she should have drawn—not the

number he or she actually drew. (This is similar to a forcing a mulligan in a **Magic** game.)

Card Drawing—Improper Drawing at Start of Game

REL 1	REL 2	REL 3	REL 4	REL 5
Caution	Caution	Warning	Warning	Warning

124. Card Drawing—Failure to Draw

Definition

A player does not draw a card he or she was required to draw.

Examples

(A) A player in a Magic tournament forgets to draw a card at the start of her turn.(B) A player in a Magic tournament forgets to draw a card after a "cantrip" effect.

Philosophy

This is generally a minor infraction and deserves a fairly minor penalty. If the judge believes it affected game play significantly (for example, a player forgot to draw several cards from a Howling Mine that allowed him or her to use Cursed Scroll successfully for several turns), the judge can upgrade the penalty to a game loss.

Penalty

Players must correct the situations by drawing however many cards they neglected to draw (unless a turn has passed).

Card Drawing—Failure to Draw

	0			
REL 1	REL 2	REL 3	REL 4	REL 5
Caution	Caution	Warning	Warning	Warning

130. MARKED CARDS

This section deals with marked cards or sleeves. As always, the penalties for these infractions assume the infraction was unintentional. If the head judge believes the markings are intentional, he or she should refer to section 160, Cheating.

131. Marked Cards—Minor

Definition

A player's cards are marked in a way that is disruptive but unlikely to give an advantage to that player. (If the player is using sleeves, the cards must be examined while in the sleeves to determine if they are marked.)

Examples

(A) A player in a **Magic** tournament has small marks on a few of his sleeves. The markings are on an island, a Counterspell, and a Masticore.

(B) A player without sleeves has several premium cards that stand out significantly from the rest of her deck.

Philosophy

If the possibility for advantage is fairly low, the player should be required to replace the card(s) or sleeve(s) but should not receive a significant penalty. Note that almost all sleeves can be considered marked in some way; judges should keep this in mind when determining penalties. In cases of marked cards, educating players to shuffle their cards before sleeving them is very important.

Penalty

Marked Cards-Minor

REL 1	REL 2	REL 3	REL 4	REL 5
Caution	Caution	Caution	Warning	Warning

132. Marked Cards—Major

Definition

A player's cards are marked in a way that could potentially give a significant advantage to that player. (If the player is using sleeves, the cards must be examined while in the sleeves to determine if they are marked.)

Examples

(A) A player in a **Magic** tournament has a marking on each of his land cards that makes them easily distinguishable from the rest of the deck.

(B) A player in a **Magic** tournament has four Upheavals in her deck, all of which are in card sleeves that each have a slight bend in one corner.

Philosophy

If the possibility for advantage is high, the player should receive a significant penalty. Please note that this penalty still assumes that the cards are marked unintentionally. If the head judge believes the cards were marked intentionally, he or she should refer to section 160, Cheating.

Penalty

Marked Cards—Major

REL 1	REL 2		REL 4	REL 5
Game	Game	Match	Match	Match

140. SLOW PLAY

This section includes penalties for players who unintentionally play slowly.

141. Slow Play—Playing Slowly

Definition

Players who take longer than is reasonably required to complete game actions are engaging in slow play. If a judge believes a player is intentionally playing slowly to take advantage of a time limit, that player is guilty of Cheating—Stalling (section 162).

Example

(A) A player is unsure of which creatures to block with and spends an unreasonable amount of time trying to decide.

(**B**) A player takes an unreasonable amount of time choosing how to divide the piles when resolving Fact or Fiction.

(C) A player spends time writing down the contents of an opponent's deck when resolving Haunting Echoes.

Philosophy

Slow-play penalties do not require a judge to determine whether a player is intentionally stalling. All players have the responsibility to play quickly enough so that their opponents are not at a significant disadvantage because of the time limit.

Penalty

A three-minute time extension is included with this penalty. If slow play has significantly affected the result of the match, the judge should upgrade the penalty as appropriate.

Slow Play—Playing Slowly

REL 1	REL 2	REL 3	REL 4	REL 5
Caution	Caution	Warning	Warning	Warning

142. Slow Play—Exceeding the Pregame Time Limit

Definition

A player exceeds the time limit for completing his or her pregame steps.

Example

(A) After 3 minutes into a round at a **Magic** Pro TourTM Qualifier, a player has not completed his shuffling.

Philosophy

This penalty assumes the player is not intentionally stalling. If the head judge believes it is intentional, refer to the penalty for stalling (section 162).

Penalty

A one-minute time extension is included with this penalty.

Slow Play—Exceeding the Pregame Time Limit

REL 1	REL 2	REL 3	REL 4	REL 5
		-	Warning	_
Caution	Caution	Caution	w ai iiing	vv ar ming

150. UNSPORTING CONDUCT

This section deals with unsporting conduct at tournaments. A player does not have to be actively involved in a match to receive a penalty for unsporting conduct.

151. Unsporting Conduct—Minor

Definition

Minor unsporting conduct is defined as behavior that may be disruptive to a person at the tournament, but has no significant impact on the operation of the tournament in any way.

Examples

(A) A player uses excessively vulgar and profane language.

(B) A player repeatedly and inappropriately demands to a judge that her opponent receive a penalty.

Philosophy

Different levels of unsporting conduct should be penalized accordingly. The head judge is the final authority on what constitutes unsporting conduct.

Penalty

Unsporting Conduct—Minor All Levels Warning

152. Unsporting Conduct—Major

Definition

Major unsporting conduct is defined as behavior that is disruptive to a player or players at the tournament, but does not cause delays or include any form of physical contact or significant emotional distress.

Examples

(A) A player repeatedly calls a judge and argues that his opponent should lose the game for insignificant procedural oversights.

(B) A player fails to obey the instructions of a tournament official.

(C) A player repeatedly requests a concession from an opponent.

Philosophy

Different levels of unsporting conduct should be penalized accordingly. The head judge is the final authority on what constitutes unsporting conduct.

Penalty

Unsporting Conduct-Major

REL 1	REL 2	REL 3	REL 4	REL 5
Game	Game	Match	Match	Match

153. Unsporting Conduct—Severe

Definition

Severe unsporting conduct is defined as behavior that is disruptive to a player or players at a tournament, causes delays, and may include any form of physical contact or significant emotional distress.

Examples

(A) A player pulls a chair from beneath another player, causing her to fall to the ground.

(B) A player argues in an excessive and belligerent manner with a judge after the judge has made a final ruling.

Philosophy

Different levels of unsporting conduct should be penalized accordingly. The head judge is the final authority on what constitutes unsporting conduct.

Penalty

Unsporting Conduct—Severe All Levels Disqualification without prize

160. Cheating

This section deals with intentionally committed infractions that can give a player a significant advantage over others.

161. Cheating—Bribery

Definition

A player attempts to bribe an opponent into conceding, drawing, or changing the results of a match, or two players attempt to determine the outcome of a game or match using a random method such as a coin flip or die roll. Refer to section 25 of the Universal Tournament Rules for a more detailed description of what constitutes bribery.

Examples

(A) A player in a Swiss round offers his opponent \$100 to concede the match.(B) Two players roll a die to determine the winner of a match.

(C) A player offers his opponent a card in exchange for a draw.

Philosophy

Bribery disrupts the integrity of the tournament and is strictly forbidden. Randomly determining the outcome of a game or match is also specifically prohibited. Please refer to section 25 of the Universal Tournament Rules to ensure the proper application of this penalty.

Penalty

Cheating—Bribery					
All Levels					
Disqualification without prize					

162. Cheating—Stalling

Definition

A player intentionally plays slowly in order to take advantage of the time limit. Refer to section 161 for unintentional slow play.

Example

(A) A player has two lands in his hand, no options available to significantly affect the game, and spends several minutes "thinking" about what to do.

Philosophy

If it is clear that a player is stalling, he or she should face a serious penalty.

Penalty

Cheating—Stalling All Levels Disqualification without prize

163. Cheating—Fraud

Definition

A player intentionally misrepresents rules, procedures, personal information, or any other relevant tournament information.

Examples

(A) A player uses a fake name and DCI number when registering for a tournament.(B) A player misrepresents the results of a match to tournament officials.

Philosophy

There should be zero tolerance for this type of activity.

Penalty

Cheating—Fraud All Levels Disqualification without prize

164. Cheating—Other

Definition

This category includes any intentional infraction that does not fall into the categories of bribery, stalling, or fraud.

Examples

(A) A player intentionally looks at the faces of his opponent's cards while shuffling and uses this information to stack the cards in an order unfavorable for the opponent.(B) A player marks cards in his deck and intentionally uses this information to gain an advantage.

(C) A player intentionally draws extra cards while the opponent is distracted.

Philosophy

Any player who intentionally violates the rules should face a serious penalty.

Penalty

Cheating—Other
All Levels

Disqualification without prize

APPENDIX A -- CHANGES FROM PREVIOUS VERSIONS

Changes from September 1, 2003 version:

Introduction: Clarifies that judges should deviate from the penalties guidelines only if they believe the situation has significant or exceptional circumstances. Adds reference to this Appendix.

Section 20: Clarifies that head judges must report disqualifications to the DCI (US).

Section 101: Illegal Main Decklist penalty changed from Match Loss to Game Loss for RELs 4 and 5.

Section 152: 'Repeated requests for a concession' added as an example of Unsporting Conduct—Major.

Appendix B: Chart changed to reflect change in Section 101.

APPENDIX B—PENALTY QUICK REFERENCE						
REL 1	REL 2	REL 3	REL 4	REL 5		
Game						
Game						
Game (REL 1 & 2)						
Game						
Game						
Game (REL 1 & 2)						
Caution						
Warning						
Game						
Game						
Warning	Warning	Game	Game	Game		
		Warning				
Warning	Warning	Game	Game	Game		
Caution	Caution	Warning	Warning	Warning		
Caution	Caution	Warning	Warning	Warning		
Caution	Caution	Warning		Warning		
Caution	Caution	Caution		Warning		
Game	Game	Match		Match		
Caution	Caution	Warning		Warning		
Caution	Caution	Caution	Warning	Warning		
Warning						
Game	Game	Match	Match	Match		
Disqualification without prize						
Disqualification without prize						
	Warning Warning Caution Caution Caution Caution Game Caution Caution	Game Game Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caution Caut	GameGame (REL 1 &Game (REL 1 &Game (REL 1 &Game (REL 1 &CautionGame (REL 1 &CautionWarningGame (REL 1 &WarningGameWarningCaution Caution (Caution WarningCaution Caution CautionWarningGame Game MatchCaution Caution WarningGame Game MatchDisqualification witDisqualification witDisqualification wit	$\begin{tabular}{ c c c c } \hline Game & Match & Match & Caution & Caution & Caution & Warning & Warning & Game & Game & Match & Match & Game & Game & Match & Match & Disqualification & without prize & Caution & Varning & Varning & Caution & Game & Match & Match & Disqualification & Warning & Varning & Caution & Game & Match & Match & Disqualification & Warning & Varning & Caution & Caution & Varning & Varnin$		

APPENDIX B—PENALTY QUICK REFERENCE

Note: REL 1 is the standard enforcement level for most DCI tournaments.

APPENDIX C—CONTACT INFORMATION

For the most recent version of this document, or to learn about DCI tournaments and judging, please contact the DCI in any of the following three ways:

DCI Homepage: www.thedci.com DCI Document Center: www.thedci.com/docs DCI Judge's Website: www.wizards.com/judge Customer Service: http://wizards.custhelp.com Phone: (800) 324-6496 (Wizards of the Coast® Game Support)

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MAGIC: THE GATHERING® DCI FLOOR RULES

Effective March 20, 2005



Introduction

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

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

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

This document is published in multiple languages. If a discrepancy exists between the English version and a non-English version of this document, tournament participants must refer to the English version to settle disputes concerning floor rule interpretations.

This document is updated quarterly. Please visit thedci.com/docs for the most current version.

100. GENERAL Magic TOURNAMENT RULES

101. Format and Ratings Categories

The DCI sanctions the following formats. They may be sanctioned as single, two-person team, or three-person team events.

Constructed	Formats
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- Standard
- Extended
- Block

Limited Formats

- Sealed Deck
- Booster Draft
- Rochester Draft

Vintage Constructed Formats

- Vintage
- Legacy (formerly Legacy)

The DCI produces the following ratings categories:

- Constructed (includes Standard, Extended, and Block formats)
- Vintage (includes Vintage and Legacy formats)
- Limited (includes all Limited formats)
- Team Constructed (includes all Constructed team formats)
- Team Limited (includes all Limited team formats)

102. Authorized Cards

Alpha cards (cards from the first print run of the basic set) may be used in decks containing non-Alpha cards only if all cards are placed in completely opaque sleeves and only if the sleeves could not be considered marked.

If sleeves are not used, Alpha cards may be used only in decks that consist exclusively of Alpha cards.

Participants may not use cards from any special-edition sets or supplements, such as Collector's Edition, International Collector's Edition, Pro Tour Collector Set, World Championship decks, *Unglued* or *Unhinged* cards.

Note: Unglued and Unhinged basic land cards are allowed in sanctioned Magic tournaments.

103. Card Interpretation

Cards are interpreted using the appropriate card ruling section of the Oracle card reference. During sanctioned competition, players must refer to this version of a card to settle disputes concerning the interpretation of a card's wording or powers. Card abilities are based on card text, not artwork.

Players may not use previously or newly discovered errors or omissions in Oracle to disrupt a tournament or otherwise abuse the rules. The head judge is the final authority for all card interpretations, and he or she may overrule Oracle when a mistake or error is discovered.

104. New Releases

The following card sets are also scheduled to release during 2004 and 2005. They become tournament legal for DCI-sanctioned tournaments on the dates listed:

•	Saviors of Kamigawa	Limited formats: June 3, 2005 Constructed formats: June 20, 2005
•	Ninth Edition	Limited formats: to be announced Constructed formats: August 20, 2005

In the case of certain Limited tournaments, such as official Prereleases and Sneak Preview tournaments (include their side events), new sets are legal for use before the official Limited tournament legal date.

These dates are subject to change. Any changes will be announced via an official DCI announcement that can be found at thedci.com.

105. Participation Minimums

The DCI requires participation minimums to be met for a tournament's results to be included in the appropriate set of ratings and rankings. For **Magic: the Gathering** tournaments, the participation minimums are as follows:

• For singles events, a minimum of eight players must participate.

• For team events, a minimum of four teams must participate.

If a participation minimum is not met, the tournament is no longer considered DCI-sanctioned, and will not be included in DCI ratings. If participation minimums are not met for any DCI-sanctioned event, the tournament organizer should report the event as cancelled.

110. Magic TOURNAMENT MECHANICS

111. Match Structure

Three is the default number of games in a **Magic** match, and tournament organizers must allow three games per match. If a tournament organizer chooses, he or she can run single-elimination final rounds as best three games out of five—this must be announced before the tournament begins. Match results, not individual game results, are reported to the DCI for the purpose of inclusion in worldwide ratings and rankings.

Drawn games (games without a winner) do not count towards one of the three games in a match. The match should continue until one player has won the majority of games as long as match time allows.

112. Match Time Limits

The minimum time limit for any match is 40 minutes.

The following time limits are recommended for each round of a tournament:

- Constructed and Limited tournaments—50 minutes
- Single-elimination quarterfinal or semifinal matches—90 minutes
- Single-elimination final matches—no time limit

The following time limits are recommended for Limited tournaments:

- Sealed Deck—20 minutes for deck registration and 30 minutes for deck construction
- Draft—30 minutes for deck registration and construction
- Team Sealed Deck-20 minutes for deck registration and 60 minutes for deck construction
- Team Draft—30 minutes for deck construction and registration

The following time limits are required for premier events for which the finals are held on separate days:

- In World Championships, Constructed Pro Tour events, and certain National Championships, the Swiss rounds will be 60 minutes; the final rounds will have no limit.
- In Limited Pro Tour events, Swiss rounds will be 55 minutes; the final rounds will have no time limit.

The following time limits are required for the following premier events:

• Grand Prix events, Grand Prix Trials, Pro Tour Qualifiers, State/Province Championships, Regional Championships, JSS Challenges, and JSS Championship will use 50-minute Swiss rounds; and the final rounds will have no time limit.

113. Play-Draw Rule

The winner of a coin toss (or other random method) chooses either to play first and skip his or her first draw step or to play second. The winner of the coin toss must make this choice before looking at his or her hand. If the coin toss winner makes no choice, it is assumed that he or she is playing first. The player who plays first skips the draw step of his or her first turn. Each turn thereafter follows the standard order set forth in the **Magic** play rules. This is commonly referred to as the play/draw rule.

After each game in a match, the loser of that game (even if the game loss was due to a penalty) decides whether to play first in the next game. If the game was a draw (so that there was no winner or loser), the player who decided to play or draw for that game chooses for the next game.

114. Pregame Procedure

Before a game begins, players determine who plays first (see section 113). This may be done any time during the pregame procedure before the players look at their hands. (Note that players are not required to decide who plays first before sideboarding.) The following steps must be performed before each game begins:

- 1. Players may exchange cards in their decks for cards in their sideboards (only after the first game of the match).
- 2. Players shuffle their decks (see Universal Tournament Rules, section 21). Note that players may stop shuffling to perform additional sideboarding, but must then shuffle sufficiently.
- 3. Players present their decks to their opponents for additional shuffling and cutting.
- 4. If the opponent has shuffled the player's deck, that player may make one final cut.
- 5. Players present their sideboards and put them in a clearly distinguishable place.
- 6. Each player draws seven cards.
- 7. Each player, in turn, decides whether to mulligan (see section 115).

Once mulligans are resolved, the game can begin.

115. Mulligan Rule

Before each game begins, a player may, for any reason, reshuffle and redraw his or her hand, drawing one less card. This may be repeated as often as the player wishes, until he or she has no cards left in his or her hand.

The decision of whether to mulligan passes between players following the order established in section 113. After the participant who plays first mulligans as often as he or she likes, the decision of whether to mulligan passes to the other player. Once a player passes the opportunity to mulligan, that player may not change his or her mind.

116. End-of-Match Procedure

If the match time limit is reached before a winner is determined, the active player (as defined in the **Magic** game rules) finishes his or her turn and five total additional turns are played. For example, time is called on player A's turn. Player A finishes his or her turn. Player B takes his or her turn, which is turn 1. Player A takes his or her turn, which is turn 2. Player B takes turn 3, player A takes turn 4, and player B takes the final turn, which is turn 5.

Players take any extra turns granted to them by card effects as they normally would during the course of the game, but any extra turn counts as one of the five end-of-match turns. Once the fifth turn is completed, the game finishes regardless of any remaining card-generated or end-of-match extra turns.

If the game finishes before the fifth turn is completed, the match is over and no new game begins.

If a judge assigned a time extension (because of a long ruling, deck check, or other reason), then the end-of-match procedure does not occur until the end of the time extension.

117. Determining a Match Winner

In Swiss rounds, the winner of a match is the player with the most game wins in the match. If both players have equal game wins, then the match is a draw.

In single-elimination rounds, matches may not end in a draw. After the normal end-of-match procedure is finished, the player with more game wins is the winner of the match. If both players in a single-elimination tournament have equal game wins when the normal end-of-match procedure is finished, the player with the highest life total becomes the winner of the current game in progress. In the event the players have equal life totals (or are between games and the game wins are tied), the game/match should continue until the first life total change that results in one player having a higher life total than the other.

120. Rules for Constructed Tournaments

121. Deck-Size Limits

Constructed decks must contain a minimum of sixty cards. There is no maximum deck size; however, you must be able to shuffle your deck with no assistance. If a player wishes to use a sideboard, it must contain exactly fifteen cards.

With the exception of basic lands (plains, island, swamp, mountain, and forest [including snow-covered variants]), a player's combined deck and sideboard may not contain more than four of any individual card, counted by its English card title equivalent. (Note that snow-covered lands are permitted only in formats that allow the *Ice Age* set to be used.)

122. Sideboard Use

Before each game begins, players must present their sideboard and allow their opponents to count the number of cards in their sideboards (face down), if requested. Players may not look at their sideboards during a game. The sideboard must be clearly identified and separated from all other cards in the play area. The sideboard may not be kept where it could be easily confused or switched with other cards.

The deck and sideboard must each be returned to their original compositions before the first game of each match. Thus, cards transferred from a player's deck to his or her sideboard, and vice versa, must be returned before the player begins a new match. If a penalty causes a player to forfeit the first game in a match before that game began neither of the players of that match may use cards from their sideboard for the second game.

Before the beginning of the second or subsequent game in a match, players may change the composition of their decks by exchanging cards from their decks for cards in their sideboards. Any card exchanges between decks and sideboards must be made on a one-for-one basis to ensure that the sideboards remain at exactly fifteen cards at all times. There are no restrictions on the number of cards a player may exchange this way as long as one card from the deck is traded for one in the sideboard.

125. Standard-Format Deck Construction

The following card sets are permitted in Standard tournaments:

- Eighth Edition
- Mirrodin
- Darksteel
- Fifth Dawn

Champions of Kamigawa

- Betrayers of Kamigawa
- Saviors of Kamigawa (effective June 20, 2005)

Card sets rotate into the Standard environment on the dates noted in section 104. Card sets rotate out of Standard, however, in blocks. A large expansion and its two small expansions—essentially a year of Magic expansions—enter Standard play as a new block when the large expansion rotates into the environment.

Example: The *Mirrodin* block rotated into the Standard environment when the *Mirrodin* set became legal for play. The *Darksteel* and *Fifth Dawn* sets are *Mirrodin* block expansions and are legal in Standard. The *Mirrodin*, *Darksteel*, and *Fifth Dawn* sets will rotate out of Standard together when the large expansion <u>after</u> *Saviors of Kamigawa* enters play on October 20, 2005 -- two years after the *Mirrodin* set was introduced to the environment.

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The following card is banned in Standard tournaments:

• Arcbound (effective March 20, 2005)

- Darksteel Citadel (effective March 20, 2005)
- Disciple of the Vault (effective March 20, 2005)
- Great Furnace (effective March 20, 2005)
- 126. Extended-Format Deck Construction

Card sets are allowed in Extended tournaments as described in section 104.

Every three years, three blocks (nine sets) of cards rotate out of Extended on the same day as the scheduled Standard rotation. The first implementation of this Extended rotation will occur on October 20, 2005. On that date, a new set will rotate into the Constructed environment; the three oldest blocks in Extended, Tempest Block (Tempest, Stronghold, Exodus), Urza Block (Urza's Saga, Urza's Legacy, Urza's Destiny), and Masques Block (Mercadian Masques, Nemesis and Prophecy) will rotate out.

Base sets released during the same period as a departing block also rotate out of Extended. For example, Sixth Edition, also known as Classic, was released during Urza Block and will rotate out of Extended on October 20, 2005.

Apocalypse

Odyssey

Torment

Judgment

Onslaught

Legions

Scourge

Mirrodin Darksteel

The following card sets are permitted in Extended tournaments:

- Classic (Sixth Edition)
 Planeshift
- Seventh Edition
- Eighth Edition
- Tempest*
- Stronghold*
- Exodus*
- Urza's Saga*
- Urza's Legacy*
- Urza's Destiny*
- Mercadian Masques*
- Nemesis*
- Prophecy*
- Invasion

- *Fifth DawnChampions of Kamigawa*
- Betrayers of Kamigawa (effective February 20, 2005)

*These sets rotate out of Extended on October 20, 2005

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Seat of the Synod (effective March 20, 2005) Skullclamp

- Tree of Tales (effective March 20, 2005)
- Vault of Whispers (effective March 20, 2005)

The following individual cards are banned in Extended tournaments:

- Ancient Tomb •
- Dark Ritual
- Dream Halls
- Earthcraft .
- Entomb
- Frantic Search •
- Goblin Lackey
- **Goblin Recruiter**
- Grim Monolith
- Hermit Druid
- Lotus Petal
- Memory Jar

- Metalworker
- Mind Over Matter
- Oath of Druids
- Replenish
- Survival of the Fittest
- Skullclamp
- Time Spiral
- Tinker
- **Tolarian Academy** •
- Windfall
- Yawgmoth's Bargain •
- Yawgmoth's Will

127. **Vinage Format Deck Construction**

Vintage tournament decks may consist of cards from all Magic card sets, any extension of the basic set, and all promotional cards released by Wizards of the Coast. New card sets are allowed in Vintage tournaments once they qualify for DCI-sanctioned tournaments as outlined in section 104.

Cards from the following sets are not allowed in Vintage tournaments, or any DCI-sanctioned tournament, unless it has been reprinted in a Magic Core or Expansion card set:

- Portal •
- Portal: Second Age
- Portal: Three Kingdoms •
- Starter

The following cards are banned in Vintage tournaments:

- Any ante card •
- Chaos Orb
- Falling Star

The following cards are restricted in Vintage tournaments:

- Ancestral Recall
- Balanc •
- Black Lotus
- Black Vise
- **Burning Wish** •
- Channel •
- Chrome Mox
- **Crop Rotation**
- **Demonic Consultation**
- Demonic Tutor •
- Dream Halls •
- Enlightened Tutor
- Entomb
- Fact or Fiction
- Fastbond
- Frantic Search
- Grim Monolith •
- Gush
- Library of Alexandria •
- Lion's Eye Diamond
- Lotus Petal •

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128. Legacy Format Deck Construction

Legacy tournament decks may consist of cards from all Magic card sets, any extension of the basic set, and all promotional cards released by Wizards of the Coast. New card sets are allowed in Legacy tournaments once they qualify for DCI-sanctioned tournaments as outlined in section 104. The Banned List for Legacy tournaments consists of all cards from Banned List and Restricted List for the Vintage format.

- Timetwister
- Tinker
- **Tolarian Academy**
- Vampiric Tutor
- Voltaic Key
- Wheel of Fortune •
- Windfall
- Yawgmoth's Bargain
- Yawgmoth's Will

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Mind's Desire • Mox Diamond

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• Mox Emerald

Mana Crypt

Mana Vault

Memory Jar

Mind Twist

Mind Over Matter

- Mox Jet
- Mox Pearl
- Mox Ruby
- Mox Sapphire
- •
- Mystical Tutor • Necropotence
- Regrowth
- Sol Ring
- Strip Mine
- Stroke of Genius (unrestricted effective December 20, 2004)
- **Time Spiral**
- Time Walk

Cards from the following sets are not allowed in Legacy tournaments, or any DCI-sanctioned tournament, unless it has been reprinted in a Magic Core or Expansion card set:

Grim Monolith

Hermit Druid

Jeweled Bird

Mana Crypt

Land Tax

Illusionary Mask

Library of Alexandria

- Portal
- . Portal Second Age
- Portal Three Kingdoms •
- Starter

The following cards are banned in Legacy tournaments:

- Amulet of Quoz
- Ancestral Recall •
- . Balance
- Bazaar of Baghdad
- Black Lotus
- Black Vise •
- Bronze Tablet
- Channel
- Chaos Orb
- Contract from Below •
- Darkpact •
- Demonic Attorney
- Demonic Consultation
- Demonic Tutor
- Dream Halls
- Earthcraft
- Entomb •
- Falling Star
- Fastbond •
- Frantic Search
- **Goblin Recruiter** •

Mana Drain

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Mana Vault Memory Jar

Gush

- Metalworker •
- Mind Over Matter
- . Mind Twist
- Mind's Desire
- Mishra's Workshop
- Mox Emerald
- Mox Jet
- Mox Pearl
- Mox Ruby
- Mox Sapphire

- Necropotence .
- Oath of Druids •
- Rebirth
- Replenish
- Skullclamp
- Sol Ring
- Strip Mine •
- **Tempest Efreet**
- Time Spiral
- Time Walk •
- Timetwister
- **Timmerian Fiends**
- Tinker
- Tolarian Academy
- Vampiric Tutor
- Wheel of Fortune •
- Windfall
- Worldgorger Dragon
- Yawgmoth's Bargain •
- Yawgmoth's Will

129. **Block Format Deck Construction**

The DCI sanctions a series of Constructed formats called Block formats. Each Block format consists of a maximum of three expansions (one large expansion and the two small expansions associated with it). New card sets are allowed in Block format tournaments as described in Section 104.

The DCI sanctions the following Block formats:

- Kamigawa Block (Champions of Kamigawa and Betrayers of Kamigawa) (Saviors of Kamigawa effective February 20, 2005)
- Mirrodin Block (Mirrodin, Dark Steel, Fifth Dawn)
- Onslaught Block (Onslaught, Legions, Scourge)
- Odyssey Block (Odyssey, Torment, Judgment)
- Invasion Block (Invasion, Planeshift, Apocalypse)
- Masques Block (Mercadian Masques, Nemesis, Prophecy) •
- Urza Block (Urza's Saga, Urza's Legacy, Urza's Destiny) •
- Tempest Block (Tempest, Stronghold, Exodus) ٠
- Mirage Block (Mirage, Visions, Weatherlight) •
- Ice Age Block (Ice Age, Alliances, Homelands)

The following cards are banned in Block Constructed Tournaments

- Skullclamp (*Mirrodin* Block)
- Lin Sivvi, Defiant Hero (Masques Block)
- Rishadan Port (*Masques* Block)
- . Gaea's Cradle (Urza Block)
- Memory Jar (Urza Block) .
- . Serra's Sanctum (Urza Block)
- Time Spiral (Urza Block) •
- Tolarian Academy (Urza Block)

- Voltaic Key (Urza Block)
- Windfall (Urza Block) •
- Cursed Scroll (Tempest Block)
- Squandered Resources (Mirage Block)
- Amulet of Quoz (*Ice Age* Block)
- Thawing Glaciers (Ice Age Block)
- Timmerian Fiends (Ice Age Block)
- Zuran Orb (*Ice Age* Block)

130. Rules for Limited Tournaments

131. Deck-Size Limits

Main decks must contain a minimum of forty cards. There is no maximum deck size. All cards a player received but is not using in his or her main deck become that player's sideboard.

Players are not restricted to four of any one card in Limited tournament play.

132. Sideboard Use

Any drafted or opened cards not used in a player's Limited deck function as his or her sideboard. Players may not look at their sideboards during a game.

Before the beginning of the second or subsequent game in a match, players may change the composition of their decks by exchanging cards from their decks for cards in their sideboards. Players can also request additional land at this time. There are no restrictions on the number of cards a player may exchange this way as long as the main deck contains at least forty cards. Cards do not need to be exchanged on a one-for-one basis. The deck must be returned to its original composition before the first game of each match.

133. Materials Provided

Tournament organizers and/or the head judge may choose to provide basic lands for players to use during the tournament. If the organizer provides basic lands, he or she must make available the same amount of land cards to each player. Organizers must announce before and during event registration whether they will provide players with access to basic lands. Organizers may require players to return the land cards when they leave the tournament.

134. Rules for Sealed Deck Tournaments

In Sealed Deck tournaments, players may add as many basic lands to their decks as desired; no maximum is imposed. Extra lands are allowed for sideboards, and players may add basic lands to their sideboards any time between games.

135. Rules for Draft Tournaments

Players may add as many basic lands to their decks as desired; no maximum is imposed. Extra lands are allowed for sideboards, and players may add basic lands to their sideboards any time between games.

140. RULES FOR TEAM TOURNAMENTS

141. General Team Requirements

Each individual team must have unique, team-specific information, including:

- a team name,
- a team affiliation, if applicable (sponsor, school, retail store, and so on),
- a team city,
- a team state/province,
- a team country, and
- team members (with their respective DCI membership numbers).

Multiple teams may have the same affiliation, city, state/province, and/or country.

142. Team Names

Wizards of the Coast reserves the right to disallow any team name that it deems offensive and/or obscene. Tournament organizers and certified head judges should discourage teams from registering team names that may be considered offensive and/or obscene. Once a team is registered at the professional level (meaning that the team has registered and played

in a team-format Pro Tour event), that name is considered taken and may not be used by any other team.

143. Team Composition and Identification

A valid team consists of two or three members, as appropriate to the DCI-sanctioned team format (see section 101). A team is identified by the individual DCI membership numbers of its respective members. Individual DCI members may be members of more than one valid team.

A team continues to exist as long as its respective members choose to identify themselves as a team. Any change in team membership (that is, the removal and/or addition of a member) constitutes a new team, with new team-specific information (see section 141). A team may change its name, affiliation, city, state/province, or country without becoming a new team.

144. Valid Team Participation and Player Designation

Sanctioned team tournaments are open to teams consisting of two or three members. Only valid teams of the appropriate

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size are eligible for a DCI-sanctioned team tournament. If a player drops or is disqualified from the event, the entire team is dropped from the event.

Each team entering a DCI-sanctioned team tournament must provide the tournament organizer with its team-specific information (see section 141) when registering for the event. Failure to provide this information will result in the team's disqualification from the tournament.

Example: A sanctioned three-person team tournament is open only to teams consisting of three members; teams consisting of two members cannot compete in this event.

Teams must designate player positions during event registration. For example, in a three-player team event, each team must designate who is player A, player B, and player C. Players retain these designations throughout the entire tournament.

When two teams are paired against each other during the course of a tournament, the team members designated as player A play against each other, the team members designated as player B play against each other, and so on.

145. Team Constructed Tournaments

Event results for each DCI-sanctioned team Constructed tournament (Vintage, Legacy, Extended, and Standard) are merged into one set of Constructed ratings for each team size.

146. Team Limited Tournaments

Event results for each DCI-sanctioned team Limited tournament (Sealed Deck and Rochester Draft) are merged into one set of Limited ratings for each team size. Team Limited tournaments using any DCI-sanctioned Limited format must adhere to all applicable sections of the **Magic** DCI Floor Rules and DCI Universal Tournament Rules for Limited tournaments.

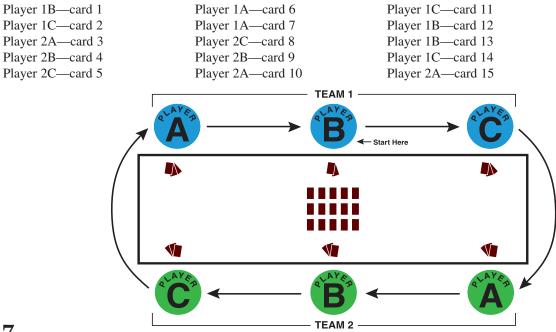
147. Team Rochester Draft Tournaments

Team Rochester events require teams of three players each, and two teams are seated at each table for the draft. Team members sit opposite the opposing team's player with the same designation. (For example, in a three-person team event, players sit around the table clockwise in this order: 1A, 1B, 1C, 2A, 2B, 2C.)

During the draft, talking is not allowed. However, nonverbal signals such as pointing and gesturing are permitted.

The winner of a coin toss (or other random method) chooses either to pick first or to allow the other team to pick first. The "B" player of the team that picks first will lay out the first pack. All fifteen cards are drafted from the pack, but otherwise the draft follows the standard Rochester Draft rules for timing and active-player rotation (see the Universal Tournament Rules, sections 76 and 77).

Example: Team 1 and Team 2 are seated around a table. They are numbered 1A-1B-1C-2A-2B-2C in a clockwise order. Team 2 wins the coin toss, and the members of Team 2 choose to let Team 1 pick first. The active player for the first pack is Player 1B. The first booster pack for Player 1B is opened and placed face up in front of Player 1B. After the 30-second review period has expired, the draft order is as follows:



143.-147.

148. Team Sealed Deck Tournaments

Teams are issued sealed product based on which expansions have been released in the current block.

Three-Person Team Events

Each team receives two tournament packs and four boosters. The tournament packs will always be from the large expansion. If no small expansions have yet been released, then the boosters must be from the large expansion. If the first small expansion has been released, then the four boosters must be from the first small expansion. If the second small expansion has been released, then two boosters must be from the first small expansion, and two boosters must be from the second small expansion.

Two-Person Team Events

Each team receives one tournament pack and five boosters. The tournament pack will always be from the large expansion. If no small expansions have been released, then the boosters must be from the large expansion. If the first small expansion has been released, then one booster must be from the large expansion and four boosters must be from the first small expansion. If the second small expansion has been released, then one booster must be from the large expansion, two boosters must be from the first small expansion, and two boosters must be from the second small expansion.

All cards must be assigned to a player, and each deck must be assigned its own sideboard. All decks must contain a minimum of forty cards. Any number of the remaining cards may be assigned as a sideboard to any player. Players may add as many lands as they need at the start of the tournament or between games.

APPENDIX A— CHANGES FROM PREVIOUS VERSIONS

Changes from September 20, 2004 version

Introduction: English version of this document should be used to settle translation discrepancies. Current version of this document now located at <u>thedci.com/docs</u>.

Section 101: Constructed format Type 1.5 is now called Legacy.

Section 102: Except for basic lands, Unhinged cards are not tournament legal.

Section 104: New sets updated.

Section 125: Card sets updated.

Section 127: Restricted card list updated.

Section 128: Constructed format Type 1.5 is now called Legacy.

Section 129: Kamigawa Block Format added.

Section 132: Clarifies that Limited decks must be returned to original composition before the first game of each match.

Section 134: Land rule for Sealed Deck tournaments updated.

Changes from June 20, 2004 version

Section 101: Vintage ratings category changed to Eternal. Type 1 tournament format changed to Vintage. "Type 1.5" format name to be changed at a later date.

Section 104: New sets updated.

Section 126: Extended banned card list updated.

Section 127: Type 1 changed to Vintage. Clarifies exclusion of all Portal cards in Vintage tournaments. Restricted list updated. Section 128: "Type 1.5" to be renamed. Clarifies exclusion of all Portal cards in "Type 1.5" tournaments. "Type 1.5" banned list no longer tied to Vintage banned and restricted list.

Changes from April 1, 2004 version

Section 104: New releases updated.

Section 105: Participation minimums moved from Universal Tournament Rules (no changes to minimums).

Section 112: Time limits changed (Minimum time limit for match round changed from 50 to 40 minutes. Recommended time for rounds is still 50 minutes.)**Section 125:** Card sets and banned cards updated.

Section 127: Clarifies that Portal and Starter cards are not allowed in DCI sanctioned tournaments.

Section 128: Clarifies that Portal and Starter cards are not allowed in DCI sanctioned tournaments.

Section 129: Sets and banned cards updated.

Appendix A: Section added.

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NEOPETS® DCITM FLOOR RULES

Effective June 20, 2004



Introduction

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

Note: Please see appendix B of the DCI Universal Tournament Rules for definitions of terms in this document.

200. GENERAL Neopets TOURNAMENT RULES

201. Format and Ratings Categories

The DCI sanctions and produces ratings for the constructed format.

202. Authorized Cards

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

203. New Releases

All **Neopets** trading card game sets and promotional cards produced by Wizards of the Coast are allowed in both DCIsanctioned Constructed and Limited tournaments as soon as they are available.

However, new **Neopets** trading card game sets may not necessarily be immediately allowed at some other Wizards of the Coast–managed events (which may occur between two to six weeks after the release date of the new set). Check **wizards.com/neopets** for information on specific events.

204. Participation Minimums

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

210. Neopets TOURNAMENT MECHANICS

211. Match Structure

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

212. Match Time Limits

A thirty minute time limit is recommended for each round of a tournament:

213. Who Plays First

The winner of a coin toss (or other random method) chooses who plays first.

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

216. End-of-Match Procedures

A player in midturn when the end of the round is announced is allowed to complete his or her turn before the match result is determined. (A player in midturn is someone who has drawn a card for his or her current turn.) In single game match play, the player with the most points banked is then considered the winner (earning 2 points instead of 3 under the Neopets Alternate Scoring System). If both players have an equal number of points banked, the game is considered a draw. 200.-216. If a judge assigned a time extension (because of a long ruling, deck check, or other reason) then the end-of-match procedure does not occur until the end of the time extension.

217. Determining a Match Winner

For Swiss tournaments using more than one game per match, the winner of a match is the player with the most completed game wins in the match. If both players have equal game wins, then the match ends in a draw. Incomplete games do not count towards this total. The Neopets Alternate Scoring System is not used in Match Play.

In single-elimination rounds, matches may not end in a draw. After the normal end-of-match procedure is finished, the player with the most points banked is then considered the winner.

220. Rules for Constructed Tournaments

221. Deck-Size Limits

The constructed deck must contain a minimum of 40 cards and the Neopet stack must contain a minimum of 10 Basic Neopets. There are no maximum deck or stack sizes; however, you must be able to shuffle your deck with no assistance.

A player's deck or stack may not contain more than three copies of any individual card. (This rule is identical to what appears in the **Neopet** rulebook.)

222. Sideboard Use

No sideboards are allowed in Neopet tournaments.

225. Deck Construction

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

APPENDIX A— CHANGES FROM PREVIOUS VERSIONS

Changes from October 1, 2003 version:

Header: Reference to tournament season removed Section 204: Section added (participation minimums).

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Duel MastersTM DCI Floor Rules

Effective August 6, 2004

Introduction

The **Duel Masters** DCI Floor Rules work in conjunction with the DCI Universal Tournament Rules, the DCI Penalty Guidelines, and the **Duel Masters** game rules. Current versions of these documents can be found at <u>wizards.com/</u> <u>default.asp?x=dci/utr/intro</u>. Players, spectators, and tournament officials must follow these documents while involved with DCIsanctioned **Duel Masters** tournaments. Individuals who violate sections of these documents will be subject to the appropriate provisions of the DCI Penalty Guidelines.

Please see Appendix A for a list of the changes from the previous version of this document.

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

This document is updated regularly. Please visit thedci.com for the most current version.

300. GENERAL DUEL MASTERS TOURNAMENT RULES

301. Format and Ratings Categories

The DCI sanctions the following single-player formats: **Constructed**

Constructed

Limited (starting Aug 6, 2004)

- Sealed Deck
- Booster Draft

The default K-value for all **Duel Masters** tournaments is 16. More information about K-value and the DCI Elo Ratings System can be found in Appendix A of the Universal Tournament Rules.

The DCI produces the following ratings categories:

- Constructed
- Limited (includes Sealed Deck and Booster Draft) (starting Aug. 6, 2004)

302. Authorized Cards

All **Duel Masters** cards published by Wizards of the Coast, including promotional cards, are legal for tournament play. However, players that use non–local-language cards must have a local-language version of that card (not photocopy or spoiler) readily available outside of the deck for opponents and judges to reference.

If no cards are produced in a local language, the tournament organizer must announce what will be considered the local language for their events. "Local-language" is defined by the tournament organizer as the language(s) commonly spoken in the area where a tournament is held.

- Example: A player participating in a U.S. tournament wants to use four copies of the Japanese version of Aqua Hulcus. They may do so, but must have one English copy of Aqua Hulcus readily available for reference, outside of the deck.
- Example: Players in a tournament held in Quebec, Canada may use French and / or English cards, as both languages are commonly spoken in that area. If a player in a Quebec tournament chooses to play with an Italian card, they must have an English or a French version of that card readily available outside of the deck for opponents or judges to reference.
- Example: Players in a tournament held in a town near the French / German border may use French and / or German cards, as both languages are commonly spoken in those areas. If a player in tournament located in a French / German border town chooses to play with an English card, they must have a German or a French version of that card readily available outside of the deck for opponents or judges to reference.

303. Card Interpretation

Card rulings and interpretations are based on the local-language versions of the cards. For example, a tournament run in Paris, France, will use the French interpretation of the cards. The head judge is the final authority for card interpretations.

If multiple local-language cards are allowed in a tournament, the tournament organizer must choose and announce one local language that will be used for the purposes of card interpretation. 300.-303.

304. New Releases

New **Duel Masters** cards sets are constructed tournament legal on their official release date. For example, the following card sets are announced for U.S. release during 2004 and tournament legal on the days indicated:

- Rampage of the Super Warriors Constructed: August 8, 2004
- Shadowclash of Blinding Night Constructed: November 12, 2004

305. Participation Minimums

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

310. DUEL MASTERS TOURNAMENT MECHANICS

311. Match Structure

Three is the default number of games in a **Duel Masters** match, and tournament organizers must allow three games per match. Match results, not individual game results, are reported to the DCI for the purpose of inclusion in worldwide ratings and rankings.

Drawn games (games without a winner) do not count towards one of the three games in a match. The match should continue until one player has won the majority of games as long as match time allows.

312. Match Time Limits

The following minimum time limits are required for each round of a tournament:

- Swiss rounds 50 minutes
- Single-elimination quarterfinal or semifinal matches 50 minutes
- Single-elimination final matches no time limit

313. Play-Draw Rule

Before looking at his or her hand, the winner of a coin toss (or other random method) chooses either to play first or second. If the coin toss winner makes no choice, it is assumed that he or she is playing first. The player who plays first skips the draw step of his or her first turn. Each turn thereafter follows the standard order set forth in the **Duel Masters** play rules. This is commonly referred to as the play/draw rule.

After each game in a match, the loser of that game (even if the game loss was due to a penalty) decides whether to play first in the next game.

314. Pregame Procedure

Before a game begins, players determine who plays first (see section 113). This may be done any time during the pregame procedure before the players look at their hands.

The following steps must be performed before each game begins:

- 1. Players shuffle their decks (see Universal Tournament Rules, section 21).
- 2. Players present their decks to their opponents for additional shuffling or cutting.
- 3. If the opponent has shuffled the player's deck, that player may make one final cut.
- 4. Each player sets up their shields by removing the top five cards from their decks, face down, and placing them in shield zone.
- 5. Each player draws five cards.

316. End-of-Match Procedure

If the match time limit is reached before a winner is determined, the current turn is finished and then five total additional turns are played. For example, time is called on player A's turn. Player A finishes his or her turn. Player B takes his or her turn, which is turn 1. Player A takes his or her turn, which is turn 2. Player B takes turn 3, player A takes turn 4, and player B takes the final turn, which is turn 5.

Players take any extra turns granted to them by card effects as they normally would during the course of the game, but each extra turn counts as one of the five end-of-match turns. Once the fifth turn is completed, the game finishes regardless of any remaining card-generated or end-of-match extra turns.

If the game finishes before the fifth turn is completed, the match is over and no new game begins.

If a judge assigned a time extension (because of a long ruling, deck check, or other reason), the end-of-match procedure does not occur until the end of the time extension.

317. Determining a Match Winner

In Swiss rounds, the winner of a match is the player with more game wins in the match. If both players have equal game wins, then the match is a draw.

In single-elimination rounds, matches may not end in a draw. After the end-of-match procedure is finished, the player with more game wins is the winner of the match. If both players in a single-elimination round have equal game wins when the end-of-match procedure is finished, the player with the most shields in play becomes the winner of the current game in progress. If the players have an equal number of shields in play (or are between games and the game wins are tied), the game/match should continue until a change occurs that results in one player having more shields in play than the other, or the game comes to a natural conclusion (i.e. winning by successfully attacking an opponent that has no shields, or losing by drawing the last card in the deck.)

318. Shield Placement and Shield Triggers

Players must ensure that shields can be easily differentiated from each other at all times. This includes, but is not limited to, clearly identifying which shields were put into play after the pregame procedure, and the order they were put into play. Game effects may allow shields to be revealed to one or both players; these shields must also be clearly differentiated from other shields in play. Common methods for distinguishing shields include using counters or dice to distinguish one set of shields from another.

Shield triggers must be played before the shield is put into the player's hand. Once a broken shield touches any other card in the player's hand, or that player verbally indicates that game may proceed, the shield trigger may not be played, and the shield goes into the player's hand.

320. Rules for Constructed Tournaments

321. Deck-Size Limits

Constructed decks must contain a minimum of forty cards. There is no maximum deck size; however, players must be able to shuffle their deck with no assistance.

A player's deck may not contain more than four of any individual card, counted by its local-language card title equivalent.

330. Rules for Limited Tournaments (starting Aug 6, 2004)

General Limited Tournament rules are located in the UTR, sections 60 - 64

331. Deck-Size Limits

Limited decks must contain a minimum of thirty cards. There is no maximum deck size. Players are not restricted to four of any one card in Limited tournament play.

332. Sideboard Use

The use of sideboards is not allowed in Duel Masters sanctioned events. Once a player registers their deck, or begins their first match (when deck lists are not used), the deck composition may not be changed at any time during the event.

334. Rules for Sealed Deck Tournaments

A minimum of five boosters must be provided to each player for a Sealed deck event. Players should be given 30 minutes for deck registration and 30 minutes for deck construction.

335. Rules for Booster Draft Tournaments

The tournament organizer must provide a minimum of four boosters to each player for a booster draft tournament. Players should be given 30 minutes for deck registration and 30 minutes for deck construction.

APPENDIX A - CHANGES FROM PREVIOUS VERSIONS

Changes from June 20, 2004 version

Introduction: Changed to state that this document is updated regularly Section 301: Limited format and ratings categories added Section 304: New release information for Limited events Sections 330 - 335: Limited format rules added

Changes from April 16, 2004 version

Section 304: New sets updated Section 305: Section added (participation minimums).

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STAR WARSTM DCITM FLOOR RULES

Effective June 20, 2004



Introduction

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

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

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

400. GENERAL Star Wars TOURNAMENT RULES

401. Format and Ratings Categories

The DCI sanctions the following tournament formats for the Star Wars TCG:

- Constructed
- Limited

The DCI produces the following ratings categories for Star Wars TCG:

- Constructed
- Limited

402. Authorized Cards

All *Star Wars* TCG cards produced by Wizards of the Coast, Inc., including Wizards of the Coast® promotional cards, are legal for tournament play.

403. New Releases

All *Star Wars* TCG sets and promotional cards produced by Wizards of the Coast are allowed in DCI-sanctioned Constructed play as soon as they are available.

404. Needed Materials

All players in Star Wars tournaments are required to bring the following materials:

- Six-sided dice for attack rolls. During a tournament, players may use their opponent's dice for rolls.
- A method to track force and damage that is easily distinguishable from the dice used for attack rolls
- One Light Side deck (for constructed play)
- One Dark Side deck (for constructed play)

405. Participation Minimums

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

410. Star Wars TOURNAMENT MECHANICS

411. Match Structure

A *Star Wars* TCG match consists of the best two-out-of-three games. Match results, not individual game results, are reported to the DCI for the purpose of inclusion in worldwide ratings and rankings.

412. Match Time Limits

A minimum time limit of sixty minutes is recommended for all matches. A tournament organizer may increase this time limit if he or she announces the change at the beginning of the tournament.

413. Choosing Sides

In order to determine who will play the Light Side deck or the Dark Side deck for each game of the match, players must bid build points.

To start the bidding process, each player rolls a die, and the higher-rolling player bids first. That player announces a number of build points (maximum of 30) and a deck. For example, "27 build points, Light Side."

If the second player doesn't want to play the deck named by the first player, he or she passes and the bidding process is over. Otherwise, the second player bids a lower number of build points to play the named deck (which makes it the first player's turn to bid again). Once a player passes, that passing player gets 30 build points, and play continues to step 2 of the Pregame Procedures (see section 414).

For the second and subsequent games in a match, the loser of the previous game bids first to determine sides. If a penalty forces both players to receive a mutual game loss, the player who bid first in the previous game also bids first for the next game.

414. Pregame Procedures

The steps listed below are similar to what appears in the Star Wars TCG rulebook.

- 1. Players choose sides (see Choosing Sides, section 413).
- 2. Both players must shuffle their decks prior to drawing their opening hands.
- 3. Both players draw hands of 7 cards.
- 4. The Dark Side player (the player who goes first) chooses whether he or she will mulligan (see Mulligan Rule, section 415).
- 5. The Light Side player chooses whether he or she will mulligan.
- 6. Players begin setup with their allotted build points as per the bidding that took place at the beginning of the game (see the *Star Wars* TCG rulebook).

415. Mulligan Rule

A player may choose to discard any Battle or Mission cards he or she has in his or her initial hand, then that player must draw back up to 7 cards. Each player may only do this once per game. This is called taking a mulligan.

416. End-of-Match Procedure

If time is called while a game is unfinished, players finish the current turn. If there is no winner at the end of the turn, play continues until there is a winner under the regular victory conditions, with the following additional rules:

- Both players skip the "Gain Force" step of the ready phase.
- Both players skip the "Draw" step of the ready phase.
- Both players no longer roll for build points during the "Roll for build points" step of the command phase. All rules and cards that affect build points still apply.

417. Determining a Match Winner

Players play best two-out-of-three-games matches to determine the winner.

At the end of each turn, if a player controls at least 2 of the 3 arenas, that player wins the game. A player controls an arena if he or she has at least one unit in the arena and the opponent doesn't have any units in the arena.

After the normal end of match procedure, the player with more game wins is the winner of the match. If both players have equal game wins, then the match is a draw.

420. Rules for Constructed Tournaments

421. Deck-Size Limits

Constructed decks must contain at least 60 cards. Players must have both a legal Light Side deck and a legal Dark Side deck in order to play. Players can't have more than one deck of each type registered in the tournament. If players wish, they may register a deck that contains only Neutral cards, and have that deck count as both their Light Side and Dark Side deck.

422. Sideboard Use

Sideboards are not allowed in Star Wars TCG tournaments.

423. Deck Construction

Star Wars TCG decks must conform to the following rules:

Each player's Light Side deck

- must have at least 60 cards;
- can't have more than 4 copies of any card with the same name and version;
- may contain only Light Side cards and/or neutral cards;
- must have at least 12 each of Space units, Ground units, and Character units; and
- can't have more than twice as many units of one type than of another.

Each player's Dark Side deck

- must have at least 60 cards;
- can't have more than 4 copies of any card with the same name and version;
- may contain only Dark Side cards and/or neutral cards;
- must have at least 12 each of Space units, Ground units, and Character units; and
- can't have more than twice as many units of one type than of another.

The following cards are banned in Constructed tournaments:

- Ugnaught
- Holoprojection Chamber (effective June 20, 2004)
- Kessel System (effective June 20, 2004)

The following cards are restricted in Constructed tournaments. (Players may use up to one copy of a restricted card per deck.)

- *Falcon's Needs* (effective June 20, 2004)
- Lost in the Asteroids (effective June 20, 2004)
- Lull in the Fighting (effective June 20, 2004)
- Peace on Naboo (effective June 20, 2004)

430. Rules for Limited Tournaments

431. Deck-Size Limits

For all Limited formats, main decks must contain a minimum of thirty cards. There is no maximum deck size. All cards a player received but is not using in his or her main deck become that player's sideboard.

The DCI recommends that each player use five packs for sealed deck play and four packs for draft play, of any available base set or expansions.

Players are not restricted to four of any one card in Limited tournament play. Players have no requirements for minimum number of units in each area for Limited play. Players may have any amount of units for each area, including none.

For limited formats, players may freely mix units from any affiliation. Decks may include Light Side, Dark Side and Neutral units with no restrictions.

432. Sideboard Use

Any drafted or opened cards not used in a player's Limited deck function as his or her sideboard. Players may not look at their sideboards during a game.

Before the beginning of the second or subsequent game in a match, players may change the composition of their decks by exchanging cards from their decks for cards in their sideboards. There are no restrictions on the number of cards a player may exchange this way as long as the main deck contains at least thirty cards. Cards do not need to be exchanged on a one-for-one basis.

433. Choosing Sides in Limited Formats

Although players may mix unit affiliations when playing Limited formats, they must still follow the normal rules for choosing sides as described in section 413. Players must still bid to determine whether they will play as though they were Light or Dark side and how many build points they'll start with. Players then follow the rules for Dark or Light, including who wins ties, who builds first, etc.

APPENDIX A— CHANGES FROM PREVIOUS VERSIONS

Changes from April 12, 2004 version:

Header: Reference to tournament season removed Section 405: Section added (participation minimums). Section 423: Banned and Restricted lists updated.

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423.-Appendix A.

MLBTM Showdown[®] DCITM Floor Rules

Effective July 6, 2004

Introduction

The **MLB**TM **Showdown** DCI Floor Rules work in conjunction with the DCI Universal Tournament Rules, the DCI Penalty Guidelines, and the **MLB**TM **Showdown** game rules. Players (referred to as "managers" in this document), spectators, and tournament officials must follow these documents while participating in DCI-sanctioned **MLB**TM **Showdown** tournaments. Individuals who violate sections of these documents will be subject to the appropriate provisions of the DCI Penalty Guidelines.

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

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

500. GENERAL MLBTM Showdown TOURNAMENT RULES

501. Formats and Ratings Categories

The DCI sanctions the following formats, all of which feed into one set of MLBTM Showdown manager ratings:

Constructed

- MLBTM SHOWDOWN Standard
- MLBTM SHOWDOWN Extended

Limited

- Sealed Deck
- Booster Draft
- Rochester Draft
- Auction Draft

502. Authorized Cards

All MLBTM Showdown cards, including promotional cards released by Wizards of the Cost, Inc., are legal for tournament play.

Standard-Format Deck Construction -- effective July 1, 2004

Player and strategy cards from the following MLBTM Showdown card sets are permitted in Standard tournaments:

- 2003 Base SetTM
- MLBTM Showdown 2003 Trading DeadlineTM
- MLBTM Showdown 2003 Pennant RunTM
- All 2003 MLBTM Showdown Promotional Cards
- MLBTM Showdown 2004 Base SetTM
- MLBTM Showdown 2004 Trading DeadlineTM
- All 2004 MLB[™] Showdown Promotional Cards

Extended-Format Deck Construction

All Player and Strategy Cards from the following MLBTM Showdown card sets are permitted in Extended tournaments:

- 2000 Base SetTM 2000 Pennant RunTM
- 2001 Base SetTM
- 2001 Pennant RunTM
- 2002 Base SetTM
- 2002 Trading DeadlineTM
- 2002 Pennant RunTM
- 2003 Base SetTM
- 2003 Trading DeadlineTM
- 2003 Pennant RunTM
- 2004 Base SetTM
- 2004 Trading DeadlineTM
- 2004 Pennant Run™
- All 2000 MLBTM Showdown Promotional Cards
- All 2001 MLBTM Showdown Promotional Cards
- All 2002 MLBTM Showdown Promotional Cards
- All 2003 MLBTM Showdown Promotional Cards
- All 2004 MLB[™] Showdown Promotional Cards

Both tournament formats must observe the MLBTM Showdown Banned, Restricted, and Errata list.

If an older strategy card is re-released, players may play with the newest, or older version of the card.

Strategy cards from sets prior to 2002 may be used in decks containing 2002 Strategy cards only if all cards are placed in opaque-backed sleeves and only if the sleeves could not be considered marked.

If sleeves are not used, pre-2002 Strategy cards may be used only in decks that consist exclusively of pre-2002 Strategy cards.

Tournament organizers, must announce the tournament format before the tournament begins.

503. Card Interpretation

During DCI-sanctioned competition, managers must refer to the official game rules and card-text definitions found in the **MLB**TM **Showdown** rulebook.

504. New Releases

New **MLB**TM **Showdown** card sets, including any expansions, are allowed in Constructed tournament play on the first day of their retail releases.

New card sets are allowed in Limited tournament play immediately, including before their retail release dates in the case of Prerelease tournaments.

505. Participation Minimums

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

506. Roster Management

The team rosters of each manager must consist of exactly twenty-five pitchers and hitters, divided as follows:

• Four starting pitchers

Managers must set up their pitching rotations in order of point value, with the highest-valued starter being first and the lowest-valued starter being fourth. Starters with equal point values are placed in the rotation alphabetically by last name. Each starter must always appear in his spot in the rotation.

• *Nine regulars (hitters in the starting lineup)* The following field positions (C, 1B, 2B, SS, 3B, LF, CF, and RF) must each be filled by one of the nine regulars when the manager's team is on defense. Hitters listed as OF qualify for all three outfield positions.

Managers may fill the 1B slot with a hitter that is not qualified at that position, but that hitter has -1 Fielding. If managers use a DH in the 1B slot, the hitter has -2 Fielding.

• *Twelve backup hitters/relief pitchers* See section 523 for information regarding relief pitchers' and backup hitters' point values in Constructed tournaments.

Managers must submit a written roster to the tournament organizer with each of these twenty-five positions filled before the tournament begins. Managers do not have to submit a written lineup for each game. The point value allotted for each player on the roster must be listed next to his name. Any reduced point values for backup hitters in Constructed tournaments must be reflected on the roster sheet. (See section 523 for more information.)

Only pitchers and hitters filling the roster spots listed above are considered active, and may be used at the tournament. Any extra pitchers and hitters a manager draws or drafts in Limited tournaments beyond what is listed in the spots above are considered inactive, and may not be used in the tournament.

No trades are allowed between managers in DCI-sanctioned MLBTM Showdown tournaments.

507. League Designation

Before the tournament begins, managers designate on their roster sheets whether their teams are in the American LeagueTM or the National LeagueTM. Once a roster is submitted to the tournament organizer, league affiliations may not be changed.

In National LeagueTM games, one of the nine regulars does not begin the game in the starting lineup, but the starting pitcher does. The eight hitters remaining in the starting lineup must fill the field positions for regulars as listed in section 506.

Player cards may be used in teams registered in either league, regardless of the actual player's league affiliation.

508. Byes and Intentional Draws

If a manager receives a bye or takes an intentional draw with another manager, treat that round as though the starter slated to appear pitched a complete game. Given that no relievers or closers are considered to have pitched during a bye round, the manager's entire bullpen resets after that round.

Example: If a manager received a third-round bye, his or her fourth starter would be on the mound at the start of round 4. That manager's relievers and closers would be fresh for use, given that his or her third starter was considered to have pitched a complete game in round 3.

510. MLBTM Showdown Tournament Mechanics

511. Match Structure

MLBTM Showdown matches consist of one game per match.

Tournament organizers may run their events using multiple games per match, but match results—not individual game results—are reported to the DCI for the purpose of ratings and rankings. Organizers must announce how many games per match they are using before the tournament begins.

512. Match Time Limits

The DCI recommends using 60-minute time limits for single-game matches.

If tournament organizers choose to run more than one game per match, the DCI recommends that organizers add 40 minutes to the match time for each game beyond the first. Multiple-game matches must consist of an odd number of games. Organizers choosing to run multiple-game matches must announce the revised match time before the tournament begins.

If all matches in a round finish early—and all managers continuing with the tournament are present—the organizer may begin the next round.

513. Determining Home and Visiting Teams

The winner of a coin toss (or other random method) determines which team is the visiting team and which team is the home team. Once the home team is determined, each participant in the match determines his or her starting lineup. If the home team is designated as an American LeagueTM team, each participant's starting lineup must have nine regulars. If the home team is designated as a National LeagueTM team, each manager's starting lineup must have eight regulars, plus the starting pitcher. All field positions (C, 1B, 2B, SS, 3B, LF, RF, and CF) must be represented by a regular.

514. Pregame Procedures

The following steps must be performed, in order, before each game begins:

- Determine the home and visiting team. This decision determines whether the game is played in the American LeagueTM or National LeagueTM. (See section 513 for more information.) The visiting team hits at the top of the first inning, while the home team pitches.
- On the scoresheet, note which starter is scheduled to appear in the game, and place that starter's card in the middle of the playing area.
- Choose a batting order, write it on the scoresheet, and place those players on the table in the order that matches the batting order.
- Managers may swap cards between their strategy decks and their sideboards.
- Managers shuffle their strategy-card decks (see Universal Tournament Rules, section 21).
- Managers present their decks to their opponents for additional shuffling and/or cutting.
- If the opponent has shuffled the manager's deck, the manager may make one final cut.
- Each manager draws three cards.
- Play begins.

515. Keeping Score

Over the course of each game, managers must maintain a written record of the information listed below on a scoresheet. Hitters' statistics (per inning by hitter, following the sequence of the batting order):

- Outs
- Strikeouts
- Positions on base

Pitchers' statistics (by pitcher per appearance):

- Number of innings pitched
- Runs allowed

Managers are responsible for maintaining their own scoresheets over the course of the tournament in order to make sure starting pitchers, relievers, and closers are used properly. Managers who are missing scoresheets are considered to have made a severe procedural error (section 113, Universal Penalty Guidelines). The starter in the next game is determined based on who the managers' official rosters specify should pitch that game. In addition, all relievers and closers are considered to have pitched the previous two games.

516. Starting Pitcher Usage

Managers may not remove their starting pitchers from the game before the fifth inning of play, unless they become tired. If a starter becomes tired before the fifth inning, he may be replaced immediately.

517. Strategy Cards That Affect Pitchers' IP

Any strategy cards that impact a pitcher's IP must remain on the table next to the pitcher.

518. End-of-Match Procedure—Rainout

If the match time limit is reached before a winner is determined, the managers finish the current inning and the game ends. If the game lasted at least five innings, the manager who is ahead gets the win. If the game is tied—or the sixth inning was not reached—the match ends in a draw. However, should the event be a Single-Elimination final or tournament, then play must continue until a winner has been determined.

519. Tiebreakers for Single-Elimination Finals

Some tournaments use single-elimination finals (after Swiss-paired rounds) to determine a winner. The primary factor organizers use to determine who advances to these final rounds is the number of match points each player has. Match wins are worth 3 points each, ties (rainouts) are worth 1 point each, and losses are worth 0 points.

As a default, any match-point ties are first resolved using the system specified in the "Tiebreakers" section of the Tournament Organizer's Handbook. Any remaining ties are resolved by comparing managers' runs-scored differentials. Organizers choosing to use different tiebreaking methods must announce which tiebreakers they will use before the tournament begins.

Point differentials are calculated as follows:

- Manager A wins two of three matches by winning games with the following scores: 6-2 (point differential is +4), 1-2 (point differential is -1), and 4-2 (point differential is +2). Manager A's total point differential is +5.
- Manager B also wins two of three matches, but his scores are as follows: 5-2 (+3), 0-3 (-3), and 2-1 (+1). Manager B's total point differential is +1.
- Manager A advances to the single-elimination final rounds.

520. RULES FOR CONSTRUCTED TOURNAMENTS

521. Strategy Deck-Size Limits & Usage

Strategy-card decks at Constructed tournaments must contain exactly sixty cards. If a manager wishes to use a sideboard, it must contain exactly fifteen cards. Additionally, managers may cycle through their strategy decks only once. The discard pile may not be shuffled and reused as a strategy deck within that game.

A manager's combined strategy deck and sideboard may not contain more than four of any individual strategy card.

522. Sideboard Use

Before each game begins, managers must allow their opponents to count the number of cards in their sideboards (face down), if requested. Managers may not look at their sideboards during a game. The sideboard must be clearly identified and separated from all other cards in the play area.

Any card exchanges between decks and sideboards must be made on a one-for-one basis to ensure that the sideboard remains at exactly fifteen cards at all times. See section 514, Pregame Procedures, to see when sideboarding is allowed. There are no restrictions on the number of cards a manager may exchange this way as long as one card from the deck is traded for one from the sideboard.

523. Point Value Cap and Backup Hitter/Relief Pitcher Values

The total point value of a Constructed team, including starting pitchers, regulars, backup hitters, and relief pitchers, must not exceed 5,000 points.

Relief pitchers' point values are always counted at full value.

Point values for each hitter beyond the nine regulars may be set using one of the following two ways: *List players as backup hitters.*

The point value for a backup hitter is calculated at one-fifth of the player's total point value. Backup hitters may be used as pinch hitters at any time, but they may only remain in the lineup after the third out if they enter the game after the sixth inning.

List players as additional regulars.

The point value for an additional regular is calculated at the player's full point value. Additional regulars may replace players in the starting lineup at any time and stay in the game.

524. Constructed Tournament Pitcher/Hitter Use

A manager may not have more than one copy of the same pitcher or hitter on his or her Constructed roster.

530. Rules for Limited Tournaments

531. Strategy-Deck Size Limits

Strategy-card decks in Limited tournaments must contain at least thirty cards. Managers may cycle through their strategy deck only once. The discard pile may not be shuffled and reused as a strategy deck within that game.

532. Strategy-Card Use Limits

In Sealed Deck tournaments, managers may use as many copies of a strategy card in their decks as they choose.

533. Limited Tournament Pitcher/Hitter Usage

A manager may have more than one copy of a pitcher or hitter on his or her Limited roster. Managers who do not receive or draft a hitter to fill each field position (C, 1B, 2B, SS, 3B, LF, CF, or RF) in their rosters of regulars must fill each open position with a generic player who always hits off the pitcher's card, and who has a defensive value of +0.

Generic hitters are represented in the batting lineup by unused strategy cards placed face-down in the appropriate lineup spots.

534. Backup Hitters

There are no backup players in Limited tournaments. Every hitter on a roster is considered a regular, even if that roster has more than nine hitters.

535. Rules for Sealed Deck Tournaments

Managers play only with the pitcher/hitter cards and strategy cards they received from the tournament organizer before the event began. Position requirements listed in section 506 apply.

Any opened strategy cards not used in a manager's deck function as his or her sideboard in Sealed Deck tournaments. All strategy decks must contain at least thirty cards. Managers may not look at their sideboards during a game.

Managers may change the composition of their decks by exchanging cards from their decks for cards in their sideboards. There are no restrictions on the number of cards a manager may exchange this way as long as the strategy deck remains at a minimum of thirty cards. Cards need not be exchanged on a one-for-one basis.

If a manager receives fewer than four starting pitchers, his or her starter with the lowest value fills the empty slots in his or her rotation. Each time this pitcher appears in the rotation, he is considered a different pitcher.

536. Rules for Draft Tournaments

After managers are grouped into drafting pods of roughly equal size, each manager receives one draft pack (including fortyfive strategy cards and fifteen player cards) and one or two booster packs, depending on the Draft format. (Each booster pack includes two strategy cards and seven player cards). For Auction Draft tournaments, each player receives one booster pack in addition to the draft pack. For Booster Draft and Rochester Draft tournaments, the tournament organizer announces before the event whether the players receive one or two booster packs in addition to the draft pack.

Managers may compete only against others from the same drafting pod.

At a signal from a tournament official, each manager opens his or her draft deck and booster pack at the appropriate time and separates the strategy cards from the pitcher/hitter cards. Managers set aside their strategy cards for later use when building their strategy decks. The pitcher/hitter cards are then drafted according to one of the following sets of draft instructions, depending on which format the organizer chooses:

- Booster Draft instructions (sections 74 and 76–78 of the Universal Tournament Rules)
- Rochester Draft instructions (sections 75–78 of the Universal Tournament Rules)
- Auction Draft instructions (section 537)

537. Auction Draft Instructions

Managers participate in Auction Drafts in pods of four, with each manager receiving one booster pack and one draft pack. Each manager's team has a point-value cap of 5,000 points. Each pod of four managers must have its own table judge.

After packs are opened and players are separated from strategy cards, the twenty-two player cards each manager opens are given to the table judge, who then does the following:

- Verifies that twenty-two cards were received from each manager;
- combines all player cards from the four managers into one draft pool;
- sorts the cards by position (Starters and relievers are separated. Outfielders are grouped together); and
- lays the player cards out on the table, with all player cards facing one direction.

While the table judge sorts and lays out the player cards, managers should review the strategy cards they opened and take any notes related to these cards that may help them in the draft. Upon the table judge's announcement, managers have five minutes to review the eighty-eight player cards on the table and take any notes about the available players.

Each player receives a tournament roster sheet from the table to keep track of players they drafted and the points they have spent in the draft.

One manager is designated as the first to nominate a player and make the opening bid. Beginning with that first manager, participants take turns nominating a hitter or pitcher for auction, in an order established by the table judge, through the draft pod.

The manager nominating a player for the auction must turn the appropriate player card sideways to identify it as currently up for bidding.

Any manager may bid on a nominated player, provided he or she has: an open roster slot that the pitcher or hitter is qualified to fill, enough points left under the cap to acquire that player, and 10 points left for each open roster spot remaining. All bidding must be in increments of 10 points.

The judge running the draft must use his or her best judgement as to when to begin the countdown on the last bid for a player. The DCI recommends starting the countdown a few seconds after each bid is announced in order to keep the draft moving.

The table judge maintains a draft record, with a column for each manager. After the table judge counts down and closes each final bid, the following occurs:

- 1. The table judge writes the name of the player drafted, the position filled, and the point value produced by the final bid in the column under the appropriate manager's name.
- 2. The manager drafting that player removes the card from the draft pool and writes the player's name and auction point value on his or her roster sheet.

The auction continues until all positions are filled on each manager's roster (four starting pitchers, nine position players, and seven backup players/relievers).

Periodically, the table judge should call for a brief break in the draft for a point check and player count. The judge should add up the totals he or she has written in the column for each player and check those totals against what the players have listed on their roster sheets.

Managers exceeding the 5,000-point cap have their bid rejected on the player who puts them over the cap (so the rights to that player fall to the next-highest bidder), and the manager exceeding the cap must stop drafting players until all other rosters within the pod are complete. Once the other managers are done drafting, any manager exceeding the point-value cap may fill his or her roster from what is left.

Managers declare whether their teams are affiliated with the American League[™] or the National League[™] on their roster sheets after the auction is complete.

538. Auction Draft Pairings and Games Per Round

The DCI suggests that MLB[™] Showdown tournaments featuring Auction Drafts should feature three-game matches, with the match winner being the manager who won two of the three games. See section 512,Match Time Limits for more information.

If an organizer's tournaments require faster match times, the DCI suggests one-game matches with managers being paired following the round-robin system, so each manager within the pod plays each other manager in the pod once. If a round-robin tournament ends in a tie, organizers may break ties based on the total number of runs scored by each manager during competition within the pod. Organizers choosing to use different tiebreakers must announce their tiebreakers before the tournament begins.

539. Drafting Starting Pitchers

When managers draft a starting pitcher, they must place the card face down in front of them in a manner that allows the judge and all competitors to count the number of starters they have drafted. Once all managers in the pod have drafted four starters, the table judge announces that managers may now select starting pitchers whenever they choose.

If the draft does not contain enough starting pitchers to fill each manager's starting rotation, the lowest-valued starter in the draft is proxied by the table judge to fill out the necessary quantity.

Example: After all players in a Booster Draft are selected, if any manager still has fewer than four starters, the table judge reviews each roster sheet to identify the drafted starter with the lowest point value. That starter is proxied and fills all open starter positions remaining on managers' roster sheets. If players are tied at the lowest value, the table judge randomly chooses which starter will be proxied.

540. Draft Strategy-Deck Construction

Managers build their strategy decks using cards opened for that draft. Any cards they do not use in their strategy decks function as their sideboards.

APPENDIX A— CHANGES FROM PREVIOUS VERSIONS

Changes from July 1, 2004 version

Section 502: Removes effective date from Trading Deadline cards (new card sets are tournament legal as per Section 504).

Changes from September 5, 2003 version:

Section 502: Authorized cards and sets updated

Section 505: Section changed to Participation Minimums (moved from DCI Universal Tournament Rules). Previous section (Roster Management) renumbered to 506. The Roster Management rule changed, with the number of backup hitters/relief pitchers increasing to 12, expanding the overall player count to 25.
 Section 506: Renumbered to 507.
 Section 507: Renumbered to 508.

Section 307: Renumbered to 308.

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STAR WARSTM Miniatures DCITM Floor Rules

Effective March 4, 2005



Introduction

The *Star Wars* Miniatures **DCI** Floor Rules and the *Star Wars* Miniatures Game Rules should be read and understood by all players wishing to compete in sanctioned events. All DCI members participating in DCI-sanctioned *Star Wars*TM Miniatures events must abide by these rules.

Two other documents—the *DCI Universal Tournament Rules* and the *DCI Penalty Guidelines*—are used by organizers and judges who wish to further understand the details of how sanctioned events are to be organized and run, and to understand how judging for **DCI** events should work. These documents can be found at <u>www.thedci.com/docs</u>

The Star Wars Miniatures Errata and FAQ are available at <u>www.wizards.com/default.asp?x=swminis</u>

Appendix A: Changes from previous versions Appendix B: Definition of terms

600. GENERAL STAR WARS Miniatures TOURNAMENT RULES

601. Format Categories

The DCI sanctions the following formats:

Constructed Formats

- 100-Point Constructed
- 200-Point Constructed

Limited Formats

- 100-Point Sealed
- 100-Point Booster Pack Draft

602. Ratings Categories

The DCI provides the following ratings categories:

- Constructed: includes all constructed formats
- Limited: includes all limited formats

DCI Ratings and Rankings for all sanctioned games can be viewed at www.thedci.com

603. Necessary Tournament Materials

Players must bring the following items to participate:

- A terrain map (battle grids and terrain tiles may not be used in DCI-sanctioned *Star Wars* Miniatures tournaments). Players in Limited tournaments may bring multiple terrain maps and choose one to use during squad construction.
- A 20-sided die (d20). Dice must not be especially large or small. Players may not use Spindown[™] dice or any dice that have all of the high numbers in a cluster together.
- Tokens or pen and paper for clearly tracking damage, force point use, victory points, and other effects.
- Models and corresponding stat cards for constructed events.

604. Authorized Models and Stat Cards

All *Star Wars* Miniatures models released by Wizards of the Coast, Inc. are legal for tournament play. Players must have the official corresponding stat cards for all registered miniatures. Players using multiples of the same model need only one copy of the official stat card for those models, but still must provide a clear method for all players to readily know the status of each individual model. Players must make their stat cards available to opponents or tournament officials upon request.

Stat cards are interpreted using the official *Star Wars* Miniatures Game Rules and Official Errata. Errata can be found at: www.wizards.com/default.asp?x=swminis

Conversions

Conversions (customization of models) are allowed in **DCI**-sanctioned *Star Wars* Miniatures tournaments, but must adhere to the following rules:

- The base model (the model being converted) must be a *Star Wars* Miniatures model.
- Base models must remain easily identifiable. A player must be able to tell what each model is on first glance at the battlefield.
- Additional equipment (including weaponry) may not be added to a model if that equipment is not represented on the model's stat card. For example, a player may not add a blaster to a model that doesn't have a ranged attack.
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605. New Releases

Star Wars Miniatures models are allowed in both **DCI**-sanctioned Constructed and Limited tournaments as soon as they are published in a set. Prerelease models and promo miniatures are not allowed in sanctioned play unless they are a part of a set that has been released.

606. Participation Minimums

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

610. STAR WARS MINIATURES TOURNAMENT MECHANICS

611. Match Structure

Star Wars Miniatures matches consist of one game per match. Match results are reported to the DCI for inclusion in the worldwide ratings.

612. Match Time Limits

Sixty minutes are recommended for each round of Constructed or Limited tournaments.

613. Squad Registration

A player must register his or her squad, recording all models and selected terrain map to be used, before the start of the first round of play. In constructed tournaments, players may not change their squad or terrain map during the tournament. In Limited tournaments, players may only change their squad or terrain map if a new set of sealed product is opened or a new draft occurs.

614. Pregame Procedures and Who Plays First

- 1. Players begin the pregame procedure by revealing their squads to each other.
- 2. Players roll to determine who will chose the map to be played on.
- 3. Players roll to determine who will set up their squad first. The winner of this roll places all of their squad members on a starting location, then the other player places all of their squad members on another starting location.
- 4. The person that set up their squad first then chooses who will play first.

615. Tournament Play Procedures

Players must follow these procedures and etiquette during play:

Start Location

When counting out movement for a miniature, players should leave the miniature in its starting place until the final position of the miniature is chosen. Alternately, players may mark the starting location of a miniature with a token.

Model Activation

Players must indicate which models have been activated in one of three ways:

- 1. Turn the stat card of an activated model 90 degrees.
- 2. Place a token or bead on the stats cards of models that have been activated.
- 3. Turn the miniature of a model that has been activated to face the opposite direction.

Damage Counters and Effects

Damage and effects must be clearly tracked on the stat card, the model, or on paper during the match. Players may use damage counters or dice (they must be distinct from other types of counters or dice used in the game), pen and paper, or mark directly on the stat card itself to keep track of these effects.

Destroyed Squad Members

Destroyed squad members and their corresponding stat card should be set aside from the play area.

616. End-of-Match Procedure

A match ends when:

- 1. a player meets the victory condition, or
- 2. the match time limit runs out, or
- 3. no side takes damage, makes an attack roll, or makes a saving throw for 10 complete turns.

If a match ends before a player meets the victory condition, the player who scored the most victory points is the winner. A player's victory points is equal to the point total of their opponent's destroyed squad members. If both players have an equal number of victory points, the following tiebreakers should be used:

- 1. The player whose model is closest to the center of the terrain map wins the match.
- 2. If more than one model is equally close, the player that owns the highest-cost model closest to the center wins the match.

620. Rules for Constructed Tournaments

621. Squad Construction

Players must follow the faction rules as stated in the Star Wars Miniatures Game Rules.

Squads may not contain more points than the limit specified by the format category (they may contain less).

622. Constructed Scenarios

Standard Scenario: The first player to eliminate all of the other player's miniatures is the winner. *Victory condition: Elimination of all of the other player's miniatures.*

630. RULES FOR LIMITED TOURNAMENTS

There are two types of Limited tournaments: Sealed or Booster Pack Draft. The rules for these two types of sealed tournaments have different setup and constructions rules, detailed in Sections 840 and 850 respectively.

631. Limited Scenarios

• Standard Scenario: The first player to eliminate all of the other player's miniatures is the winner. *Victory condition: Elimination of all of the other player's miniatures.*

640. Rules for Sealed Tournaments

Tournament Setup

Once players are seated, tournament officials provide each player with

- 1. One Starter Set and one Booster Pack, or
- 2. Two Booster Packs

Each player must receive the same product. **Example:** If a player receives a *Rebel Storm* Starter Set and a *Clone Strike* Booster, all players must receive a *Rebel Storm* Starter Set and a *Clone Strike* Booster.

Sealed Squad Construction and Registration

Once all players receive their sealed product, they will have 20 minutes to build and register their squads from the product provided.

Squads may not contain more points than the limit specified by the format category. Currently, all Sealed squads are limited to 100 points (they may contain less).

There are no faction restrictions in the Sealed format. Players may use any models they receive in their sealed product for their squad.

Players may choose their terrain map during squad registration. If players receive a Starter Set, they may choose to use the terrain map in the Starter Set instead of one brought to the event. Players should indicate their terrain map choice on their squad registration sheet.

650. Rules for Booster Pack Draft Tournaments

Tournament Setup

Players are seated randomly into drafting circles (called pods) of roughly equal size. Four is the recommended pod size. Pods may not contain less than three or more than five players, and tournament officials must maximize the number of fourperson pods. **Example:** If nine players are registered for a draft tournament, they should be seated in two pods: one with four players and one with five. They should **not** be seated in three pods with three people each.

A tournament official then distributes two new Booster Packs to each player. Each player must receive same product. For example, if one player receives a *Clone Strike* Booster and *Rebel Storm* Booster, all players must receive a *Clone Strike* Booster and *Rebel Storm* Booster.

Active Player Rotation

The player drafting first from the stat cards presented on the table is called the *active player*. The first active player is the participant in the first seat, designated by the judge. All players in each drafting pod serve as the active player once for each Booster Pack group, with the active player moving between players as follows:

- In a clockwise direction for the first Booster Pack group (beginning with the first active player)
- In a counterclockwise direction for the second Booster Pack group (starting with the last active player in the first group).

Table Preparation

Each active player lays out stat cards of one Booster Pack face up on the table, with the stat cards facing him or her and the models set aside from the drafting area. Players are given 30 seconds to review the cards before drafting begins. At the end of the 30 second review, the active player drafts the first stat card. Then each player in turn has 10 seconds to review and draft from the remaining stat cards. If a player fails to select a card in that time, the pod judge issues that player the highest-cost stat card still remaining from the booster pack.



Draft Order

The draft order moves in a horseshoe pattern, beginning with the active player and continuing around the table to the last participant in the group who has not yet drafted a stat card. The last player in the group selects a second stat card, then the draft continues in reverse order, moving back toward the first player. Once the draft is completed, all players should have the same number of miniatures.

Example: Four players are seated at a table. They are numbered 1-2-3-4 in clockwise order. The draft runs in this pattern:

Player 1 opens 1st Booster Pack

Player 1 drafts Player 2 drafts Player 3 drafts Player 4 drafts Player 4 drafts again Player 3 drafts Player 2 drafts last

Player 4 opens 5th Booster Pack

Player 4 drafts Player 3 drafts Player 2 drafts Player 1 drafts Player 1 drafts again Player 2 drafts Player 3 drafts last

Player 2 opens 2nd Booster Pack

Player 2 drafts Player 3 drafts Player 4 drafts Player 1 drafts Player 1 drafts again Player 4 drafts Player 3 drafts last

Player 3 opens 6th Booster Pack

Player 3 drafts Player 2 drafts Player 1 drafts Player 4 drafts Player 4 drafts again Player 1 drafts Player 2 drafts last

Player 3 opens 3rd Booster Pack

Player 3 drafts Player 4 drafts Player 1 drafts Player 2 drafts Player 2 draft again Player 1 drafts Player 4 drafts last

Player 2 opens 7th Booster Pack

Player 2 drafts Player 1 drafts Player 4 drafts Player 3 drafts Player 3 drafts again Player 4 drafts Player 1 drafts last

Player 4 opens 4th Booster Pack

Player 4 drafts Player 1 drafts Player 2 drafts Player 3 drafts Player 3 drafts again Player 2 drafts Player 1 drafts last

Player 1 opens 8th Booster Pack

Player 1 drafts Player 4 drafts Player 3 drafts Player 2 drafts Player 2 drafts again Player 3 drafts Player 4 drafts last

Booster Pack Draft Rules

Players may not communicate with others during a draft.

After the 30 second review, if a player picks up a stat card, that card is considered drafted and the player may not select a different stat card. Players should only touch stat cards if it is their turn to draft.

During the draft, players must display all stat cards they drafted stat side face up in view of all players.

After each booster pack is drafted, players should collect the models that match the stat cards they drafted.

Draft Squad Construction and Registration

Once the draft is completed, players will have 20 minutes to build and register their squads from the miniatures they drafted.

Squads may not contain more points than the limit specified by the format category. Currently, all Draft squads are limited to 100 points (they may contain less).

Players may choose their terrain map during squad registration and should indicate their choice on their squad registration form.

In **Draft** tournaments, a player's squad must be a Light or Dark squad using the following faction rules:

- A Light side squad may contain Old Republic, Republic, Rebel Alliance and New Republic miniatures.
- A Dark side squad may contain Sith, Separatists and Empire miniatures.
- Fringe and Yuuzhan Vong miniatures can be used in either Light or Dark side squads.

Draft Tournament Round Procedures

Under most circumstances, players should only play against other players in their draft pod. However, it is sometimes necessary to set up matches between people from different pods with the squads built from the first draft. In this case, the organizer need not conduct a second draft.

APPENDIX A—CHANGES FROM PREVIOUS VERSIONS

Not applicable (first version).

APPENDIX B—DEFINITION OF TERMS

- **Constructed:** A tournament in which players bring their own squads. Squads are built from a large pool of miniatures, depending on the exact format.
- **DCI:** Organization dedicated to developing and maintaining tournament structures for trading card and miniatures games. Formerly an acronym for Duelists' Convocation International, the name is now simply the **DCI**.

Judge: Someone making sure the tournament is run fairly and efficiently.

- Limited: A tournament in which players build their squads from miniatures they open or draft during the tournament.
- Match: A game or series of games between two players or teams that determines a winner. In *Star Wars* Miniatures, there is one game per match.
- **Tournament Organizer:** The person responsible for where and when the tournament happens. This person is also responsible for sending the results to the **DCI** so that players' ratings are updated appropriately.

Rating: A numeric value published by the DCI that indicates a player's past performance in DCI-sanctioned tournaments.

Round: The period during which a match takes place.

- Single Elimination: A competition structure that eliminates players after one match loss. It may be necessary to award by sin the first round to create a situation in which there will be only two undefeated participants playing off in the last round of the event.
- Swiss Rounds: Competition structure that allows players to participate in every round of the tournament. Single-elimination final rounds may follow Swiss rounds in some tournaments.

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Appendix B. - Booster Pack Draft Procedure

Appendix C. - Terrain Tiles

DUNGEONS & DRAGONS® MINIATURES DCITM FLOOR RULES

Effective September 15, 2004



Introduction

The DUNGEONS & DRAGONS Miniatures DCI Floor Rules and the DUNGEONS & DRAGONS Miniatures Game Rules should be read and understood by all players wishing to compete in sanctioned events. Sanctioned events must abide by these rules.

Two other documents—the *DCI Universal Tournament Rules* and the *DCI Penalty Guidelines*—are used by organizers or judges who wish to further understand the details of how sanctioned events are to be organized and run, and to understand how judging for **DCI** events should work. All four documents can be found at www.wizards.com/default.asp?x=dnd/mini/tournaments.

The DUNGEONS & DRAGONS Miniatures Errata and FAQ are also available online at www.wizards.com/default.asp?x=dnd/mini/tournaments.

Appendix A: Definition of terms used in this document Appendix B: Booster Pack Draft Procedures Appendix C: List of Legal Terrain Tiles

800. GENERAL Dungeons & Dragons Miniatures TOURNAMENT RULES

801. Format and Ratings Categories

The **DCI** sanctions the following formats.

Constructed Formats

The following four constructed formats are sanctioned:

- 100-Point Assault
- 200-Point Assault
- 100-Point Triad
- 200-Point Triad

Assault: The Assault format should be used for most constructed events. This format uses the Assault scenario exclusively. See section **853** for the Assault scenario rules.

Triad: The Triad format rotates between the following scenarios:

1st round of tournament: Assault (see section **853**) 2nd round of tournament: Cave of Pain (see section **854**) 3rd round of tournament: Plunder (see section **855**)

If a Constructed tournament runs more than three rounds, then this rotation of scenarios is repeated as needed.

The Triad and Assault formats may be sanctioned with a 100-point warband limit or a 200-point warband limit.

Extreme Format

This is the format used for 500-point constructed play, which counts for your Extreme rating rather than your Constructed rating. See section **870** below.

Limited Formats

- Sealed (Assault)
- Booster Pack Draft (Assault)

Each of the Limited formats may be sanctioned with 100- or 200-point warband limits (see section **851**). Limited tournaments should always be conducted using the Assault format (see section **853**).

802. Ratings Categories

The **DCI** uses the following ratings categories:

- Constructed
- Limited
- Extreme

Ratings in each category can be viewed online at www.wizards.com/dci.

803. Authorized Models and Stat Cards

DUNGEONS & DRAGONS Miniatures models released by Wizards of the Coast, Inc. are legal for tournament play (see section 804). Each model must have the official stat card with it in order to play. If you have multiples of the same model, then you need only one copy of the official stat card for those models. A player must make his stat cards available to his opponent upon request.

Specific Wizards of the Coast[®] CHAINMAILTM metal models may also be used in lieu of the **DUNGEONS & DRAGONS** Miniatures models (see the CHAINMAIL Conversions document available at <u>http://www.wizards.com/default.asp?x=dnd/mit/</u> <u>20040414cmharbinger</u>). Each CHAINMAIL model must have with it a printed copy of the stat card from the Wizards of the Coast website or the official **DUNGEONS & DRAGONS** Miniatures stat card specific to that model.

Conversions

Conversions (customization of models) are allowed in all DUNGEONS & DRAGONS Miniatures leagues and DCI-sanctioned tournaments but must adhere to the following rules:

- The base model (the model being converted) must be a DUNGEONS & DRAGONS Miniatures model.
- Base models must remain easily identifiable. A player must be able to tell what each model is on first glance at the battlefield.
- Additional equipment (including weaponry) may not be added to a model if that equipment is not represented on the model's stat card. For example, a player may not add a crossbow to a model that doesn't have a ranged attack.

804. Stat Card Interpretations

Stat cards are interpreted using the official **DUNGEONS & DRAGONS** Miniatures Game Rules and the Official Errata. Errata can be found at: www.wizards.com/default.asp?x=dnd/mini/tournaments.

805. New Releases

DUNGEONS & DRAGONS Miniatures models are allowed in both **DCI**-sanctioned Constructed and Limited tournaments as soon as they are published in a set. Prerelease models and promo miniatures are not allowed in sanctioned play unless they are a part of a set that has been released. Therefore, the following promo miniatures are not yet legal: Mina, Dark Cleric; Guenhwyvar; Medium Silver Dragon.

806. Necessary Tournament Materials

A player must bring the following items to participate:

- A battle grid
- The terrain tiles the player intends to use (for a list of legal terrain tiles, see Appendix C)
- A 20-sided die (d20)
- Tokens or pen and paper for clearly tracking damage, victory points, and other effects
- Models and corresponding stat cards (for constructed events)

810. DUNGEONS & DRAGONS Miniatures TOURNAMENT MECHANICS

811. Match Structure

DUNGEONS & DRAGONS Miniatures matches consist of one game per match. Match results are reported to the **DCI** in order to include them in the worldwide ratings.

812. Match Time Limits

Sixty minutes are recommended for each round of Constructed and Limited tournaments.

In addition, for Limited tournaments, allow 20 minutes for warband registration and construction.

813. Warband Registration

A player must register his or her warband, recording all the models used in the warband before the start of the tournament. A player must play the registered warband throughout the tournament.

814. Pregame Procedures and Who Plays First

Before play begins, players determine who will play first as described in the **DUNGEONS & DRAGONS** Miniatures skirmish rules. This may be done any time during the pre-game procedure.

- 1. The player who won terrain initiative chooses who places his or her assembly tile first.
- 2. The next player places his or her assembly tile in the corner diagonally opposite the first player's corner.
- 3. The player who placed the first tile places a feature tile.
- 4. The next player places a feature tile.
- 5. Players alternate placing feature tiles until all have been placed or until there is no room for more feature tiles on the battle grid.
- 6. The player who placed the first tile sets up his or her warband on his or her own assembly tile.
- 7. The next player sets up his or her warband on his or her own assembly tile.

815. Terrain Placement

In addition to the regular terrain placement rules, no tile can be placed so that part of the battlefield is inaccessible. For example, the Treasure Room tile cannot be placed in a corner in such a way that it has no exits.

816. End-of-Match Procedure

If the match time limit is reached before a winner is determined, then the player who scored the most victory points is the winner. If players are tied:

- 1. The player who has a model closest to the center of the battle grid wins.
- 2. If more than one model is equally close, the highest-cost model that is closest to the center determines the winner.
- 3. If both models are the same cost, each player rolls a d20 and the high roller wins.

This same procedure is used to determine the winner if no creature takes damage, makes an attack roll, or makes a saving throw for 10 complete turns.

817. Damage Counters and Effects

Damage and effects must be clearly tracked and may be on the stat card, the model, or on paper during the match. Players may use damage counters or dice (they must be distinct from other types of counters or dice used in the game), pen and paper, or mark directly on the stat card itself to keep track of these effects.

818. Victory Point Scoring Modification

In tournament play, a player now scores full points for eliminating minions and summoned creatures (in addition to the way victory points are normally scored).

850. Rules for Constructed Tournaments

851. Warband Point Limit

Constructed tournaments must use one of the sanctioned formats described in section **801**. A tournament organizer must announce the choice of format prior to the event.

852. Warband Construction

Each warband must follow the faction rules as stated in the DUNGEONS & DRAGONS Miniatures Game Rules.

At no time can a warband exceed twelve models, regardless of point cost (except as specified by special abilities such as Minions).

No single model can cost more than 70 points in the 100-point Constructed format, or more than 140 points in the 200-point Constructed format.

Huge models are not used in 100 or 200-point constructed play. They are only used in the Extreme format.

853. Assault Scenario

You must assault enemy territory and maneuver to keep your opponent's warband out of your territory.

Victory: Victory goes to the first player to score victory points equal to the warband limit: 100 points in a 100-point game or 200 points in a 200-point game. There are two ways to score victory points. 1) Eliminating enemy creatures: As in the standard scenario, you score victory points equal to the cost of each eliminated model. 2) Occupying at least one tile in the enemy's half of the board: At the end of each round of a 200-point game, if a player has one or more models on a terrain tile that is entirely on the opponent's half of the board, that player is awarded 10 victory points. Each player can earn up to 10 victory points each round in this way, but never more than 10 in one round. A model that takes up multiple squares is considered to be on a terrain tile if any part of the model is on that tile.

In a 100-point game, the end-of-the round reward for occupying a tile in the opponent's half of the board is only 5 points, not 10.

854. Cave of Pain Scenario

Whispers of agony and death murmur through ancient ruins.

Special Rule—+5 Damage: All melee and ranged attacks deal an additional 5 damage. This damage is of the same type as the base damage for that attack. As with all extra damage, this damage is not doubled on a critical hit.

Victory: Score victory points equal to the warband limit by eliminating enemy models.

855. Plunder Scenario

Warlords vie for strategically valuable locations.

Victory: Victory goes to the first player to score victory points equal to the warband limit: 100 points in a 100-point game or 200 points in a 200-point game. There are two ways to score victory points. 1) Eliminating enemy creatures: As in the standard scenario, you score victory points equal to the cost of each eliminated model. 2) Occupying one or more tiles in the opponent's half of the board: At the end of each round, if a player has a model on a terrain tile that is entirely on the opponent's half of the board then that player is awarded 10 victory point for each such tile. For example, if a player has models on three different tiles that are entirely on the opponent's half of the round. A model that takes up multiple squares is considered to be on a terrain tile if any part of the model is on that tile.

In a 100-point game, the end-of-the round reward for occupying each tile in the opponent's half of the board is only 5 victory points, not 10.

860. Rules for Limited Tournaments

Limited tournaments consist of two play types: sealed or booster pack draft. See the rules for sealed tournaments and the rules for booster pack draft tournaments below for details.

861. Limited Tournament Format Warband Point Limits

Each **DUNGEONS & DRAGONS** Miniatures expansion is best suited for a specific warband limit (100 points or 200 points) in Limited play (whether Sealed or Booster Pack Draft). Regardless of which format is played, use the following warband limits based on which sets are used in Limited play.

100-Point Limited Play Sets

- HarbingerTM
- DragoneyeTM
- AberrationsTM

200-Point Limited Play Sets

- ArchfiendsTM
- *Giants of Legend*TM (excluding the Huge models)
- DeathknellTM
- Set 7: Name To Be Announced

862. Limited Tournament Scenario

All Limited tournaments are played using the Assault scenario. See section 853 for details.

863. Commander 0 Rule

The "Commander 0" rule addresses the possibility that a player might not receive or draft a commander in Limited play. This rule may be used only in Limited play events (not Constructed).

If a player does not have a commander in his or her warband, he or she may spend 5 points of the warband construction limit to make the lowest-cost non-Difficult, non-Wild model in his or her warband a commander with a Commander rating of 0. In the event of a tie for lowest cost, the owner of the warband may select which model to designate as commander. Creatures with the Requires Commander special ability cannot become commanders using this rule. This rule may not be used if the warband contains any model with a printed Commander rating. A player using this option must clearly mark and announce to his or her opponent before the start of a match which model is the commander.

A player may choose to waive this option and not include a commander in his or her warband.

864. Limited Warband Construction

The point total of a Limited warband must not exceed 100 or 200 points (depending on the announced format) unless otherwise specified. At no time can a warband constructed for Limited play exceed twelve models regardless of point cost (except as specified by special abilities such as Minions).

In a Limited warband, use the faction of the individual model for purposes of special abilities such as Smite Evil. If a model can belong to two factions, it counts as both. For example, a model that is Lawful Good and Chaotic Good is affected by any-thing that affects lawful, good, or chaotic models. Models that could belong to any faction count as having no faction and are not subject to effects that depend on faction.

In limited play a single model may cost up to the full 100 points if you are playing with 100-point warbands and up to 200 points if you are playing with 200-point warbands.

865. Rules for Sealed Tournaments

Each player should be given one **DUNGEONS & DRAGONS** Miniatures Starter Set or two Booster Packs with which to construct his or her warband. (It's advised that you play Aberrations with two boosters, but Aberrations can be played in sealed with only one booster.)

866. Sealed Warband Construction

Warband faction restrictions are removed in the Sealed format. You may combine models from any faction in your warband.

867. Rules for Booster Pack Draft Tournaments

Each player should be given two **DUNGEONS & DRAGONS** Miniatures Booster Packs for drafting purposes. See Appendix B for rules on how a draft is conducted.

868. Booster Pack Draft Warband Construction

In Booster Pack Draft tournaments, you may field a warband consisting of models that share one faction component in common: lawful, chaotic, good, or evil. This means your warband might consist of models from the following faction pairings:

Lawful: Lawful Good + Lawful Evil Chaotic: Chaotic Good + Chaotic Evil Good: Lawful Good + Chaotic Good Evil: Lawful Evil + Chaotic Evil

As always, a model whose faction is listed as "Any" may be used in any warband. A model that can belong to two factions (such as Lawful Good and Chaotic Good) can be part of a draft warband as long as one component of one of its factions matches that of your warband. For example, a Lawful Good and Chaotic Good model can be part of a Lawful Good + Lawful Evil warband because lawful is a component of one of its factions. It could also be part of a Lawful Good + Chaotic Good warband (matching with good) or a Chaotic Good + Chaotic Evil warband (matching with chaotic).

870. EXTREME FORMAT

Each player uses the following construction rules:

- 500-point warband limit
- You may play with Huge miniatures.
- You have a maximum of 8 minis in your warband instead of 12.
- There is no single-model point limit in the Extreme format.
- If everyone is provided with one, you may play on a Huge-model compliant preset map such as the Dragon's Hoard map available from DRAGON #322 or the Lost Temple map available at www.wizards.com/default.asp?x=dnd/mini/ tournaments.
- Alternatively, you may use tiles. Play them face down. They count as impassible terrain. Leave a minimum of 3 spaces between each tile. A tile can either touch the edge of the battle grid or be 3 or more spaces away from the edge of the battle grid.
- Extreme tournaments are played using the Standard format, as described in the **DUNGEONS & DRAGONS** Miniatures rulebook, or using the scenario rules for a specific map such as Dragon's Hoard.

The results of sanctioned Extreme format tournaments will be recorded under the Extreme rating.

880. TOURNAMENT PLAY PROCEDURES

Players must follow certain procedures and etiquette during play.

Marked Start Location: When a player is counting out movement for a miniature, he should leave the miniature in its place until he is done moving it or mark the original location of the miniature with a token.

Model Activation: Players must track which models have activated in one of three ways:

- 1. Turn the stat card of each activated model 90 degrees.
- 2. Place a token or bead on stats cards of models that have activated.
- 3. Turn the miniature of a model that has activated to face the opposite direction.

Legal Dice: Dice must not be especially large or small. They should be regular die size (about 1 inch across). Dice cannot be "spin-down," meaning that they cannot have all of the high numbers in a cluster together. Manipulation of die rolls is cause for ejection and banning from future events.

Appendix A. - Specific Format Procedures

Destroyed Creatures: Destroyed creatures and their stat cards should be set out of the way so as not to cause confusion.

APPENDIX A—DEFINITION OF TERMS

Assault Scenario: See section 853.

Cave of Pain Scenario: See section 854.

- **Constructed:** A tournament in which players bring their own warbands. Warbands are built from a large pool of miniatures, depending on the exact format.
- **DCI:** Organization dedicated to developing and maintaining tournament structures for trading card and miniatures games. Formerly an acronym for Duelists' Convocation International, the name is now simply the DCI.

Judge: Someone making sure the tournament is run fairly and efficiently.

- Limited: A tournament in which players build their warbands at the tournament from miniatures they have drafted or opened from packs.
- Match: A game or series of games between two players or teams that determines a winner. In DUNGEONS & DRAGONS Miniatures, each match is one game. See the appropriate game's DCI Floor Rules for more specific details.
- **Organizer:** The person responsible for where and when the tournament happens. This person is also responsible for sending the results to the **DCI** so that ratings are updated appropriately.

Plunder Scenario: See section 855.

- Rating: A numeric value published by the DCI that indicates a player's past performance in sanctioned tournaments.
- Round: The period during which game play takes place.
- **Single Elimination:** A competition structure that eliminates players after one match loss. It may be necessary to award by s in the first round to create a situation in which there will be only two undefeated participants playing off in the last round of the event.
- Swiss Rounds: Competition structure that allows players to participate in every round of the tournament. Single-elimination final rounds may follow Swiss rounds in some tournaments.

Appendix A. - Specific Format Procedures (Cont.)

APPENDIX B—BOOSTER PACK DRAFT PROCEDURE

DUNGEONS & DRAGONS Miniatures Booster Pack Draft Procedure

A. Player Distribution

Players are assembled randomly into drafting circles (called pods) of roughly equal size at the discretion of the judge. All pods should preferably contain four players. A judge then distributes two Booster Packs to each player.

Players may not talk or communicate with others during a draft.

B. Booster Pack Draft—Active Player Rotation

The player drafting first from the stat cards presented on the table is called the active player. The first active player is the participant in the first seat, designated by the judge. All players in each drafting pod serve as the active player once for each Booster Pack group (see Section C: Booster Pack Draft Table Preparation), with the active player moving between players as follows:

- In a clockwise direction for the first Booster Pack group (beginning with the first active player)
- In a counterclockwise direction for the second Booster Pack group (starting with the last active player in the first group)

C. Booster Pack Draft Table Preparation

As preparation, each active player lays out the contents of one Booster Pack face up on the table, with the stat cards facing him or her and the models in a pile to the side of the cards. Players are given 30 seconds to review the cards before drafting begins.

D. Booster Pack Draft Rules

Once a player has indicated his or her drafting selection by touching a stat card, he or she may not select a different card.

Before the tournament begins, the organizer must announce how much time each player has to select a card. For **DUNGEONS & DRAGONS** Miniatures Booster Pack Drafts, this is 10 seconds. If a player fails to select a card in that time, the pod judge issues that player the highest-cost card still remaining from the booster pack.

The organizer must also announce the warband point limit (100 or 200 points) before the tournament begins. See section 861 for guidelines on point limits.

During a Booster Pack Draft, players must always display all stat cards they drafted face up. After each booster is drafted, players should collect the models that match the stat cards they drafted.

E. Booster Pack Draft Order

The draft order moves in a horseshoe pattern, beginning with the active player and continuing around the table to the last participant in the group who has not yet drafted a stat card. The last player in the group selects two stat cards (instead of one) before drafting continues in reverse order, moving back to the player who began the drafting (the first person who drafted from the pack).

Example: Four players are seated around a table. They are numbered 1-2-3-4 in a clockwise order. The active player is Player 1. The first Booster Pack for Player 1 is opened, and the stat cards are placed face up in two rows in front of Player 1. After the 30-second review period has expired, the draft order is as follows:

Player 1 drafts a stat card Player 2 drafts a stat card Player 3 drafts a stat card Player 4 drafts two stat cards Player 3 drafts a stat card Player 2 drafts a stat card Player 1 drafts the final stat card

The next Booster Pack opened is Player 2's first Booster Pack.

F. Warband Construction

Once drafting is complete, players have 20 minutes to build their warbands from the stat cards and models they selected. Players are limited to 100- or 200-point warbands (see section 861) depending on the announced format and are subject to the Booster Pack Draft warband construction rules (see section 868).

G. Suggested Tournament Round Procedures

Normally in Booster Pack Draft tournaments, players can play only other people from their own pods. Due to the cost of materials, it is sometimes necessary to set up matches between people from different pods with the warbands built from the first draft. In this case, the organizer need not conduct a second draft.

Appendix B.

APPENDIX C-TERRAIN TILES

The following Terrain Tiles are legal in sanctioned events:

1) All 8 terrain tiles from the Harbinger Starter Set.

Assembly Tile (Statue) Assembly Tile (Rubble) Shrine Treasure Room Statue Room Abattoir Rubble Room Corridor

2) All 8 terrain tiles from the Aberrations Starter Set.

Assembly Tile 3 Assembly Tile 4 Burial Chamber Torture Chamber Aftermath Ancient Temple Spike Stones Cave Blood Rock Cave

3) All terrain tiles released through Organized Play.

These terrain tiles will also be released on the Web shortly after being released by Organized Play. They can be found at www.wizards.com/default.asp?x=dnd/mi/20040318a.

The sanctioned Organized Play tiles are as follows:

Shrine of Justice Mushroom Tangle Shrine of Slaughter Intersection Broken Wall Medusa's Chamber Audience Chamber Assembly Tile 5 Assembly Tile 6 Creeping Tangle

4) Terrain tiles found in the back of the terrain series of books.

Frostburn The four tiles in Frostburn are **not** legal for Organized Play. **Not Legal:** Crevasse, Ebony Lake, Razor Drifts, Ice Palace.

Sandstorm The four tiles in Sandstorm are legal. Legal: Mummy's Crypt, Jagged Wasteland, Sun Temple, Oasis.

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RISK 2210[®] DCI[™] FLOOR RULES 2003–2004 Tournament Season Effective September 1, 2003



Introduction

The RISK 2210 DCI Floor Rules work in conjunction with the DCI Universal Tournament Rules, the DCI Penalty Guidelines, and the RISK 2210 game rules. Players, spectators, and tournament officials must follow these documents when involved with DCI-sanctioned RISK 2210 tournaments. Individuals who violate sections of these documents will be subject to the appropriate provisions in the DCI Penalty Guidelines.

Note: Please see appendix B of the DCI Universal Tournament Rules for definitions of terms in this document.

700. GENERAL RISK 2210 TOURNAMENT RULES

701. Format and Ratings Categories

The DCI sanctions the Basic RISK 2210 game format (using all materials from the original boxed set) and later, the Expanded format (Basic set plus official rules Expansions).

702. Authorized Game Materials

All game materials found in an official RISK 2210 set are legal in tournament play. Filled out blank command cards and unofficial game expansions are not legal in DCI sanctioned play. Wizards of the Coast will make official game and rules expansions available in the future.

703. Command Card Interpretations

Command card interpretations are based on the English version of the RISK 2210 game produced by Hasbro.

704. Necessary Tournament Materials

1 player or tournament organizer must supply 1 official RISK 2210 game.

Players may only use the game pieces provided in the official game set or other official Avalon Hill expansions or promo releases. Player created Command cards may not be used in sanctioned play.

710. RISK 2210 TOURNAMENT MECHANICS

711. Round Structure

Each RISK 2210 tournament round consists of a single four or five player game (no fewer than 4 players). Round results are reported to the DCI in order to include them in the worldwide ratings and rankings.

712. Round Time Limits

3 to 4 hours are recommended for each round of RISK 2210 tournaments.

713. Pregame Procedures and Who Plays First

Before play begins, players determine who will play first. This may be done any time during the pregame procedure.

- 1. Each player rolls 1 six-sided die to determine who chooses and places first (high roll wins). Example: if five players roll and three of them tie, those three will roll again. If two players then tie, then those two will roll until a winner is determined. The player who won the roll chooses which color they will play and will deploy first.
- 2. Next the player to left of the first player gets to choose which color they will play and so on in a clockwise direction.
- 3. 1 player will be designated in charge of the Command cards and another player will be designated in charge of the Energy chips. These players will dispense these items and collect them after they are used throughout the game. If no one volunteers then the players roll off with the 2 players who roll the lowest designated in these roles.
- 4. Each player sets out directly in front of them the total number of M.O.D.s, commanders, space stations and energy chips that they begin the game with. This number is verified by the player to their right (each payer counts and verifies the starting pieces of the player to their left).
- 5. After all players have their starting M.O.D.s, commanders, and energy chips verified, the game proceeds as normal.
- 6. After the initial game set up has been completed, the tournament time rules are followed for the rest of the game (see 814. Player Time Limits).

714. Player Time Limits

Each player is responsible for playing his or her turn in a timely manner.

715. Determining a Round Winner

For Swiss tournaments using more than one round per tournament, the winner of the event is the player with the most games points earned throughout the tournament. If multiple players have the same point totals, then the Risk 2210 tiebreakers are used to determine final standings.

These are (in order)

- Number of energy player finished with
- Number of units player finished with

716. Dice Rolling

No dice may be rolled on the game board. All dice must be rolled in a location completely separate from the game board; the DCI recommends that a box be used and that the dice are thrown toward the back of the box.

Unless otherwise stated by the attacker or defender, each player will always roll the maximum number of dice allowed in a combat.

717. Command Cards Placement

The number and type of command cards that each player has must be kept visible at all times during the game (unplayed cards are kept face down). It is each player's responsibility to make sure everyone turns his or her command cards in to the command card controller when appropriate. All played command cards must be made available to all players and judges on request.

718. Energy Chip Placement

The amount of energy chips that each player has must be kept visible at all times during the game. It is each player's responsibility to make sure everyone turns his or her energy chips in to the energy chip banker when appropriate.

719. M.O.D. Placement

Each player is responsible for his or her own game pieces on the board and only that player is allowed to touch, place, move, or remove them.

At the beginning of each player's turn, that player places directly in front of him or her the total number of M.O.D.s that they get to place on that turn. The other players must agree upon this number BEFORE they are placed on the board. Once they are agreed upon, that player's turn may continue.

Once a player has placed a Unit on the board as their hand has left that figure, they are not allowed to change their mind and place it elsewhere.

If the placement and number of M.O.D.s on the game board are deemed to be difficult to clearly see where they belong, a tournament judge has the right to ask you to trade up your M.O.D. units to clarify the situation.

720. Purchasing Command Cards

Once a player has declared how many and what type of Command Cards they are purchasing, they are allowed to change their mind up until they look at any of the cards. Once a player looks at any purchased Command cards they are done with this action.

721. Declaring an Invasion

As stated in the RISK 2210 rules, when declaring an Invasion the active player must announce both the territory you are attacking and the territory you are attacking from. At this point (before number of dice are declared) each player may play relevant Command Cards if they choose. Keep in mind that most Command Cards must be played PRIOR to your first Invasion.

The actual Invasion doesn't take place until dice are rolled or Command cards are played in response to the declaration (such as Stealth Mods). Until either of these events occurs, a player can change their mind.

After Command Cards are played, the Invasion continues normally as per the game rules (Before rolling, first the attacker, and then the Defender must announce the number and type of dice they intend to roll and then they must each roll their dice at the same time.)

722. Talking during the Game

During the game, talking is and offering advice is allowed. However, during a player's turn, that player can request that talking cease until that player completes their current action.

723. Quitting or being removed from a Game

If a player quits or is removed from a game in progress without a valid reason (judge's discretion) that player's M.O.D.s and Commanders remain on the board and defend against all invasions. The player to the left of the invading player will roll the defense dice for these units. All remaining Command cards and Energy chips are discarded as well.

The player who has left the game will also earn a score of 0 for that game and finish no better than tied for last place in that round.

Appendix A - RISK 2210 PENALTY GUIDELINES

The DCI RISK 2210 Penalty Guidelines provide a structure to help judges determine the appropriate penalties for infractions that occur during the course of a tournament. Penalties exist to protect players from potential misconduct. All penalties in this document assume that the infraction is unintentional. If a judge believes that an infraction was intentional, the penalty should be upgraded as appropriate. Please remember that these are only guidelines. If the judge believes that the situation has significant, extenuating circumstances, he or she is free to modify the penalty as appropriate.

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10. FORMAT OF INFRACTIONS

Infractions are listed in the following manner:

- Infraction Type, Infraction Name—The designation of the infraction
- Definition—The description of what qualifies as an infraction
- Example—Sample incidents of the infraction
- Philosophy—The reasoning behind the penalty
- Penalty—Recommended penalties at each Rules Enforcement Level (REL)

20. DEFINITION OF PENALTIES

Caution: This is the smallest penalty that can be given. A caution is a verbal warning to a player. The caution must explain the infraction and the consequences if the infraction is repeated. A caution should be reported to the head judge, but does not need to be reported to the DCI. Warning: A warning is an officially tracked penalty. The purpose of a warning is to alert judges and players involved that a problem has occurred and to keep a permanent record of the infraction in the DCI Penalty Database. Warnings must be communicated to the head judge and the tournament official responsible for the permanent tracking of the warning. Warnings must also be communicated to the players to whom they are issued, explaining the infractions as well as possible consequences if the infractions are repeated. Game Loss: A warning is always given with this penalty. If the player is in between games, the loss should be applied to the player's next game. Game losses must be communicated to the head judge and the tournament official responsible for the permanent tracking of the warning. Judges must communicate game losses to the players to which they are issued and explain the infractions and possi-

ble consequences if the infractions are repeated.

Disqualification:

A warning is always given with this penalty. When this penalty is applied, the player loses his or her current match and is dropped from the tournament. Players will still receive whatever prizes they have earned before the disqualification. In certain situations, a disqualification without prize is appropriate. A disqualification without prize is defined as a disqualification with the player receiving no prizes and receiving no additional awards (such as pro points, event invitations, and so on). Disqualification without prize is recommended for severe unsporting conduct and cheating. The head judge must issue the disqualification and must inform the tournament official responsible for the permanent tracking of the warning.

When a player is disqualified without prize during a tournament, they are removed from the tournament and they do not take up a place in the standings. This means that all players in the tournament will advance one spot in the standings when someone higher in the standings is disqualified without prize. The player who advances a spot in the standings is entitled to any prizes that the new standing would offer. If the disqualification without prize takes place after a cut it made, no additional players advance in place of the disqualified player although they do move up a spot in the standings. For example, if a player is disqualified without prize during the quarterfinal round of a Pro Tour Qualifier, the former 9th place finisher does not advance into the single elimination top 8, but they do move into 8th place in the standings.

Disqualifications that are the result of accumulated infractions are not without prize. For example, a player who receives many warnings for procedural errors would only receive a disqualification. They would never receive a disqualification without prize.

30. Applying Penalties

The DCI RISK 2210 Penalty Guidelines apply to every game the DCI sanctions.

REL 2 and higher should be used only for more competitive events, such as Regional or Championship events. Tournament organizers and judges are welcome to run events at higher RELs, but most events should be run at REL 1.

If players bring an infraction to the attention of the judge, a penalty should be applied for that infraction in the round in which it occurred, whenever possible.

A player does not need to be disqualified from an event to be subject to a DCI investigation.

40. **REPEAT OFFENSES**

The recommended penalty for the first offense is listed in the "Penalty" portion of each infraction. For the second offense of the same infraction, the next highest penalty is recommended. Note that this increase of penalty does not take into consideration the penalties assigned to other RELs, but instead follows the order of:

Caution-Warning-Game Loss-Disqualification

If a baseline penalty is a warning, the second offense should receive a game loss, and the third offense should receive a match loss. For example, at REL 1 a player's penalty for the first offense Rolling Incorrect Dice would be a caution and reroll. The player's penalty for a second offense would be the next highest, which is a caution and combat loss. His or her third offense would result in a warning and combat loss, fourth offense a game loss, and fifth offense would result in the player's disqualification.

The Judge should also take into account the overall game effects of the offense and its severity and can adjust the penalties accordingly. For example, if a player has been using incorrect combat dice and it is not caught until several rounds of combat have taken place, the Judge can choose to escalate the penalty if it is deemed particularly egregious to the overall game state (to a higher REL penalty or more).

Disqualifications that are the result of accumulated infractions are not without prize.

At lower RELs, judges may find that, in the interest of education, it's more appropriate to repeat a level of penalty before escalating to the next level.

110. PROCEDURAL ERROR

This section provides penalties for procedural errors. Many infractions fit into this category, although it is impossible to list them all. The head judge should use his or her discretion when deciding which penalty applies to an unlisted procedural error.

111. Procedural Error - Illegal Combat Dice

Definition

A player is found to have rolled the incorrect number or type of dice in a combat.

Examples

A player in a RISK 2210 tournament attacked a water territory with a naval commander and a lunar commander and rolled 2 eight sided dice.

A player has 1 M.O.D. in a territory they are defending and he or she rolled 2 six sided dice for defense.

Philosophy

The number and type of dice rolled in a combat situation is a core rule of the game. Rolling better or more dice than a player is allowed gives an unfair advantage and can alter the course of a combat and of the game. However, since the majority of incorrect dice rolling is due to clerical error, it is not in the best interest of the event to start off with unduly harsh penalties.

Penalty

At the lowest level of rules enforcement, the situation should just be corrected (correct number and type of dice are rerolled). At higher levels, that player is considered to have lost that round of combat to the worst possible degree (regard-less of the actual dice results).

REL 1	REL 2	REL 3
Caution & Reroll	Caution & Combat Loss	Warning & Combat Loss

112. Procedural Error - Neglecting to Collect Energy

Definition

A player neglected to collect all of their energy chips for their turn.

Examples

A player in a RISK 2210 tournament neglected to count a bonus from a controlled continent and has already purchased and placed commanders.

A player successfully played Hidden Energy, ended their turn, and neglected to collect the energy bonus.

Philosophy

Energy is the currency of the game, and as such neglecting to collect your full amount can put a player at a serious disadvantage. It is the responsibility of each player to make sure they collect their full-earned amount.

Penalty

At the lowest level of rules enforcement, the situation should just be corrected though any passed phases (such as Commander of Card purchasing and placement or Turn Bidding) are not revisited (this additional energy cannot be retroactively used for purchases or bidding). At higher levels, the player forfeits the remaining energy they could have collected that turn.

REL 1	REL 2
Caution & Collect Energy	Caution & Energy Forfeiture

REL 3 Warning & Energy Forfeiture

113. Procedural Error - Neglecting to Place Units

Definition

A player neglected to place M.O.D.s or Commanders on the board before moving on to later phases of the game.

Examples

A player in a RISK 2210 tournament has purchased their naval commander and neglected to place it and has already moved on to purchasing command cards.

A player has neglected to place the M.O.D.s they collected at the start of their turn and has already moved on to purchasing commanders or cards.

A player has successfully completed a Scout Forces Land card during their turn, and then ended that turn without placing their 5 M.O.D.s.

Philosophy

M.O.D.s and Commanders are the units of each player's forces, and as such neglecting to collect your full amount can put a player at a serious disadvantage. It is the responsibility of each player to make sure they collect and place their full-earned amount.

Penalty

At the lowest level of rules enforcement, the situation should just be corrected though any passed phases (such as Combat or Command Card Purchasing) are not revisited (these additional units cannot be placed in previously lost territories or placed during the middle of an occurring Invasion). At higher levels, the player forfeits the units they should have placed that turn.

In the event that the loss of the forfeited unit makes previous actions on this turn illegal (such as purchasing or usage of the Naval Command Cards in the case of a forfeited Naval Commander) those actions are also forfeited (the purchased or played Naval Command cards are discarded without refund).

REL 1	REL 2	REL 3
Caution & Place Units	Caution & Unit Forfeiture	Warning & Unit Forfeiture

114. Procedural Error - Neglecting a Turn Action

Definition

A player has stated that their turn was over and then realized they had neglected to do a desired turn action.

Examples

A player in a RISK 2210 tournament neglected to do a desired fortify position action after announcing their turn was over. A player successfully Invaded 3 contested territories and neglected to collect their bonus command card and energy before stating their turn was over.

Philosophy

While it can be easy for a player to immediately realize they neglected a desired action on their turn, this behavior can lead to game delays as well as alter the other player's game strategy. Ultimately it is the responsibility of each player to complete all of their desired actions during their turn.

Penalty

Once a player has stated their turn is over, it is over. Neglected actions and collections are not allowed (missed Fortify Positions or bonus the command card and energy are forfeited).

All Levels

Caution & Actions Forfeited

115. Procedural Error - Improper Viewing of Command Cards

Definition

A player views illegal command cards.

Examples

A player in a RISK 2210 tournament purchases and views nuclear command cards and it is then discovered that that player does not own a nuclear commander.

A player announces and purchases 4 land command cards and then collects and views 5 land command cards.

Philosophy

Any time players purchase extra or illegal cards, there is always a chance they will go unnoticed by their opponent, potentially giving them a significant advantage. Because of this potential for abuse, the penalty for improper viewing of command cards is fairly severe.

Correcting the problem always involves putting the extra or illegal cards back into the appropriate command cards decks and then they are shuffled. This ensures that the player who viewed these cards does not gain any additional advantages.

Penalty

For the game to continue, the situation should always be corrected. When it is obvious which cards were improperly viewed, they should be shuffled back into their appropriate decks. If it is unclear which card is the "extra" card, a random card should be selected from the player's hand. The opponents of the player committing the infraction should be allowed to see any cards the other player has seen due to this infraction.

In each case, the energy the player paid for these improperly viewed command cards is forfeited.

REL 1	REL 2	REL 3
Caution & Energy Forfeiture	Warning & Energy Forfeiture	Game Loss

116. Procedural Error – Illegal Combat

Definition

A player has made invasions that are discovered to be illegal.

Examples

A player in a RISK 2210 tournament has been making invasions into and/or across water territories and it is then discovered that he or she does not own a naval commander.

A player has been making invasions between two territories that are discovered to be non-adjacent.

Philosophy

It is every player's responsibility to make sure that all invasions in the game are legal.

Penalty

At lower REL levels as soon as an illegal combat is discovered, the invasion immediately ceases. All captured territories remain as they are (as it should have been caught earlier) and the player making the infraction is assessed a 3 M.O.D. penalty (that player must choose and remove 3 M.O.D.s from the game board and return them to his or her recruitment pool).

REL 1REL 2REL 3Caution & 3 M.O.D. lossWarning & 3 M.O.D. lossGame Loss

117. Procedural Error - Playing Illegal Command Cards

Definition

A player has played and resolved illegal command cards.

Examples

A player in a RISK 2210 tournament played a land Stealth Mod while defending from an invasion. After the combat, it is discovered that that player did not own a land commander.

A player played and resolved a Hidden Energy card and then collected the energy at the end of their turn and used it for subsequent turn order bidding. Then it is discovered that that player did not own a naval commander.

Philosophy

It is every player's responsibility to make sure that all command cards are played legally.

Penalty

At lower REL levels as soon as an illegal command card usage is discovered, the command card is discarded. The effects of the illegal command card usage are reversed (where possible) and the player making the infraction forfeits all energy spent on or gained from playing the illegal command card.

REL 1	REL 2	REL 3
Caution & Energy Forfeiture	Warning & Energy Forfeiture	Game Loss

120. SLOW PLAY

This section includes penalties for players who unintentionally play slowly.

121. Slow Play—Playing Slowly

Definition

Players who take longer than is reasonably required to complete game actions are engaging in slow play. If a judge believes that a player is intentionally playing slowly to take advantage of a time limit, that player is guilty of Cheating—Stalling (section 142).

Example

(A) A player is unsure of which command card to play and spends an unreasonable amount of time trying to decide.

(B) A player takes an unreasonable amount of time choosing where to place their reinforcements.

(C) A player spends time writing down the names of every command card as they are played.

Philosophy

Slow-play penalties do not require a judge to determine whether a player is intentionally stalling. All players have the responsibility to play quickly enough so that their opponents are not at a significant disadvantage because of the time limit.

Penalty

A three-minute time extension is included with this penalty (if needed). If slow play has significantly affected the result of the match, the judge should upgrade the penalty as appropriate.

REL 1	REL 2	REL 3
Caution	Warning	Warning

RISK 2210 Penalty Guidelines

116.-121.

130. Unsporting Conduct

This section deals with unsporting conduct at tournaments. A player does not have to be actively involved in a match to receive a penalty for unsporting conduct.

131. Unsporting Conduct—Minor

Definition

Minor unsporting conduct is defined as behavior that may be disruptive to a person at the tournament, but that has no significant impact on the operation of the tournament in any way.

Examples

(A) A player uses excessively vulgar and profane language.

(B) A player repeatedly and inappropriately demands to a judge that her opponent receive a penalty.

Philosophy

Different levels of unsporting conduct should be penalized accordingly. The head judge is always the final authority on what constitutes unsporting conduct and is free to interpret the guidelines as he or she sees.

Penalty

All Levels

Warning

132. Unsporting Conduct—Major

Definition

Major unsporting conduct is defined as behavior that is disruptive to a player or players at the tournament, but does not cause delays or includes any form of physical contact or significant emotional distress.

Examples

(A) A player repeatedly calls a judge and argues that his opponent should lose the game for insignificant procedural oversights.

(B) A player fails to obey the instructions of a tournament official.

Philosophy

Different levels of unsporting conduct should be penalized accordingly. The head judge is always the final authority on what constitutes unsporting conduct and is free to interpret the guidelines as he or she sees fit.

Penalty

All Levels

Game

133. Unsporting Conduct—Severe

Definition

Severe unsporting conduct is defined as behavior that is disruptive to a player or players at a tournament, causes delays, and may include any form of physical contact or significant emotional distress.

Examples

(A) A player pulls a chair from beneath another player, causing her to fall to the ground.

(B) A player argues in an excessive and belligerent manner with a judge after the judge has made a final ruling.

Philosophy

Different levels of unsporting conduct should be penalized accordingly. The head judge is always the final authority on what constitutes unsporting conduct and is free to interpret the guidelines as he or she sees fit.

Penalty

All Levels Disqualification without prize

140. Cheating

This section deals with intentionally committed infractions that can give a player a significant advantage over others.

141. Cheating—Bribery

Definition

A player attempts to bribe an opponent into conceding, drawing, or changing the results of a game, or two or more players attempt to determine the outcome of a game using a random method such as a coin flip or die roll.

Examples

(A) A player in a Swiss round offers an opponent \$100 to concede the match.

(B) Two or more players roll a die to determine the winner of a match.

Philosophy

Bribery disrupts the integrity of the tournament and is strictly forbidden. Randomly determining the outcome of a game or match is also specifically prohibited.

Penalty

All Levels

Disqualification without prize

142. Cheating—Stalling

Definition

A player intentionally plays slowly in order to take advantage of the time limit. Refer to section 121 for unintentional slow play.

Example

(A) A player has 2 territories he or she can invade, no options available to significantly affect the game, and spends several minutes "thinking" about what to do.

Philosophy

If it is clear that a player is stalling, he or she should face a serious penalty.

Penalty

All Levels Disqualification without prize

143. Cheating—Fraud

Definition

A player intentionally misrepresents rules, procedures, personal information, or any other relevant tournament information.

Examples

(A) A player uses a fake name and DCI number when registering for a tournament.

(B) A player misrepresents the results of a match to tournament officials.

Philosophy

There should be zero tolerance for this type of activity.

Penalty

All Levels

Disqualification without prize

144. Cheating—Other

Definition

This category includes any intentional infraction that does not fall into the categories of bribery, stalling, or fraud.

Examples

(A) A player intentionally looks at the faces of the command cards while shuffling and uses this information to stack the cards in an order unfavorable for an opponent.

(B) A player places additional unearned units on the board.

(C) A player intentionally draws extra command cards while his or her opponents are distracted.

Philosophy

Any player who intentionally violates the rules should face a serious penalty.

Penalty

All Levels

Disqualification without prize

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Appendix B—Penalty Quick Reference

Infraction	REL 1	REL 2	REL 3
Procedural Error—Illegal Combat Dice	Caution & Reroll	Caution & Combat Loss	Warning & Combat Loss
Procedural Error—Neglecting to Collect Energy	Caution & Collect Energy	Caution & Forfeit Energy	Warning & Forfeit Energy
Procedural Error—Neglecting to Place Units	Caution & Collect Units	Caution & Forfeit Units	Warning & Forfeit Units
Procedural Error—Neglecting a Turn Action	Caution & Forfeit Action		
Procedural Error-Improper Viewing of Command Cards	Caution & Forfeit Energy	Warning & Forfeit Energy	Game Loss
Procedural Error—Illegal Combat	Caution & 3 MOD Loss	Warning & 3 MOD Loss	Game Loss
Procedural Error—Playing Illegal Command Cards	Caution & Forfeit Card & Energy	Warning & Forfeit Card & Energy	Game Loss
Slow Play—Playing Slowly	Caution	Warning	Warning
Unsporting Conduct—Minor	Warning	Warning	Warning
Unsporting Conduct—Major	Game	Game	Game
Unsporting Conduct—Severe	Disqualification without prize		
Cheating—Bribery	Disqualification without prize		
Cheating—Stalling	Disqualification without prize		
Cheating—Fraud	Disqualification without prize		
Cheating—Other	Disqualification without prize		

Note: REL 1 is the standard enforcement level for most DCI tournaments.

Appendix C—RISK 2210 Board game errata

Risk 2210 Rule Book

pg 6 under Rules of Engagement: change to

You may only attack a teritory that is adjacent (touching) to one of your own. Examples: Exiled States of America may attackut. Republique du Quebec and Iceland GRC.

Removed Canada from list. It is not adjacent on the game board.

Risk 2210 Army Status Report Score Board

Change the number on the bottom right of the 45 score square from 14 to 15.

Appendix D—Contact Information

This document is valid from April 1, 2003 to August 31, 2004.

For the most recent version of this document, or to learn about DCI tournaments and judging, please contact the DCI inherfyldowing three ways:

DCI Website: **thedci.com** DCI Judge's Website: **www.wizards.com/judge** Email: **dcijudge@wizards.com** (DCI judge certification and training administrator) Phone: (800) 324-6496 (Wizards of the Coast® Game Support)

RISK 2210 Penalty Guidelines

Appendix B., C. & D.

751. Auction Draft Instructions

Coaches participate in Auction Drafts in pods of four, with each coach receiving one draft pack and two booster packs. Each coach's team has a point-value cap of 7,000 points. Each pod of four managers must have its own table judge.

After packs are opened and players and play-cards are separated from strategy-cards, all the player cards are given to the table judge, who then does the following:

- Verifies the same amount of player were received from each coach;
- Combines all player-cards from the four managers into one draft pool;
- Sorts the cards by position; and
- Lays the player cards out on the table, with all player cards facing one direction.

While the tables judge sorts and lays out the player cards, coaches should review their play and strategy-cards they opened and take any notes related to these cards that may help them in the draft. Upon the table judge's announcement, coaches have five minutes to review all the player-cards on the table and take any notes about the available players.

Each player receives a tournament roster sheet from the table to keep track of players they drafted and the points they have spent in the draft. One coach is designated as the first to nominate a player and make the opening bid. Beginning with the first coach, participants take turns nominating a player for auction, in an order established by the tab le judge, through the draft pod.

The coach nomination a player for the auction must turn the appropriate player card sideways to identify it as currently up for bidding.

Any coach may bid on a nominated player, provided he or she has: an open roster slot that the player is qualified to fill, enough points left under the cap to acquire that player, and 10 points left for each open roster spot remaining. All bidding must be in increments of 10 points.

The judge running the draft must use his or hers best judgment as to when to begin the countdown on the last did for a player. The DCI recommends starting the countdown a few seconds after each bid is announce in order to keep the draft moving.

The table judge maintains a draft record, with a column for each manager. After the table judge counts down and closes each final bid, the following occurs:

- The table judge writes the name of the player drafted, the position filled, and the point value produce by the final bid in the column under the appropriate coach's name.
- The coach drafting that player removes the card from the draft pool and writes the player's name and auction point value on his or her roster sheet.

The auction continues until all opened player cards are drafted.

Periodically, the table judge should call for a brief break in the draft for a point check and player count. The judge should add up the totals he or she has written in the column for each player and check those totals against what the players have listed on their roster sheets.

Coaches exceeding the 7,000-point cap have their bid rejected on the player who puts them over the cap (so the rights to that player fall to the next-highest bidder), and the coach exceeding the cap must stop drafting players until all other rosters within the pod are complete. Once the other coaches are done drafting, any coach exceeding the point-value cap may fill his or her roster form what is left.

752. Auction Draft Pairings and Games Per Round

The DCI suggests one-game matches for Auction Drafts, with coaches being paired following the round-robin system, so each manager within the pod plays each other coach in the pod once. If a round-robin event ends in a tie, organizers may break ties based on each coach's overall point differential during competition within the pod. Organizers choosing to use different tiebreakers must announce their tiebreakers before the tournament begins.

753. Draft Strategy-Deck Construction

Coaches build their strategy decks and play books using cards opened for that draft. Any cards they do not use in their strategy decks function as their sideboards.

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SUBBUTEO FOOTBALL CHAMPIONSTM DCITM FLOOR RULES

Effective September 1, 2003



Introduction

The **Subbuteo Football Champions** DCI Floor Rules work in conjunction with the DCI Universal Tournament Rules, the DCI Penalty Guidelines, and the **Subbuteo Football Champions** trading card game rules. Players (referred to as "managers" in this document), spectators, and tournament officials must follow these documents while participating in DCI-sanctioned **Subbuteo Football Champions** tournaments. Individuals who violate sections of these documents will be subject to the appropriate provisions of the DCI Penalty Guidelines.

Note: Please see appendix B of the DCI Universal Tournament Rules for definitions of terms in this document.

900. GENERAL Subbuteo Football Champions TOURNAMENT RULES

901. FORMATS AND RATINGS CATEGORIES

The DCI sanctions a Constructed format, which feeds into the **Subbuteo Football Champions** Constructed ratings, and a Limited format, which feeds into the **Subbuteo Football Champions** Limited ratings.

902. Authorized Cards

All **Subbuteo Football Champions** cards used in DCI-sanctioned events must be produced by Wizards of the Coast, Inc. In addition, all Action cards must be from the latest available year of **Subbuteo Football Champions**.

903. Card Interpretation

During DCI-sanctioned competition, managers must refer to the official game rules and card-text definitions found in the **Subbuteo Football Champions** rulebook.

904. New Releases

New **Subbuteo Football Champions** card sets, including any expansions and promo cards, are allowed in Constructed and Limited play from their retail releases, with the only exception being the Prerelease tournaments, which allow, of course, use of cards in new sets before their official releases.

905. Participation Minimums

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

910. Subbuteo Football Champions TOURNAMENT MECHANICS

911. Match Structure

Subbuteo Football Champions matches consist of one game per match, with each game divided into two halves.

912. Match Time Limits

The DCI recommends using a forty-five-minute time limit for each game.

If all matches in a round finish early—and all managers continuing with the event are present—the organizer may begin the next round.

913. Pregame Procedures

The following steps must be performed, in order, before each game begins:

- 1. Managers shuffle their Action-card decks (see Universal Tournament Rules, section 21).
- 2. Managers present their decks to their opponents for additional shuffling and/or cutting.
- 3. If an opponent has shuffled a manager's deck, that manager may make one final cut.
- 4. Managers reveal their teams to each other.
- 5. Managers reveal their substitutes to each other.
- 6. Managers randomly decide who is going to kick off.
- 7. Managers take turns setting up attackers, one at a time, with the manager who is kicking off going first.
- 8. Managers take turns setting up defenders, one at a time, with the manager who is kicking off going first.
- 9. The manager who won the kickoff sets up his midfielders.
- 10. The manager who lost the kickoff sets up his midfielders.
- 11. Each manager draws five cards.
- 12. The manager who won the kickoff puts the ball on a player on his midfield line.
- 13. Play begins.

914. "After the Goal" Procedure

After a goal has been scored, the following occurs:

- 1. Managers take turns setting up attackers, one at a time, with the manager who allowed the last goal going first.
- 2. Managers take turns setting up defenders, one at a time, with the manager who allowed the last goal going first.
- 3. The manager who allowed the last goal sets up his midfielders.
- 4. The manager who scored the last goal sets up his midfielders.
- 5. The manager who allowed the last goal puts the ball on a player on his midfield line.
- 6. Play begins.

915. Halftime Procedures

After the first half ends, managers can swap cards in their Action-card decks for cards in their sideboards (see section 918). They can also swap players on the team with substitutes (see section 917). After these swapping opportunities, the following occurs:

- 1. Managers shuffle their Action-card decks (see Universal Tournament Rules, section 21).
- 2. Managers present their decks to their opponents for additional shuffling and/or cutting.
- 3. If an opponent has shuffled a manager's deck, that manager may make one final cut.
- 4. Managers reveal their teams to each other.
- 5. Managers reveal their substitutes to each other.
- 6. The manager who lost the kickoff in the first half will now kickoff.
- 7. Managers take turns setting up attackers, one at a time, with the manager who is kicking off going first.
- 8. Managers take turns setting up defenders, one at a time, with the manager who is kicking off going first.
- 9. The manager who will kickoff sets up his midfielders.
- 10. The manager who will not kickoff sets up his midfielders.
- 11. Each manager draws five cards.
- 12. The manager who is kicking off puts the ball on a player on his midfield line.
- 13. Play begins.

916. End-of-Match Procedure

If the match time limit is reached before a winner is determined, the active manager finishes his current turn and the game ends. The result is then considered to be final.

If the match requires a winner, as in the single-elimination portion of a tournament, and the result after the time limit is a tie, then Golden Goal extra time must be played, as per the rulebook. In case the match is still a tie after the extra time, the final result is determined by a penalty shootout.

917. Use of Substitutes

A team can have a maximum of six substitutes. There is no point-value limit for substitutes. Managers may swap a maximum number of three players during a match. Substitutions can be performed at the following times:

- Before a corner kick
- Before a free kick
- Before a penalty kick
- After a goal
- At halftime

Substitutes must be swapped on a one-for-one basis. In Constructed events, whenever a manager substitutes a player, the total point value of the team is reduced by 50.

918. Sideboard Use

Before each game begins, managers must allow their opponents to count the number of cards in their sideboards (face down), if requested. Managers may not look at their sideboards during a game. Sideboard cards must be clearly identified and separated from all other cards in the play area.

Any card exchanges between decks and sideboards must be made on a one-for-one basis to ensure that the sideboard remains at exactly six cards at all times. The only time at which sideboards may be used during games is between the two halves of each match. There are no restrictions on the number of cards a manager may exchange this way as long as one card from the deck is traded for one card from the sideboard.

919. Player Card Use

No team of **Subbuteo Football Champions**, including substitutes, may contain more than one copy of cards that feature the same player. Two player cards are considered to feature the same player if they refer to the same living person and have the same name.

914.-919.

930. Rules for Constructed Tournaments

931. Action-Card Deck Size Limits and Usage

Action-card decks at Constructed events must contain exactly twenty-five cards.

If a manager wishes to use a sideboard, it must contain exactly six cards.

A manager's combined Action-card deck and sideboard may not contain more than two of any individual Action card.

932. Point-Value Cap and Distribution

At any time during a match, the total point value of a Constructed team, excluding substitutes, may not exceed 1,300 points minus the point value of any player of that team who has received a red card during that game, minus 50 points per substituted player. In addition, the value of attackers plus the midfielder and the value of defenders plus the goalie must not exceed 800 points.

940 RULES FOR LIMITED TOURNAMENTS

941 Action-Deck Size Limits and Usage

Action-card decks at Limited events must contain exactly twenty-five cards, all of which must be chosen from the cards provided by the event organizer. Managers may use as many copies of an Action card in their decks as they choose. Whatever Action cards players received in their starter decks and booster packs that are not in their main decks become their sideboards.

942 Point Cap Value

In Limited tournaments, there is no maximum total point value for team building.

943 Rules for Auction Draft Tournaments

In Auction Draft tournaments, after managers are grouped into drafting pods of roughly equal size, each manager receives three booster packs, one deck of Action cards, and five substitutes taken from a starter deck. Each manager has an allowance of 1,300 credits with which to bid in the auction; the manager should have pen and paper to keep track of his spending.

Each manager opens his first booster pack, keeps it face down without looking at the cards in it, shuffles the pack, and puts it face down in a pile in front of him. The first manager (randomly chosen) reveals the top card of his pile to all managers. If it is an Action card, he removes it from the pile and keeps it for himself; he repeats the process until a Player card is revealed. When a Player card is revealed, bidding begins. The active manager chooses an opening bid; it can be any multiple of 10, up to his current credit allowance.

Bidding then continues counter-clockwise, with managers either passing or bidding in increments of 10, until all managers, except the one who made the last bid, pass. The manager who won the bidding gets to keep the Player card, and his allowance is reduced by his winning bid amount.

The manager on the left of the one who made the opening bid then becomes the active manager, and the process is repeated. The auction continues counter-clockwise until all managers have revealed all cards in their first booster packs. Then all managers open their second packs, and the auction continues clockwise, starting with the manager who started the first booster. The auction then turns counter-clockwise again for the third booster and back to clockwise for the starter reserves pack, always starting from the first manager.

Managers must then fill their team rosters for the tournament with a selection of eleven players plus a maximum of six substitutes chosen from the pile of cards they drafted. If they have no goalkeepers, they must use a standard keeper. The standard keeper has Save 5, Class 5, Penalty 1, and is represented by a Player card face down on the playmat.

APPENDIX A - CHANGES FROM PREVIOUS VERSIONS

Changes from September 1, 2003 version

Section 905: Section added (participation minimums)

Appendix A: Section added

ELECTRONIC REPORTING GUIDELINES



The DCITM players' organization encourages organizer's to submit tournament reports electronically. When done correctly, electronic reporting will help to expedite the entry of tournament data into our database and allow players to view ratings which are up to date, and accurate via our web site.

When submitting tournament reports electronically to the DCI, please conform to the guidelines below. Any reports that do not meet these guidelines will not be processed. Organizers submitting electronic tournament reports via email will receive a verification of receipt by the DCI. Note: This does not count as verification that the event report has been processed, only received. **As with paper-based reporting, the organizer is responsible for making sure the event was received and processed.**

Organizers using electronic reporting must still keep hard copies of their event reports for at least one year after the event to protect against lost reports or help in resolving reporting discrepancies.

Electronic tournament report submissions should consist of the parts outlined below:

- Event Report Summary Information
 Warnings & Disqualifications
- Electronic Tournament Data File
 Tournament K-Value Information
- Master Player Data File

NOTE: The DCI's official pairings program, DCI Reporter, is the best way to record and submit event results. You may download DCI Reporter at <events.wizards.com/download/dcicoords.asp>. Using DCI Reporter will automatically include the Electronic Tournament Data File, the Master Player Data File, and the event's K-value information. Only the Event Report Summary Information will need to be created by the Tournament Organizer. The end files can be uploaded to the DCI directly.

The preferred method of receiving electronic data is via email. Send your electronic tournament results to:

dcireport@wizards.com (An automatic reply will verify that your e-mail has been received by the DCI. This automatic reply message does not assure that the report will be processed. Be sure to periodically check the event's status at <events.wizards.com/dcitourna-ment/Default.asp?game=MG>.) Only use this if uploading fails or you cannot use DCI Reporter.

EVENT REPORT SUMMARY INFORMATION

The following information must be included in the body of your e-mail or as an additional text file* if DCI Reporter is not used:

- Sanctioning Number
- Event Date
- Event Name
- Event Format
- Event Location (address, city, state and nation)
- Organizer's Name
- Organizer's DCI membership number
- Head Judge Name
- Head Judge DCI membership number
- Number of new Mana memberships
- Number of warnings/disqualifications issued

TOURNAMENT K-VALUE INFORMATION (FOR MAGIC ONLY)

- Certified Judge (No, Level I, II, III or IV)
- Rules Enforcement Level—REL (REL 1, 2, 3, 4 or 5)
- Deck Verification Procedures (Yes, No)
- Number of Players

The ERS Information is an important part of reporting, verifying where a tournament belongs in the greater picture of DCI sanctioned tournaments. The ERS helps determine K-value, shows the appropriate ratings format and details what additional information the DCI should expect from the organizer as additions to the report. Should any of the information be missing, the K-value of the event will be lowered.

ELECTRONIC TOURNAMENT DATA FILE—NOT USING DCI REPORTER

The tournament data file should be sent as an attachment to your e-mail—not in the body of the email, (or as a file on a 1.44MB disk—PC ONLY). Please be sure to use the following format in each row of your table. The following information MUST be included as an attachment. Additionally, the file should be archived using an approved archiving program when it is attached to the email. *Email*

lindar@wizards.com> for details regarding which archiving programs are acceptable. Failure to use one of these archiving programs often causes the date to become corrupted, rendering the file unusable and delaying the tournament's processing time significantly, if it can be processed at all.

D.1.1

SANCTIONING #	PLAYER DCI #	OPPONENT DCI #	ROUND #	OUTCOME
column 1	column 2	column 3	column 4	column 5

SPECIAL INSTRUCTIONS—ELECTRONIC TOURNAMENT DATA FILE

Sanctioning #: In North America, organizers must use the sanctioning number exactly as it is listed on the Event Report Summary they received for that event. For event reports coming from outside North America, the sanctioning number must be in the following format (including leading zeros, if necessary): Country Code (3 or 4 digits), Format (2 digits), Month/Day/Year (6 digits, in that order), Sequence# (3 or 4 digits).

DCI#: The DCI number *must* be the player's correct DCI number. The use of "place holders" or imaginary numbers damages the integrity of your tournament and is not allowed. Using place holders or imaginary numbers will result in the tournament being invalidated.

Round #: All rounds should have numbers, not letters. For example, the final round of a 7-round tournament must be noted as "7" in this column, not "F."

Outcome: Use the following codes for the outcome. A=WIN, D=DRAW, and P=BYE.

Columns: The columns must be separated by TABS, not spaces, commas or quotes. If the file is created in a spreadsheet program, the user must save the file as TEXT-TAB-DELIMITED. Other file formats cause processing delays or render the file unusable for processing.

WARNINGS AND DISQUALIFICATIONS

Please report any warnings or disqualifications in an additional file (or submit on the appropriate form if mailing in the tournament report on disk). If using DCI Reporter, you may enter warnings in a special section. If emailing event results—but not using DCI Reporter include the following information regarding warnings or disqualifications:

WARNING TYPE	INFRACTION	PLAYER DCI#	NAME	HEAD JUDGE & DCI #	SANCTIONING #
column 1	column 2	column 3	column 4	column 5	column 6

If submitting a report electronically, mail the Event Report Summary cover sheet for that event to the DCI, marking the "Event Reported Electronically" checkbox. Please remember: QuickSanctioned event results are not accepted electronically.

SPECIAL INSTRUCTIONS—REPORT SUBMISSIONS

If an Event Report Summary cover sheet is not received, the DCI cannot verify that an electronic report has been sent, nor its K-value.

If submitting the report on disk, send the disk, all Event Report Summaries and any completed Warning/Disqualification Sheets to:

Wizards of the Coast DCI PO Box 1080 Renton, WA 98057

USABLE PROGRAMS AND FILE TYPES

We will accept the following file types*:

- Files from current versions of widely available spreadsheet programs. Email lindar@wizards.com> for details.
- Text (TAB-DELIMITED ONLY)
- DCI Reporter v1.43 or higher

The DCI accepts the following file types, but these formats and file types slow the processing time significantly—and may not be processable*:

- Rich-text Format
- Unformatted Text
- Files from current versions of widely available word processing programs. *Email <lindar@wizards.com> for details*.
- DCI Reporter (All Versions)

*All of the above files should be compressed regardless of the format, using either ZIP or SIT formats and sent as an attachment using an email client.

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ENHANCED K-VALUE SYSTEM



Introduction

The Enhanced K-value system allows tournament organizers to receive special K-values for events that meet certain criteria.

Events with higher K-values allow players to accumulate more DCI[™] ratings points when they do well within these higher level events. For example, a player who gains 30 DCI ratings points at a tournament with a K-value of 16 would earn 60 points at a tournament with a K-value of 32.

Most tournaments receive a default K-value of 16, but organizers may apply for a higher K-value when they submit the tournament results. Organizers who wish to apply for a higher K-value must meet the minimum criteria listed below on the K-value Criteria Chart. Organizers not specifically applying for a higher K-value will receive a K-value of 16 (or 8K if Friday Night **Magic**).

Organizers are welcome to use enhanced K-value as a method to promote their tournaments, but the event must meet the K-value they advertise. If the event does not, they must announce the event's actual K-value before the tournament begins.

K-VALUE EXPLANATIONS

- 8K: This is used for all premier events directed at the casual player such as Friday Night Magic.
- **16K:** This K-value is the default for all events. A certified judge is not required and there are no mandatory rules enforcement levels* (RELs) or deck verification requirements.
- 24K: Organizers may apply for this K-value if they: • use a certified judge;
 - use a minimum of REL 2*;
 - use deck verification procedures: and
 - have a minimum of 16 players participate.
- **32K:** Organizers may apply for this K-value if they:
 - use a judge certified at Level 2 or higher;
 - use a minimum of REL 3*;
 - use deck verification procedures; and
 - have a minimum of 32 players participate.
- 40K: This K-value is reserved for select premier events, such as Grand Prix and National Championships. This K-value is not available for general DCI-sanctioned events. See Magic: The Gathering Premier Event Descriptions for more information.
- **48K:** This K-value is reserved for select premier events, such as Pro Tour and World Championships. This K-value is not available for general DCI-sanctioned events. See *Magic: The Gathering* Premier Event Descriptions for more information.

*For more information regarding Rules Enforcement Levels (RELs), see the DCI Universal Penalty Guidelines.

K-VALUE CHART	8k †	16k	24k	32k	40k 48k
Certified Judge:	Optional	Optional	Level 1	Level 2	Assigned Directly
Minimum Rules Enforcement Level (REL):	REL 1	REL 1	REL 2	REL 3	BY DCI FOR SELECT
Deck Verification Procedures: Use of decklists, deck checks and (at sealed-deck events) deck swaps.	Optional	Optional	Required	Required	Premier Events Only
Minimum Number of Players:	8	8	16	32	

†Organizers may run 8k events, but ORGANIZERS AND JUDGES ARE NOT ALLOWED TO PLAY IN THEIR DCI EVENTS.

E.1.1

K-VALUE CRITERIA CHART EXPLANATION

Certified Judge: A certified judge is required to receive a K-value of 24K or higher. A certified judge is not required for tournaments of 8K or 16K. A minimum of a level 1 DCI Certified Judge is required for events of 24K. A minimum of a level 2 DCI Certified Judge is required for events of 32K.

Minimum Rules Enforcement Level (REL): This requirement refers to the minimum Rules Enforcement Level that must be used at the event in order for it to receive the desired enhanced K-value. The most common RELis 1. If you wish to apply for 24 K, you must use REL2 or higher. If you wish to apply for 32 K, you must use REL3 or higher. Tournament Organizers must announce the K-value of each event before the beginning of its first round.

Deck Verification Procedures: In order to receive a K-value of 24K or higher, Organizers must use the following deck verification tools and procedures:

- decklists;
- deck checks; and
- deck swaps (for sealed deck).

To maintain the integrity of the tournament, the DCI recommends deck verification procedures for all tournaments. However, these procedures are only mandatory for events of 24K or higher and/or REL3 and higher. For more information on the use of these procedures, see sections 51 (Constructed Deck Registration), 61 (Limited Deck Registration) and 67 (Sealed-Deck Swap) of the DCI Universal Tournament Rules.

Minimum Number of Players: In order for events to receive 24K, there must be a minimum of 16 players in the tournaments. In order for events to receive 32K, there must be a minimum of 32 players in the tournaments.

Three-Judge System: As of September 1, 2002, the Three-Judge System may no longer be used at DCI-sanctioned events. Please note, however, that you do NOT need a DCI-Certified Judge to run DCI-sanctioned events.

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SWISS-STYLE PAIRING SYSTEM

BASICS

The DCI recommends using the Swiss tournament system at all events, and it is required at premier events such as the **Magic: The Gathering**® Pro TourTM. Also known as the Swiss Draw, this tournament style allows all participants to play in every round, pairing each round's players based on their current records and standings. To determine who plays against whom, players with the best match records are matched against each other, and then the next highest records, etc.

Review the appropriate game's DCI Standard Floor Rules for round-length recommendations. For some games, such as Magic, are best two out of three games only. If a player won the first two games, the match ends. Players are not allowed to play the third game once the match is decided.

This system offers many advantages over single-elimination. To begin with, all players get to participate for the duration of the tournament, and any number of players may play with (at most) one bye per round.

CHART FOR APPROPRIATE NUMBER OF ROUNDS OF SWISS TO SELECT THE TOP 8 PLAYERS FOR SINGLE ELIMINATION:

Number of Rounds
5 rounds of Swiss
6 rounds of Swiss
7 rounds of Swiss
8 rounds of Swiss
9 rounds of Swiss
10 rounds of Swiss

SWISS SCORE RECORDING & PAIRING

If you do not have a pairing program, you must use note cards for each player. Each card must have the player's name and DCI membership number written at its top. Collect these cards once each player has completed this information at the top of his/her card. (Any tournament-pairing software a organizer's may use must be able to mirror the following pairing steps organizer's otherwise would have to perform by hand.)

1. Pair players randomly for the first round by shuffling the note cards. Keep the paired cards together for the rest of the round. If you have an odd number of players, the player remaining once pairings are completed receives a bye, equalling two game wins (6 game points) and one match win (3 match points).

2. After the first round, record match results [best 2 out of 3 games] on the players' note cards and/or in the computer if using tournament-pairing software. When participants complete a match, they are to report the results, check in their decks, and leave the playing area.

3. For all subsequent rounds after the first, pair players with the same match points against each other randomly. (If there is an odd number, match one player from that group with a person from the group with the next-highest match points.) **Do not use tiebreakers when pairing between rounds.**

4. Continue these match-point based pairings until you get to the bottom of the list. If you have one player left at the bottom of the list, that player receives a bye. (To see what this bye is worth, see 1. above.)

5. As players finish each round, record on their note cards the score of the match they just completed and their total running score. In addition, write the opponent's name and DCI number on the same line of the card corresponding to that round. *See Sample Scorecard below for an example.*

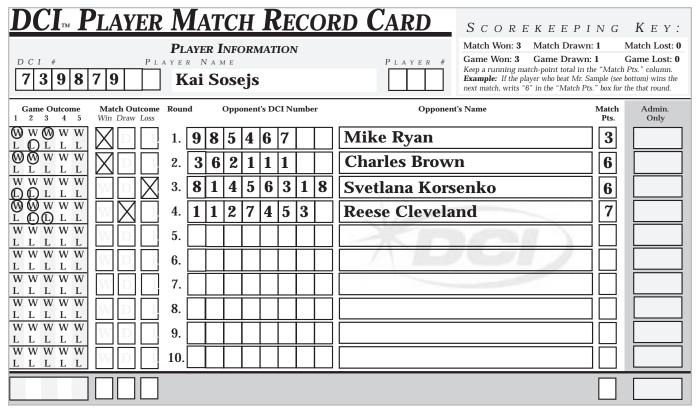
6. Games and matches are worth the following points during Swiss rounds:

Match won	<u>3 points</u>
Match drawn	<u>1 point</u>
Match lost	<u>0 points</u>

The scoring method outlined above is intended to help players and judges track results within a tournament, but it is not relevant in participants' DCI rankings.

7. Sample Scorecard

7. Sample Scorecard



8. Continue for the appropriate number of rounds (based on the number of players, using the chart above). After the proper number of rounds, take the Top 8 players and have a single-elimination tournament to determine the winners. WIZARDS OF THE COAST, Magic: The Gathering, the Magic: The Gathering Pro Tour and DCI are trademarks of Wizards of the Coast, Inc. ©1999 Wizards of the Coast, Inc. All rights reserved.

AGE-MODIFIED SWISS PAIRING SYSTEM

BASICS

The Age-Modified Swiss pairing system is suggested for use at all DCI[™]-sanctioned **Neopets[™]** tournaments because it allows all participants to play in each round of competition, regardless of how often they win or lose. This style is a slight variant of Swiss draw—the tournament style that pairs players each round based on their current records and standings. In Age-Modified Swiss, after players are separated for pairing each round based on their match records, players are further divided (if possible) based on their age group: 15 and up, 11 to 14, and 10 and under. Players are then paired based on their current match record and age group for the upcoming round.

DETERMINING A WINNER BASED ON SWISS ROUNDS

If you want to determine an event's winner based solely on Swiss rounds, you can add each player's match points and compare the total against the other players' scores. For the first few rounds, several players will have the same number of match points, but as the tournament progresses, only one player will be left with the highest matchpoint total. That player would be the winner based on the results of the Swiss rounds.

APPROPRIATE NUMBER OF SWISS ROUNDS (by Number of Players)

<u>Number of Players</u>	<u>Number of Rounds</u>
17–32 players	5 rounds of Swiss
33–64 players	6 rounds of Swiss
65–128 players	7 rounds of Swiss
129–226 players	8 rounds of Swiss
227–409 players	9 rounds of Swiss
410+ players	10 rounds of Swiss

SCORE RECORDING & PAIRING

We recommend you use a note card (as a scorecard) for each player. Ask each player to write his or her name, age, and DCI membership number at the top of the card. Collect these cards from the players before the tournament begins.

- 1. Pair all players ages 15 and up randomly. If an odd number of players exists in this age group, include the remaining unpaired player in the pool of 11-to-14-year-olds and pair that group. Any remaining unpaired players in the 11to-14 age group should be moved to the 10-and-under pairing pool. If an odd number of players still exists in the yougest age group, one random player from that group receives a first-round bye. The player receiving the bye is credited with a match win and 3 match points.
- 2. After the first round, record match results on the players' note cards.
- 3. For all subsequent rounds, pair players primarily by match record, followed by age group. If an odd number of players exists with the same match record in any age group, pair one of those players against someone who has the same match record from the next highest age group.

Example: At the end of the second round of competition, two players were 2–0, four players were 1–1, and two players were 0–2. While one of the undefeated players is from the 15-and-up age group, the other is from the 11-to-14 group. Given that the primary means of pairing players is match results, these two players are paired against one another for round 3. However, of the four players who are 1–1, two are from the 10-and-under group and two are between 11 and 14 years old. Players with the 1–1 match records are paired against players from the same age group.

Note: Whenever possible, try to avoid pairing players from the 15-and-up age group against players from the 10-and-under age group. If you need to break a pairing of players from the 11-to-14 age group to meet this criteria, do so.

4. If an odd number of players exists with the same match record, pair players in accordance with #3 above and move the remaining player from the youngest age group to the next-highest match-record group. The player moving to another match-record group should be paired against a player from the same age range, if possible.

Example: In one particular event, five players are 2–1 and five players are 1–2. Of the five players who are 2–1, three are ages 15 and up, and two are under age 10. Two of the 15-and-up players are paired for the next round. The remaining 15-and-up player is paired against one of the players under age 10. The remaining player under age 10 is moved down to be paired against a player under age 10 in the 1–2 match-record group. (The player moving down retains his or her match record of 2–1 in the move.)

TM

- 5. As players finish each round, record their match scores on their note cards and keep track of their total running scores. In addition, write the opponent's name and DCI number on the same line of the card corresponding to that round. (See sample scorecard below as an example.)
- 6. Matches are worth the following points during Swiss rounds:

Match win	3 points
Match draw	1 point
Match loss	0 points

The scoring method outlined above is intended to help players and judges track results within a tournament, but it is not relevant in participants' DCI rankings.

7. Sample scorecard (for an event featuring one game per match):

DCI _M Player Match Record Card										RD CARD SCOREKEEPING	К Е Ү :	
PLAYER INFORMATION D C I # P LAYER NAME P LAYER # 7 3 9 8 7 9 Kai Sosejs Image: Colspan="2">Image: Colspan="2">Image: Colspan="2"									PLAYER # Match Won: 3 Match Drawn: 1 Game Won: 3 Game Drawn: 1 Keep a running match-point total in the "Match Wr. Sample: If the player who beat Mr. Sample (s next match, writs "6" in the "Match Pts." box for the	e bottom) wins the		
Game Outcome Match Outcome Round Opponent's DCI Number Opponent 1 2 3 4 5 Win Draw Loss Opponent's DCI Number Opponent								Opponent's Name Mate Pts				
		1.	985467 Mike Ryan								Mike Ryan 3	
		2.	3	6	2	1	1	1			Charles Brown 6	
WWWWW CLLLL		3.	8	1	4	5	6	3	1	8	Svetlana Korsenko 6	
WWWWW DLLLL		4.	1	1	2	7	4	5	3		Reese Cleveland 7	
W W W W W L L L L L	7 D I	5.							ĺ			
W W W W W L L L L L	/ D I	6.								ĺ		
W W W W W L L L L L	/ D I	7.								İ		
W W W W W L L L L L	/ D I	8.								İ		
W W W W W L L L L L		9.	\square							İ		
L L L L W W W W L L L L	/ D I	10.										

8. Continue for the appropriate number of rounds (based on the number of players, using the chart found on page 1). Award prizes based on match points. If players are tied based on match points, organizers may break the tie in any manner they feel appropriate, including:

• awarding the prize to the player who lost most recently in the event; and

• splitting prizes between tied players.

TIEBREAKERS

(Explanations of italicized terms are listed in the "Definitions" section below.)

TM At the end of the final round, players are ranked based on the total number of *match points* they earned during the tournament. Players advance to the single-elimination rounds based on their rank. WHEN PLAYERS WHOARE ELIGIBLE FORADVANCEMENT HAVE

Step 1. Compare all tied contenders based on their opponents' match-win percentages.

EQUAL MATCH-POINT TOTALS, THE FOLLOWING TIEBREAKER STEPS MUST BE USED (IN THIS ORDER):

Step 2. Compare all tied contenders based on their game-win percentages.

Step 3. Compare all tied contenders based on their opponents' game-win percentages.

DEFINITIONS:

Match Points:	Players earn 3 match points for each match win and 1 match point for each match ending in a draw. (No points are awarded for a match loss.)							
	If the time allotment for a match runs out and both players have won an equal number of games, the match is considered a draw. Competitors who have won more games than their opponents when the match's time allotment runs out are credited with match wins. Players receiving byes are considered to have won the match and earn 3 match points.							
	 Examples: Player A has a record of 6–2–0 (Wins–Losses–Draws). She has 18 match points (6*3, 2*0, 0*1). 							
	• Player B's tournament record is 4–2–2. He has 14 match points (4*3, 2*0, 2*1).							
Match-win percentage:	A player's match-win percentage is that player's accumulated match points divided by times the number of rounds in which he or she competed, or 0.33, whichever is greater. (Establishing a minimum match-win percentage [0.33] limits the effect low performances have when calculating and comparing opponents' match-win percentages in Step 1 of the tiebreakers.)							
	Examples: • Player C's tournament record is 5–2–1. She has 16 match points and she played eight rounds. Her match-win percentage is $16/(8^*3) = 16/24 = .667$							
	• Player D goes 1–3–0 in four rounds and withdraws. He has 3 match points and his match-win percentage is $3/(4*3) = 3/12 = .25$. However, since Player D's match-win percentage is below 0.33, player D's match-win percentage is 0.33 instead of 0.25.							
	• Player E's match record of 3-2-0 includes a first-round bye. She has 9 match points (including 3 match points from the bye) and her match-win percentage is $9/(5^*3) = 9/15 = .60$.							
Opponents'match-win percentage:	A player's opponents' match-win percentage is the average match-win percentage of each opponent that player faced (ignoring those rounds for which the player received a bye). Use the match-win percentage definition listed above when calculating each indi- vidual opponent's match-win percentage.							
	 Examples: Player F's record in an eight-round tournament is 6–2–0. Her opponents' match records were: 4–4–0, 7–1–0, 1–3–1, 3–3–1, 6–2–0, 5–2–1, 4–3–1, and 6–1–1, so her opponents' match-win percentage is: 							
	<u>(12/24 + 21/24 + 4/15 + 10/21 + 18/24 + 16/24 + 13/24 + 19/24)</u> 8 opponents							
	Translated to the decimal system, this equation is:							

(0.50 + 0.88 + 0.33 < raised from 0.27> + 0.48 + 0.75 + 0.67 + 0.54 + 0.79)

	With the individual match-win percentages added together, this equation becomes:									
	<u>4.94</u> 8									
	o Player F's opponents'match-win percentage is 0.62.									
	• Player G's record at the same tournament was 6–2–0. His opponents' records were: bye, 7–1–0, 1–3–1, 3–3–1, 6–2–0, 5–2–1, 4–3–1, and 6–1–1, so his opponents' match-win percentage is:									
	<u>(0.88 + 0.33<raised 0.27="" from=""> +0.48+0.75+0.67+0.54+0.79)</raised></u> 7 opponents									
	With the individual match-win percentages added together, this equation becomes:									
	$\frac{4.44}{7}$									
	Player G's opponents'match-win percentage is 0.63.									
Game Points:	Game points are similar to match points in that players earn 3 game points for each game they win and 1 point for each game that ends in a draw. Unfinished games are considered draws. Unplayed games are worth no points.									
	Examples:Player E wins a match 2–0–0, so she earns 6 game points and her opponent receives 0 game points from the match.									
	 Player F wins a match 2–1–0, so she earns 6 game points and her opponent earns 3 game points from the match. 									
	 Player G wins a match 2–0–1, so he earns 7 game points and his opponent earns 1 game point from the match. 									
Game-win percentage:	Similar to the match-win percentage, a player's game-win percentage is the total number of game points he or she earned divided by 3 times the number of games played.									
	Examples: • Player H plays in a four-round Swiss-style tournament. His game record is (by match): 2 wins (6 game points) 2 wins and 1 loss (6 game points) 1 win and 2 losses (3 game points) 2 wins (6 game points) Player H has 21 game points and his game-win percentage is: $\frac{21}{(10^*3) = 30} = 0.70$									
	• In the same tournament, player I's game record is (by match): 1 win and 2 losses (3 game points) 1 win and 2 losses (0 game points) 2 losses (0 game points) 1 win and 2 losses (<u>3 game points</u>) Player I has 9 game points and her game-win percentage is: $\frac{-9}{(11^*3) = 33} = 0.27$									
Opponents'game-win percentages:	Similar to opponents' match-win percentage, a player's opponents' game-win percentage is simply the average game-win percentage of all of that player's opponents. And, as with opponents' match-win percentage, each opponent has a minimum game-win percentage of 0.33.									
Byes:	When a player is assigned a bye for a round, he or she is considered to have won the match 2–0. Thus, that player earns 3 match points and 6 game points. A player's byes are ignored when computing his or her opponents' match-win percentage and opponents' game-win percentage									

computing his or her opponents' match-win percentage and opponents' game-win percentage. WIZARDSOFTHE COAST, **Magic: The Gathering, the Magic: The Gathering Pro Tour** and DCI are trademarks of Wizards of the Coast, Inc. ©1999 Wizards of the Coast, Inc. All rights reserved.

SINGLE-ELIMINATION



Determine the top 8 players from Swiss-round competition, and pit the highest qualified player against the lowest qualifying competitor for the quarterfinal round. These players must be paired according to their final standing after Swiss rounds are complete. The ladder for the single-elimination seeding should look like the following:

1st	 	
8th		
4th		
5th		
2nd	 	
7th		
3rd		
6th		

Use this ladder for tournament all single-elimination final rounds of competition.

The DCI suggests that single-elimination round durations be determined by multiplying the maximum number of games specified for each match by 20 minutes.

Example: Single-elimination rounds are an hour and 40 minutes long when they feature a maximum of 5 games per match. (Maximum 5 games x 20 minutes=1 hour and 40 minutes)

If the round ends before a winner is determined, resolve the following situations accordingly:

Players are between games when the round ends, and one player has more game points than the other: The player with the most game points wins the match and advances to the next round.

5

Players are between games when the round ends, and both players have identical game points: Competitors play an additional game, with the winner advancing to the next round.

Players are involved in a game when the round ends.

Competitors finish the game they are playing when the round ends. At the end of that game, the player with the most game points wins the match and advances to the next round. If both players come out of that game with equal game points, the competitors play additional games until a winner can be determined based on game points.

TOP-8 BOOSTER OR ROCHESTER DRAFT

If the top 8 players from Swiss rounds are playing off in a a booster or Rochester draft, they must be seated at the draft table as shown in the diagram below.



Updated October 17, 1999

The first seeded player chooses which position is to be the first active player in the draft. (For more information, see the Universal Tournament Rules, Section 77.)

For example, listed below is the top 8 for a tournament which has just cut to single-elimination Rochester draft final rounds.

Jeff
 Kierin
 Elaine
 Monty
 Gordon

- 6. Tara
- 7. Chris
- 8. R.E.

The players would be seated at the draft table as follows:

Jeff (1) Chris (7) Tara (6) Gordon (5) Monty (4) Elaine (3) Kierin (2) R.E. (8)

Jeff, as the player seeded first, may choose who becomes the first active player. After the draft and deck building, the players are paired in a single-elimination chart as shown on page F.4.1.

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SUSPENDED PLAYER LIST

The DCI recognizes that sometimes, despite everyone's best efforts, we need to administer penalties to DCI members who violate the DCI Standard Floor Rules during sanctioned tournaments. Cheating and unsportsmanlike conduct are not tolerated at DCI-sanctioned tournaments, and we seek your help in ensuring that these rules are properly and fairly enforced.

Currently, the DCI Universal Tournament Rules contain two rules addressing cheating and unsporting conduct:

41. Cheating

Cheating will not be tolerated. The head judge reviews all cheating allegations, and if he or she determines that a player cheated, the head judge will issue the appropriate penalty based on the DCI Penalty Guidelines. All disqualifications are subject to later DCI review and further penalties may be assessed.

Cheating includes, but is not limited to, the following intentional activities:

- Receiving outside assistance or coaching
- Looking at opponents' card faces while shuffling or cutting their decks
- Collusion to alter the results of a game or match (see section 25)
- Misrepresenting cards or rules
- Using marked cards/sleeves (see section 44)
- Drawing extra cards
- Illegally manipulating which cards are drawn from a player's deck or his or her opponent's deck
- Stalling the length of a turn to take advantage of a time limit
- Misrepresenting public information (point totals, statistics of cards in play, number of cards in a deck, and so on).
- Giving false or misleading information to a judge or tournament official

42. Unsporting Conduct

Unsporting conduct is unacceptable and will not be tolerated at any time. Judges, players, spectators, and tournament officials must behave in a polite, respectable, and sporting manner. In addition, players who use profanity, argue, act belligerently toward tournament officials or one another, or harass spectators, tournament officials, or opponents will be subject to the appropriate provisions of the DCI Penalty Guidelines and will be subject to further DCI review.

The DCI empowers tournament officials to disqualify participants who violate these rules. Players who cheat or commit acts of unsportsmanlike conduct diminish the integrity of **Magic: The Gathering**[®] as an organized, intellectual sport. Tournament officials must note any warnings or disqualification on the official tournament report they return to DCI after the event is concluded. If you believe the DCI should consider applying penalties beyond the disqualification issued at the event, please contact the director of the DCI.

The DCI reviews these reports and in some instances determines that further penalties are necessary, particularly if the member has received multiple warnings or disqualification for the same violation. The director of the DCI notifies members when they are subject to additional penalties. The most common penalty is suspension, during which time the member is prohibited from participating in any DCI-sanctioned tournaments. When a member violates the suspension (i.e., participates in a sanctioned event while suspended), the member's tournament results are not entered into the DCI's ratings database. Unfortunately, this affects not only the suspended member, but any opponents he or she plays during the suspension. In short, permitting suspended members to participate in sanctioned tournaments victimizes innocent participants. To alleviate this problem, the DCI will provide tournament organizers with a list of currently suspended members.

The DCI reviews each case at the conclusion of the suspension period and makes a decision to permit the member to again participate in sanctioned tournaments or to extend the suspension.

The DCI requires that you do not permit these members to participate in your sanctioned

tournaments for the duration of their suspension. Failure to adhere to this policy will jeopardize your future sanctioning. If you have any questions regarding the status of an individual member, you may contact the DCI at your convenience. The DCI will update this list periodically. While we regret the necessity of such stern measures, we believe they are necessary in order to safeguard the integrity of the tournament structure.

Thank you very much for your assistance. We hope that tournament organizers and the DCI can work together to protect the integrity of the sanctioned-tournament structure. If you have any questions regarding this policy, please do not hesitate to contact the director of the DCI at your earliest convenience.

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Updated September 10, 2003



Disqualification Reporting Procedure

Introduction

This document outlines for tournament players, judges and organizers their responsibilities for reporting the disqualification (DQ) of a DCI member from a DCI-sanctioned event.

This document is not intended to provide instructions on how to conduct a disqualification or on-site investigation. Head judges and tournament organizers should decide how best to conduct such reviews based on their particular circumstances.

<u>Rationale</u>

All disqualifications from DCI-sanctioned events are reviewed by the DCI and are subject to investigation. Gathering statements and information according to this procedure reduces the length of time needed to resolve DCI reviews and investigations, and increases the accuracy of the required information. These reports also help assure that disqualifications are fairly issued.

Summary

When any disqualification is issued during a DCI-sanctioned tournament, the head judge is required to file a detailed report with the Organized Play Investigations Manager at Wizards of the Coast Headquarters in Renton, WA (USA) within three business days of the conclusion of the tournament or convention.

Application

- Compliance with this policy is required for all DCI-sanctioned tournaments.
- This policy applies to any DCI member that disrupts or interferes with a DCI-sanctioned tournament, including those not enrolled or active in that tournament.

Procedure

The head judge is responsible for documenting all information gathered as part of the decision to disqualify a player, plus any additional information that may assist the DCI in evaluating the incident. All reasonable efforts should be made to minimize the disruption such a collection of information and statements may have on the tournament.

Information to be collected

<u>Statements</u>: Statements should be gathered from the following people as applicable:

- Disqualified player •
- Opponent(s)Head Judge
- Judges involved with the DQ Head Judge
- Observers interviewed in connection with the DQ

A player's statement is their <u>written</u> account of the relevant events leading up to and including the disqualification, including a denial or admission of the infraction(s) for which they were disqualified.

Head Judge's statement

The head judge must provide their account of the disqualification. In this account, the head judge should indicate if anyone refused to provide a statement or otherwise hindered or interfered with the collection of information for a DQ report. If the head judge or tournament organizer believes it is not in the best interest of the event to obtain a written statement from anyone involved with a disqualification, that opinion should be indicated in the head judge's report.

Statements should include the following information:

- full name mailing address
- email address
- DCI number phone number

• date of birth

<u>Other information</u>: The head judge should collect any documents or information relevant to the disqualification. This may include, but is not limited to:

- Player registration sheet Deck registration sheet (sealed or constructed)
- Draft deck list (judge may need to create)

Players that fail to comply with the instructions of a head judge, tournament organizer, or other tournament official are subject to review by the DCI. This may result in the suspension of their DCI membership. Failure to comply includes refusing to provide a written statement in connection with a disqualification.

Players and judges should write their statements in the language they are most comfortable using; translations will be obtained by the DCI. The head judge should review statements for legibility and clarity.

The head judge should include the **date** and **sanctioning number** of the event on each statement before submission to the DCI.

Submitting DQ reports to the DCI

The head judge must send complete DQ reports to the Organized Play Investigations Manager within three business days following the end of the tournament or convention. The head judge must retain a copy of the DQ report, including all information collected for a period of one year. A cover sheet should be included with all disqualification reports; use of the cover sheet at the end of this document is recommended.

The tournament organizer must assist the head judge in any reasonable way to assure the timely submission of a DQ report (i.e., reimbursing the head judge for secure mail fees or fax service).

Fax, email or secured mail (i.e., UPS, FedEx, DHL) must be used for the submission of DQ reports. Regular mail should not be used. Reports should be submitted via a single delivery method.

- *Fax number*: 1-425-687-8287
- *Email address*: <u>dqreports@wizards.com</u>. Scanned items should be sent as .tiff, .gif or .jpg files.
- Secured mail address: Wizards of the Coast

ATTN: Organized Play Investigations Manager 1801 Lind Ave SW Renton, WA 98055 (USA)

If **fax or secured mail** is used, please send an email to <u>dqreports@wizards.com</u> with a brief notice of the forthcoming report.

Questions and comments regarding this procedure should be sent to <u>dqreports@wizards.com</u>.



Disqualification Report Cover Sheet

Attn: Organized Play Investigations Manger

Event Information	
Date	
Sanctioning number	
Event Name / Location	
Tournament Organizer	
T.O. DCI#	
Disqualified Player	
Name	
DCI number	
Email address	
Mailing address	
Phone number	
Infraction(s)	
Head Judge Information	
Name	
DCI number	
Email address	
Phone number	

Please indicate which items are included with this report					
Head Judge's statement (required)	Deck registration sheet				
Disqualified player's statement	Player registration sheet				
Other Judges' statements	Draft deck list				
Opponent's / Other players' statements	Other items (please specify below)				

Please forward all indicated items via a single method:

- *Fax number*: 1-425-687-8287
- *Email address*: <u>dqreports@wizards.com</u>. Scanned items should be sent as .tiff, .gif or .jpg files.
- Secured mail address: Wizards of the Coast

ATTN: Organized Play Investigations Manager 1801 Lind Ave SW Renton, WA 98055 (USA)

DCI NUMBERS & YOU



THE IMPORTANCE OF DCI NUMBERS

DCI numbers are the core of our tournament services. They allow your players to develop ratings and rankings in the worldwide communities of their favorite games, and develop consistent, individualized play histories as long as they participate in DCI-sanctioned events—from 400-player prereleases all the way to local, weekly 8-person tournaments.

Before registering each player for your event, please be sure to ask for his or her DCI number. The best way to ask players for their DCI number is to ask if they have ever participated in a sanctioned tournament before. Then ask what number appeared on the membership card they received. Many players who have played in few DCI-sanctioned events don't think of the number they received as their DCI number, so asking players in this manner is best.

COMMON ISSUES

Listed below are three common DCI Number issues you may run across. Please use the instructions listed for each section when resolving:

- Issuing New DCI Numbers
- Finding Lost or Forgotten DCI Numbers
- · Fixing Players with Multiple DCI Numbers

ISSUING NEW DCI NUMBERS

When you sanctioned your first event, you should have received the following:

- Numbered Basic DCI Membership Cards
- Unnumbered Basic DCI Membership Cards
- Membership Information Update Forms

New players registering for their first tournaments must fill out one of the Basic DCI Membership Cards. New players will begin developing ratings and rankings in the worldwide communities of their favorite games, beginning with their performance in this event.

The application card is separated into two halves—the player information portion and the membership card portion. Players record their name, address and contact information on one half of the card, while the other half will serve as the player's membership card for use at all future DCI-sanctioned events. After the player fills out the entire membership card, tear off the membership-card portion and give it to the player for use at future events. You will return the player-information portion of the card to the DCI with your event report when you send it in to the DCI.

FINDING LOST OR FORGOTTEN DCI NUMBERS

Given that ratings and rankings are designed to reflect a player's ability in the sanctioned games they play, each player may only have one DCI number. However, considering that these basic membership cards are consumed easily by washing machines and other water hazards, the DCI recognizes that these cards can be mutilated beyond recognition. For this reason, we have a couple of solutions for you, should you have a player registering who has lost his or her DCI number:

If you have an on-site computer with a CD-ROM drive:

An updated worldwide membership list is included on the DCI Tournament Organizer's Handbook CD-ROM you received with your Handbook. You can open a text version of the DCI membership list in just about any word-processing program, and search for any players missing their DCI numbers by first or last name.Be sure to verify the player's zip code to make sure you have the right player in front of you. In the more than 300,000 DCI members, we have a number of John Smiths, so you'll want to make sure you have the right one in front of you.

After finding his or her number, get an unnumbered Basic DCI Membership Card and write the player's DCI number in the appropriate location. Have the player complete the contact information portion, and give the player the membership-card portion for use at future sanctioned events. Return the player information portion of the card to the DCI with your event report.

If you do not have an on-site computer:

In this scenario, you'll need to issue the player a new DCI number (following the "Issuing DCI Numbers" section above), and have the player fill out a Basic Membership Renewal Card. Given that much of the information is the same between the renewal card and basic membership card, the player only needs to fill out their Name, Date of Birth, Zip Code, DCI Number and the "Other DCI or Arena Numbers" space appropriately on the renewal card. Below are some key points to follow when handling lost numbers in this manner:

- On the line marked "DCI Number," write the player's new DCI number.
- Be sure the player has completed the Date of Birth field.
- On the line marked "Other DCI or Arena Numbers," write "LOST."
- Return the Basic Membership Renewal Card with your event report.

FIXING PLAYERS WITH MULTIPLE DCI NUMBERS

A player may have multiple DCI numbers for a variety of reasons, but to make sure ratings and rankings are calculated correctly and efficiently, we need each player to keep only one number. If a player you know has multiple numbers, they must merge them together by using the DCI's Basic Membership Renewal Card. A space at the bottom of this card (marked "Other DCI and Arena Numbers") is where players should list other numbers they have used in the past. Return the renewal card to the DCI with your event report when your event is over.

IMPORTANT NOTE: If you believe a player is using multiple DCI numbers to gain a ratings advantage, you should contact the DCI immediately via email at **bz**@wizards.com so the issue can be investigated and resolved appropriately.

Make as many copies of this blank form as ne provided. Page of	ccessary for your tournament. Ent Event Sanctioning		ber, round, and page information	in the space
Round #: Match Winner	Match Loser	Draw	I Match Winner	Round #: Match Loser Draw
				Match Loser Draw Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Image: Ima

Page	of	



PLAYER INFORMATION LIST

Make as many copies of this blank form as necessary for your tournament. Remember to enter sanctioning number and page information in the space provided.

Event Sanctioning #:

Tournament Name:	Format:
Organizer Name:	Date:
City:	State: Country:

New Member				
(Check)	DCI #	First Name	Last Name	Phone Number
<u> </u>				
	·			
<u> </u>				
<u> </u>				
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	SIN	GLE-ELIMI FOR 8 -PLAY	NATION ER EVENTS OR A				Form			
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PLAYER REGISTRATION										
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TCH]						de	ef.			
	SEMIFINAL RES	SULTS				de	ef.			
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5										
	101. Illegal Main Decklist 102. Illegal Main Deck (Legal Deck 103. Illegal Main Deck (No Decklis	st Used) 115.	Procedural Erro Failure to Desid Tardiness	eboard		131. 132. 141.	Marked Cards— Marked Cards— Playing Slowly	Major	161. 162. 163.	Bribery Stalling Fraud
EPOR	104. Illegal Sideboard List 105. Illegal Sideboard (Legal List) 106. Illegal Sideboard (No List Use	116. 121. ed) 122.	Playing the Wro Drawing Extra C Looking at Extra	Cards	nt	142. 151. 152.	Exceeding the Pr Unsporting Con- Unsporting Con-		164.	Other
DQF	111. Procedural Error—Minor 112. Procedural Error—Major	123. 124.	Improper draw Failure to Draw	at Start of G		153.	Unsporting Con	duct—Severe		
WARNING/DQ REPORT	WARN. DQ INFRACTION CODE	PLAYER NAME (FIRST, L	AST)	D	CI#	Jud	ge Issuing Pena	lty (First, Last)	I	DCI#
WAR	THE INFORMATION IN THIS WARNING/DISC					I	D			
	IS TRUE TO THE BEST OF MY KNOWLEDGE.	TEAD JUDGE'S SIGNATURE					DATE:			

REPORTING INSTRUCTIONS

Thank you for using the DCI[™] player organization's condensed event report form. This document is designed to reduce the time and paper involved in running your single-elimination tournaments. Please follow the instructions below to make sure this report is filled out correctly.

- 1. Tournament Information. Complete the event information, including your tournament's sanctioning number, in the space provided.
- 2. Player Registration. Write each player's name and DCI number in this section.
- 3. **Player Pairings.** For eight-player events, write the eight players' names or DCI numbers randomly on the quarterfinalist lines of the 8-player single-elimination chart. These players are now paired for the quarterfinal round of competition. If this sheet will record the final tournament rounds of a larger event, pair players (in order) 1 vs. 8, 4 vs. 5, 2 vs. 7 and 3 vs. 6 based on their tournament match records and tiebreakers, if necessary.

As the rounds progress through the finals, write each winner's DCI number or name on the appropriate line for the next round until you have a champion.

- 4. Match Reporting. After the tournament is over, copy the DCI number for each round's winners (the person who advanced to the next round) into the correct spaces of the match results section. In the boxes to the right of each winner's DCI number, write the DCI number of the player he/she defeated that round. You'll notice this section has the appropriate amount of DCI number slots to accommodate each round's winners and losers. Remember to write the number of each round on the line to the left of the appropriate group of match results. (If this is an eight-player event, the top group of four match results constitutes Round 1, followed by two match results for Round 2 and so on.)
- 5. Warnings/Disqualifications. Judges issuing warnings or disqualifications must record them using the warning/disqualification report section at the bottom of the page. Violations not accounted for in the infractions key must be marked "Other" and described in the notes field below. Reference each infraction described below to the right player by attaching his/her nameto the information. If necessary, report any additional infractions on Warning/Disqualification Report Forms copied from your Tournament Organizer Handbook.

N O T E S :

Organizer:				
Name (First, Last)	DCI #, if known	Birthdate (Month/Day/Yea (Organizers must be 18)		PAGE 1
Judge (if not organizer):		<u>DCI #</u>		PAGE I
				, ,
EVENT NAME:		EV	ENT DATE:	
EVENT LOCATION				
(This information will be made public to le	et potential players know you	ur event is taking place.)		
Name of Venue:				
Venue Address:				
City:	State/Prov.:	ZIP:	Country:	
Phone Number:	Email:			
MAILING LOCATION				
(The DCI will use this information to conta	act you and send you tourna	ment support materials.)		
Organizer Mailing Address:				
City:	State/Prov.:	ZIP:	Country:	
Phone Number:	Email:			
	ATION			box only.)
TOURNAMENT INFORM What type of tournament will	ATION this be? (See the Magic I			box only.)
TOURNAMENT INFORM What type of tournament will TEAM TOURNAMENT	ATION this be? (See the Magic I SINGLES	OCI Floor Rules for more in		box only.)
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TOURNAMENT INFORM What type of tournament will TEAM TOURNAMENT # of Players/Team (2 or 3)	ATION this be? (See the Magic I SINGLES TOURNAMENT	DCI Floor Rules for more in EVENT Standard Block Onslau	formation. Check one FORMAT ght [™] Block Mirrodi	n [∞] Block
TOURNAMENT INFORM What type of tournament will TEAM TOURNAMENT # of Players/Team (2 or 3)	ATION this be? (See the Magic I SINGLES TOURNAMENT	DCI Floor Rules for more in EVENT Standard Block Onslau See the Magic: Th	formation. Check one FORMAT ght [™] Block Mirrodi	n [∞] Block
TOURNAMENT INFORM What type of tournament will TEAM TOURNAMENT # of Players/Team (2 or 3)	ATION this be? (See the Magic I SINGLES TOURNAMENT	DCI Floor Rules for more in EVENT Standard Block Onslau See the Magic: Th Extended	formation. Check one FORMAT ght [™] Block Mirrodi	n [∞] Block

Circle your event's prospective K-value:	8k*	16k	24k	32k	40k 48k
Certified Judge:	Optional	Optional	Level 1	Level 2	Assigned Directly
Minimum Rules Enforcement Level (REL):	REL 1	REL 1	REL 2	REL 3	BY DCI FOR SELECT
Deck Verification Procedures: Use of decklists, deck checks, and (at Sealed-Deck events) deck swaps.	Optional	Optional	Required	Required	Premier Events Only
Minimum Number of Players:	8	8	16	32	

THE 3-JUDGE SYSTEM NO LONGER EXISTS. 8k is an option for organizers wishing to have a lower impact on player ratings.

Event Admission: \$_

Estimated Number of Players: _

If this event is the first from one organizer's consistent schedule, please fill out the Periodic Event Schedule on page 2.

I have read and agree to abide by the DCI Universal Tournament Rules and the most current Magic: The Gathering® Floor Rules.

Organizer Signature

Date

Name (print)

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PAGE 2

Magic: The Gathering[®] Sanctioning Application **PERIODIC EVENT SCHEDUI** JILE

Organizer:

NAME (FIRST/LAST)

DCI #, IF KNOWN

BIRTHDATE (MONTH/DAY/YEAR) (Organizers must be 18 years old or older.) TM

Name of Event:_

For events occuring on a regular basis, please provide date and type information for each event **beyond that listed on page 1**.

	DATE				SINGLES OR TEAM EVENT CIRCLE ONE			Pre-Event K-Value See Page 1 Chart.	EVENT FORMAT See the Event Format List on Page 1.
1.	Month	Day	/ Year	Singles	Team Constructed	Team Limited			
2.	Month	Day	/ Year	Singles	Team Constructed	Team Limited			
3.	Month	Day	/ Year	Singles	Team Constructed	Team Limited			
4.	Month	Day	/ Year	Singles	Team Constructed	Team Limited			
5.	Month	Day	/ Year	Singles	Team Constructed	Team Limited			
6.	Month	Day	/ Year	Singles	Team Constructed	Team Limited			
7.	Month	Day	/ Year	Singles	Team Constructed	Team Limited			
8.	Month	Day	/ Year	Singles	Team Constructed	Team Limited			
9.	Month	Day	Year	Singles	Team Constructed	Team Limited			
10.	Month	Day	Year	Singles	Team Constructed	Team Limited			
11.	Month	Day	Year	Singles	Team Constructed	Team Limited			
12.	Month	Day	Year	Singles	Team Constructed	Team Limited			
13.	Month	Day	Year	Singles	Team Constructed	Team Limited			
14.	Month	Day	Year	Singles	Team Constructed	Team Limited			
15.	Month	Day	Year	Singles	Team Constructed	Team Limited			
16.	Month	Day	Year	Singles	Team Constructed	Team Limited			
17.	Month	Day	Year	Singles	Team Constructed	Team Limited			
18.	Month	Day	Year	Singles	Team Constructed	Team Limited			
19.	Month	Day	Year	Singles	Team Constructed	Team Limited			
20.	Month	Day	Year	Singles	Team Constructed	Team Limited			

Additional Information:

NOTE: ORGANIZERS AND JUDGES ARE NOT ALLOWED TO PLAY IN THEIR DCI-SANCTIONED EVENTS.

EVENT SANCTIONIN					
	G APP	LICA	TION		
Organizer:			/		ТМ
Name (First, Last)	f known		Month/Day/Year) rs must be 18 years ol	d or older)	_
Judge (<i>if not organizer</i>):			IS IIIUSI DE 10 years	a or order.	PAGE 1
Name (First, Last)		DCI #			
Event Name:			Event	DATE:	
Event Location					
(This information will be made public to let potential players	s know your ev	ent is taking	place.)		
Name of Venue:	-	0	-		
Venue Address:					
City:State/1				2	
Phone Number: Email:					
MAILING LOCATION					
(The DCI will use this information to contact you and send y	ou tournament	support ma	terials.)		
Organizer Mailing Address:					
City:State/1	Prov.:	ZI	P:	Country:_	
Phone Number: Email:					
TOURNAMENT INFORMATION					
Dungeons & Dragons® Miniatur	ES .				
Please check only one box from the available formats		lu one box	for the appropri	iate warband	voint limit.
Constructed					Г ·
		ARBAND I	POINT LIMITS		
Players participate using warbands they bring to the ex	•	ARBAND I 10 Points	200 Points		(500 Points)
Assault	•				(500 Points)
Assault	•				(500 Points)
Assault Triad	•				(500 Points)
Assault Triad LIMITED	vent. 10	00 Points	200 Points		(500 Points)
Assault Triad LIMITED Players participate using only minis they receive at the	vent. 10				(500 Points)
Assault Triad LIMITED	vent. 10	00 Points	200 Points		(500 Points)
Assault Triad LIMITED Players participate using only minis they receive at the	vent. 10	00 Points	200 Points		(500 Points)
Assault Triad LIMITED Players participate using only minis they receive at the Assault Draft Sealed	vent. 10 e event. 10 SQ	00 Points	200 Points		(500 Points)
Assault Triad LIMITED Players participate using only minis they receive at the Assault Draft Star Wars TM MINIATURES FORMAT	vent. 10 e event. 10 SQ	00 Points	200 Points		(500 Points)
Assault Triad LIMITED Players participate using only minis they receive at the Assault Draft Star Wars TM MINIATURES	vent. 10 e event. 10 SQ	00 Points	200 Points		(500 Points)
Assault Triad LIMITED Players participate using only minis they receive at the Assault Draft Star Wars TM MINIATURES FORMAT	vent. 10 e event. 10 5 c event. 10 10	00 Points	200 Points		(500 Points)
Assault Triad LIMITED Players participate using only minis they receive at the Assault Draft Star Wars TM MINIATURES FORMAT Constructed	vent. 10 e event. 10 50 10 Al	00 Points	200 Points	Extreme ((500 Points)
Assault Triad LIMITED Players participate using only minis they receive at the Assault Draft Sealed STAR WARS TM MINIATURES FORMAT Constructed Limited - Draft	vent. 10 e event. 10 50 10 10 10 10 10 10 10 10 10 10 10 10 10	00 Points	200 Points	Extreme ((500 Points)
Assault Triad LIMITED Players participate using only minis they receive at the Assault Draft Sealed STAR WARS TM MINIATURES FORMAT Constructed Limited - Draft Limited - Sealed Event Admission: \$	vent. 10 e event. 10 10 10 10 10 10 10 10 10 10 10 10 10 1	00 Points	200 Points	Extreme (
Assault Triad LIMITED Players participate using only minis they receive at the Assault Draft Sealed STAR WARS TM MINIATURES FORMAT Constructed Limited - Draft Limited - Sealed	vent. 10 e event. 10 5 event. 10 10 10 10 10 10 10 10 10 10 10 10 10 1	00 Points	200 Points	Extreme (le on page 2.

Organizer Signature

Name (print)

Date

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PAGE 2

PERIODIC EVENT SCHEDULE

Organizer:_

NAME (FIRST/LAST)

DCI #, if known

BIRTHDATE (MONTH/DAY/YEAR) (Organizers must be 18 years old or older.) ΤM

Name of Event:_

For events occuring on a regular basis, please provide date and type information for each event beyond that listed on page 1.

Event Date			Format	Point Limits—Circle One <i>Extreme (500-point) Warbands are Constructed Only</i>			
Month	Day	Year	D&D Constructed Assault D&D Draft Assault D&D Sealed Assault D&D Triad Star Wars Constructed Star Wars Sealed Star Wars Draft	100 Points	200 Points	500 Points D&D Constructed Only	
Month	Day	Year	D&D Constructed Assault D&D Draft Assault D&D Sealed Assault D&D Triad Star Wars Constructed Star Wars Sealed Star Wars Draft	100 Points	200 Points	500 Points D&D Constructed Only	
Month	Day	Year	D&D Constructed Assault D&D Draft Assault D&D Sealed Assault D&D Triad Star Wars Constructed Star Wars Sealed Star Wars Draft	100 Points	200 Points	500 Points D&D Constructed Only	
Month	Day	Year	D&D Constructed Assault D&D Draft Assault D&D Sealed Assault D&D Triad Star Wars Constructed Star Wars Sealed Star Wars Draft	100 Points	200 Points	500 Points D&D Constructed Only	
Month	Day	Year	D&D Constructed Assault D&D Draft Assault D&D Sealed Assault D&D Triad Star Wars Constructed Star Wars Sealed Star Wars Draft	100 Points	200 Points	500 Points D&D Constructed Only	
Month	Day	Year	D&D Constructed Assault D&D Draft Assault D&D Sealed Assault D&D Triad Star Wars Constructed Star Wars Sealed Star Wars Draft	100 Points	200 Points	500 Points D&D Constructed Only	
Month	Day	Year	D&D Constructed Assault D&D Draft Assault D&D Sealed Assault D&D Triad Star Wars Constructed Star Wars Sealed Star Wars Draft	100 Points	200 Points	500 Points D&D Constructed Only	
Month	Day	Year	D&D Constructed Assault D&D Draft Assault D&D Sealed Assault D&D Triad Star Wars Constructed Star Wars Sealed Star Wars Draft	100 Points	200 Points	500 Points D&D Constructed Only	
Month	Day	Year	D&D Constructed Assault D&D Draft Assault D&D Sealed Assault D&D Triad Star Wars Constructed Star Wars Sealed Star Wars Draft	100 Points	200 Points	500 Points D&D Constructed Only	
Month	Day	Year	D&D Constructed Assault D&D Draft Assault D&D Sealed Assault D&D Triad Star Wars Constructed Star Wars Sealed Star Wars Draft	100 Points	200 Points	500 Points D&D Constructed Only	
Month	Day	Year	D&D Constructed Assault D&D Draft Assault D&D Sealed Assault D&D Triad Star Wars Constructed Star Wars Sealed Star Wars Draft	100 Points	200 Points	500 Points D&D Constructed Only	
Month	Day	Year	D&D Constructed Assault D&D Draft Assault D&D Sealed Assault D&D Triad Star Wars Constructed Star Wars Sealed Star Wars Draft	100 Points	200 Points	500 Points D&D Constructed Only	
Month	Day	Year	D&D Constructed Assault D&D Draft Assault D&D Sealed Assault D&D Triad Star Wars Constructed Star Wars Sealed Star Wars Draft	100 Points	200 Points	500 Points D&D Constructed Only	
Month	Day	Year	D&D Constructed Assault D&D Draft Assault D&D Sealed Assault D&D Triad Star Wars Constructed Star Wars Sealed Star Wars Draft	100 Points	200 Points	500 Points D&D Constructed Only	
Month	Day	Year	D&D Constructed Assault D&D Draft Assault D&D Sealed Assault D&D Triad Star Wars Constructed Star Wars Sealed Star Wars Draft	100 Points	200 Points	500 Points D&D Constructed Only	
Month	Day	Year	D&D Constructed Assault D&D Draft Assault D&D Sealed Assault D&D Triad Star Wars Constructed Star Wars Sealed Star Wars Draft	100 Points	200 Points	500 Points D&D Constructed Only	
Month	Day	Year	D&D Constructed Assault D&D Draft Assault D&D Sealed Assault D&D Triad Star Wars Constructed Star Wars Sealed Star Wars Draft	100 Points	200 Points	500 Points D&D Constructed Only	
Month	Day	Year	D&D Constructed Assault D&D Draft Assault D&D Sealed Assault D&D Triad Star Wars Constructed Star Wars Sealed Star Wars Draft	100 Points	200 Points	500 Points D&D Constructed Only	
Month	Day	Year	D&D Constructed Assault D&D Draft Assault D&D Sealed Assault D&D Triad Star Wars Constructed Star Wars Sealed Star Wars Draft	100 Points	200 Points	500 Points D&D Constructed Only	
Month	Day	Year	D&D Constructed Assault D&D Draft Assault D&D Sealed Assault D&D Triad Star Wars Constructed Star Wars Sealed Star Wars Draft	100 Points	200 Points	500 Points D&D Constructed Only	

Additional Information:_

Please fax this form to (425) 254-2987 or mail it to DCI, P.O. Box 1080, Renton, WA 98057-1080. NOTE: ORGANIZERS AND JUDGES ARE NOT ALLOWED TO PLAY IN THEIR DCI-SANCTIONED EVENTS.

Official **Duel Masters™** Tournament SANCTIONING APPLICATION

	JANCHO	INING APP			
Organizer:				MD	SI)
Name (First, Last)		DCI #, if known	Birthdate (Month/Day/Yea (Organizers must be 18 years	,	TM
Judge (if not organizer):				_	Page 1
	Name (First, Last)		DCI #		11102 1
Event Name:			Even	t Date:	
Event Locat	ION				
(This information will be n	nade public to let pote	ential players know your	event is taking place.)		
Name of Venue:					
Venue Address:					
City:		State/Prov.:	ZIP:	Country:	
Phone Number:		Email:			
MAILING LOC	ATION				
(The DCI will use this info		u and send you tourname	ent support materials.)		
Organizer Mailing Add	5	2			
City:				Country:	
Phone Number		Email.			

TOURNAMENT INFORMATION

The DCI offers sanctioning for both Constructed and Limited **Duel Masters** events. A small explanation of each format is listed next to each option you have. Please read the **Duel Masters** DCI Floor Rules and the DCI Universal Tournament Rules before running your DCI-sanctioned **Duel Masters** event. <u>PLEASE CHECK THE APPROPRIATE BOX BELOW FOR YOUR EVENT.</u>

Constructed

Players each bring their own decks to the event, with each deck containing a minimum of 40 cards. No more than 4 of any individual card may be in a player's deck.

Li
DI

imited

Players will purchase booster packs from you to use in this event, and they may only use the cards they open in the packs for this event in their decks. There is no four-card maximum of any individual card, like there is in Constructed, and decks must contain at least 30 cards.

You have two options when running Limited Duel Masters tournaments:

Sealed Deck—Players get five booster packs from you, and use only the cards in those packs in their decks.

Booster Draft—A very fun format in which players each open one pack at the same time, take the card they think will work best in their deck, and pass the rest of the cards to the next player at the table. The next player takes the best of the rest, and the packs work their way around the table until they're gone. The next pack is passed in the opposite direction from the previous pack, and the draft continues until all the cards are gone. Each player gets four booster packs for a Booster Draft event.

Event Admission: \$_____

Estimated Number of Players:

You may mail this form to the DCI at P.O. Box 1080, Renton, WA 98055-1080, or fax it to (425) 254-2987.

I have read and agree to abide by the DCI Universal Tournament Rules and the most current **Duel Masters** Floor Rules.

Organizer Signature

Date

Name (print)

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PAGE 2

Periodic Event Schedule

Organizer: <u>NAME (FIRST/LAST)</u>

DCI #, if known

BIRTHDATE (MONTH/DAY/YEAR) (Organizers must be 18 years old or older.) TM

Event Name:_

	DA		Event F	ate and type information for each event beyond that listed on page 1. FORMAT LE ONE
1.	Month Day	Year	Constructed	Limited
2.	Month Day	/ Year	Constructed	Limited
6.	Month Day	/ Year	Constructed	Limited
•	Month Day	Year	Constructed	Limited
•	Month Day	Year	Constructed	Limited
•	Month Day	Year	Constructed	Limited
	Month Day	 Year	Constructed	Limited
•	Month Day	Year	Constructed	Limited
	Month Day	 Year	Constructed	Limited
0.	Month Day	Year	Constructed	Limited
1.	Month Day	Year	Constructed	Limited
2.	Month Day	Year	Constructed	Limited
3.	Month Day	Year	Constructed	Limited
4.	Month Day	Year	Constructed	Limited
5.	Month Day	Year	Constructed	Limited
6.	Month Day	Year	Constructed	Limited
7.	Month Day	Year	Constructed	Limited
8.	Month Day	Year	Constructed	Limited
9.	Month Day	Year	Constructed	Limited
0.	Month Day	 Year	Constructed	Limited

Additional Information:_

NOTE: ORGANIZERS AND JUDGES ARE NOT ALLOWED TO PLAY IN THEIR DCI-SANCTIONED EVENTS.

TEAM TOURNAMENT REGISTRATION FORM



Event	Sanctioning	#:

ТЕАМ #

Team numbers assigned below are used only within this event. Teams do not use the same Team # from event to event.

	Team Name			
001.	Affiliation (School, Store, etc.)	Player A Name	Player B Name	Player C Name
	City St./Prov. Country	Player A DCI#	Player B DCI#	Player C DCI#
000	Team Name			
002.	Affiliation (School, Store, etc.)	Player A Name	Player B Name	Player C Name
	City St./Prov. Country	Player A DCI#	Player B DCI#	Player C DCI#
				•
003	Team Name	Player A Name	Player B Name	Player C Name
000	Affiliation (School, Store, etc.)		С	
	City St./Prov. Country	Player A DCI#	Player B DCI#	Player C DCI#
	Team Name			
004 .	Affiliation (School, Store, etc.)	Player A Name	Player B Name	Player C Name
	City St./Prov. Country	Player A DCI#	Player B DCI#	Player C DCI#
005	Team Name			
005.	Affiliation (School, Store, etc.)	Player A Name	Player B Name	Player C Name
	City St./Prov. Country	Player A DCI#	Player B DCI#	Player C DCI#
	Team Name			
006.	Affiliation (School, Store, etc.)	Player A Name	Player B Name	Player C Name
	City St./Prov. Country	Player A DCI#	Player B DCI#	Player C DCI#
	Team Name			
007 .	Affiliation (School, Store, etc.)	Player A Name	Player B Name	Player C Name
	City St./Prov. Country	Player A DCI#	Player B DCI#	Player C DCI#
	City St./Prov. Country			
000	Team Name	Player A Name	Player B Name	Player C Name
008.	Affiliation (School, Store, etc.)	i layer A Ivallie	Tayer D Ivanie	l'idyer e ivanie
	City St./Prov. Country	Player A DCI#	Player B DCI#	Player C DCI#
009.	Team Name	Player A Name	Player B Name	Player C Name
000.	Affiliation (School, Store, etc.)	5	~	
	City St./Prov. Country	Player A DCI#	Player B DCI#	Player C DCI#
	Team Name			
010.	Affiliation (School, Store, etc.)	Player A Name	Player B Name	Player C Name
	City St./Prov. Country	Player A DCI#	Player B DCI#	Player C DCI#

TEAM TOURNAMENT REGISTRATION FORM

Team #	Event Sanctioning #:							
(For 11+)	Team numbers assigned below a	re used only within t	this event. Te	ams do not u	ise the sam	e Team # from even	t to event. TM	
	Team Name	Player A Name		Player B Name		Player C Nar	me	
	Affiliation (School, Store, etc.)			1 layer D Ivanie		i layer e ival	iit.	
ТЕАМ #	City St./Prov. Country	Player A DCI#		Player B DCI#	-	Player C DC	I#	
	CITY ST./PROV. COUNTRY	5						
	Team Name							
	Affiliation (School, Store, etc.)	Player A Name		Player B Name	<u>,</u>	Player C Nat	me	
ТЕАМ #		Player A DCI#		Player B DCI#	£	Player C DC	Υ <i>#</i>	
	CITY ST./PROV. COUNTRY	They are a constructed with the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction o		Theyer D DOI		Theyer o be		
	Team Name							
	Affiliation (School, Store, etc.)	Player A Name		Player B Name	,	Player C Nar	me	
ТЕАМ #							T //	
	City St./Prov. Country	Player A DCI#		Player B DCI#		Player C DC	1#	
	Team Name							
$\square \square$	Affiliation (School, Store, etc.)	Player A Name		Player B Name		Player C Nar	me	
TEAM #								
	City St./Prov. Country	Player A DCI#		Player B DCI#		Player C DC	CI#	
	Team Name							
$\square \square$	Affiliation (School, Store, etc.)	Player A Name		Player B Name		Player C Nar	Player C Name	
TEAM #								
	City St./Prov. Country	Player A DCI#		Player B DCI#	ŧ	Player C DC	I#	
	Team Name							
	Affiliation (School, Store, etc.)	Player A Name		Player B Name		Player C Nat	Player C Name	
TEAM #	Anniation (School, Store, etc.)						_	
	City St./Prov. Country	Player A DCI#		Player B DCI#	ł	Player C DC	CI#	
	Team Name							
$\Box \Box \Box$		Player A Name		Player B Name	!	Player C Nan	ne	
Team #	Affiliation (School, Store, etc.)							
	City St./Prov. Country	Player A DCI#		Player B DCI#		Player C DC.	I#	
	Team Name	Player A Name		Player B Name		Player C Nar	ne	
TEAM #	Affiliation (School, Store, etc.)							
	City St./Prov. Country	Player A DCI#		Player B DCI#		Player C DC	I#	
	SIJI KOV. COOMIN							
	Team Name							
	Affiliation (School, Store, etc.)	Player A Name		Player B Name		Player C Nat	me	
Теам #						Player C DC	<i>µ</i>	
	CITY ST./PROV. COUNTRY	Player A DCI#		Player B DCl#	Player B DCI#		.1#	
	Team Name							
	Affiliation (School, Store, etc.)	Player A Name		Player B Name	!	Player C Nat	me	
Team #								
	City St./Prov. Country	Player A DCI#		Player B DCI#	-	Player C DC	CI#	

TEAM TOURNAMENT ROUND REPORTING FORM

Event Sanctioning #:

Please record only the team number (listed to the left of each team's name) in the correct spaces below for each round. In addition, remember to write the round number in the spaces provided above each string of round result results.

Ro	UND		Rou	ND			ROUND			R	OUNE		
W	ound 'inner am #) W	Round Loser (Team #) L	Winner Loser		Winner L		Round Loser (Team #) L	Draw	Round Winner (Team #) W	1			
Draw	W	L	Draw	W	L		Draw	W	L	Draw	W	L	
					•							•	
Draw	W	L	Draw	W			Draw	W	L	Draw	W		
												•	
Draw	W	L	Draw	W			Draw	W	L	Draw	W		
												•	
Draw	W	L	Draw	W	L		Draw	W	L	Draw	W	L	
Draw	W	L	Draw	W	L		Draw	W		Draw	W		
									•			•	
Draw	W	L	Draw	W	L		Draw	W		Draw	W	L	
									•				
Draw	W	L	Draw	W			Draw	W		Draw	W		
									•			•	
Draw	W	L	Draw	W	L		Draw	W	L	Draw	W	L	_
Draw	W	L	Draw	W	L		Draw	W	L	Draw	W	L	
									•			•	
Draw	W		Draw	W			Draw	W		Draw	W		
Draw	W	L	Draw	W			Draw	W	L	Draw	W		_

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BASIC DCI[™] EVENT SANCTIONING APPLICATION

Organizer:		DCI #, if known	Birthdate (Month/Day/Year) (Organizers must be 18 years old or older.)
Nan	ie (First, Last)	DCI #	
EVENT NAME:			
EVENT DATE:/_	Ехресте	D ATTENDANCE:	ENTRY FEE:
GAME & EVENT STEP 1: CHOOSE A GAME Game Please check the appropriate box for the game you want to support with a DCI-sanctioned tournament.	T FORMAT STEP 2: CHOOSE A FORMAT (Constructed Players bring decks to the event that they have built using cards from their own collections.	Constructed or Limited)	Limited Players receive a quantity of sealed booster packs (or packs and decks) from the tournament organizer. They then build their decks and play using only the cards they received for the tournament.
Star Wars	Players must each bring a Lightournament. Each deck must h	t Side and Dark Side deck to the ave a minimum of 60 cards.	
MLB TM Showdown TM	strategy decks containing only c and field teams of 20 players at EXTENDED. Players must bring 60	0-card official MLB™ Showdown ards from the current and past year, under 5,000 points each. -card official MLB™ Showdown f 20 players at under 5,000 points each.	Sealed Deck, Booster, Rochester, or Auction Draft. See the DCI MLB [™] Showdown Floor Rules for more info.
► NFL Showdown TM	Players must bring 40-card stra under 5,000 points, including b	ntegy decks, and field teams of backups and special-teams players.	Sealed Deck, Booster, Rochester, or Auction Draft. See the DCI NFL Showdown Floor Rules for more info.
Football Champions TM	their teams during match play- exceed 1,300 points, with no m	tegy decks. The total values for —excluding substitutes—may not ore than 800 spent on attackers and 800 spent on defenders or the goalie.	
RISK 2210 TM	BASIC. Players participate using included in the official RISK 22	only the board, pieces and cards 210 box.	EXPANDED. Players participate using the board, pieces and cards in the official RISK 2210 box, plus any official RISK 2210 expansions.

EVENT LOCATION

This information will be made public to let potential players know your event is taking place.

Name of Venue:			
Venue Address:			
City:	State/Prov.:	Country:	ZIP:
Phone Number: ()		Email Address:	
MAILING LOCATION			
Organizer Mailing Address:			
City:		Country:	
Phone Number: ()		Email Address:	

If this event is the first in a series of regularly scheduled events, please fill out the Periodic Event Schedule on page 2. NOTE: ORGANIZERS AND JUDGES MAY NOT PLAY IN THEIR DCI-SANCTIONED TOURNAMENTS.

I have read the Universal Tournament Rules and the DCI Floor Rules for the appropriate game. I understand the rules and requirements described therein and agree to abide by them.



PAGE 2 Basic DCI **PERIODIC EVENT SCHEDULE**

Organizer:

NAME (FIRST/LAST)

DCI NUMBER, IF KNOWN

BIRTHDATE (MONTH/DAY/YEAR)* *Organizers must be 18 years old or older.

Name of Event:

For events occuring on a regular basis, please provide date and type information for each event beyond that listed on page 1.

STEP 1: SELECT YOUR EVENT DATES

STEP 2: CHOOSE A GAME AND FORMAT

	DATE		Game & F	ORMAT	
			CHECK THE APPR	ROPRIATE BOX	
	, ,	MLB[™]Showdown Standard	Football Champions	Star Wars	Neopets Constructed
1.		 MLB[™] Showdown Extended	NFL Showdown Constructed	Risk 2210 Basic	—
	Month Day Year	MLB[™] Showdown Limited	NFL Showdown Limited	Risk 2210 Expanded	
		MLB[™]Showdown Standard	Football Champions	Star Wars	Neopets Constructed
2.		MLB[™] Showdown Extended	NFL Showdown Constructed	Risk 2210 Basic	
	Month Day Year	\square MLB TM Showdown Limited	NFL Showdown Limited	Risk 2210 Expanded	
		MLB[™]Showdown Standard	Football Champions	Star Wars	Neopets Constructed
3.		MLB[™] Showdown Extended	NFL Showdown Constructed	Risk 2210 Basic	
	Month Day Year	$\square \mathbf{MLB}^{TM} \mathbf{Showdown} \text{ Limited}$	NFL Showdown Limited	Risk 2210 Expanded	
		MLB[™] Showdown Standard	Football Champions	Star Wars	Neopets Constructed
4.		MLB[™] Showdown Extended	NFL Showdown Constructed	Risk 2210 Basic	
	Month Day Year	MLB[™] Showdown Limited	NFL Showdown Limited	Risk 2210 Expanded	
	, ,	MLB[™]Showdown Standard	Football Champions	Star Wars	Neopets Constructed
5.		MLB[™] Showdown Extended	NFL Showdown Constructed	Risk 2210 Basic	
	Month Day Year	MLB[™] Showdown Limited	NFL Showdown Limited	Risk 2210 Expanded	
	, ,	MLB[™]Showdown Standard	Football Champions	Star Wars	Neopets Constructed
6.		MLB[™]Showdown Extended	NFL Showdown Constructed	Risk 2210 Basic	
	Month Day Year	MLB[™] Showdown Limited	NFL Showdown Limited	Risk 2210 Expanded	
	, ,	MLB[™]Showdown Standard	Football Champions	Star Wars	Neopets Constructed
7.		MLB[™]Showdown Extended	NFL Showdown Constructed	Risk 2210 Basic	
	Month Day Year	MLB[™] Showdown Limited	NFL Showdown Limited	Risk 2210 Expanded	
	1 1	MLB[™]Showdown Standard	Football Champions	Star Wars	Neopets Constructed
8.		MLB[™]Showdown Extended	NFL Showdown Constructed	Risk 2210 Basic	
	Month Day Year	MLB[™]Showdown Limited	NFL Showdown Limited	Risk 2210 Expanded	
		MLB[™]Showdown Standard	Football Champions	Star Wars	Neopets Constructed
9.		$\prod_{TM} \mathbf{MLB}^{TM} \mathbf{Showdown} \text{ Extended}$	NFL Showdown Constructed	Risk 2210 Basic	
	Month Day Year	MLB[™] Showdown Limited	NFL Showdown Limited	Risk 2210 Expanded	
		MLB[™]Showdown Standard	Football Champions	Star Wars	Neopets Constructed
10.		MLB[™]Showdown Extended	NFL Showdown Constructed	Risk 2210 Basic	
	Month Day Year	MLB[™] Showdown Limited	NFL Showdown Limited	Risk 2210 Expanded	
		MLB[™]Showdown Standard	Football Champions	Star Wars	Neopets Constructed
11.		MLB[™]Showdown Extended	NFL Showdown Constructed	Risk 2210 Basic	
	Month Day Year	MLB[™] Showdown Limited	NFL Showdown Limited	Risk 2210 Expanded	

Additional Information:

NOTE: ORGANIZERS AND JUDGES ARE NOT ALLOWED TO PLAY IN THEIR DCI-SANCTIONED EVENTS.

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DECK REGISTRATION SHEET



Player I	Name:	DCI #:		_ Date:		ТМ
Tourna	ment Title:		_ Tournamen	ment Type:		
City:		State/Province:	C	ountry:	[™] and ©1999 Wizards of the	Coast Inc
DECK	NAME:	DEC	K DESIGN	ER:		
DECK Number	<u>Card Name</u>	Use English-langu	age card nam <u>Number</u>			
SIDEBO					nber of Cards in Deck:	
<u>Number</u>	<u>Card Name</u>		<u>Number</u>	<u>Card Name</u>		
				Total Number	of Cards in Sideboard:	

	PLAYER	1	Game	_ of	<u> </u>	PLAYER 2	
Name:			XD		Name:		
DCI#:					DCI#:		
	Circle One	of Mulligans:			Play / Draw Circle One		
7 1		1 TURN				R 2 TURN	
Land Played	Life Total Change –Player 1– (Source / Amount)	Life Total Change –Player 2– (Source / Amount)	Life Total (After Changes) PL. 1 PL. 2	Land Played	Life Total Change –Player 1– (Source / Amount)	Life Total Change –Player 2– (Source / Amount)	Life Total (After Changes) PL. 1PL. 2
						_	
						_	
						-	
						-	
						-	
						-	
Game Game	Wins/Losses at this po	e Win Game I sint in the match: s: Losses:		Game R Game W	Vins/Losses at this p		
If this	wins game ended the matcl			If this g		ns: Losse: ch, what was the mat	s: ch result?
	-	h Win Match				tch Win Match	

Continuation of Fifth Edition Deck Checklist

	. BLUE
	Aether Storm
	Air Elemental
	Anti-Magic Aura
	Azure Drake
	Binding Grasp
	Boomerang Brainstorm
	Counterspell
	Dance of Many
	Dandân
	Dark Maze
	Deflection
	Drain Power
	Energy Flux Enervate
	Feedback
	Flight
	Flood
	Forget
	Force Spike
	Gaseous Form
	Glacial Wall Homarid Warrior
	Hurkyl's Recall
	Hydroblast
	Juxtapose
	Krovikan Sorcerer
	Labyrinth Minotaur
	Leviathan
	Lifetap Lord of Atlantis
	Magical Hack
	Magus of the Unseen
	Memory Lapse
	Merfolk of the Pearl Trident
	Mind Bomb
	Phantasmal Forces Phantasmal Terrain
	Phantom Monster
	Pirate Ship
	Portent
	Power Sink
	Prodigal Sorcerer
	Psychic Venom
	Ray of Command Reef Pirates
	Recall
	Remove Soul
	Sea Serpent
	Sea Spirit
	Sea Sprite
	Seasinger
	Segovian Leviathan
	Sibilant Spirit Sleight of Mind
	Soul Barrier
	Spell Blast
	Stasis
	Steal Artifact
	Time Elemental
1 1	Twiddle
	Unstable Mutation
	Unsummon Undraft
	Updraft
	Updraft Vodalian Soldiers
	Updraft Vodalian Soldiers Wall of Air

USED	TOTAL	An-Havva Constable
		An-Havva Constable Aspect of Wolf
		Aurochs
		Birds of Paradise
		Carapace
		Cat Warriors
		Chub Toad
		Cockatrice
		Craw Giant
		Craw Wurm
		Crumble Desert Twister
		Durkwood Boars
		Elder Druid
		Elven Riders
		Elvish Archers
		Fog
		Force of Nature
		Foxfire
		Fungusaur Formelikeren Filder
		Fyndhorn Elder
		Ghazbán Ogre Giant Growth
		Giant Spider
		Grizzly Bears
	1	Hungry Mist
		Hurricane
		Instill Energy
		Ironroot Treefolk
		Johtull Wurm
		Killer Bees Ley Druid
		Ley Druid Lhurgoyf
		Lifeforce
		Living Artifact
		Living Lands
		Llanowar Elves
		Lure
		Marsh Viper
		Nature's Lore
		Pradesh Gypsies Primal Order
		Rabid Wombat
		Radjan Spirit
		Regeneration
		Scaled Wurm
		Scavenger Folk
		Scryb Sprites
		Shanodin Dryads
		Shrink
		Stampede
		Stream of Life
		Sylvan Library Tarpan
		Thicket Basilisk
		Titania's Song
		Tranquility
		Tsunami
		Untamed Wilds
		Venom
		Verduran Enchantres
		Wall of Brambles
		Wanderlust
		War Mammoth
		Whirling Dervish
		Wild Growth
		Winter Blast
		Wolverine Deek
		Wolverine Pack Wyluli Wolf

USED	TOTAL	RED
		Ambush Party
		Atog
		Ball Lightning Bird Maiden
		Blood Lust
		Brassclaw Orcs
		Brothers of Fire
		Brute, The
		Cave People
		Conquer
		Crimson Manticore Detonate
		Disintegrate
		Dwarven Catapult
		Dwarven Soldier
		Dwarven Warriors
		Earthquake
<u> </u>		Errantry Eternal Warrior
		Fire Drake
		Fireball
		Firebreathing
		Flame Spirit
		Flare Flark Group
		Flashfires Game of Chaos
		Game of Chaos Giant Strength
		Goblin Digging Team
		Goblin Hero
		Goblin King
		Goblin War Drums
		Goblin Warrens Hill Giant
		Hill Glant Hurloon Minotaur
		Imposing Visage
		Incinerate
		Inferno
		Ironclaw Curse
		Ironclaw Orcs
		Jokulhaups Keldon Warlord
		Mana Clash
		Mana Flare
		Manabarbs
		Mons's Goblin Raiders
<u> </u>		Mountain Goat
		Orcish Artillery Orcish Captain
		Orcish Conscripts
<u> </u>		Orcish Farmer
		Orcish Oriflamme
		Orcish Squatters
	<u> </u>	Orgg
<u> </u>		Panic Primordial Ooze
		Pyroblast
		Pyrotechnics
	1	Sabretooth Tiger
		Shatter
		Shatterstorm
		Shivan Dragon
		Smoke Stone Giant
		Stone Gain
		Stone Spirit
		Wall of Fire
		Wall of Stone
		Winds of Change
		Word of Blasting

USED	TOTAL	WHITE
COLD	IOIIL	Abbey Gargoyles
		Akron Legionnaire
		Alabaster Potion
		Angry Mob
		Animate Wall
		Arenson's Aura
		Armageddon
		Armor of Faith
-		Aysen Bureaucrats
		Benalish Hero
		Blessed Wine
		Blinking Spirit Brainwash
		Caribou Range
		Castle
		CoP: Artifacts
		CoP: Black
		CoP: Blue
		CoP: Green
		CoP: Red
		CoP: White
L		Crusade
L		D'Avenant Archer
<u> </u>		Death Speakers
		Death Ward Disenchant
		Divine Offering
		Divine Transformation
-		Dust to Dust
		Eye for an Eye
		Greater Realm of Preservation
		Heal
		Healing Salve
		Hipparion
		Holy Strength
		Icatian Phalanx
		Icatian Scout
		Icatian Town Island Sanctuary
		Ivory Guardians
		Justice
-		Karma
		Kismet
		Kjeldoran Royal Guard
		Kjeldoran Skycaptain
		Mesa Falcon
		Mesa Pegasus
L		Order of the Sacred Torch
<u> </u>		Order of the White Shield
<u> </u>		Pearled Unicorn
<u> </u>		Personal Incarnation Pikemen
		Prismatic Ward
		Repentant Blacksmith
<u> </u>		Reverse Damage
		Righteousness
<u> </u>	1	Sacred Boon
		Samite Healer
		Seraph
		Serra Bestiary
		Serra Paladin
L		Shield Bearer
L		Shield Wall
<u> </u>		Spirit Link
<u> </u>		Truce Tundra Wolves
<u> </u>		Tundra Wolves Wall of Swords
		White Knight
		Wrath of God
L	t	I

Registered by (Name):_

DCI#:___

Used by (Name): _____

DCI#:_____

			USED TOTA	AL BLACK	USED	TOTAL	BLUE	USED	TOTAL	GREEN	USED T	OTAL RED	USED 7	FOTAL	WHITE
				Abyssal Hunter			Ancestral Memories			Afiya Grove		Agility			Afterlife
				Ashen Powder			Azimaet Drake			Armor of Thorns		Aleatory			Alarum
				Barbed-Back Wurm			Bay Falcon			Barbed Foliage		ArmorerGuildmage			Auspicious Ancestor
				Binding Agony			Bazaar of Wonders			Brushwagg		Barreling Attack			Benevolent Unicorn
				Blighted Shaman			Boomerang			Canopy Dragon		Blind Fury			Blinding Light
				Bone Harvest			Cerulean Wyvern			Crash of Rhinos		Blistering Barrier			Celestial Dawn
LA	NDS			Breathstealer			Cloak of Invisibility			Cycle of Life		Builder's Bane			Civic Guildmage
USED TOTAL	USED	TOTAL		Cadaverous Knight			Coral Fighters			Decomposition		Burning Palm Efreet			Dazzling Beauty
Forest		Bad River		Carrion			Daring Apprentice			Early Harvest		Burning Shield Askari			Disempower
Island		Crystal Vein		Catacomb Dragon			Dissipate			Fallow Earth		Chaos Charm			Disenchant
Mountain		Flood Plain		Choking Sands			Dream Cache			Femeref Archers		Chaosphere			Divine Offering
Plains		Grasslands		Crypt Cobra			Dream Fighter			Fog		Cinder Cloud			Divine Retribution
Swamp		Mountain Valley		Dark Banishing			Energy Vortex			Foratog		Consuming Ferocity			Ekundu Griffin
Teferi's Isle		Rocky Tar Pit		Dark Ritual			Ether Well			Giant Mantis		Crimson Hellkite			Enlightened Tutor
				Dirtwater Wraith			Flash			Gibbering Hyenas		Crimson Roc			Ethereal Champion
USED TOTAL MULTICOLOR	USED	TOTAL ARTIFACTS		Drain Life			Floodgate			GrangerGuildmage		Dwarven Miner			Favorable Destiny
Asmira, Holy Avenger		Acidic Dagger		Dread Specter			Hakim, Loreweaver			Hall of Gemstone		Dwarven Nomad			Femeref Healer
Benthic Djinn		Amber Prison		Ebony Charm			Harmattan Efreet			Jolrael's Centaur		Ekundu Cyclops			FemerefKnight
Cadaverous Bloom		Amulet of Unmaking		Enfeeblement			Jolt			Jungle Patrol		Emberwilde Djinn			Femeref Scouts
Circle of Despair		Basalt Golem		Feral Shadow			Kukemssa Pirates			JungleWurm		Final Fortune			Healing Salve
Delirium		Bone Mask		Fetid Horror			Kukemssa Serpent			Karoo Meerkat		Firebreathing			Illumination
Discordant Spirit		Charcoal Diamond		Forbidden Crypt			Meddle			Locust Swarm		Flame Elemental			Iron Tusk Elephant
Emberwilde Caliph		Chariot of the Sun		Forsaken Wastes			Memory Lapse			Lure of Prey		Flare			Ivory Charm
Energy Bolt		Crystal Golem		Grave Servitude			Merfolk Raiders			Maro		Goblin Elite Infantry			Jabari's Influence
Frenetic Efreet		Cursed Totem		Gravebane Zombie			Merfolk Seer			Mindbender Spores		Goblin Scouts			Mangara's Blessing
Grim Feast		Elixir of Vitality		Harbinger of Night			Mind Bend			Minubender Spores		Goblin Scothsayer			Mangara's Equity
Harbor Guardian		Ersatz Gnomes		Infernal Contract			Mind Harness			Natural Balance		Goblin Tinkerer			Maligara's Equity Melesse Spirit
Haunting Apparition		Fire Diamond		Kaervek's Hex			Mist Dragon			Nettletooth Djinn		Hammer of Bogardan			Mtenda Griffin
Hazerider Drake		GrinningTotem		Mire Shade			Mystical Tutor			Preferred Selection		Hivis of the Scale	-		Mtenda Herder
JungleTroll		Horrible Hordes		Nocturnal Raid			Political Trickery			Quirion Elves		Illicit Auction	-		Noble Elephant
Kaervek's Purge		IgneousGolem		Painful Memories			Polymorph			Rampant Growth		Incinerate	-		Null Chamber
0		Lead Golem		Phyrexian Tribute			Power Sink			*		Kaervek's Torch			Pacifism
Leering Gargoyle Malignant Growth		Lion's Eye Diamond		Purraj of Urborg			Power Sink Prismatic Lace			Regeneration Roots of Life		Lightning Reflexes			Pacifism Pearl Dragon
0		Mana Prism		Ravenous Vampire		-	Prismauc Lace Psychic Transfer			Sabertooth Cobra		Pyric Salamander			Pearl Dragon Prismatic Circle
Phyrexian Purge		Mangara's Tome		Reign of Terror			Ray of Command			Sandstorm					Rashida Scalebane
Prismatic Boon		0		0			~					Raging Spirit			
Purgatory		Marble Diamond		Restless Dead Sewer Rats			Reality Ripple Sandbar Crocodile			Seedling Charm		Reckless Embermage			Ritual of Steel Sacred Mesa
Radiant Essence		Miser's Cage								Seeds of Innocence		Reign of Chaos			
Reflect Damage		Moss Diamond		Shadow Guildmage	<u> </u>		Sapphire Charm			Serene Heart	\vdash	Searing Spear Askari	\vdash		Shadowbane Sidar Jabari
Reparations	-	Patagia Golem		Shallow Grave	<u> </u>	1	Sea Scryer			Stalking Tiger	\vdash	Sirocco	+		
Rock Basilisk		Paupers' Cage		Shauku, Endbringer			Shaper Guildmage			Superior Numbers	+	Splitting Earth			Soul Echo
Savage Twister		Phyrexian Dreadnought		Skulking Ghost			Shimmer			Tranquil Domain	+	Stone Rain			Spectral Guardian
Sawback Manticore		Phyrexian Vault		Soul Rend	<u> </u>		Soar			Tropical Storm	+	Subterranean Spirit	\rightarrow		Sunweb
Sealed Fate		Razor Pendulum		Soulshriek			Suq'Ata Firewalker			Uktabi Faerie	\vdash	Talruum Minotaur	\vdash		Teremko Griffin
Shauku's Minion		Sand Golem		Spirit of the Night			Taniwha			Uktabi Wildcats	\vdash	Telim'Tor	\vdash		Unyaro Griffin
Spatial Binding		Sky Diamond		Stupor			Teferi's Curse			Unseen Walker		Telim'Tor's Edict	\vdash		Vigilant Martyr
Unfulfilled Desires		Teeka's Dragon		Tainted Specter			Teferi's Drake			Unyaro Bee Sting		Torrent of Lava	\vdash		Wall of Resistance
Vitalizing Cascade		Telim'Tor's Darts		Tombstone Stairwell			Teferi's Imp			Village Elder		Viashino Warrior			Ward of Lights
Warping Wurm		UnerringSling		Urborg Panther			Thirst			Waiting in the Weeds		Volcanic Dragon			Yare
Wellspring		Ventifact Bottle		Wall of Corpses			Tidal Wave			Wall of Roots		Volcanic Geyser			Zhalfirin Command
Windreaper Falcon				Withering Boon			Vaporous Djinn			Wild Elephant		Wildfire Emissary			Zhalfirin Knight
Zebra Unicorn				Zombie Mob			Wave Elemental			Worldly Tutor		Zirilan of the Claw			Zuberi, Golden Feat



Registered by (Name):

DCI#:

Used By (Name):

DCI#:

LANDS

USED	TOTAL	
		Coral Atoll
		Dormant Volcano

ARTIFACTS

USED	TOTAL	_
	1	Anvil of Bogardan
		Brass-Talon Chimera
		Diamond Kaleidoscope
		Dragon Mask
		Helm of Awakening

MULTICOLOR

USED	TOTAL	
		Army Ants
		Breathstealer's Crypt
		Corrosion
		Femeref Enchantress

BLACK

USED	TOTAL	
		Aku Djinn
		Blanket of Night
		Brood of Cockroaches
		Coercion
		Crypt Rats
		Dark Privilege

<u>BLUE</u>

USED	TOTAL	
		Betrayal
		Breezekeeper
		Chronatog
		Cloud Elemental
		Desertion
		Dream Tides

<u>GREEN</u>

USED	TOTAL	
		Bull Elephant
		City of Solitude
		Creeping Mold
		Elephant Grass
		Elven Cache
		Emerald Charm

<u>RED</u>

USED	TOTAL	
		Bogardan Phoenix
		Dwarven Vigilantes
		Elkin Lair
		Fireblast
		Goblin Recruiter
		Goblin Swine-Rider

WHITE

USED	TOTAL	_
		Archangel
		Daraja Griffin
		Equipoise
		Eye of Singularity
		Freewind Falcon
		Gossamer Chains

USED TOTAL Everglades Griffin Canyon

USED	TOTAL	
		Iron-Heart Chimera
		Juju Bubble
		Lead-Belly Chimera
		Magma Mine
		Matopi Golem

USED	TOTAL	
		Firestorm Hellkite
		Guiding Spirit
		Mundungu
		Pygmy Hippo

USED TOTAL

TOTAL	
	Death Watch
	Desolation
	Fallen Askari
	Forbidden Ritual
	Funeral Charm
	Infernal Harvest

USED TOTAL Flooded Shoreline Foreshadow Impulse Inspiration Knight of the Mists Man-o'-War

USED TOTAL

	Feral Instinct
	Giant Caterpillar
	Katabatic Winds
	King Cheetah
	Kyscu Drake
	Lichenthrope

USED TOTAL

	Hearth Charm
	Heat Wave
	Hulking Cyclops
	Keeper of Kookus
	Kookus
	Lightning Cloud

JSED	TOTAL	
		Honorable Passage
		Hope Charm
		Infantry Veteran
		Jamuraan Lion
		Knight of Valor
		Longbow Archer

Dеск CHECKLIST

USED	TOTAL		USED	TOTAL	
		Jungle Basin			Quicksand
		Karoo			Undiscovered Paradise

USED	TOTAL	_
		Phyrexian Marauder
		Phyrexian Walker
		Sands of Time
		Sisay's Ring
		Snake Basket

USED	TOTAL	
		Teferi's Puzzle Box
		Tin-Wing Chimera
		Triangle of War

Triangle of War
Wand of Denial

USED	TOTAL		USED	TOTAL	
		Righteous War			Suleiman's Legacy
		Scalebane's Elite			Tempest Drake
		Simoon			Viashivan Dragon
		Squandered Resources			-

USED TOTAL Kaervek's Spite

	Raervek's Spite
	Necromancy
	Necrosavant
	Nekrataal
	Pillar Tombs of Aku
	Python
	-

USED	TOTAL	
		Mystic Veil
		Ovinomancer
		Prosperity
		Rainbow Efreet
		Shimmering Efreet
		Shrieking Drake

USED TOTAL

COLD	IOIAL	
		Mortal Wound
		Natural Order
		Panther Warriors
		Quirion Druid
		Quirion Ranger
		River Boa
		•

USED TOTAL

0010	101110	
		Mob Mentality
		Ogre Enforcer
		Raging Gorilla
		Relentless Assault
		Rock Slide
		Solfatara

USED TOTAL Miraculous Recovery Parapet Peace Talks Relic Ward Remedy

Resistance Fighter

USED TOTAL

~~	101110	
		Suq'Ata Assassin
		Tar Pit Warrior
		Urborg Mindsucker
		Vampiric Tutor
		Vampirism
		Wake of Vultures
		Wicked Reward
		-

USED TOTAL

	Teferi's Realm
	Three Wishes
	Time and Tide
	Undo
	Vanishing
	Vision Charm
	Waterspout Djinn

USED TOTAL Rowen Spider Climb Stampeding Wildebeests

Stampeaning Whatbees
Summer Bloom
Uktabi Orangutan
Warthog
Wind Shear

USED TOTAL

	Song of Blood
	Spitting Drake
	Suq'Ata Lancer
	Talruum Champion
	Talruum Piper
	Tremor
	Viashino Sandstalker

USED TOTAL Retribution of the Meek **Righteous** Aura Sun Clasp Teferi's Honor Guard Tithe Warrior's Honor Zhalfirin Crusader

Registered by (Name):			10.	ather REGISTRATION	
DCI#:				αι ηργι	INN
				ИСПСІІ	167116
Used by (Name)					
			DECK F	CEGISTRATION 🛹	 Checklist
					,
DCI#:					
USED TOTAL LAND USE	D TOTAL BLACK U	SED TOTAL BLUE	USED TOTAL GREEN	USED TOTAL RED	USED TOTAL WHITE
Gemstone Mine	Abyssal Gatekeeper	Abduction	Aboroth	Æther Flash	Abeyance
Lotus Vale	Agonizing Memories	Abjure	Arctic Wolves	Betrothed of Fire	Alabaster Dragon
Scorched Ruins	Barrow Ghoul	Ancestral Knowledge	Barishi	Bloodrock Cyclops	Alms
Winding Canyons	Bone Dancer	Apathy	Blossoming Wreath	Bogardan Firefiend	Angelic Renewal
	Buried Alive	Argivian Restoration	Briar Shield	Boiling Blood	Ardent Militia
	Circling Vultures	Avizoa	Call of the Wild	Cinder Giant	Argivian Find
	Coils of the Medusa	Cloud Djinn	Choking Vines	Cinder Wall	Aura of Silence
	Doomsday	Disrupt	Dense Foliage	Cone of Flame	Benalish Infantry
	Fatal Blow	Ertai's Familiar	Downdraft	Desperate Gambit	Benalish Knight
	Festering Evil	Flux	Fallow Wurm	Dwarven Berserker	Benalish Missionary
USED TOTAL ARTIFACTS	Fledgling Djinn	Fog Elemental	Familiar Ground	Dwarven Thaumaturgist	Debt of Loyalty
Bösium Strip	Gallowbraid	Mana Chains	Fungus Elemental	Fervor	Duskrider Falcon
Bubble Matrix	Haunting Misery	Manta Ray	Gaea's Blessing	Fire Whip	Empyrial Armor
Chimeric Sphere	Hidden Horror	Merfolk Traders	Harvest Wurm	Firestorm	Foriysian Brigade
Dingus Staff	Infernal Tribute	Noble Benefactor	Liege of the Hollows	Fit of Rage	Gerrard's Wisdom
Jabari's Banner	Mischievous Poltergeist	Ophidian	Llanowar Behemoth	Goblin Bomb	Guided Strike
Jangling Automaton	Morinfen	Paradigm Shift	Llanowar Druid	Goblin Grenadiers	Heavy Ballista
Mana Web	Necratog	Pendrell Mists	Llanowar Sentinel	Goblin Vandal	Inner Sanctum
Mind Stone	Odylic Wraith	Phantom Warrior	Mwonvuli Ooze	Heart of Bogardan	Kithkin Armor
Null Rod	Razortooth Rats	Phantom Wings	Nature's Kiss	Heat Stroke	Master of Arms
Phyrexian Furnace	Shadow Rider	Psychic Vortex	Nature's Resurgence	Hurloon Shaman	Mistmoon Griffin
Serrated Biskelion	Shattered Crypt	Relearn	Redwood Treefolk	Lava Hounds	Peacekeeper
Steel Golem	Spinning Darkness	Sage Owl	Rogue Elephant	Lava Storm	Revered Unicorn
Straw Golem	Strands of Night	Teferi's Veil	Striped Bears	Maraxus of Keld	Serenity
Thran Forge	Tendrils of Despair	Timid Drake	Sylvan Hierophant	Orcish Settlers	Serra's Blessing
Thran Tome	Urborg Justice	Tolarian Drake	Tranquil Grove	Roc Hatchling	Soul Shepherd
Touchstone	Urborg Stalker	Tolarian Entrancer	Uktabi Efreet	Sawtooth Ogre	Southern Paladin
Well of Knowledge	Wave of Terror	Tolarian Serpent	Veteran Explorer	Thunderbolt	Tariff
Xanthic Statue	Zombie Scavengers	Vodalian Illusionist	Vitalize	Thundermare	Volunteer Reserves



Registered By (Name)



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D.d	, 1	D /F				
Regis	terea	By (E	JC1#)			
Llood	Dr. (N	Vame)				
Useu	Бу (1	vanne)				
Used	By (I	DCI#)				
	U					
ADDED	USED	TOTAL	BASIC LAND	USED	TOTAL	ARTIFACT
			Mountain (4 versions)			Altar of Dementia
			Island (4 versions)			Booby Trap
			Swamp (4 versions)			Bottle Gnomes
			Forest (4 versions)			Coiled Tinviper
			Plains (4 versions)			Cold Storage
					L	Cursed Scroll
						Echo Chamber
						Emerald Medallion
	LICED	TOTAL	NONDACICIAND			EmmessiTome
	USED	TOTAL	NONBASIC LAND Ancient Tomb			Energizer Essence Bottle
			Caldera Lake			Excavator
	-		Cinder Marsh	-		Excavator Flowstone Sculpture
		-	Ghost Town			Fool's Tome
		1	Maze of Shadows			Grindstone
		1	Mage of bladows Mogg Hollows			Helm of Possession
			Pine Barrens			Jet Medallion
			Reflecting Pool			Jinxed Idol
			Rootwater Depths			Lotus Petal
			Salt Flats			Magnetic Web
	-		Scabland			Manakin
			Skyshroud Forest			Metallic Sliver
			Stalking Stones			MoggCannon
			Thalakos Lowlands			Patchwork Gnomes
			Vec Townships			Pearl Medallion
			Wasteland			Phyrexian Grimoire
						Phyrexian Hulk
	LICEP	TOTA	MUTICOLOD			Phyrexian Splicer
	USED	IUTAL	MULTICOLOR			Puppet Strings
	<u> </u>		Dracoplasm Labotomy			Ruby Medallion
	<u> </u>		Lobotomy Ranger en-Vec			Sapphire Medallion Scalding Tongs
			Segmented Wurm			Scroll Rack
			Selenia, Dark Angel			Scroll Rack Squee's Toy
	<u> </u>	1	Sky Spirit			Static Orb
	<u> </u>	1	Soltari Guerrillas			Telethopter
	<u> </u>	<u> </u>	Spontaneous Combustion			Thumbscrews
		1	Vhati il-Dal			Torture Chamber
		1	Wood Sage			Watchdog

USED	TOTAL	BLACK
		Abandon Hope
		Bellowing Fiend
		Blood Pet
		Bounty Hunter
		Carrionette
		Clot Sliver
		Coercion
		Coffin Queen
		Commander Greven il-Vec
-		Corpse Dance
-		Dark Banishing
		Dark Ritual
		Darkling Stalker
		Dauthi Embrace
		Dauthi Ghoul
		Dauthi Horror
<u> </u>	l	Dauthi Marauder
		Dauthi Marauder Dauthi Mercenary
		Dauthi Mercenary Dauthi Mindripper
		Dauthi Slayer Death Pits of Rath
		Diabolic Edict
		Disturbed Burial
		Dread of Night
		Dregs of Sorrow
		Endless Scream
		Enfeeblement
		Evincar's Justice
		Extinction
		Fevered Convulsions
		Gravedigger
		Imps' Taunt
		Kezzerdrix
		Knight of Dusk
		Leeching Licid
		Living Death
		Maddening Imp
		Marsh Lurker
		Mindwhip Sliver
		Minion of the Wastes
		Perish
		Pit Imp
		Rain of Tears
		Rats of Rath
		Reanimate
	1	Reckless Spite
		Sadistic Glee
-	1	Sarcomancy
-	1	Screeching Harpy
		Servant of Volrath
		Skyshroud Vampire
		Souldrinker
		Spinal Graft
L	ļ	opinal Gran

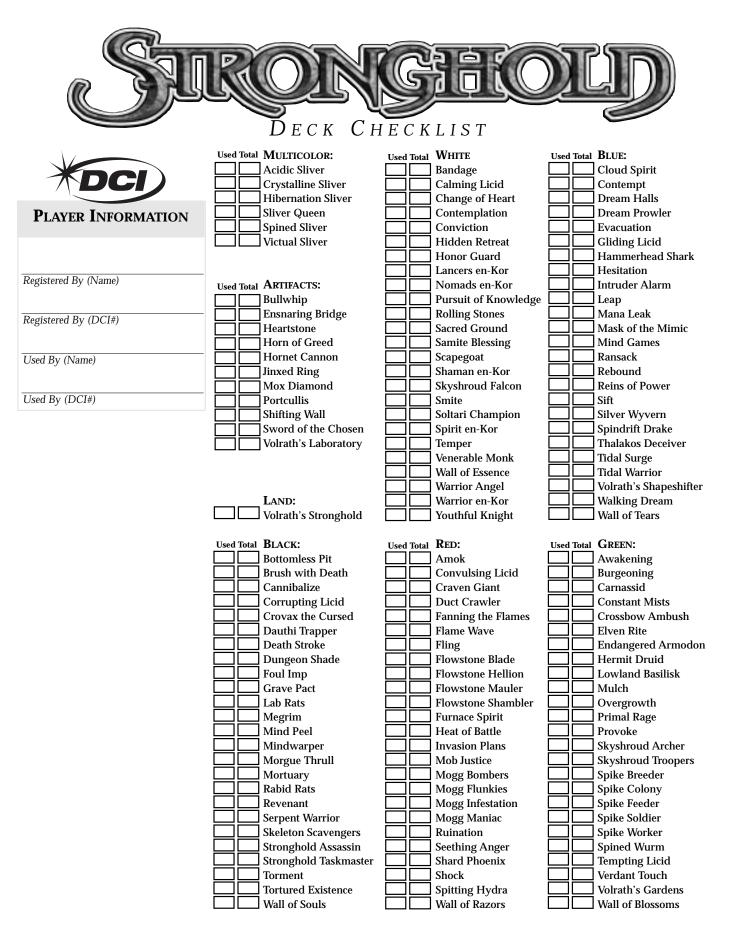
USED	TOTAL	BLUE	USED	TOTAL	Gl
		Benthic Behemoth			Al
		Capsize			Αı
		Chill			Ba
		Counterspell			Br
		Dismiss		1	Ca
		Dream Cache		1	Cł
		Duplicity		1	Cł
		Ertai's Meddling	-		Cr
		Escaped Shapeshifter	-		Di
		Fighting Drake			Ea
		Fylamarid			El
		Gaseous Form			Ela
		Giant Crab			Eb
		Horned Turtle			El
		Insight			Fl
		Interdict			Fr
		Intuition	-		Fu
	+	Legacy's Allure		+	ru Ha
	-	Legacy's Anure Legerdemain		-	н
	-	Mana Severance		-	He
		Manta Severance		-	не Не
				-	
	-	Mawcor Meditate			Ho
				-	Kı
		Mnemonic Sliver			M
		Power Sink			M
		Precognition			M
		Propaganda			N
		Rootwater Diver			N
		Rootwater Hunter			Ne
	_	Rootwater Matriarch			N
		Rootwater Shaman			0
		Sea Monster			Pi
		Shadow Rift			Ra
		Shimmering Wings			Re
		Skyshroud Condor			Re
		Spell Blast			Re
		Steal Enchantment			Re
		Stinging Licid			Ro
		Thalakos Dreamsower			Ro
		Thalakos Mistfolk			Ro
		Thalakos Seer			Sci
		Thalakos Sentry			Se
		Time Ebb			Sk
		Time Warp			Sk
		Tradewind Rider			Sk
		Twitch			Sp
		Unstable Shapeshifter	<u> </u>		St
		Volrath's Curse			Tr
		Whim of Volrath			Tr
	1	Whispers of the Muse	1	1	Tr
	1	Wind Dancer	1	1	Ve
	1	Wind Drake	1	1	Ve
	1	Winged Sliver	<u> </u>	1	w

REEN luren pes of Rath , avou Dragonfly roken Fall anopy Spider harging Rhino hoke razed Armodon irtcowl Wurm arthcraft ladamri's Vineyard ladamri, Lord of Leaves lven Warhounds lvish Fury lailing Drake ogTongue igitive Druid larrow leartwood Dryad leartwood Giant leartwood Treefolk forned Sliver rakilin firri's Guile longrel Pack fuscle Sliver latural Spring ature's Revolt eedle Storm lurturing Licid verrun incher Beetles ampant Growth eality Anchor eap ecycle espite oot Maze ootbreaker Wurm ootwalla ragnoth eeker of Skybreak kyshroud Elf kyshroud Ranger kyshroud Troll pike Drone torm Front rained Armodon ranquility rumpeting Armodon erdant Force erdigris Vinter's Grasp

Aftershock Ancient Runes Apocalypse Barbed Sliver Blood Frenzy Boil Canyon Drake Canyon Wildcat Chaotic Goo Crown of Flames Deadshot Enraging Licid Firefly Fireslinger Flowstone Giant Flowstone Salamander Flowstone Wyvern Furnace of Rath Giant Strength Goblin Bombardment Hand to Hand Havoc Heart Sliver Jackal Pup Kindle Lightning Blast Lightning Elemental Lowland Giant Magmasaur Mogg Conscripts Mogg Fanatic Mogg Raider Mogg Squad No Quarter Opportunist Pallimud Rathi Dragon Renegade Warlord Rolling Thunder Sandstone Warrior Scorched Earth Searing Touch Shadowstorm Shatter Shocker Starke of Rath Stone Rain Stun Sudden Impact Tahngarth's Rage Tooth and Claw Wall of Diffusion Wild Wurm

USED TOTAL RED

USED TOTAL WHITE Advance Scout Angelic Protector Anoint Armor Sliver Armored Pegasus Auratog Avenging Angel Circle of Protection: Black Circle of Protection: Blue Circle of Protection: Green Circle of Protection: Red Circle of Protection: Shadow Circle of Protection: White Clergy en-Vec Cloudchaser Eagle Disenchant Elite Javelineer Field of Souls Flickering Ward Gallantry Gerrard's Battle Cry Hanna's Custody Hero's Resolve Humility Invulnerability Knight of Dawn Light of Day Marble Titan Master Decov Mounted Archers Oracle en-Vec Orim's Prayer Orim, Samite Healer Pacifism Pegasus Refuge Quickening Licid Repentance Sacred Guide Safeguard Serene Offering Soltari Crusader Soltari Emissary Soltari Foot Soldier Soltari Lancer Soltari Monk Soltari Priest Soltari Trooper Spirit Mirror Staunch Defenders Talon Sliver Warmth Winds of Rath Worthy Cause





Registered By (Name)

Registered By (DCI#)

Used By (Name)

Used By (DCI#)

Used Total LAND: City of Traitors

ARTIFACT: Used Total Coat of Arms Erratic Portal Medicine Bag Memory Crystal Mindless Automaton Null Brooch Skyshaper Spellbook Sphere of Resistance Thopter Squadron Transmogrifying Licid Workhorse

Used Total BLACK:

Carnophage Cat Burglar Culling the Weak Cursed Flesh Dauthi Cutthroat Dauthi Jackal Dauthi Warlord Death's Duet **Entropic Specter** Fugue Grollub Hatred Keeper of the Dead Mind Maggots Nausea Necrologia Oath of Ghouls Pit Spawn Plaguebearer **Recurring Nightmare** Scare Tactics Slaughter Spike Cannibal Thrull Surgeon Vampire Hounds Volrath's Dungeon



Used Total Allav Angelic Blessing Cataclysm **Charging Paladin** Convalescence Exalted Dragon High Ground Keeper of the Light Kor Chant Limited Resources Oath of Lieges Paladin en-Vec Peace of Mind Pegasus Stampede Penance **Reaping the Rewards**

Used Total

Reconnaissance Shackles Shield Mate Soltari Visionary Soul Warden Standing Troops Treasure Hunter Wall of Nets Welkin Hawk Zealots en-Dal **R**ED: Anarchist Cinder Crawler **Dizzying Gaze Fighting Chance** Flowstone Flood Furnace Brood Keeper of the Flame Mage il-Vec Maniacal Rage Mogg Assassin Monstrous Hound Oath of Mages **Ogre Shaman** Onslaught Pandemonium Paroxysm Price of Progress **Raging Goblin Ravenous Baboons Reckless** Ogre Sabertooth Wyvern Scalding Salamander Seismic Assault Shattering Pulse

Sonic Burst

Spellshock

Used Total **BLUE:** Æther Tide Cunning Curiosity **Dominating Licid** Ephemeron Equilibrium Ertai, Wizard Adept Fade Away Forbid Keeper of the Mind Killer Whale Mana Breach Merfolk Looter Mind Over Matter Mirozel Oath of Scholars Robe of Mirrors **Rootwater Mystic** School of Piranha Scrivener Thalakos Drifters **Thalakos Scout** Theft of Dreams **Treasure Trove** Wayward Soul Whiptongue Frog

GREEN: Used Total Manabond Reclaim

Avenging Druid Bequeathal Cartographer **Crashing Boars Elven Palisade** Elvish Berserker Jackalope Herd Keeper of the Beasts Mirri, Cat Warrior Oath of Druids Plated Rootwalla Predatory Hunger Pygmy Troll Rabid Wolverines Resuscitate Rootwater Alligator **Skyshroud Elite** Skyshroud War Beast Song of Serenity Spike Hatcher Spike Rogue Spike Weaver Survival of the Fittest Wood Elves



Registered By (Name)

Registered By (DCI#)

Used By (Name)

Used By (DCI#) Added Used Total BASIC LAND Forest Island Mountain Plains Swamp USED TOTAL NONBASIC LAND Blasted Landscape Drifting Meadow Gaea's Cradle Phyrexian Tower Polluted Mire Remote Isle Serra's Sanctum Shivan Gorge Slippery Karst Smoldering Crater Thran Quarry Tolarian Academy USED TOTAL ARTIFACTS Barrin's Codex Cathodion Chimeric Staff Citanul Flute Claws of Gix **Copper Gnomes** Crystal Chimes Dragon Blood Endoskeleton Fluctuator Grafted Skullcap Hopping Automaton Karn, Silver Golem Lifeline Lotus Blossom Metrognome Mishra's Helix Mobile Fort Noetic Scales Phyrexian Colossus Phyrexian Processor Pit Trap Purging Scythe Smokestack **Temporal Aperture** Thran Turbine Umbilicus Urza's Armor Voltaic Key Wall of Junk Whetstone Wirecat

Worn Powerstone



USED TOTAL BLUE Academy Researchers Annul Arcane Laboratory Attunement Back to Basics Barrin, Master Wizard Catalog Cloak of Mists Confiscate Coral Merfolk Curfew Disruptive Student Douse Drifting Djinn Enchantment Alteration Energy Field Exhaustion Fog Bank Gilded Drake Great Whale Hermetic Study Hibernation Horseshoe Crab Imaginary Pet Launch Lilting Refrain Lingering Mirage Morphling Pendrell Drake Pendrell Flux Peregrine Drake Power Sink Power Taint Recantation Rescind Rewind Sandbar Merfolk Sandbar Serpent Show and Tell Somnophore Spire Owl Stern Proctor Stroke of Genius Sunder Telepathy Time Spiral Tolarian Winds Turnabout Veil of Birds Veiled Apparition Veiled Crocodile Veiled Sentry Veiled Serpent Windfall Wizard Mentor Zephid Zephid's Embrace

Jsed	Total	
		Abyssal Horror
		Befoul
		Bereavement
		Blood Vassal
		Bog Raiders
		Breach
		Cackling Fiend
		Carrion Beetles
		Contamination
		Corrupt
		Crazed Skirge
	<u> </u>	Dark Hatchling
		Dark Ritual
		Darkest Hour
		Despondency
		Diabolic Servitude
	<u> </u>	Discordant Dirge
		Duress
		Eastern Paladin
		Exhume
		Expunge
		Flesh Reaver
		Hollow Dogs
		Ill-Gotten Gains
		Looming Shade
		Lurking Evil
		Mana Leech
		No Rest for the Wicked
		Oppression
		Order of Yawgmoth
		Parasitic Bond
		Persecute
		Pestilence
		Phyrexian Ghoul
		Planar Void
		Priest of Gix
		Rain of Filth
		Ravenous Skirge
		Reclusive Wight
		Reprocess
		Sanguine Guard
		Sicken
		Skirge Familiar
		Skittering Skirge
		Sleeper Agent
		Spined Fluke
		Tainted Æther
		Unnerve
		Unworthy Dead
		Vampiric Embrace
		Vebulid
		Victimize
	<u> </u>	Vile Requiem
	<u> </u>	Western Paladin
		Witch Engine
		Yawgmoth's Edict
	L	Yawgmoth's Will



Used	Total	GREEN
		Abundance
		Acridian
		Albino Troll
		Anaconda
		Argothian Elder
		Argothian Enchantress
		Argothian Swine
		Argothian Wurm
		Blanchwood Armor
		Blanchwood Treefolk
		Bull Hippo
		Carpet of Flowers
		Cave Tiger
		Child of Gaea
		Citanul Centaurs
		Citanul Hierophants
		Cradle Guard
		Crosswinds
		Elvish Herder
	<u> </u>	Elvish Lyrist Endless Wurm
		Exploration
		Fecundity Fertile Ground
		Fortitude
		Gaea's Bounty
		Gaea's Embrace
		Gaea's Embrace Gorilla Warrior
		Gorina Warrior Greater Good
		Greener Pastures
		Hawkeater Moth
		Hidden Ancients
		Hidden Guerrillas
		Hidden Herd
		Hidden Predators
		Hidden Spider
		Hidden Stag
		Hush
		Lull
		Midsummer Revel
		Pouncing Jaguar
		Priest of Titania
		Rejuvenate
		Retaliation
		Sporogenesis
		Spreading Algae
		Symbiosis
		Titania's Boon
		Titania's Chosen
		Treefolk Seedlings
		Treetop Rangers
		Venomous Fangs
		Vernal Bloom
		War Dance
		Whirlwind
		Wild Dogs
		Winding Wurm
		8



Used Total BLACK

DECK CHECKLISTS

Unearth



Wild Colos

_____ Treachery

Wall of Glare

Sustainer of the Realm

Tragic Poet

Yavimaya Wurm

PLAYER REGISTERING DECK User's First Initia **PLAYER USING DECK** of Last Name Registrant's First Name User's First Name Registrant's Last Name User's Last Name Mercadian Masques and DCI are trademarks of Wizards of the Coast, Inc. ©2000 Wizards of the Coast. Inc. User's DCI Number Registrant's DCI Number phase d Total (oral Total (pia out tota Basic Land WHITE BLUE BLACK GREEN Red Forest Afterlife Aerial Caravan Alley Grifters Arms Dealer Ancestral Mask Alabaster Wall Black Market Battle Rampart Island Balloon Peddler Bifurcate Battle Squadron Mountain Armistice Blockade Runner Bog Smugglers Boa Constrictor Bog Witch Plains Arrest Brainstorm Blaster Mage Briar Patch Swamp Ballista Squad Briberv Cackling Witch Blood Hound Caller of the Hunt Charm Peddler Buoyancy Cateran Brute Blood Oath Caustic Wasps plated total Charmed Griffin Chambered Nautilus Cateran Enforcer Brawl Clear the Land NONBASIC LAND Cho-Arrim Alchemist **Chameleon Spirit** Cateran Kidnappers Cave Sense Collective Unconscious Dust Bowl Cho-Arrim Bruiser Charisma Cateran Overlord Cave-In Dawnstrider Fountain of Cho Cho-Arrim Legate **Cloud Sprite** Cateran Persuader Cavern Crawler Deadly Insect Henge of Ramos Cho-Manno's Blessing Coastal Piracy Cateran Slaver Ceremonial Guard Deepwood Drummer Hickory Woodlot Cho-Manno, Revolutionary Counterspell Cateran Summons Cinder Elemental Deepwood Elder Deepwood Tantiv High Market Common Cause Cowardice Conspiracy **Close Quarters** Mercadian Bazaar Cornered Market Customs Depot Corrupt Official Crag Saurian Deepwood Wolverine Crackdown Darting Merfolk Dark Ritual Desert Twister Peat Bog Crash Remote Farm Crossbow Infantry Dehvdration Deathgazer Flailing Manticore Erithizon **Rishadan** Port Devout Witness Diplomatic Escort Deepwood Ghoul Flailing Ogre Ferocity Rushwood Grove Disenchant Diplomatic Immunity Deepwood Legate Flailing Soldier Food Chain Sandstone Needle Fountain Watch Drake Hatchling Delraich Flaming Sword Foster Enslaved Horror Saprazzan Cove Fresh Volunteers Embargo Furious Assault Game Preserve Energy Flux Saprazzan Skerry Honor the Fallen Extortion Gerrard's Irregulars Giant Caterpillar Subterranean Hangar Ignoble Soldier Extravagant Spirit Hammer Mage Groundskeeper Forced March Tower of the Magistrate Inviolability False Demise Ghoul's Feast Hired Giant Horned Troll Ivorv Mask **Glowing Anemone** Haunted Crossroads Kris Mage Howling Wolf Jhovall Queen Kyren Glider Hunted Wumpus Gush Highway Robber Plated (total High Seas Jhovall Rider Instigator Kyren Legate Invigorate ARTIFACTS Last Breath Hoodwink Insubordination Kyren Negotiations Land Grant Assembly Hall Moment of Silence Indentured Djinn Kyren Sniper Intimidation Lev Line Barbed Wire Moonlit Wake Karn's Touch Lava Runner Lumbering Satyr Larcenv **Bargaining Table** Muzzle Misdirection Liability Lightning Hounds Lure Credit Voucher Nightwind Glider Maggot Therapy Lithophage Misstep Megatherium Crenellated Wall Noble Purpose Overtaker Midnight Ritual Lunge Natural Affinity Orim's Cure Misshapen Fiend Magistrate's Veto Crooked Scales Port Inspector Pangosaur Rishadan Airship Molting Harpy Mercadia's Downfall Crumbling Sanctuary Pious Warrior Revive Distorting Lens Ramosian Captain Rishadan Brigand Nether Spirit Ogre Taskmaster Rushwood Dryad Ramosian Commander Rishadan Cutpurse Pulverize Rushwood Elemental Eve of Ramos Notorious Assassin General's Regalia Ramosian Lieutenant Rishadan Footpad Pretender's Claim Puppet's Verdict Rushwood Herbalist Heart of Ramos Ramosian Rally Sailmonger Primeval Shambler Robber Fly Rushwood Legate Henge Guardian Ramosian Sergeant Sand Squid Putrefaction Rock Badger Saber Ants Horn of Plenty Ramosian Sky Marshal Saprazzan Bailiff Quagmire Lamprey Seismic Mage Sacred Prev Horn of Ramos Rappelling Scouts Saprazzan Breaker Rain of Tears Shock Troops Silverglade Elemental Silverglade Pathfinder Iron Lance Renounce Saprazzan Heir Rampart Crawler Sizzle Jeweled Torque Revered Elder Saprazzan Legate Rouse Squee, Goblin Nabob Snake Pit Kvren Archive Reverent Mantra Saprazzan Outrigger Scandalmonger Stone Rain Snorting Gahr Kyren Toy Righteous Aura Saprazzan Raider Sever Soul **Tectonic Break** Spidersilk Armor Magistrate's Scepter **Righteous Indignation** Shoving Match Silent Assassin Territorial Dispute Spontaneous Generation Security Detail Mercadian Atlas Soothsaying Skulking Fugitive Thieves' Auction Squall Soothing Balm Thunderclap Squallmonger Mercadian Lift Squeeze Snuff Out Spiritual Focus Monkey Cage Statecraft Soul Channeling Tremor Stamina Steadfast Guard Specter's Wail Two-Headed Dragon Panacea Stinging Barrier Sustenance Uphill Battle Power Matrix Story Circle Strongarm Thug Thwart Tiger Claws Thrashing Wumpus Task Force Tidal Bore Volcanic Wind Puffer Extract Tranguility Rishadan Pawnshop Thermal Glider Tidal Kraken Undertaker War Cadence Venomous Breath Skull of Ramos Tonic Peddler Timid Drake Unmask Warmonger Venomous Dragonfly Trap Runner Unnatural Hunger Warpath Vernal Equinox

Trade Routes

Waterfront Bouncer

Vendetta

Wall of Distortion

War Tax

Wave of Reckoning

Wishmonger

Wild Jhovall

Word of Blasting

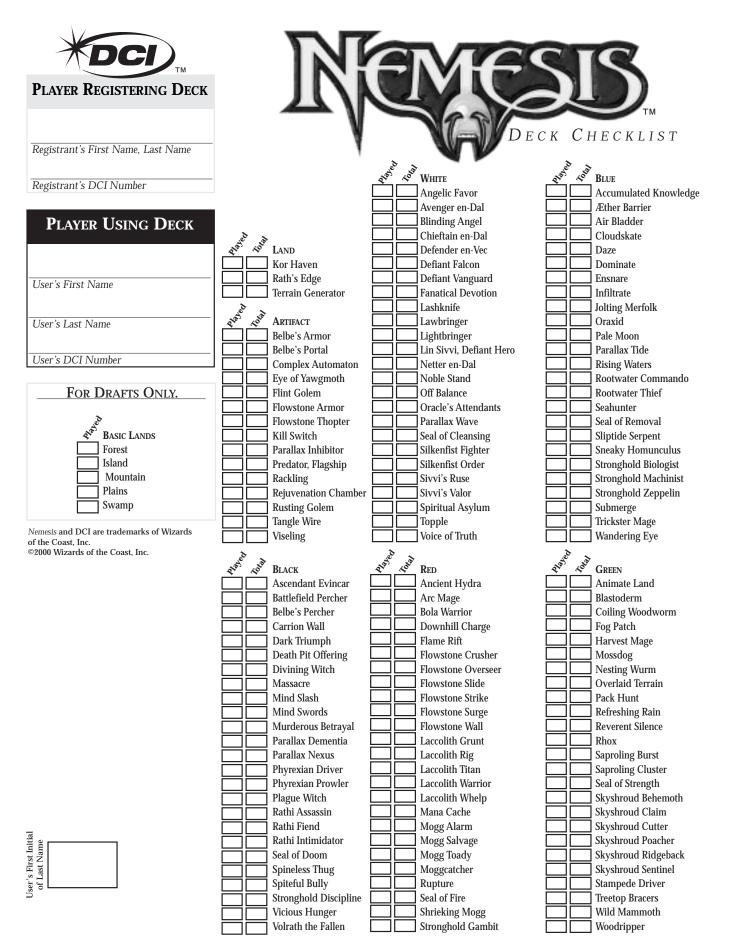
Vine Drvad

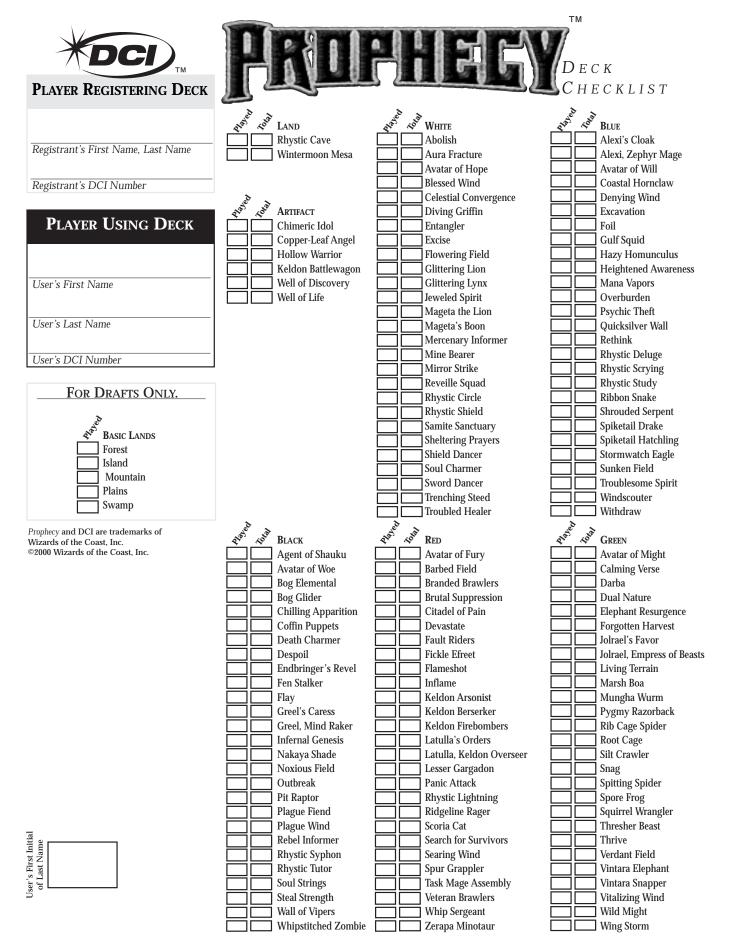
Vine Trellis

Tooth of Ramos

Tovmaker

Worry Beads







Effective September 1, 2000

Introduction

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

Note: Please see Appendix B of the DCI Universal Tournament Rules for definitions of terms in this document.

GENERAL WCW NITRO TOURNAMENT RULES 400.

401. **Format and Rating Categories**

The DCI sanctions the following formats.

Constructed Formats:

· Standard Constructed

Ratings Categories:

· Constructed (includes Standard format)

402. **Authorized Cards**

All WCW Nitro cards released by Wizards of the Coast, Inc. are legal for tournament play.

403. **Card Interpretation**

All cards use their current English wording.

404. **New Releases**

All WCW Nitro card sets produced by Wizards of the Coast are allowed in DCI-sanctioned tournaments the day of the official product release.

WCW NITRO TOURNAMENT MECHANICS 410.

411. **Match Structure**

DCI-sanctioned tournaments follow the WCW Nitro game rules for matches. The first player who scores three or more points wins the match.

412. **Match Time Limits**

The following time limit is recommended for each match of a tournament: • Constructed tournaments-50 minutes

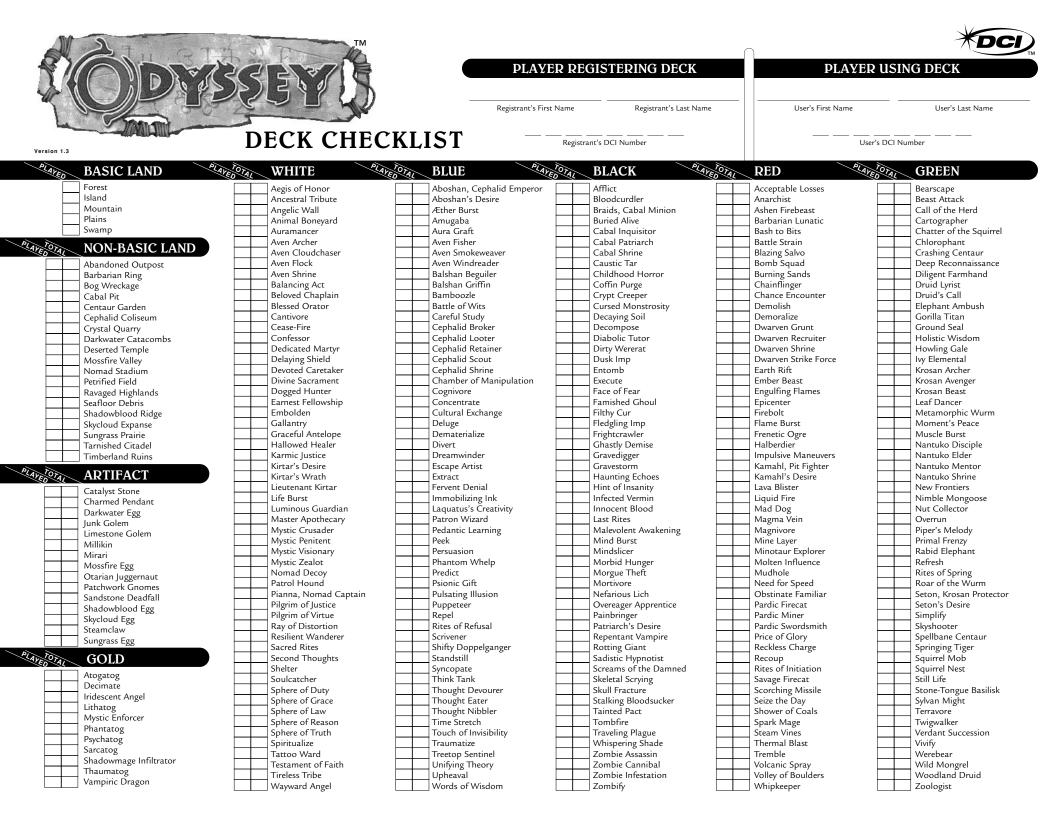
413. Who Plays First

After players draw their initial hands (see section 414-Pre-Game Procedure), the player with the highest number of cards in his or her hand plays first.

414. **Pre-Game Procedure**

The following steps must be performed, in order, before each game begins.

- 1. Each player puts his or her Wrestler card on the table, face up.
- 2. Players shuffle their decks (see Universal Tournament Rules, section 21).
- 3. Players present their decks to their opponents for additional shuffling and cutting.
- 4. If the opponent has shuffled the player's deck, that player may make one final cut.
- 5. Each player draws a number of cards equal to his or her Wrestler's Reputation.
- 6. The player with the highest number of cards in his or her hand plays first.



	Gione		PLAYER REGIST	ERING DECK	PLAYER USING DECK	
		DECK	Registrant's First Name	Registrant's Last Name	User's First Nar	me User's Last Name
		CHECKLIST	Registrant's DC	 I Number		User's DCI Number
Version 1.0 EN			U			
LAVED WHITE		FAL BLUE	Prat BLACK	PLAYED RED		PLAYED GREEN
Akroma	, Angel of Wrath	Aven Envoy	Aphetto Exterminato	r Blade	Sliver	Berserk Murlodont
Akroma	's Devoted	Cephalid Pathmage	Bane of the Living	Blood	stoke Howler	Branchsnap Lorian
Aven Re	deemer	Chromeshell Crab	Blood Celebrant	Clicks	lither	Brontotherium
Aven W	arhawk	Covert Operative	Corpse Harvester	Creste	d Craghorn	Brood Sliver
Beacon	of Destiny	Crookclaw Elder	Crypt Sliver	Flame	wave Invoker	Caller of the Claw
Celestia	l Gatekeeper	Dermoplasm	Dark Supplicant	Frenet	ic Raptor	Canopy Crawler
Cloudre	ach Cavalry	Dreamborn Muse	Deathmark Prelate	Gemp	alm Incinerator	Defiant Elf
Daru M	ender	Echo Tracer	Drinker of Sorrow	Goblir	n Assassin	Elvish Soultiller
Daru Sa	Inctifier	Fugitive Wizard	Dripping Dead	Goblir	n Clearcutter	Enormous Baloth
Daru St	inger	Gempalm Sorcerer	Earthblighter	Goblir	n Dynamo	Feral Throwback
Defende	er of the Order	Glintwing Invoker	Embalmed Brawler	Goblir	n Firebug	Gempalm Strider
Deftbla	de Elite	Keeneye Aven	Gempalm Polluter	Goblir	n Goon	Glowering Rogon
Essence	Sliver	Keeper of the Nine Gales	Ghastly Remains	Goblir	n Grappler	Hundroog
Gempal	m Avenger	Master of the Veil	Goblin Turncoat	Goblir	n Lookout	Krosan Cloudscraper
Glowrid	er	Merchant of Secrets	Graveborn Muse	Hunte	r Sliver	Krosan Vorine
Liege of	the Axe	Mistform Seaswift	Havoc Demon	Imper	ial Hellkite	Nantuko Vigilante
Lowland	d Tracker	Mistform Sliver	Hollow Specter	Kilnm	outh Dragon	Needleshot Gourna
Planar (Guide	Mistform Ultimus	Infernal Caretaker	Lavab	orn Muse	Patron of the Wild
Plated S	bliver	Mistform Wakecaster	Noxious Ghoul	Macet	ail Hystrodon	Primal Whisperer
Starligh	t Invoker	Primoc Escapee	Phage the Untoucha	ble Magm	a Sliver	Quick Sliver
Stoic Cl	nampion	Riptide Director	Scion of Darkness	Ridget	op Raptor	Root Sliver
Sunstrik	e Legionnaire	Riptide Mangler	Skinthinner	Rocks	hard Elemental	Seedborn Muse
Swoopi	ng Talon	Shifting Sliver	Smokespew Invoker	Shales	kin Plower	Stonewood Invoker
Wall of		Synapse Sliver	Sootfeather Flock	Skirk /	Alarmist	Timberwatch Elf
Ward Sl	• •	Voidmage Apprentice	Spectral Sliver	Skirk I	Drill Sergeant	Totem Speaker
Whipgra	ass Entangler	Wall of Deceit	Toxin Sliver		Marauder	Tribal Forcemage
White K	e	Warped Researcher	Vile Deacon	Skirk (Dutrider	Vexing Beetle
	orn Muse	Weaver of Lies	Withered Wretch	Unsta	ble Hulk	Wirewood Channeler
Wingbe	at Warrior	Willbender	Zombie Brute	Warbr	eak Trumpeter	Wirewood Hivemaster

- BASIC LAND
- PLAYED DRAFTS ONLY Forest Island Mountain Plains Swamp

User's First Initial of Last Name

3	ecion	R.	-		DECKLISTENER	STELLER]	DECK SPI	ELER
	A A A	1	DECK		Vomame des Erstellers	Nachname des Erste	ellers	Vomame des Spie	elers	Nachname des Spielers
1.0 EN			CHECKLIS	Т	DCI Nummer des Er	stellers]	DCI Nummer de	s Spielers
~	WEIß	SAMT	BLAU	M DECK	SCHWARZ	IM DECK	ROT		IM DECK	GRÜN
	Akroma, Engel des Zoms		Ältester der Krummklauen		Aphettonischer Ausrotter		Bergrücker	raptor		Astbrecher-Lorian
	Akromas Ergebene		Avior-Gesandter		Bann alles Lebens		Brüllender	•		Baldachinkrabbler
	Avior-Erlöser		Chrompanzerkrabbe		Blutzelebrant		-	ellen-Beschwörer		Berserkendes Murlodont
	Avior-Kriegsfalke		Dermoplasma		Dunkler Bittsteller		Frenetische			Brontotherium
	Behütender Remasuri		Echoverfolger		Einbalsamierter Totschläger			and-Einäscherer		Brütender Remasuri
	Daru-Flicker		Gedankenverdreher		Erdvemichter		-	Klippenhom		Drahtholzwald-Schwarmhü
	Daru-Stachelschütze		Geflüchteter Primoc		Gemmenhand-Verschmutzer		Goblin-Abl			Drahtholz-Wegbahner
	Daru-Sündenreiniger		Geflüchteter Zauberer		Giftiger Remasuri		Goblin-Ass			Elfischer Seelenpflanzer
	Flügelschlag-Krieger		Geheimniskrämer		Goblin-Wendehals		-	bachtungsposten		Finsteres Rogon
	Gemmenhand-Rächer		Gemmenhand-Hexer		Grausige Überreste		-	rgiebündler		Gemmenhand-Läufer
	Graspeitschen-Verstricker		Glitterflügel-Beschwörer		Gruftremasuri		Goblin-Feu	8		Gewaltiger Baloth
	Herabstürzende Klaue		Hüter der neun Winde		Hautspalter			tenkämpfer		Hartholz-Beschwörer
	Himmlischer Torwächter		Lügenweber		Hohles Gespenst		-	Goblin-Muskelwunder		Holzwart-Elf
	Kavallerie der Lüfte		Meister der Verschleierung		Hüter der Hölle		Jagender I			Hundroog
	Lebenssaftremasuri		Muse der Traumkunde		Leichendrescher			r Höllendrache		Kraftmagier der Stämme
	Leitstem des Schicksals		Nebelgestaltremasuri		Modemder Verdammter		-	Keulenschweif-Hystrodon		Krosanischer Nimmersatt
	Leuchtspurläufer		Nebelgestaltschwinge		Muse der Grabgesänge		-	Klingenremasuri		Krosanischer Wolkenkratze
	Mauer der Hoffnung		Nebelgestalt-Ultimus		Phage die Unberührbare		Magmaren			Lästiger Käfer
	Muse des Windgeflüsters		Nebelgestaltwirbler		Prälat der Todesbestimmer		- ~	euertanzes		Muse des Samenflugs
	Panzememasuri		Nichtigmacher-Lehrling		Rauchspeier-Beschwörer		Röstschlund			Nadelschießender Gouma
	Sonnenblitz-Legionär		Scharfäugiger Avior		Rußfederschwarm		Schieferhau			Patron der Wildnis
	Spurensucher der Tiefebenen		Springflut-Direktor		Schädlingsghul		Schlachtho	8		Schneller Remasuri
	Stemenlicht-Beschwörer		Springflut-Fleischreißers		Sorgentrinker		Schnappkra			Tatzenrufer
	1 –				Spektralremasuri					
	Stoischer Champion Sturmklingen-Elite		Synapsenremasuri		Spross der Dunkelheit		Schwanker Skirk-Ausbi			Totemhüter
		_	Trugmauer Veränderlicher Remasuri		Triefende Tote		-			Trotziger Elf
	Vasall der Axt		•		Verderbter Diakon		Skirkmarod			Urlautrauner
	Verteidiger des Ordens		Verborgener Ermittler		-		Skirk-Schwa			Wachsamer Nantuko
	Weißer Ritter		Verdrehter Forscher		Verwüstender Dämon		Skirk-Vorrei			Wilde Unform
	Weltenführer		Zephaliden-Wegbereiter		Zombie-Rohling		Steinsplitte	relementar		Wurzelremasuri



DRAFTS ONLY

Sumpf Wald

	DASS	5		PERSONNE VÉRI	TANT LE DECK		PERSONNE J	OUAI	NT LE DECK
1000		DECK		Prénom du vérificateur	Nom du vérificate	ur	Prénom du joueur		Nom du joueur
O EN	1 - 1	CHECKLIST		Numéro DCI du	vérificateur		Numéro	DCI du	joueur
WHITE	CARTES JOUESS	UE	TOTAL	BLACK	CARTES JOUEES	RED	CARTES JOUEES	OTAL	GREEN
Akroma, ange de la Colèr		ent caché		Baganeur embaumé		Accrocheu	ır gobelin		Baloth énorme
Cavalerie chasse-nuages		orentie videmage		Brute zombie		Alerteur sl	° –		Brontothère
Cavalier nimbé		main vif-œil		Buveur de peine		Assassin g			Canaliseur de Brinbois
Champion stoïque		ercheur dévoyé		Démon ravageur		Carcasse i			Chuchoteur primordial
Chevalier blanc		be à carapace de chrome		Diacre infâme		Cavalier s			Écorche-nuage krosian
Défenseur de l'Ordre		hiqueteur du projet Jusant		Dilueur de peau		Cliqueteur	rampant		Elfe gardebois
Dévot d'Akroma	Der	moplasme		Érodeur de terre		Comeroc a	à crête		Elfe laboureur d'âmes
Élite dextrelame		ecteur du projet Jusant		Exterminateur aphettien		Dragon fo	urgueule		Elfe provocateur
Éperonneur assaillant	Doy	en crocheserre		Félon gobelin		Dynamo g	gobeline		Enjambeur gemmepau
Faucon de guerre avemai	1 Ens	orceleur gemmepaume		Fléau des vivants		Élémental	éclaroc		Goume à piquants
Flambeau de la Destinée	Éva	dé primoc		Goule délétère		Escouflenf	er impérial		Hundroog
Gardien de la porte célest	e File	mer changebrume		Homibles résidus		Franc-couj	peur gobelin		Invocateur pienebois
Guemier ailebat	Gai	dien des neuf vents		Invocatrice crachefumée		Hurleur ch	auffesang		Lorien cassebranche
Guide planaire	Invo	ocateur braisillaile		Misérable loqueteux		Hystrodon	massequeue		Mageforce tribal
Incitateur faucherbe	Lan	ceveille changebrume		Moissonneur de cadavres		Incinérate	ur gemmepaume		Maître-ruchier de Brinbo
Invocatrice de lumière d'ét	oile Mai	tre du voile		Mort suintant		Invocateu	r vagueflamme		Meneuse de la griffe
Légionnaire frappe-soleil	Mai	chand de secrets		Muse née des tombes		Joueur de	trompe briseguerre		Murlodonte enragé
Lige de la hache	Mur	de forfaiture		Obscur supplicateur		Laboureu	r schistederme		Muse née des graines
Mur d'espoir	Mus	e née des rêves		Officiant sanguin		Maraudeu	ır skirkien		Orateur totemique
Muse née des vents	Plie	ur de volonté		Phage l'Intouchable		Muse née	de la lave		Protecteur de la forêt
Piqueur daru	Rep	résentant avemain		Pollueur gemmepaume		Prédateur	frénétique		Reptile de la canopée
Rédempteur avemain	Sen	temage céphalide		Pourvoyeur infemal		Pyromane	gobelin		Rogon courroucé
Relieur daru	Slive	oïde changeant		Prélat mortemarque		Rapace d	es contreforts		Scarabée agaçant
Sanctificateur daru	Slive	oïde changebrume		Scion des ténèbres		Sbire gob	elin		Serval krosian
Slivoïde à plaques	Slive	pïde synaptique		Slivoïde des cryptes		Sergent in	structeur skirkien		Slivoïde enraciné
Slivoïde de garde	Son	tier fugitif		Slivoïde spectral		Slivoïde ai	iguisé		Slivoïde géniteur
Slivoïde d'essence	Tisse	eur de mensonges		Slivoïde toxique		Slivoïde cł	nasseur		Slivoïde rapide
Traqueur des basses terres	Trac	eur d'échos		Spectre creux		Slivoïde m	agmatique		Survivant sauvage
Vengeur gemmepaume	TIM	nus changebrume		Volée duvesuie		Vigie gob	olin		Vigilant nantuko

TERRAINS DE BASE



CAR

1	ections				PLAYER REGISTE	RING DI	ECK	PL	AYER USIN	NG DECK
	SPA RT		DECK		Registrant's First Name	Registrant's	a Last Name	User's First Nat	ne	User's Last Name
.0 EN			CHECKLIST	Registrant's DCI Number				User's DCI Number		
<u> </u>	WHITE PLAYED	PTAL	BLUE	TOTAL	BLACK	PLAYED	oral I	RED	PLAYED	GREEN
	Akroma, Angelo della Distruzione		Agente in Incognito		Belva Zombie		A	Abbattitore Goblin		Baloth Enorme
	Campione Stoico		Anziano Artiglio Curvo		Conuttore Avvizzito		A	Allarmista di Skirk		Belva Regredita
	Cavalcaluce		Apprendista di Svuotamagie		Custode Infemale		A	Assassino Goblin		Bradipode Spezzaran
	Cavaliere Bianco		Aviano Occhio Acuto		Demone della Distruzione		E	Battipista di Skirk		Brontoterio
	Cavalleria Solcanubi		Demoplasma		Devastatena		E	Sestione Instabile		Coleottero Vessatore
	Custode del Portale Celeste		Divoratore della Marea		Diacono Corrotto		I	Dinamo dei Goblin		Convocatore dell'Artig
	Difensore dell'Ordine		Evocatore Alascintillante		Evocatore di Sputafumo		I	Drago Pirofauce		Elfo Audace
]	Dominatore dell'Ascia		Fuggitivo Primoc		Ghoul Velenoso		F	lementale Scheggiaroccia		Elfo Guardaboschi
]	Elite di Fortelama		Granchio Gusciocromato		Inquinatore di Palmagemma		F	vocatore di Ondafuoco		Evocatore di Boscopie
1	Evocatore di Luce Stellare		Guardiano dei Nove Venti		Lottatore Imbalsamato		F	enditena Pellescisto		Grattanubi di Krosa
]	Falco da Battaglia Aviano		Inseguitore dell'Eco		Mietitore di Corpi		I	nceneritore di Palmagemma		Guma Scagliaculei
1	Faro del Destino		Inviato Aviano		Morto Grondante		Ŀ	stricodonte Codamazza		Incanalatore di Bosco
1	Fedele di Akroma		Maestro del Velo		Musa Seplocrogena		Ν	Iusa Pirogena		Mago della Forza Trib
	Grinfia in Picchiata		Mago dei Sentieri Cefalide		Officiante del Sangue		N	Vibbio Infemale Imperiale		Mastrosciame di Bosc
	Gueniero Alalesta		Mago Fuggitivo		Phage l'Intoccabile			Osservatorio Goblin		Murlodonte Berserk
	Guida della Pianura		Mercante di Segreti		Prelato Segnamorte		P	iromane Goblin		Musa Semigena
	Guida Dimensionale		Muro di Inganni		Progenie dell'Oscurità		F	ampinatore Goblin		Oratore del Totem
]	Intrappolatore Erbafrusta		Musa Onirigena		Resti Tetri		F	aptor delle Cime Rocciose		Patrono della Selva
]	Legionario Fendisole		Rettore della Marea		Rinnegato Goblin		F	aptor Inamestabile		Raccoglianime Elfico
1	Muro della Speranza		Ricercatore Perverso		Scuoiatore		F	tupecomo Crestato		Rogon Bieco
1	Musa Eologena		Scagliascia Nebbiforme		Spettro Famelico			cattaserpe		Strisciante delle Frond
1	Pugnalatore Daru		Soggiogatore		Sterminatore di Aphetto		s	ergente Istruttore di Skirk		Sussurratore Primordia
]	Redentore Aviano		Solcamari Nebbiforme		Stormo di Piumafosca		s	icario Goblin		Tramutante Covata
	Riparatore Daru		Stregone di Palmagemma		Suggitore di Disperazione		Т	ramutante Cacciatore		Tramutante Radice
	Santificatore Daru		Tessitore di Menzogne		Supplicante Oscuro		Т	ramutante Lama		 Tramutante Rapido
	Tramutante Corazzato		Tramutante Cangiante		Sventura dei Viventi		Т	ramutante Magma		Undrog
1	Tramutante dell'Essenza		Tramutante Nebbiforme		Tramutante della Cripta		T	rombettiere Belligerante		Viandante Palmagen
	Tramutante di Protezione		Tramutante Sinapse		Tramutante Spettrale			Jccisore di Skirk		Vigilante Nantuko
\neg	Vendicatore di Palmagemma		Ultimus Nebbiforme		Tramutante Tossina			Ilulatore Cacciasangue		Voroso di Krosa

BASIC LAND



N)

Foresta
Isola
Montagna
Palude
Pianura

3	Tection	(ABA)			PLAYER REGISTE	RING DECK		PLAYE	R USIN	G DECK
1	ASPA R		DECK		Registrant's First Name	Registrant's Last Na	me	User's First Name		User's Last Name
-			CHECKLIST		Registrant's DCI N	lumber		U	ser's DCI Num	 ber
Version 1.0 E				*	-			(a /	~	
AYEDTAL	WHITE PLAYE	OTAL	BLUE	10TAL	BLACK	LAYED	RED	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	YED TAL	GREEN
	Aguilhoador de Daru		Agente Infiltrado		Afina-Pele		Alarmista d	e Skirk		Arranha-Nuvens Krosano
	Akroma, Anjo da Ira		Ancião de Garras Curvas		Bando de Farruscos		Assassino G	loblin		Atavismo Bestial
	Barreira de Esperança		Aprendiz dos Magos do Vácuo		Bebedor de Pesar		Brutamonte	es Instável		Baloth Enorme
	Campeão Estóico		Aviano de Visão Aguçada		Bruto Zumbi		Capanga G	loblin		Besouro Perturbador
	Cavalaria Alcança-Nuvens		Baneira Enganosa		Camiçal Mefítico		Chifres Esca	upados Crinado		Brontotherium
	Cavaleiro Branco		Calandreiro da Rebentação		Celebrante do Sangue		Dínamo Go	blin		Canalizador de Wirewood
	Cavaleiro do Fulgor		Caranguejo de Carapaça Cromada		Colheitador de Cadáveres		Dragão Ave	émeo Imperial		Convocadora da Garra
	Combatente Hábil de Elite		Conjurador de Rastro Nebuliforme		Demônio Fulminante		Dragão Bo	ca de Fomalha		Elfo Desafiador
	Defensor da Ordem		Custódio dos Nove Vendavais		Devoto Sombrio		Elaterídeo			Elfo Vigia dos Pinheiros
	Devotado de Akroma		Dermoplasma		Diácono Vil		Elemental of	de Lascas de Rocha		Fractius da Ninhada
	Emaranhador de Capim-Chicote		Diretora da Rebentação		Espectro Ôco		Fractius Cag	ador		Fractius Ligeiro
	Falcão de Guerra Aviano		Enviado Aviano		Exterminador de Aphetto		Fractius de	Lâmina		Gourna Atira-Agulhas
	Fractius de Couraça		Feiticeiro da Palma Cravejada		Fractius da Cripta		Fractius de	Magma		Hundroog
	Fractius de Essência		Fractius de Sinapse		Fractius de Toxina		Goblin Aga	mador		Invocador da Selva de Pedras
	Fractius Protetor		Fractius Mutável		Fractius Espectral		Goblin Limpa-Caminhos			Justiceiro Nantuko
	Guerreiro Bate-Asas		Fractius Nebuliforme		Goblin Vira-Casaca		Goblin Toca	a-Fogo		Lavrador de Almas Élfico
	Guia Planar		Gaivina Nebuliforme		Herdeiro da Escuridão		Histrodonte	Cauda-de-Maça		Lóris Quebra-Galhos
	Iluminador do Destino		Investigador do Eco		Invocadora Exala-Fumo		Incinerador	da Palma Cravejada		Mago da Força Tribal
	Invocadora da Luz das Estrelas		Invocador de Asas Reluzentes		Mangrador do Solo		Invocador o	la Onda de Chamas		Mestre da Colméia de Wirewood
	Legionário do Golpe Solar		Magi-Trilhador Cefálida		Miserável Murcho		Musa Nasci	da da Lava		Murlodonte Enfurecido
	Musa Nascida do Vento		Mago Fugitivo		Morto Gotejante		Raptor do 1	lopo da Sena		Musa Nascida da Semente
	Porteiro Celestial		Mercador de Segredos		Musa Nascida do Túmulo		Raptor Frem	iético		Orador do Totem
	Rapineiro Arrojado		Mestre do Véu		Perdição dos Vivos		Saqueador	de Skirk		Passo-Largo da Palma Cravejada
	Rastreador das Terras Baixas		Musa Nascida do Sonho		Phage a Intocável		Sargento Pe	erfurador de Skirk		Patrono da Selva
	Redentor Aviano		Pesquisador Deformado		Poluidor da Palma Cravejada	a 📃	Trombeteir	o Inompe-Guerra		Rastejador das Copas
	Reparador de Daru		Primoc Fugitivo		Prelado Marca-Morte		Uivador Fei	ve-Sangue		Rizo-Fractius
	Santificador de Daru		Subjugador da Vontade		Rufião Embalsamado		Vanguarde	iro de Skirk		Rogon Canancudo
	Soberano do Machado		Tecelão de Mentiras		Sobras Cadavéricas		Vigilante G	oblin		Sussurrador Primordial
	Vingador da Palma Cravejada		Ultimus Nebuliforme		Vigia Infemal		Xistoderme	Sulcador		Vorino Krosano

BASIC LAND



User's First Initial of Last Name

3	Tections		OMPETIDOR REGISTRA	NDO EL MAZO	COMPETIDO	OR USAN	IDO EL MAZO
-	ACTA NOT	DECK	Nombre	Apellido	Nombre		Apellido
0		CHECKLIST					
ersion 1.0 E	N	CHLCREIDI	Numero de DCI			Numero de D	CI
TOTAL	BLANCO	AZUL	NEGRO	USADOTAL ROJO		TOTAL	VERDE
	Akroma, Ángel de Ira	Agente encubierto	Asolatiena	Alarmista de	e Skirk		Andador de las enramadas
	Caballería alcanzanubes	Amo del velo	Bandada pluma de hollín	Arador piel	esquistosa		Atavismo salvaje
	Caballero blanco	Anciano ganacurva	Bebedor de penas	Asesino tras	go		Báloth enorme
	Campeón estoico	Aprendiza invalidamaga	Bruto zombie	Aullador avi	vasangre		Benefactor de la naturaleza
	Defensor de la Orden	Aven ojoagudo	Contaminador palmagema	Batidor de S	skirk		Brontoterio
	Devoto de Akroma	Cangrejo caparazón de cromo	Demonio devastador	Chasquead	or deslizadizo		Caminante palmagema
	Élite Hojadiestra	Cruzamares nebuliforme	Desgraciado atrofiado	Comuniscos	o con cresta		Canalizador de Wirewood
	Enmarañador pastolátigo	Demoplasma	Diácono vil	Dínamo tras	go		Convocadora de la Garra
	Fragmentado de esencia	Destrozador Resaca	Espectro hueco	Dragón boc	a de homo		Cultivaalmas élfico
	Fragmentado de placas	Directora Resaca	Exterminador de Afetto	Elemental d	e rocafragmentada		Dominaenjambres de Wirewood
	Fragmentado protector	Doblegavoluntades	Fragmentado de la cripta	Engendro in	nperial		Elfo desafiante
	Gana anasadora	Enviado aven	Fragmentado de toxinas	Fragmentad	gmentado cazador		Elfo vigilabosques
	Guerrero Batealas	Fragmentado cambiante	Fragmentado espectral	Fragmentad	gmentado de cuchillas		Escarabajo initante
	Guía del destino	Fragmentado nebuliforme	Invocadora anojahumo	Fragmentad	ragmentado de magma		Fragmentado de raíces
	Guía planar	Fragmentado sináptico	Muerto chorreante	Histrodón cc	listrodón cola de maza		Fragmentado reproductor
	Halcón de guerra aven	Fugitivo prímoc	Musa nacida de la tumba	Incinerador	palmagema		Fragmentado veloz
	Invocadora de luz estelar	Guarda de los nueve temporales	Necrófago nocivo	Invocador o	la de flama		Gouma disparaagujas
	Jinete del resplandor	Hechicero fugitivo	Oficiante de sangre	Maleante de	e Skirk		Húndroog
	Lanzadardos de Daru	Hechicero palmagema	Pendenciero embalsamado	Matón trasg	0		Invocador de maderapiedra
	Legionario atacasol	Investigador torcido	Phage la Intocable	Musa nacida	a de la lava		Lorian romperramas
	Muro de esperanza	Invocador alas destellantes	Prelado marca de muerte	Peleador tra	usgo		Magofuerza tribal
	Musa nacida del viento	Mago alternativo cefálido	Rebanapiel	Pirómano tra	asgo		Murlodonte enloquecido
	Portero celestial	Mercader de secretos	Recolector de cadáveres	Ráptor de la	as crestas		Musa nacida de la semilla
	Rastreador de las tierras bajas	Muro de engaño	Renegado trasgo	Ráptor frené	ético		Orador del tótem
	Redentor aven	Musa nacida del sueño	Restos espantosos	Sargento de	e instrucción de Skirk		Rascanubes de Krosa
	Reparadora de Daru	Proyectaestelas nebuliforme	Ruina de los vivos	Talaclaros tr	asgo		Rogon de mirada fulminante
	Santificador de Daru	Tejedor de mentiras	Suplicante siniestro	Titán inestal	ble		Susumador primordial
	Siervo del hacha	Trazador de ecos	Vástago de la oscuridad	Trompetista	iniciaguerra		Vigilante nantuko
	Vengador palmagema	Últimus nebuliforme	Vigilante infemal	Vigía trasgo			Vorine de Krosa

TIERRAS BASICAS

Bosque

Montaña Pantano

Isla Llanura

DRAFTS ONLY

-

USA

	Flections		デッキの登録者	デッ	キ の使用者
		デッキ	登録者の名前		見用者の名前
		登録用紙		_	
Version 1.0 JP	•	品刻田和	登録者の DCI 番号	使用	者の DC 番号
WHI IS AN AN AN	E E E E E E E E E E E E E E E E E E E	a 青	A H KING	<u>秋</u> 赤	
	「アクローマに仕える者」	▲ 意志を曲げる者	マフェットの駆除屋	↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓	↓ 暴れまわるマーロドント
	怒りの天使アクロ〜マ	<u></u> 湿心で皿りる者 嘘の織り手	 ▲ 萎縮した卑劣漢	↓ ^足 ^足 ¹ ²	┃ ● 泰化まわるマーロトノト
	運命の標を示す者	エイヴンの特位	▲ 愛知した本労法 — _		
	 」エイヴンの救い手	、スイジンの存使 覆い隠しの達人	 ↓ 大荒れの悪魔		枝折りロリアン 果敢なエルフ
	_ エイジンの報應	復い隠しの建入 偽皮操り	入点れの悪魔 	↓ 黒□のトラコン	
	 │斧のしもべ	□ 局及係り □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	巡っしい残ける 悲しみを飲み込むもの	↓ → 分へ入りシッ~ → - - - - - - - - -	鉤爪の統率者 活性スリヴァー
	輝きの乗り手		返しみを飲み込むもの 」 皮を剥ぐ者	治7の視蓋 冠毛の岩角獣	→ 活住スリシッペ → 岩石樹の発動者
	風生まれの詩神		→→ ^{及 こ お 、} 「 協 れ ざ る 喧 嘩 屋	↓ [№] [№] [№] [№] 皇	岩石御の光動名 ↓ クロ〜サの雲掻き獣
	騎士団の防衛者		/ / / / / / / / / / / / / / / / /		クローサのむさぼり獣
			▲ 「「「「「」」」 「「」」 「「」」 「「」」 「」 「」 「」 「」 「」	ゴブリンのうすのろ	クローサのとさはり訳
	 急襲する鉤爪兵	<u></u>	▲ ゴブリンの裏切り者	ゴブリンの監視人	↓↓ 「「「「」」「「」」「」」「」」「」」「」」「」」「」」「」」「」」「」」「」
	雲に届く騎兵部隊	金属殻のカニ		」 → ブブブブ の 風祝八 ↓ 」 ゴブリンの 闘士	
				ゴブリンの働き者	▲ <u>スポな</u> ん祖座り 森林守りのエルフ
	☆元の先達	<u></u> 激浪計画の指揮者	 死を刻む僧院長	」 → ブリンの放火魔 □	▲ 緑林守りのエルノ 樹根スリヴァ~
		<u>激浪の刻み獣</u>		」コンリンの加入風 」 ゴブリンの乱伐者	樹根へりりり [→] 種子生まれの詩神
			↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓	スカークの教練教官	▲ 横 正 よ れ の 時 神 広 霊 と 話 す 者
	□-ハベー │ 精油スリヴァ〜	100 強風の守り子 <u></u> 詐欺の壁	↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓	ヘガークの教練教音 スカークの騒ぎ屋	
	ダールの修理人	→ 計500mm 残響の追踪者	地の款门 的 ポ 地を荒廃させる者	、スカークの先導	魂を食りエルノ 超大なベイロス
	ダールのとげ刺し	<u>検査の</u> 通時者 神経スリヴァー	過ど元焼させる者 毒素スリヴァー	スカークの匪賊	
	ダールの奉納者	セファリッドの		へが ひの 歴殿	ゲノトゥ~コ 目 書 団 にらむ ロ ~ ガン
		て ノ ゲ リ ット の 友 け 道 縻 道 士		┃ 1 1 100000000000000000000000000000000	┃ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓
	→				▲ 野家らコルゲ 繁殖スリヴァー
	 別ばたく戦士	祝定獲術師 述げ出したプライモック	▲ ^ ^ / ☆ ぷ 切 示 ▲ ▲ ● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ●	『ひつき違いw____________________________________	
	 し 板金スリヴァ~		□	1 ル 右反の根こてき歌 1 フタスリヴァー	ハンドルーグ ■ 部族の腕力魔道士
	☆ ☆ ♪ ♪ ♪ ♪ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓	0 ねくれた研究者 秋 密調者員	▲ 実石の子の汚染者 実府の世話人		ー ^{部族の腕力} 魔道士 ブロントセリウム
		 秋密の商人	■ 案// の 値 語 へ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■	→ 熟在の通常 → 不定の大男	フロジトセリジム 宝石の手の徘徊者
		校密の周入 変容スリヴァー	□	▲ 不定の入房	
	 ┃ 陽光弾の軍団兵				┃ 野生の守護人
		宝石の手の魔術師 歪んだ爪の古老	▲ 幽体スリヴァー ▲ 「」 「」 「」 「」 」 」	溶岩生まれの詩神 済岩スリヴァ~	リイアウッドの媒介者
1 1				「「治治ヘリノノー	ワイアウッドの養虫人

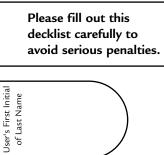
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使用者の名字の 頭文字

PLAYER REGISTERING DECK DECK Registrant's First Name Registrant's Last Name User's First Name CHECKLIST Registrant's DCI Number User's DCI Number PLAYEDTAL AVEDTAL PLAYEDTAL PLAYED PLAYEDTAN BLUE BASIC LAND WHITE BLACK RED Forest Airborne Aid Accursed Centaur Æther Charge Akroma's Blessing Aggravated Assault Island Akroma's Vengeance Annex Anurid Murkdiver Mountain Ancestor's Prophet Aphetto Alchemist Aphetto Dredging Airdrop Condor Plains Aphetto Vulture Astral Slide Aphetto Grifter Avarax Battering Craghorn Swamp Aura Extraction Arcanis the Omnipotent Blackmail Boneknitter TOTAL



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Aurification Aven Brigadier Aven Soulgazer Battlefield Medic Catapult Master Catapult Squad Chain of Silence Circle of Solace Convalescent Care Crowd Favorites Crown of Awe Crude Rampart Daru Cavalier Daru Healer Daru Lancer Daunting Defender Dawning Purist Defensive Maneuvers Demystify Disciple of Grace Dive Bomber Doubtless One Exalted Angel Foothill Guide Glarecaster Glorv Seeker Grassland Crusader Gravel Slinger Gustcloak Harrier Gustcloak Runner Gustcloak Savior Gustcloak Sentinel Gustcloak Skirmisher Harsh Mercy Improvised Armor Inspirit Ironfist Crusher lareth, Leonine Titan Mobilization Nova Cleric Oblation Pacifism Pearlspear Courier Piety Charm Renewed Faith **Righteous** Cause Sandskin Shared Triumph Shieldmage Elder Sigil of the New Dawn Sunfire Balm True Believer Unified Strike Weathered Wayfarer Whipcorder Words of Worship

TOTAL

Artificial Evolution Ascending Aven Aven Fateshaper Backslide Blatant Thievery Callous Oppressor Chain of Vapor Choking Tethers Clone Complicate Crafty Pathmage Crown of Ascension Discombobulate Dispersing Orb Disruptive Pitmage Essence Fracture Fleeting Aven Future Sight Ghosthelm Courier Graxiplon Imagecrafter Information Dealer Ixidor, Reality Sculptor Ixidor's Will Mage's Guile Meddle Mistform Dreamer Mistform Mask Mistform Mutant Mistform Shrieker Mistform Skyreaver Mistform Stalker Mistform Wall Nameless One Peer Pressure Psychic Trance Ouicksilver Dragon Read the Runes Reminisce **Riptide Biologist** Riptide Chronologist Riptide Entrancer Riptide Shapeshifter Rummaging Wizard Sage Aven Screaming Seahawk Sea's Claim Slipstream Eel Spy Network Standardize Supreme Inquisitor Trade Secrets Trickery Charm Voidmage Prodigy Wheel and Deal Words of Wind TOTAL

Cabal Archon Cabal Executioner Cabal Slaver Chain of Smog Cover of Darkness Crown of Suspicion Cruel Revival Death Match Death Pulse Dirge of Dread Disciple of Malice Doomed Necromancer Ebonblade Reaper Endemic Plague Entrails Feaster Fade from Memory Fallen Cleric False Cure Feeding Frenzy Festering Goblin Frightshroud Courier Gangrenous Goliath Gluttonous Zombie Gravespawn Sovereign Grinning Demon Haunted Cadaver Head Games Headhunter Infest Miserv Charm Nantuko Husk Oversold Cemetery Patriarch's Bidding Profane Prayers Prowling Pangolin Rotlung Reanimator Screeching Buzzard Severed Legion Shade's Breath Shepherd of Rot Silent Specter Smother Soulless One Spined Basher Strongarm Tactics Swat Syphon Mind Syphon Soul Thrashing Mudspawn Undead Gladiator Visara the Dreadful Walking Desecration Withering Hex Words of Waste Wretched Anurid TOTAL

Blistering Firecat Break Open Brightstone Ritual Butcher Orgg Chain of Plasma Charging Slateback Commando Raid Crown of Fury Custody Battle Dragon Roost Dwarven Blastminer Embermage Goblin Erratic Explosion Fever Charm Flamestick Courier Goblin Machinist Goblin Piledriver Goblin Pyromancer Goblin Sharpshooter Goblin Sky Raider Goblin Sledder Goblin Taskmaster Grand Melee Gratuitous Violence Insurrection Kaboom! Lavamancer's Skill Lav Waste Lightning Rift Mana Echoes Menacing Ogre Nosy Goblin Pinpoint Avalanche Reckless One Risky Move Rorix Bladewing Searing Flesh Shaleskin Bruiser Shock Skirk Commando Skirk Fire Marshal Skirk Prospector Skittish Valesk Slice and Dice Snapping Thragg Solar Blast Sparksmith Spitfire Handler Spurred Wolverine Starstorm Tephraderm Thoughtbound Primoc Threaten Thunder of Hooves Wave of Indifference Words of War TOTAL

PLAYER USING DECK

User's Last Name

GREEN

Biorhythm

Animal Magnetism

Barkhide Mauler

Birchlore Rangers

Bloodline Shaman

Centaur Glade

Crown of Vigor

Elvish Guidance

Elvish Pathcutter

Elvish Pioneer

Elvish Scrapper

Elvish Vanguard

Chain of Acid

Elven Riders

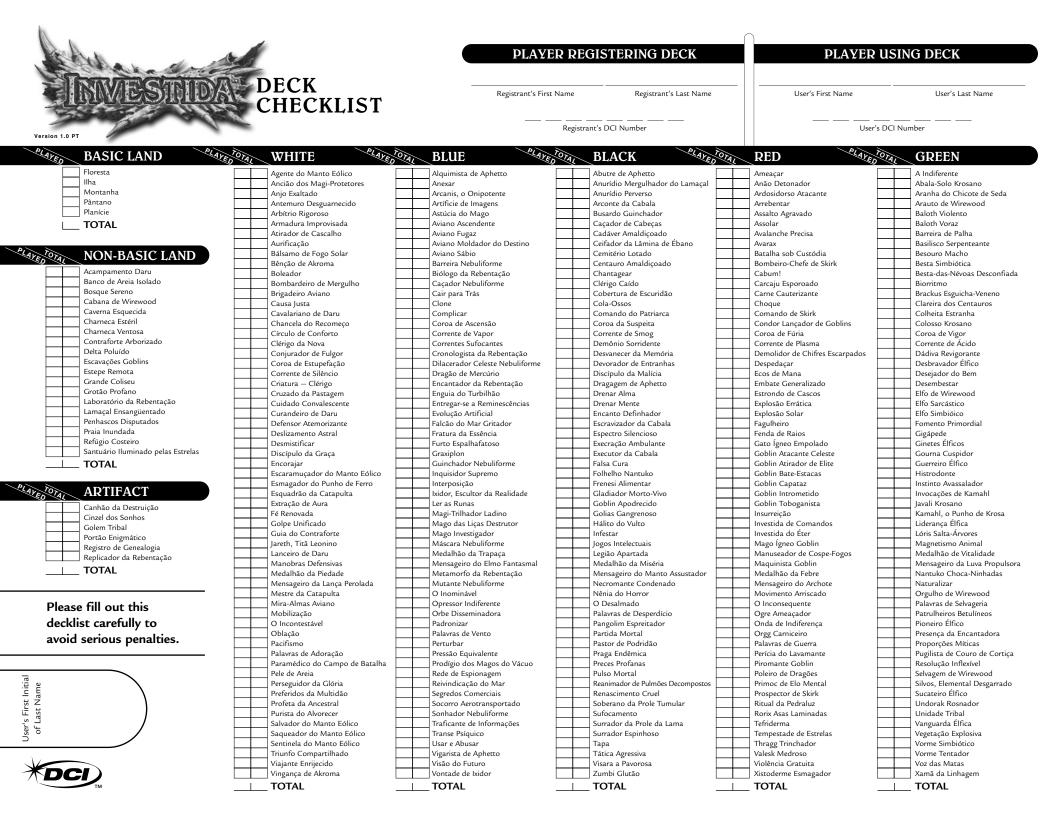
Broodhatch Nantuko

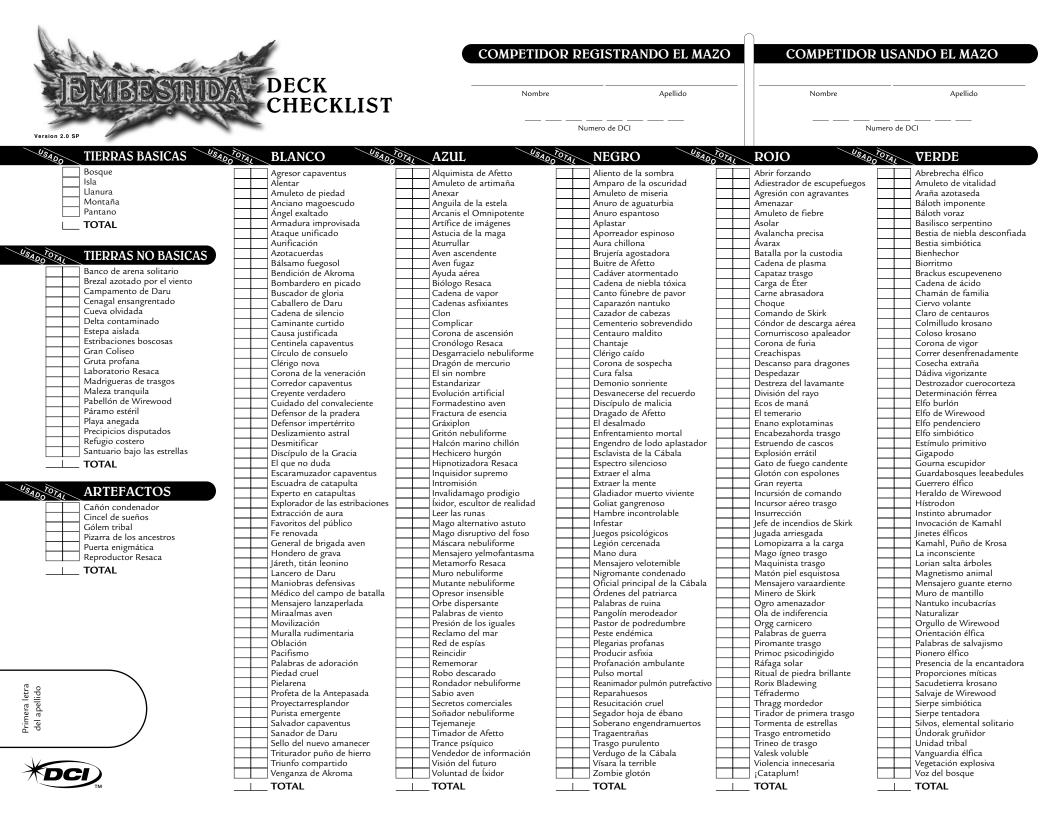
Elvish Warrior Enchantress's Presence Everglove Courier Explosive Vegetation Gigapede Heedless One Hvstrodon Invigorating Boon Kamahl, Fist of Krosa Kamahl's Summons Krosan Colossus Krosan Groundshaker Krosan Tusker Leery Fogbeast Mythic Proportions Naturalize Overwhelming Instinct Primal Boost Ravenous Baloth Run Wild Serpentine Basilisk Silklash Spider Silvos, Rogue Elemental Snarling Undorak Spitting Gourna Stag Beetle Steelv Resolve Symbiotic Beast Symbiotic Elf Symbiotic Wurm Taunting Elf Tempting Wurm Towering Baloth Treespring Lorian Tribal Unity Venomspout Brackus Vitality Charm Voice of the Woods Wall of Mulch Weird Harvest Wellwisher Wirewood Flf Wirewood Herald Wirewood Pride Wirewood Savage Words of Wilding TOTAL

DECKLISTENERSTELLER **DECK SPIELER** ECK Vorname des Erstellers Nachname des Erstellers Vorname des Spielers Nachname des Spielers CHECKLISTE DCI Nummer des Erstellers DCI Nummer des Spielers IM DECK IM DECK M DECKAMT M DECISANT M DECKAMT **STANDARDLÄNDER** DECKANT WEIß BLAU SCHWARZ ROT GRÜN Ebene Abschirmmagier-Ältester Amulett der Gaunerei Amulett der Lebenskraft Amulett des Elends Amulett des Fiebers Gebirge Akromas Rache Annektion Anstecken Anhaltender Ansturm Anwesenheit der Blütenzauberin Insel Akromas Segen Anspruch des Meeres Aphetto-Geier Anstürmender Schieferrücken Argwöhnische Nebelbestie Aphettonischer Alchimist Sumpf Amulett der Frömmigkeit Aphettonische Grabpflege Aufragender Baloth Ätherattacke Wald Anfeuern Aphettonischer Gauner Apostel der Tücke Aufknacken Baumhüpfer-Lorian Apostel der Gnade GESAMT Arcanis der Allgewaltige Ausgenutztes Wissen Aufruhr Biorhythmus Aufsteigender Avior Blutloser Goliath Birkenkunde-Waldläufer Astralrutsche Avarax Aura-Entzug Avior-Schicksalsformer Der Seelenlose Bedrohen Blutlinien-Schamanin IM DECKAMT NICHT-STANDARDLÄNDER Avior-Brigadier Bilderschöpfer Eingeweidefresser Bumm! Brutpflegender Nantuko Der Unachtsame Avior-Seelenstarrer Blasenkropf-Aal Einheimische Seuche Der Rücksichtslose Abgelegene Steppe Berittender Daru Blick in die Zukunft Drahtholz-Elf Eiternder Goblin Donner der Hufe Bewaldete Gebirgsausläufer Bestärkter Glauben Der Namenlose Ersticken Drachennistplatz Drahtholz-Herold Blutbeflecktes Schlammloch Einmischung Fluchbeladener Zentaur Daru-Heiler Drohender Öger Drahtholzwald-Wilde Daru-Camp Daru-Lanzenträger Essenzbruch Fressanfall Erratische Explosion Eiserne Entschlossenheit Das große Kolosseum Defensive Manöver Flüchtiger Avior Furchterregende Todesklage Feuerspuckerdompteur Elfen-Pfadhacker Drahtholzwald-Unterkunft Gebot des Patriarchen Geisterhelm-Bewahrer Der Zweifellose Flammenstab-Bewahrer Elfen-Vorhut **Finsame Sandbank** Gedankenfang Einschüchternder Verteidiger Graxiplon Funkenschmied Elfenkrieger Gefluteter Strand Gruppenzwang Handelsgeheimnisse Eisenfaust-Schläger Gefallener Kleriker Gedankengebundener Primoc Elfenpionier Goblin-Höhlen Gefräßiger Zombie Gespornter Vielfraß Entmystifizieren Elfenreiter Küsten-Zuflucht Erhabener Engel Elfische Lenkung Hilfe aus der Luft Gewaltanwendung Goblin-Feuerkundler Ödes Moor Favoriten der Massen Informationshändler Gottlose Gebete Goblin-Funkenmagier Elfischer Raufbold Springflut-Labor Grausame Wiederbelebung Goblin-Himmelsräuber Frontsanitäter Ixidor, Realitätsgestalter Erfrischender Strahl Sternenlicht-Heiligtum Gemeinsamer Schlag Ixidors Wille Grinsender Dämon Goblin-Maschinist Explosive Vegetation Stilles Dickicht Gerechte Sache Kette des Dunstes Herrscher der Erdbrut Goblin-Rodler Gieriger Baloth Umkämpfte Klippen Gesundungspflege Klon Kabbalisten-Archon Goblin-Rudeltreiber Giftspritzender Brackus Unheilige Grotte Geteilter Triumph Kreischender Seeadler Gigafüßler Kabbalisten-Scharfrichter Goblin-Scharfschütze Vergessene Höhle Goldstarre Krone des Aufstiegs Kabbalisten-Versklaver Goblinscherge Hirschkäfer Verschmutztes Delta Grasland-Kreuzritter Künstliche Entwicklung Kette des Qualms Grundlose Gewalt Höhnischer Elf Zerzauste Heide Grobe Palisade Listiger Wegbereiter Knochenstricker Kampf ums Sorgerecht Hvstrodon GESAMT Hügelkenner Nebelgestaltkreischer Kopfjäger Kette des Plasmas Kamahl, die Faust Krosas Improvisierte Rüstung Nebelgestaltlufträuber Kopfspielchen Klippenhornwidder Kamahls Beschwörungen Jareth, der Löwentitan Nebelgestaltmaske Krächzender Bussard Kommandoüberfall Kette der Säure M DECKAMT ARTEFAKT Katapulteinheit Nebelgestaltmauer Krone des Verdachts Krone des Zorns Knurrender Undorak Katapultmeister Nebelgestaltmutant Moderlungen-Wiederbeleber Launische Valeske Krone der Energie Kryptischer Torbogen Nebelgestaltschleicher Kette des Schweigens Nantukohülle Krosanischer Erschütterer Leuchtstein-Ritual Schicksalskanone Krone der Ehrfurcht Nebelgestaltträumer Schattenatem Luftlande-Kondor Krosanischer Keiler Schiefertafel der Ahnen Mobilisierung Nichtigmacher-Naturtalent Schlammtaucher-Anurid Magmamagier-Macht Krosanischer Koloss Springflut-Gussform Morgenrot-Reinhalter Oberster Inquisitor Schleichendes Schuppentier Manaechos Lockender Wurm Stammesgolem Neugieriger Goblin Nova-Kleriker Offenkundiger Diebstahl Schreckensschleier-Bewahrer Mulchmauer Traummeißel Opfergabe Psychische Trance Schwarzklingen-Schnitter Prasselnde Feuerkatze Mythische Proportionen GESAMT Quecksilber-Drache Pazifismus Seelenfang Riskante Bewegung Naturalisieren Rorix Bladewing Stachelbeuler Perlmuttspeer-Bewahrer Ruchloser Unterdrücker Ouellenrufer Prophet der Ahnin Rückrutsch Stilles Gespenst Schieferhaut-Schläger Rindenhautmalmer Runenlesen Tarnung der Dunkelheit Rechtgläubiger Schnappender Thragg Seidenpeitschen-Spinne Tobende Sumpfbrut Ruhmsucher Spionagering Schock Seltsame Ernte Sandhaut Springflut-Biologe Todesduell Schutt und Asche Serpentinen-Basilisk Springflut-Gestaltwandler Silvos der Räuber Schotter-Schleuderer Todespuls Sengendes Fleisch Springflut-Hypnotiseur Skirk-Feuermarschall Schutzkeis des Trosts Überbelegter Friedhof Speiender Gourna Seilpeitscher Springflut-Zeitmesser Untoter Gladiator Skirk-Kommando Stammeszusammenhalt Siegel des Tagesanbruchs Standardisieren Verblassende Erinnerung Skirk-Schürfer Stimme des Waldes Sonnenfeuer-Salbe Stöbernder Zauberer Verdammter Anurid Solarstrahl Stolz des Drahtholzwaldes User's First Initial Strahlenwerfer Störender Grubenmagier Verdammter Geisterbeschwörer Spalt der Blitze Symbiotische Bestie Last Name Strenge Gnade Tücke des Magiers Verderbender Fluch Sternensturm Symbiotischer Elf Śymbiotischer Wurm Sturzflugbomber Verkomplizieren Verfolgter Kadaver Tephraderm Wettergegerbter Wanderer Verstreuende Sphäre Verkehrtes Heilmittel Verhackstücken Tieranziehungskraft Windumhang-Erlöser Verwirren Verrottungshirte Welle der Gleichgültigkeit Überwältigender Instinkt of Ursprünglicher Antrieb Wildes Handgemenge Windumhang-Läufer Weiser Avior Visara die Fürchterliche Wandelnde Grabschändung Worte des Krieges Windumhang-Plänkler Windige Machenschaften Verwildern Windumhang-Segler Worte des Windes Worte der Verschwendung Zerfleischender Orgg Worte des Verwilderns Windumhang-Wachposten Würgende Ketten Zerfledderte Legion Zielgenaue Lawine Zeitenhandschuh-Bewahrer Zurückerinnern Worte der Anbetung Zerklatschen Zwergen-Sprengmeister Zentauernlichtung GESAMT GESAMT GESAMT GESAMT GESAMT

CARDINING	DECK		NNE VÉRIFIANT LE DECK	_	OUANT LE DECK
CANAVIATORIA CITE	DECK CHECKLIST	Prénom du vérifi	cateur Nom du vérificateur	Prénom du joueur	Nom du joueur
Version 1.0 FR	Sec. 1		Numéro DCI du vérificateur	Numérc	DCI du joueur
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Forêt	Adepte convaincu	Aide aérienne	A mort !	Action à risque	À l'état sauvage
Île	Admirâme avemain	Aigle de mer piaillant	Anouride des ténèbres	Art du lavamancien	Araignée fouettesoie
Marais Montagne	Ange exalté	Alchimiste aphettien Anguille des sillages	Anouride misérable	Avalanche de précision	Avant-garde elfe Baloth imposant
Plaine	Armure improvisée Assaillant soufflecape	Anguille des sillages	Archonte de la Coterie Berger de la putridité	Avarax Celui-qui-n'a-peur-de-rien	Baloth Imposant Baloth vorace
TOTAL	Aurification	Arcanis l'omnipotent	Buse grinçante	Chaîne de plasma	Basilic serpentin
	Baume solaire	Avemain ascendant	Cadavre hanté	Chair brûlée	Bête symbiotique
	Bénédiction selon Akroma	Avemain fugitif Avemain savant	Carapace de nantuko	Charge d'Æther Chatfeu incandescent	Bêtebrume sournoise
AUTRES TERRAINS	Brigadier avemain Busard soufflecape	Biologiste du projet Jusant	Celui-qui-n'a-pas-d'âme Centaure maudit	Chatreu Incandescent	Biorythme Brackus lance-venin
Banc de sable isolé	Carabin de campagne	Bouleversement	Chaîne de brouillard	Cogneur schistederme	Cavaliers elfes
Camp daru	Cause des justes	Celui-qui-n'a-pas-de-nom	Chantage	Combat pour la garde	Celle-qui-ignore-la-prudence
Caverne oubliée Contreforts boisés	Cavalier daru	Chaîne de vapeur	Chasseur de têtes	Commando skirkien	Chaîne d'acide
Estuaire pollué	Celui-qui-ne-doute-jamais Cercle de la consolation	Chaînes étrangleuses Changeforme du projet Jusant	Cimetière surpeuplé Clerc déchu	Condor tombeciel Corneroc bagarreur	Clairière des centaures Colosse krosian
Falaises contestées	Chaîne de silence	Chronologue du projet Jusant	Couronne de méfiance	Couronne de fureur	Couronne de vigueur
Fondrière sanguinolente	Chercheur de gloire	Clone	Couverture de ténèbres	Déflagration solaire	Détermination d'acier
Grand Colisée Grève inondée	Clerc nova	Complication	Défonceur à échine	Dresseur de crachefeu	Elfe de Brinbois
Greve inondee	Coureur soufflecape Couronne de respect	Couronne d'ascension Déchiffrage des runes	Démon grimaçant Disciple de la méchanceté	Échos de mana Escalade de violence	Elfe moqueur Elfe symbiotique
Halliers tranguilles	Couronne de respect	Dragon de vif-argent	Dragage d'Aphetto	Excavateur nain	Étrange moisson
Laboratoire du projet Jusant	Défenseur farouche	Enjôleuse du projet Jusant	Effacer de la mémoire	Explosion imprévisible	Faveur revitalisante
Lande stérile	Démystification	Évolution artificielle	Esclavagiste de la Coterie	Fendre	Ferrailleur elfe
Lande venteuse Pavillon de Brinbois	Disciple de la Grâce	Façonneur d'images	Étouffer	Fétiche de fièvre	Fétiche de vitalité
Sanctuaire maritime	Doyen des protecmages Écrabouilleur aux poings de fer	Fétiche de tromperie Filou aphettien	Exécuteur de la Coterie Fangéïde vicieux	Forgeur d'étincelles Fracas de sabots	Fierté de Brinbois Gigapède
Sanctuaire sous les étoiles	Épiderme de sable	Forge-destin avemain	Faucheur à lame d'ébène	Franc-tireur gobelin	Gourne fulminante
Steppes retirées	Escadron des catapultes	Fracture d'essence	Fausse guérison	Glouton à éperons	Guerrier elfe
Terriers gobelins	Exhortation	Graxiplon	Festoyeur d'entrailles	Gobelin ambremage	Guidé par les elfes
	Extraction d'aura Fétiche de piété	Hurleur changebrume	Fétiche de misère	Gobelin fouineur Grande mêlée	Guivre symbiotique Guivre tentatrice
	Foi renouvelée	Inquisiteur suprême	Gladiateur mort-vivant	Insurrection	Héraut de Brinbois
ARTEFACT	Frappe concertée	Ixidor, sculpteur de réalité	Gobelin pourrissant	Kaboum !	Hystrodon
Canon de la mort	Frondeur aux gravillons	La roue tourne	Goliath gangreneux	Lugeur gobelin	Instinct irrésistible
Ardoise de l'Ascendance	Glissement astral Grenadier volant	Masque changebrume Messager hanthaume	Hymne d'effroi	Machiniste gobelin Maréchal-feu skirkien	Kamahl, la Poigne de la Krosia La Voix des bois
Ciseaux à rêves Golem tribal	Guérisseur daru	Mur changebrume	leux de tête	Marcenal-red skirkleri	Lorien de Printarbre
Portail crypté	Guerrier sacré des herbages	Mutant changebrume	Légion sectionnée	Messager flambâton	Magnétisme animal
Reproducteur du projet Jusant	Guide des contreforts	Normalisation	Maléfice flétrissant	Ogre menaçant	Messager ganternel
TOTAL	Incorporation Jareth, titan léonin	Oppresseur inhumain Orbe de dispersion	Messager craintesuaire Nécromancien condamné	Orgg boucher Ouragan stellaire	Meurtrisseur peaudécorce Mur de paillis
	Lanceur de bolas	Paroles du vent	Ordre du patriarche	Ovardoise fougueuse	Nantuko de la couvée
	Lanceur de lumière	Pillard céleste changebrume	Pangolin rôdeur	Paroles de guerre	Naturalisation
	Lancier daru	Pisteur changebrume	Paroles de déprédation	Pelleteur gobelin	Paroles de sauvagerie
	Les favoris de la foule Maître des catapultes	Pression des pairs Prodige videmage	Peste endémique Prières profanes	Perchoir du dragon Pillard céleste gobelin	Passe-sentier elfe Pionnier elfe
	Manœuvres défensives	Rahbamage perturbateur	Profanation ambulante	Primoc esclave	Présence de l'enchanteresse
	Messager lanceperle	Récidive	Pulsation mortelle	Prospecteur skirkien	Proportions mythiques
	Oblation	Réminiscence	Rafisteleur d'os	Pyromancien gobelin	Rangers sapienbouleau
	Pacifisme Paroles d'adoration	Réseau d'espionnage Revendication par la mer	Réanimateur pouminfect Réanimation cruelle	Raid commando Ride d'éclairs	Recrutement de Kamahl Sauvageonne de Brinbois
Deck	Prophète de l'Ancêtre	Rêveur changebrume	Siphonner l'âme	Rituel de Clairepierre	Scarabée à ramure
ant le D	Puriste naissant	Sagacité du mage	Siphonner l'esprit	Rorix ailelame	Shamane héréditaire
	Rempart de fortune	Secrets commerciaux	Souffle de l'ombre	Surveillant gobelin	Sibylle des fontaines
ne e du	Sauveur soufflecape Sceau de l'Aube nouvelle	Sentemage astucieuse Sorcier fouineur	Souverain scionotaphe Spectre silencieux	Téphraderme Terre usée	Silvos, élémental solitaire Stimulus primordial
Initiale d	Sceau de l'Aube nouvelle Sentinelle soufflecape	Transe psychique	Sprotch	Thragg happeur	Terrocorne krosian
- bei	Soins palliatifs	Vendeur de renseignements	Tactiques de bras-de-fer	Une bonne tranche	Trembleterre krosian
	Triomphe partagé	Vision de l'avenir	Vautour aphettien	Vague d'indifférence	Undorak mugissant
*DOI	Vengeance selon Akroma	Vol éhonté	Visara la redoutable	Valesk fantasque	Unité tribale
TDCI	Voyageur hâlé	Volonté d'Ixidor	Zombie glouton	Violence gratuite	Végétation explosive
TM		TOTAL		TOTAL	

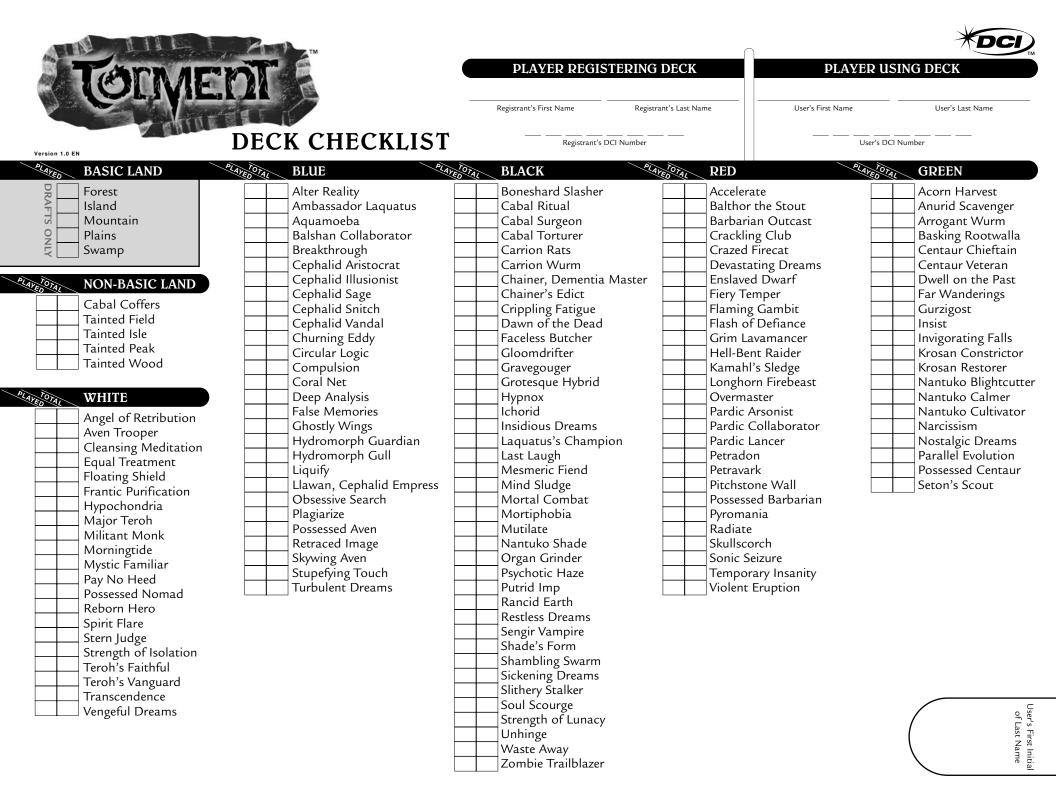
Non-carpane Palada Angelo En in Miscicurado Palada Angelo	Elfico Boscocavo ighe Elfico dia Elfica melico vrreggiante Serpentino
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Verset 8 Constraint	Elfico Boscocavo ighe Elfico dia Elfica melico vrreggiante Serpentino
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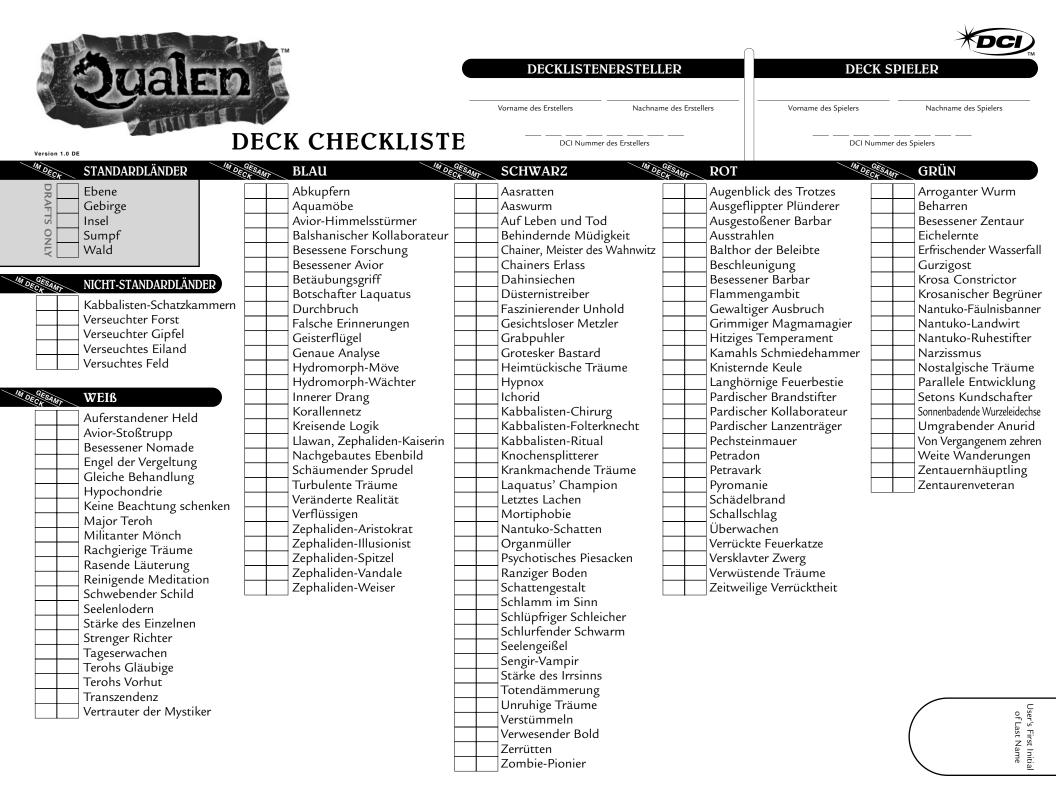


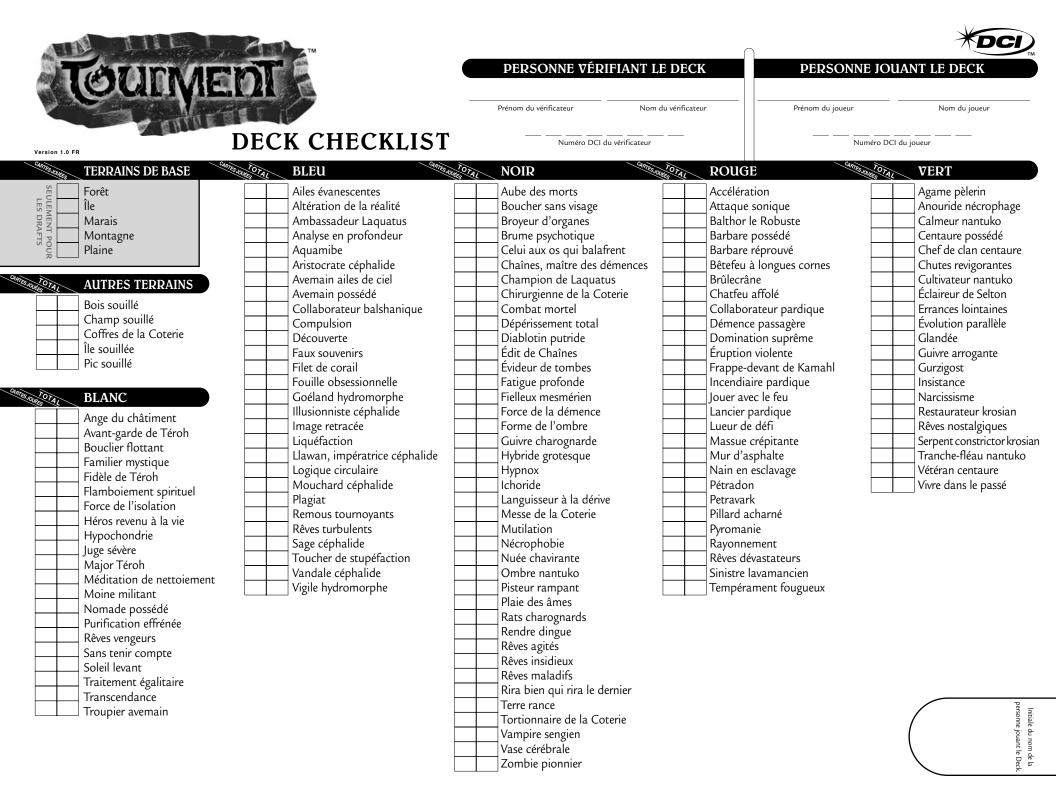


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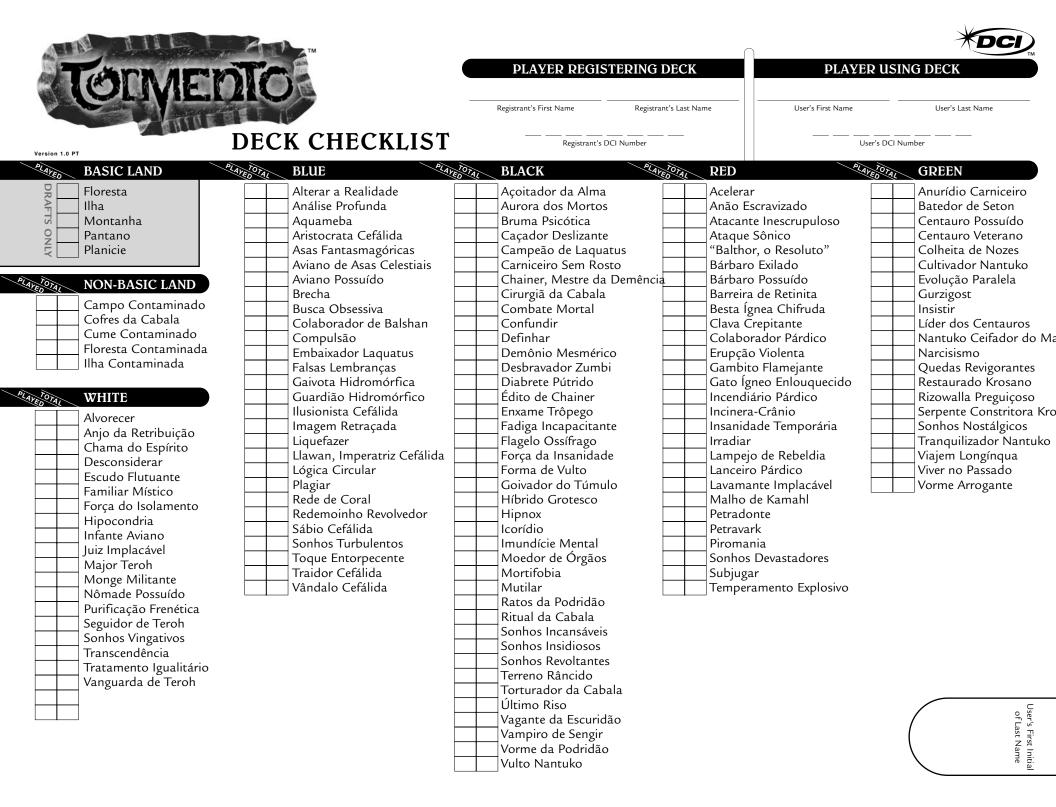


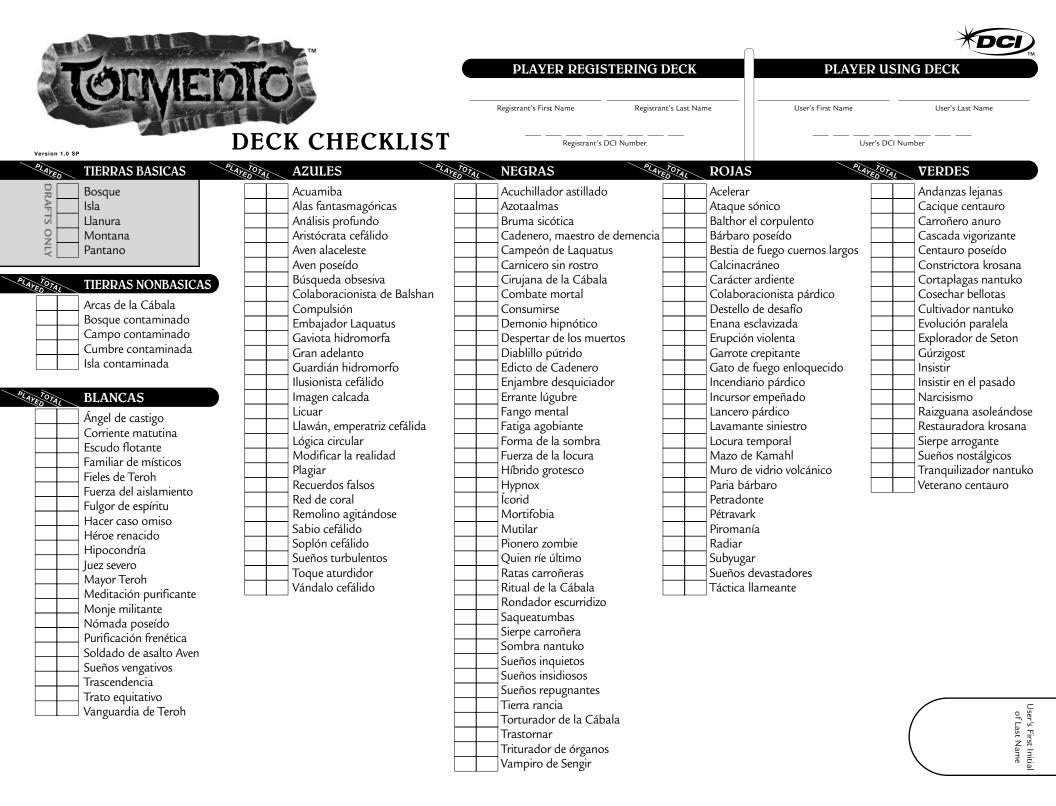
TOIMED	T	PLAYER REGISTERIN			SING DECK
A ANTIT TI	E LE	Registrant's First Name Reg	istrant's Last Name	User's First Name	User's Last Name
D	ECK CHECKLIST	Registrant's DCI Number	——	User's D	CI Number
Version 1.0 IT PLAYED BASIC LAND	TOTAL BLUE	BLACK	PLAYED RED	PLAYER	GREEN
DASIC LAND Foresta Isola Montagna Palude Pianura NON-BASIC LAND Bosco Contaminato Campo Contaminato Isola Contaminato Isola Contaminato Scrigni della Cabala Murora Avanguardia di Teroh Eroe Rinato Famiglio Mistico Fedele di Teroh Fiammata Spirituale Forza della Solitudine Giudice Severo Ignorare Ipocondria Maggiore Teroh Meditazione Purificatrice	Ali Spettrali Ambasciatore Laquatus Analisi Approfondita Aquameba Aristocratico Cefalide Aviano Alaeterea Aviano Posseduto Collaboratore di Balshan Gabbiano Idromorfo Illusionista Cefalide Immagine Rievocata Liquefare Lawan, Imperatrice Cefalide Memorie Fasulle Modificare+A1433 la Realtà Mulinello Zangolante Obbligo Plagiare Rete di Corallo Ricerca Ossessiva Saggio Cefalide Sogni Agitati Sogni Agitati Vandalo Cefalide	Alba dei Morti Cacciatore Viscido Campione di Laquatus Chainer, Signore di Demento Chrirugo della Cabala Combattimento Mortale Confusione Psicotica Demone Mesmerico Demonietto Putrido Editto di Chainer Fango Mentale Fatica Storpiante Flagello dell'Anima Forma delle Ombre Forza della Follia Ibrido Grottesco Icoride Ipnox Macellaio Senza Volto Macina Organi Mortifobia Mutilare Ombra di Nantuko Ratti Parassiti Rituale della Cabala Sciame Errante Sconvolgere Scopripista Zombie	Accelerare Atteggiamen Balthor l'Intr Barbaro Pos Bombardam Bruciateschie Collaborator Eruzione Vio Irradiare Lanciere Par Lavamante S Maglio di Ka Mazza Crepi Muro di Pec Nana in Schi Pazzia Temp Petradonte Petroritterop	ato di Sfida repido seduto o ento Infuocato o re Pardico ilenta dico Spietato amahl itante e iavitù oranea po ulle Lunghe Corna pazzita urdico herario tanti	Boa di KrosaCapotribù CentauroCascate RinvigorentiCentauro PossedutoCultore NantukoEsploratore di SetonEvoluzione ParallelaFalciasventura NantukoGurzigostInsistereLucertola CrogiolanteModeratore NantukoNarcisismoRaccolto di GhiandeRestauratrice di KrosaSciacallo AnuroSogni NostalgiciVagabondaggi LontaniVeterano CentauroVivere nel PassatoWurm Arrogante
Militazione rumeatilee Milita Aviano Monaco Militante Nomade Posseduto Purificazione Frenetica Scudo Levitante Sogni di Vendetta Trascendenza Trattamento Paritario		Sogni DisgustosiSogni InsidiosiSogni IrrequietiSprecareSquartatore SpezzaossaSvuotatombeTerra RancidaTorturatore della CabalaTrascina MalinconiaUltima RisataVampiro di Sengir			User's First Initial of Last Name

×

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17 -









Player
套牌登 Registra
套牌登 Registra
套牌登 Registra

		白
原有使用	Card#	CardName
OO	1	赏罚天使
OO	2	艾文武装兵
OO	3	净化冥思
OO	4	平等待遇
OO	5	漂浮护盾
00	6	狂热净化
00	7	忧郁症
00	8	铁若少校
OO	9	好战修行僧
OO	10	晨曙
OO	11	秘教佣兽
OO	12	不予理会
OO	13	著魔游牧人
OO	14	复生英雄
OO	15	灵性火光
OO	16	严峻的裁判官
OO	77	不群之力
OO	18	铁若的信众
00	19	铁若的先锋
00	20	超凡入圣
00	21	复仇之梦

-		世
原有使用	Card#	CardName
00	22	改动现实
00	23	大使拉夸塔
00	24	水生阿米巴
00	25	波珊内贼
00	26	重大突破
00	27	章人贵族
QO	28	章人幻术师
QQ	29	章人智者
QO	30	章人探子
QO	31	莽撞章人
QO	32	搅拌涡流
<u>O</u> O	33	循环逻辑
<u>O</u> O	34	强迫症
QO	35	珊瑚网
QO	36	深入分析
QO	37	虚构记忆
QO	38	魂魅之翼
QO	39	漾变守护者
QO	40	漾变鸥
QO	41	液化
QO	42	章人女皇拉宛
QO	43	执意搜寻
QO	44	剽窃
QQ	45	著魔艾文
QO	46	翻制画作
QQ	47	天翼艾文
QQ	48	麻木之触
OO	49	动乱之梦

原有使用	Card#	CardName	71\\\
OO	50	骨碴斩切怪	
O O	51	柯帮祭礼	
Ö Ö	52	柯帮外科医师	
ÕÕ	53	柯帮刑吏	
O O	54	腐肉鼠	
OO	55	腐肉亚龙	
OO	56	惧像大师崔纳	
OO	57	崔纳的勒令	
OO	58	委顿不堪	
OO	59	亡者之晓	
QO	60	无面屠夫	
QO	61	幽黯漂泊者	
QO	62	餍尸怪	
O O	63	怪诞杂种	
O O	64	催眠异兽	
O O	65	灵液妖	
O O	66	隐伏之梦	
OO	67	拉夸塔的斗士	
OO	68	胜者之笑	
OO	69	催眠邪鬼	
OO	70	心灵沈滓	
OO	71	杀戳争战	
OO	72	惧死症	
OO	73	残肢毁伤	
QO	74	螳人阴魂	
QO	75	器官磨工	
QO	76	丧神瞒弄	
QO	77	臭息小恶魔	
QO	78	酸臭大地	
QO	79	不息之梦	
QO	80	辛格氏吸血鬼	
QO	81	阴魂形体	
QO	82	跛行虫群	
QO	83	作呕之梦	
QQ	84	湿滑潜魔	
QO	85	游魂祸害	
QO	86	狂乱之力	
QO	87	扰乱心智	
QO	88	衰弱而亡	
OO	89	领路灵俑	

Registering Deck		
论记者参赛号码 ant's Player Number		
论记者姓名 rant's Name	姓Last name	名First name
论记者DCI号码 rant's DCI Number		

Player Using Deck 套牌使用者参赛号码 User's Player Number 套牌使用者姓名 User's Name 姓Last name

套牌 Use

名First name

牌使用者DCI号码	马
ser's DCI Number	-

緣

•••			卅
原有使用	Card#	CardName	_ ٹ)^_
OO	139	柯帮金库	
00	140	败坏原野	
00	141	败坏岛屿	
O O	142	败坏山峰	
OO	143	败坏林地	

$\bullet \bullet$		紅
原有使用	Card#	CardName
00	90	加速
OO	91	刚勇的巴铎
OO	92	蛮族黜人
00	93	爆裂棍
OO	94	狂乱火焰猫
OO	95	蹂躏之梦
OO	96	奴隶矮人
OO	97	火爆
00	98	烈火先著
00	99	遽然反抗
00	100	狰狞熔岩术士
00	101	急冲突击队
OO	102	卡马尔之槌
OO	103	长角火焰兽
OO	104	雄势
OO	105	帕笛可纵火犯
OO	106	帕笛可内贼
OO	107	帕笛可长枪兵
OO	108	窃地乳齿巨象
OO	109	窃地土猪
OO	110	松脂岩墙
O O	111	著魔野蛮人
OO	112	纵火癖
OO	113	辐射
QO	114	炙首
QO	115	音波攫脑
QO	116	暂时错乱
OO	117	暴烈喷发

			綠
原有使用	Card#	CardName	→C··I\
OO	118	橡实收成	
OO	119	拾荒蛙	
OO	120	傲慢亚龙	
OO	121	沐日萝特瓦拉	
OO	122	半人马酋长	
OO	123	半人马老兵	
OO	124	耽溺往事	
00	125	远地遨游	
00	126	哥吉勾斯特	
00	127	坚持	
00	128	活力瀑	
00	129	克洛萨缠蟒	
00	130	克洛萨返璞师	
00	131	翦萎螳人	
00	132	螳人镇宁师	
00	133	耕耘螳人	
00	134	自恋癖	
00	135	思乡之梦	
OO	136	平行演化	
OO	137	著魔半人马	
00	138	熙藤的斥候	

使用者姓式缩写 User's First Initial of Last Name







Player
套牌登 Registra
套牌登 Registra
套牌登 Registra

			白	
原有使用	Card#	CardName		
00	1	賞罰天使		
00	2	艾文武裝兵		
00	3	淨化冥思		
00	4	平等待遇		
OO	5	漂浮護盾		
00	6	狂熱淨化		
OO	7	憂鬱症		
OO	8	鐵若少校		
OO	9	好戰修行僧		
OO	10	晨曙		
OO	11	秘教傭獸		
OO	12	不予理會		
OO	13	著魔遊牧人		
00	14	復生英雄		
00	15	靈性火光		
00	16	嚴峻的裁判官		
OO	17	不群之力		
OO	18	鐵若的信眾		
00	19	鐵若的先鋒		
00	20	超凡入聖		
00	21	復仇之夢		

••		藍
原有使用	Card#	CardName
00	22	改動現實
00	23	大使拉夸塔
00	24	水生阿米巴
00	25	波珊內賊
00	26	重大突破
00	27	鱆人貴族
00	28	鱆人幻術師
00	29	鱆人智者
00	30	鱆人探子
00	31	莽撞鱆人
00	32	攪拌渦流
00	33	循環邏輯
00	34	強迫症
00	35	珊瑚網
00	36	深入分析
00	37	虛構記憶
00	38	魂魅之翼
00	39	漾變守護者
00	40	漾變鷗
00	41	液化
00	42	鱆人女皇菈宛
00	43	執意搜尋
00	44	剽竊
0Ô	45	著魔艾文
00	46	翻製畫作
0Ō	47	天翼艾文
ÓŐ	48	麻木之觸
ÕÕ	49	動亂之夢

原有(使用)	Card#	CardName
	50	Gardinallie
XX	50	柯幫祭禮
XX		
XX	52	柯幫外科醫師
XX	53	柯幫刑吏
XX	54	腐肉鼠
XX	55	腐肉亞龍
X	56	懼像大師崔納
X	57	崔納的勒令
\underline{OO}	58	委頓不堪
QO	59	亡者之曉
QO	60	無面屠夫
QO	61	幽黯漂泊者
QO	62	饜屍怪
QO	63	怪誕雜種
O O	64	催眠異獸
OO	65	靈液妖
OO	66	隱伏之夢
OO	67	拉夸塔的鬥士
00	68	勝者之笑
OO	69	催眠邪鬼
O O	70	心靈沈滓
Ö Ö	71	殺戮爭戰
ÕŌ	72	懼死症
ÕÕ	73	殘肢毀傷
ŎŎ	74	螳人陰魂
ŎŎ	75	器官磨工
ŎŎ	76	喪神瞞弄
ŎŎ	77	臭息小惡魔
ŎŎ	78	酸臭大地
ŎŎ	79	不息之夢
ŏŏ	80	辛格氏吸血鬼
$\check{O}\check{O}$	81	陰魂形體
ŏŏ	82	跛行蟲群
$\check{\cap}$	83	作嘔之夢
$\check{\cap}$	84	濕滑潛魔
$\widetilde{\mathbf{O}}$	85	遊魂禍害
$\widetilde{\mathcal{O}}$	86	狂亂之力
$\widetilde{\sim}$	87	擾亂心智
$\overset{\sim}{\sim}$	88	衰弱而亡
\times		
$\overline{\mathbf{v}}$	89	領路殭屍

·Registering Deck		
卷記者參賽號碼 rant's Player Number		
卷記者姓名 rant's Name	姓Last name	名First name
色記者DCI號碼 rant's DCI Number		

Card# CardName

91 剛勇的巴鐸

爆裂棍

94 狂亂火焰貓

95 蹂躪之夢

96 奴隸矮人

98 烈火先著

99 遽然反抗

101 急衝突撃隊

102 卡馬爾之鎚

103 長角火焰獸

105 帕笛可縱火犯

107 帕笛可長槍兵

108 竊地乳齒巨象

109 竊地土豬

110 松脂岩牆

112 縱火癖

115 音波攫腦

116 暫時錯亂

117 暴烈噴發

113 輻射

114 炙首

111 著魔野蠻人

106 帕笛可內賊

104 雄勢

100 猙獰熔岩術士

97 火爆

92 蠻族黜人

90 加速

93

Player Using Deck 套牌使用者參賽號碼

User's Player Number

套牌使用者姓名 User's Name

姓Last name

名First name

套 Us

影牌使用者DCI號碼。	
ser's DCI Number	

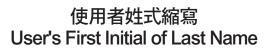
紅			北 纪
	原有(使用)	Card#	CardName
	OO	118	橡實收成
	OO	119	拾荒蛙
	OO	120	傲慢亞龍
	00	121	沐日蘿特瓦拉
	00	122	半人馬酋長
	00	123	半人馬老兵
	00	124	耽溺往事
	OO	125	遠地遨遊
	OO	126	哥吉勾斯特
	OO	127	堅持
	OO	128	活力瀑布
	OO	129	克洛薩纏蟒
	OO	130	克洛薩返璞師
	OO	131	翦萎螳人
	OO	132	螳人鎮寧師
	00	133	耕耘螳人
	00	134	自戀癖
	OO	135	思鄉之夢

136 平行演化

137 著魔半人馬

138 熙藤的斥候

			册
原有使用	Card#	CardName	
00	139	柯幫金庫	
00	140	敗壞原野	
OO	141	敗壞島嶼	
00	142	敗壞山峰	
00	143	敗壞林地	





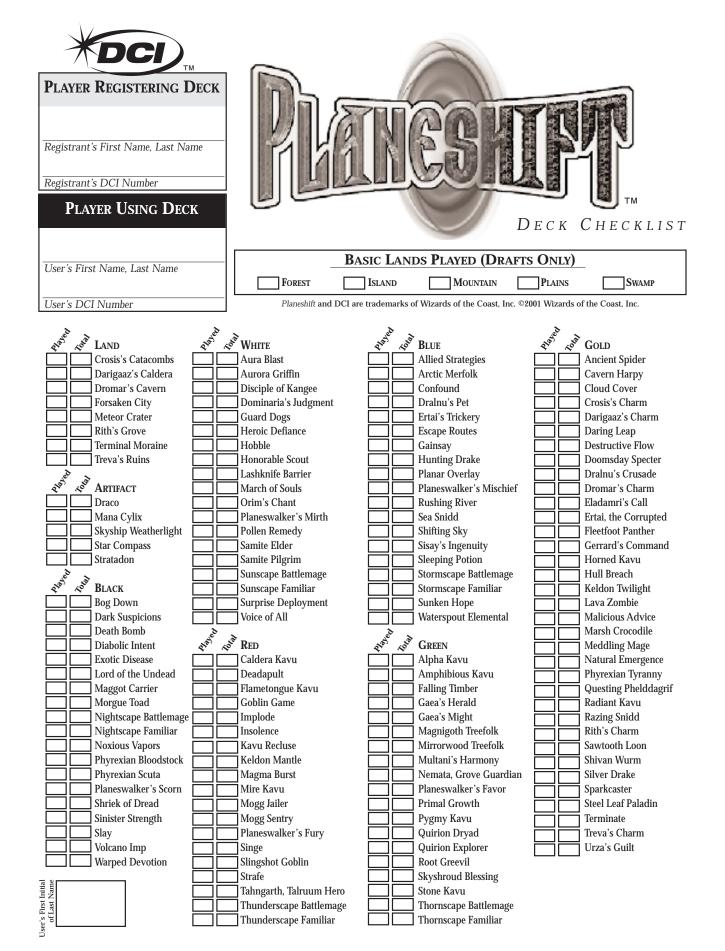
PLAYER REGISTERING DECK

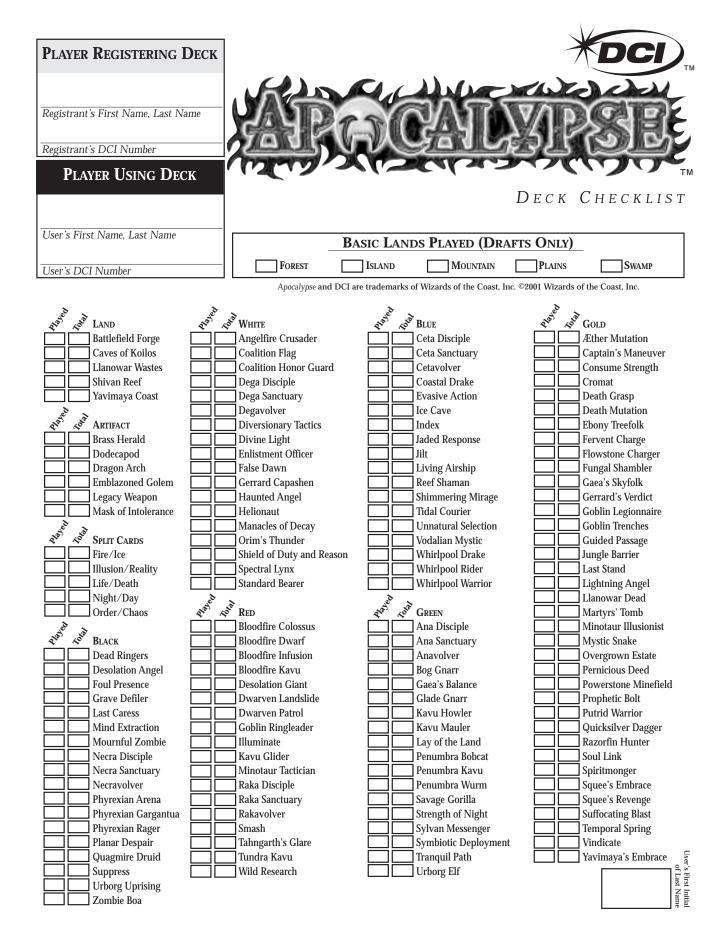
Registrant's First Name, Last Name

Registrant's DCI Number A A A 10 De la A land played (otal (otal AND GREEN Total AND BLACK WHITE BLUE RED **PLAYER USING DECK** Aggressive Urge Alabaster Leech Barrin's Unmaking Addle Ancient Kavu Angel of Mercy Blind Seer Agonizing Demise Bend or Break Bind Ardent Soldier Breaking Wave Andradite Leech Breath of Darigaaz Blurred Mongoose Atalya, Samite Master Collective Restraint Canopy Surge Annihilate Callous Giant Elfhame Sanctuary Benalish Emissary Crystal Spray **Bog** Initiate Chaotic Strike User's First Name, Last Name Benalish Heralds **Collapsing Borders** Elvish Champion Disrupt Cremate Benalish Lancer Distorting Wake Explosive Growth Crypt Angel Crown of Flames Benalish Trapper Dream Thrush Cursed Flesh Firebrand Ranger Fertile Ground User's DCI Number Blinding Light Empress Galina Defiling Tears Ghitu Fire Harrow Capashen Unicorn Essence Leak Desperate Research Goblin Spy Jade Leech the Kote GOLD Crimson Acolyte Devouring Strossus Halam Djinn Kavu Chameleon Add Gold Exclude Crusading Knight Do or Die Hooded Kavu Kavu Climber Fact or Fiction Absorb Overabundance Death or Glory Faerie Squadron Dredge Kavu Aggressor Kavu Lair Æther Rift Plague Spores Dismantling Blow Mana Maze Duskwalker Kavu Monarch Kavu Titan Divine Presence Angelic Shield Pyre Zombie Manipulate Fate Exotic Curse Kavu Runner Llanowar Cavalry Armadillo Cloak Raging Kavu Fight or Flight Metathran Aerostat Firescreamer Kavu Scout Llanowar Elite Armored Guardian Reckless Assault Glimmering Angel Metathran Transport Goham Djinn Lightning Dart Llanowar Vanguard Artifact Mutation Recoil Global Ruin Metathran Zombie Hate Weaver Loafing Giant Might Weaver Aura Mutation Harsh Judgment Hypnotic Cloud Mages' Contest Molimo, Maro-Sorcerer Reviving Vapors Opt Phantasmal Terrain Marauding Knight Maniacal Rage Aura Shards **Riptide Crab** Holy Day Nomadic Elf Liberate Pincer Spider Backlash Rith, the Awakener Probe Mourning Obliterate Barrin's Spite Sabertooth Nishoba Obsidian Acolyte Prohibit Nightscape Apprentice Overload Pulse of Llanowar Orim's Touch Psychic Battle Nightscape Master Blazing Specter Samite Archer Pouncing Kavu **Quirion Elves** Phyrexian Battleflies Captain Sisay Seer's Vision Pledge of Loyalty Rainbow Crow Rage Weaver **Quirion Sentinel** Cauldron Dance Phyrexian Delver Rogue Kavu Shivan Zombie Prison Barricade Repulse Quirion Trailblazer Phyrexian Infiltrator Charging Troll Simoon Protective Sphere Sapphire Leech Ruby Leech Restock Cinder Shade Sleeper's Robe Pure Reflection Shimmering Wings Phyrexian Reaper Savage Offensive Rooting Kavu Scarred Puma Rampant Elephant Shoreline Raider Phyrexian Slaver Coalition Victory Slinking Serpent Saproling Infestation Smoldering Tar Razorfoot Griffin Saproling Symbiosis Crosis, the Purger Sky Weaver **Plague Spitter** Scorching Lava Darigaaz, the Igniter Spinal Embrace Restrain Stormscape Apprentice Ravenous Rats Searing Rays Scouting Trek Dromar, the Banisher Stalking Assassin **Reviving Dose** Stormscape Master **Reckless Spite** Shivan Emissary Serpentine Kavu Dueling Grounds Sterling Grove Rewards of Diversity Sway of Illusion Shivan Harvest Sulam Djinn Recover Fires of Yavimaya Teferi's Moat Teferi's Response Skittish Kavu Reva Dawnbringer Scavenged Weaponry Tangle Temporal Distortion Frenzied Tilling Treva, the Renewer Rout Soul Burn Skizzik Thicket Elemental Galina's Knight Tsabo Tavoc Ruham Diinn Tidal Visionary Spreading Plague Slimv Kavu Thornscape Apprentice Hanna, Ship's Navigator Undermine Samite Ministration Tolarian Emissarv Tainted Well Stand or Fall Thornscape Master Heroes' Reunion Urborg Drake Shackles Tower Drake Trench Wurm Stun Tranguility Horned Cheetah Vicious Kavu Spirit of Resistance Traveler's Cloak Tsabo's Assassin Tectonic Instability Treefolk Healer Hunting Kavu Vile Consumption Spirit Weaver Vodalian Hypnotist Tsabo's Decree Thunderscape Apprentice Utopia Tree Vodalian Zombie Vodalian Merchant Thunderscape Master Verdeloth the Ancient Kangee, Aerie Keeper Strength of Unity Twilight's Call Llanowar Knight Void Sunscape Apprentice Vodalian Serpent Urborg Emissary Tribal Flames Verduran Emissary Sunscape Master Vigorous Charge Lobotomy Voracious Cobra Wash Out Urborg Phantom Turf Wound Meteor Storm Wings of Hope Teferi's Care Well-Laid Plans Urborg Shambler Urza's Rage Wallop Viashino Grappler Wandering Stream Noble Panther Yavimaya Barbarian Wayfaring Giant Worldly Counsel Urborg Skeleton Ordered Migration Yavimaya Kavu Winnow Zanam Djinn Yawgmoth's Agenda Zap Whip Silk de la de la Ot cot Basic Lands Qua Ada Split Cards ava Ada Artifacts Nonbasic Lands ANTIFACTS ANTIFACTS -Assault/Battery Forest Ancient Spring Keldon Necropolis Alloy Golem Juntu Stakes Seashell Cameo Archaeological Dig Bloodstone Cameo Island Salt Marsh Pain/Suffering Lotus Guardian Sparring Golem Mountain Coastal Tower Shivan Oasis Spite/Malice Chromatic Sphere Phyrexian Altar Tek Elfhame Palace Sulfur Vent Stand/Deliver Crosis's Attendant Phyrexian Lens Tigereve Cameo Plains Swamp Planar Portal Geothermal Crevice Tinder Farm Wax/Wane Darigaaz's Attendant Treva's Attendant Drake-Skull Cameo Irrigation Ditch Urborg Volcano Power Armor Troll-Horn Cameo Dromar's Attendant Rith's Attendant Tsabo's Web Urza's Filter

Deck

Checklist





WARNING/DISQUALIFICATION REPORT FORM

This ENTIRE form must be filled out and returned with the Event Report Summary for the infraction to be entered into the warning database. If you feel the infraction needs further investigation and/or penalties, please contact the DCI via http://wizards.custhelp.com as soon as possible. If you have entered warnings on DCI Reporter, please DO NOT send in a paper copy in addition to the electronic reporting.

CHECK ONE: WARNING	DISQUALIFICATION
Tournament Name:	Event Date:
Player Name (First & Last):	DCI#:
Name of Judge Issuing Penalty:	DCI#:
INFRACTION CHECKLIST	
Deck Problems	Marked Cards/Sleeves
101. Illegal Main Decklist	131. Minor
102. Illegal Main Deck (Legal Decklist)	132. Major
103. Illegal Main Deck (No Decklist Used)	
104. Illegal Sideboard List	Slow Play
105. Illegal Sideboard (Legal List)	141. Playing Slowly
106. Illegal Sideboard (No List Used)	142. Exceeding the Pregame Time Limit
Procedural Errors	Unsporting Conduct
111. Minor	151. Minor
112. Major	152. Major
113. Severe	153. Severe
114. Failure to Desideboard	
115. Tardiness	Cheating
116. Playing the Wrong Opponent	161. Bribery
	162. Stalling
Card Drawing	163. Fraud
121. Drawing Extra Cards	164. Other (Please explain in notes below.)
122. Looking at Extra Cards	
123. Improper Drawing at Start of Game	
124. Failure to Draw	

NOTES:

If you need more space for your explanation, attach as many sheets of paper as necessary. **The information in this report is true to the best of my knowledge.**

Date

Head Judge's Signature _____

TOURNAMENT ROSTER SHEET FOR MLBTMSHOWDOWNTMEVENTS

Date:



DCI #:

Tournament Title:

TEAM NAME:

STARTING PITCHERS

DRAFTED STARTERS			
Starter's I	Name	Pt. Value	
	D		
	ROTATION		
Rotation			
<u>Spot</u>	<u>Starter's Name</u>		
1.			
2.			
3.			
4.			

BULLPEN

Reliever's/Closer's Name	<u>Pt. Value</u>

Total Point Value for all Pitchers: Manager's First Initial of Last Name

REGULARS Field Position Hitter's Name Pt. Value C **1B** 2B SS 3B LF CF RF 9th Regular

BACKUP HITTERS/ADDITIONAL REGULARS

<u>Hitter's Name</u>	Pt. Value Level* Circle One	<u>Pt. Value</u>
	Full or 1/5	
	Full or 1/5	
	Full or 1/5	
	Full or 1/5	
	Full or 1/5	
	Full or 1/5	
	Full or 1/5	

*Point values for each hitter beyond the nine regulars may be set using one of the following two ways: · List players as backup hitters. The point value for a backup hitter is calculated at one-fifth of the player's total point value. Backup hitters may be used as pinch hitters at any time, but they may only remain in the lineup after the third out if they enter the game after the 6th inning.

· List players as additional regulars. The point value for an additional regular is calculated at the player's full point value. Additional regulars may replace players in the starting lineup at any time, and stay in the game.

• All backup players at Limited tournaments are calculated at full value.

TOTAL TEAM POINT VALUE:

A team's total point value in a Constructed event must not exceed 5,000 points.

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	JUDGI	KOT	PLAYER REGISTER	ING DECK Registrant's Last Name User's Fir	PLAYER USING DECK
		DECK CHECKLIST	Registrant's DCI Nun		User's DCI Number
Version 1.1	BASIC LAND		GREEN	PLAYED WHITE	PLAYEDTAL BLUE
	Forest	Anger	Anurid Barkripper	Ancestor's Chosen	Aven Fogbringer
DRAF	Island	Arcane Teachings	Anurid Swarmsnapper	Arrestor's Chosen	Cephalid Constable
FTS	Mountain	Barbarian Bully	Battlefield Scrounger	Battle Screech	Cephalid Inkshrouder
0	Plains	Book Burning	Brawn	Battlewise Aven	Cunning Wish
	Swamp	Breaking Point	Canopy Claws	Benevolent Bodyguar	
< ∟	JSwamp	Browbeat	Centaur Rootcaster	Border Patrol	Envelop
10	NON-BASIC LAND	Burning Wish	Crush of Wurms	Cagemail	Flash of Insight
AVEDIAL		Dwarven Bloodboiler	Elephant Guide	Chastise	Grip of Amnesia
	Krosan Verge	Dwarven Driller	Epic Struggle	Commander Eesha	Hapless Researcher
	Nantuko Monastery	Dwarven Scorcher	Erhnam Djinn	Funeral Pyre	Keep Watch
	Riftstone Portal	Ember Shot	Exoskeletal Armor	Glory	Laquatus's Disdain
		Firecat Blitz	Folk Medicine	Golden Wish	Lost in Thought
AYED	GOLD	Flaring Pain	Forcemage Advocate	Guided Strike	Mental Note
	Anurid Brushhopper	Fledgling Dragon	Genesis	Lead Astray	Mirror Wall
	Hunting Grounds	Goretusk Firebeast	Giant Warthog	Nomad Mythmaker	Mist of Stagnation
	Mirari's Wake	Infectious Rage	Grizzly Fate	Phantom Flock	Quiet Speculation
	Phantom Nishoba	Jeska, Warrior Adept	Harvester Druid	Phantom Nomad	Scalpelexis
		Lava Dart	Ironshell Beetle	Prismatic Strands	Spelljack
A TO	BLACK	Liberated Dwarf	Krosan Reclamation	Pulsemage Advocate	
AVEDIAL		Lightning Surge	Krosan Wayfarer	Ray of Revelation	Web of Inertia
	Balthor the Defiled	Planar Chaos	Living Wish	Selfless Exorcist	Wonder
	Cabal Therapy	Shaman's Trance	Nantuko Tracer	Shieldmage Advocate	
	Cabal Trainee	Soulgorger Orgg	Nullmage Advocate	Silver Seraph	Wormfang Crab
	Death Wish	Spellgorger Barbarian	Phantom Centaur	Solitary Confinement	Ŭ
	Earsplitting Rats	Swelter	Phantom Nantuko	Soulcatchers' Aerie	Wormfang Manta
	Filth	Swirling Sandstorm	Phantom Tiger	Spirit Cairn	Wormfang Newt
	Grave Consequences	Worldgorger Dragon	Seedtime	Spurnmage Advocate	ĕ
	Guiltfeeder		Serene Sunset	Suntail Hawk	
	Masked Gorgon		Sudden Strength	Test of Endurance	
	Morality Shift		Sylvan Safekeeper	Trained Pronghorn	
	Rats' Feast		Thriss, Nantuko Primus		rity
	Stitch Together		Tunneler Wurm	Valor	, us
	Sutured Ghoul		Venomous Vines	Vigilant Sentry	User's First Initial of Last Name
	Toxic Stench				First Z
	Treacherous Vampire				١

×



Deseo de muerte

COMPETIDOR REGISTRANDO EL MAZO

COMPETIDOR USANDO EL MAZO

DC

			Nombre	Apellido	Nombre	Apellido		
Versión 1.0 SP		DECK CHECKLIST						
USADO	TIERRAS BASICAS	VEADOTAL ROJO	OTAL VERDE	USADO TOTAL BLANCO	JSAD	AZUL		
DRAFTS	Bosque	Enana liberada	Caminante krosano	Halcón col	asol	Creabruma aven		
AF	Isla	Bárbaro tragahechizos	Cosechador druida	Defensor m	nagoescudo	Salamandra colmillolombriz		
TS	Montana	Bárbaro bravucón	Descortezador anuro	Patrulla fro	onteriza	Draco colmillolombriz		
07	Llanura	Bestia de fuego colmillocornea	Defensor magoanula	Centinela a	llerta	Investigador desafortunado		
ONLY	Pantano	Abrasador enano	Tigre fantasma	Nómada fa	Intasma	Muro de espejo		
·		Dolor recrudecido	Trazador nantuko	Berrendo e	ntrenado	Hacer guardia		
TOTAL	TIERRAS NO BASICAS	Tormenta de arena arremolinante	Facoquero gigante	Guardaespa	aldas benevolente	Desafiar a la gravedad		
	Portal de Rocafisurada	Dardo de lava	Gorrón del campo de batalla	ι Aven sabio	de guerra	Nota mental		
	Monasterio nantuko	Enseñanzas arcanas	Escarabajo caparazón férreo			Sumido en la reflexión		
	Borde de Krosa	Quema de libros	Centauro echaraíces	Rayo de rev	velación	Envolver		
	borde de Krosa	Disparo de brasas	Garras de enramada	Cota enjau	ladora	Garras de la amnesia		
70	DODADO	Enojo	Parras venenosas	Golpe certe	ero	Maravilla		
ADO TAL	DORADO	Barrenero enano	Fuerza súbita	Pira funera		Velodetinta cefálido		
	Saltamaleza anuro	Orgg tragaalamas	Medicina popular	Descarriar		Cangrejo colmillolombriz		
	Despertar del Mirari	Amedrentar	Puro músculo	Valor		Tortuga colmillolombriz		
	Cazadero	Furia contagiosa	Centauro fantasma	Defensor m	nagodesdén	Desdén de Laquatus		
	Nishoba fantasma	Carga de gatos de fuego	Defensor magofuerza	Bandada fa	<i>u u u u u u u u u u</i>	Red de inercia		
		Caos planar	Sierpe excavadora de túneles	Elegido de	la Antepasada	Instante de revelación		
TOTA	NEGRO	Sofocarse de calor	Tragaenjambres anuro		de guerra aven	Especulación discreta		
		Enano hiervesangre	Destino espant-oso	Alarido de		Manta colmillolombriz		
	Aprendiz de la Cábala	Dragón novato	Armadura de exoesqueleto	Hito espirit	-	Behemot colmillolombriz		
	Hombre lobo traicionero	Dragón tragamundos	Guía de elefantes	Nido del At		Escalpelexis		
	Ratas ensordecedoras	Jeska, guerrera experta	Recuperación de Krosa	Autoridad i	incuestionable	Vínculos telequinéticos		
	Festín de ratas	Deseo ardiente	Crepúsculo sereno	Reprender		Deseo astuto		
	Hedor tóxico	Trance de la chamán	Djinn Érhnam	Gloria		Hurtahechizos		
	Mugre	Oleada de relámpago	Thriss, Primus nantuko	Serafín de p	plata	Neblina de estancamiento		
	Vampiro traicionero	Llegar al límite	Génesis	Creamitos		Agente cefálido		
	Consecuencias graves		Protector silvestre	Exorcista d	esinteresado			
	Suturar		Deseo de vida	Comandan	te Eesha			
	Terapia de la Cábala	F	Nantuko fantasma	Defensor m	nagopulso			
	Gorgona enmascarada	F	Lucha épica	Prueba de i				
	Balthor el envilecido	F	Aglomeración de sierpes	Deseo dora				
	Alimentaculpa	F	Época de siembra	Incomunica		del del		
	Necrófago suturado					Primera letra del apellido		
	Cambio de moralidad							



Deseo de muerte

COMPETIDOR REGISTRANDO EL MAZO

COMPETIDOR USANDO EL MAZO

DC

			Nombre	Apellido	Nombre	Apellido		
Versión 1.0 SP		DECK CHECKLIST						
USADO	TIERRAS BASICAS	VEADOTAL ROJO	OTAL VERDE	USADO TOTAL BLANCO	JSAD	AZUL		
DRAFTS	Bosque	Enana liberada	Caminante krosano	Halcón col	asol	Creabruma aven		
AF	Isla	Bárbaro tragahechizos	Cosechador druida	Defensor m	nagoescudo	Salamandra colmillolombriz		
TS	Montana	Bárbaro bravucón	Descortezador anuro	Patrulla fro	onteriza	Draco colmillolombriz		
07	Llanura	Bestia de fuego colmillocornea	Defensor magoanula	Centinela a	llerta	Investigador desafortunado		
ONLY	Pantano	Abrasador enano	Tigre fantasma	Nómada fa	Intasma	Muro de espejo		
·		Dolor recrudecido	Trazador nantuko	Berrendo e	ntrenado	Hacer guardia		
TOTAL	TIERRAS NO BASICAS	Tormenta de arena arremolinante	Facoquero gigante	Guardaespa	aldas benevolente	Desafiar a la gravedad		
	Portal de Rocafisurada	Dardo de lava	Gorrón del campo de batalla	ι Aven sabio	de guerra	Nota mental		
	Monasterio nantuko	Enseñanzas arcanas	Escarabajo caparazón férreo			Sumido en la reflexión		
	Borde de Krosa	Quema de libros	Centauro echaraíces	Rayo de rev	velación	Envolver		
	borde de Krosa	Disparo de brasas	Garras de enramada	Cota enjau	ladora	Garras de la amnesia		
70	DODADO	Enojo	Parras venenosas	Golpe certe	ero	Maravilla		
ADO TAL	DORADO	Barrenero enano	Fuerza súbita	Pira funera		Velodetinta cefálido		
	Saltamaleza anuro	Orgg tragaalamas	Medicina popular	Descarriar		Cangrejo colmillolombriz		
	Despertar del Mirari	Amedrentar	Puro músculo	Valor		Tortuga colmillolombriz		
	Cazadero	Furia contagiosa	Centauro fantasma	Defensor m	nagodesdén	Desdén de Laquatus		
	Nishoba fantasma	Carga de gatos de fuego	Defensor magofuerza	Bandada fa	<i>u u u u u u u u u u</i>	Red de inercia		
		Caos planar	Sierpe excavadora de túneles	Elegido de	la Antepasada	Instante de revelación		
TOTA	NEGRO	Sofocarse de calor	Tragaenjambres anuro		de guerra aven	Especulación discreta		
		Enano hiervesangre	Destino espant-oso	Alarido de		Manta colmillolombriz		
	Aprendiz de la Cábala	Dragón novato	Armadura de exoesqueleto	Hito espirit	-	Behemot colmillolombriz		
	Hombre lobo traicionero	Dragón tragamundos	Guía de elefantes	Nido del At		Escalpelexis		
	Ratas ensordecedoras	Jeska, guerrera experta	Recuperación de Krosa	Autoridad i	incuestionable	Vínculos telequinéticos		
	Festín de ratas	Deseo ardiente	Crepúsculo sereno	Reprender		Deseo astuto		
	Hedor tóxico	Trance de la chamán	Djinn Érhnam	Gloria		Hurtahechizos		
	Mugre	Oleada de relámpago	Thriss, Primus nantuko	Serafín de p	plata	Neblina de estancamiento		
	Vampiro traicionero	Llegar al límite	Génesis	Creamitos		Agente cefálido		
	Consecuencias graves		Protector silvestre	Exorcista d	esinteresado			
	Suturar		Deseo de vida	Comandan	te Eesha			
	Terapia de la Cábala	F	Nantuko fantasma	Defensor m	nagopulso			
	Gorgona enmascarada	F	Lucha épica	Prueba de i				
	Balthor el envilecido	F	Aglomeración de sierpes	Deseo dora				
	Alimentaculpa	F	Época de siembra	Incomunica		del del		
	Necrófago suturado					Primera letra del apellido		
	Cambio de moralidad							

ß		TM		\bigcirc	T DCI
*	JULGAM	OTA	PLAYER REGISTERING D	DECK PLAYER U	SING DECK
1			Registrant's First Name Registrant	's Last Name User's First Name	User's Last Name
Version 1.	0 PT	DECK CHECKLIST	Registrant's DCI Number	User's D	CI Number
PLAYED	BASIC LAND	RED PLAYED	GREEN PLAYER	OTAL WHITE	BLUE
DR	Floresta	Abafar	Advogado dos Magi-Anuladores	Advogado dos Magi-Protetores	Barreira de Espelho
2 AF	Ilha	Anão Chamuscador	Advogado dos Magos da Força	Advogado dos Magi-Repelidores	Behemoth Dentígero
-Ts	Montanha	Anão Liberto	Aglomerado de Vormes	Advogado dos Magi-Ressuscitadores	Caranguejo Dentígero
0	Pantano	Anão Perfurador	Anurídio Abocanha-Enxames	Antilocabra Treinado	Cefálida Cospe-Tinta
	Planicie	Anão Puxa-Briga	Anurídio Rasga-Troncos	Autoridade Incontestada	Desafiar a Gravidade
~ [Bárbaro Engole-Mágicas	Armadura Exosqueletal	Aviano Guerreador	Desdém de Laquatus
LAUTON	NON-BASIC LAND	Bárbaro Rufião	Besouro da Carapaça de Ferro	Bando de Fantasmas	Desejo Astuto
AVED AL		Besta Ígnea Escornadora	Centauro Fantasma	Caerne do Espírito	Desvio de Mágica
	Monastério dos Nantukos	Blitz de Gatos Ígneos	Centauro Rizomago	Castigar	Dragonete Dentígero
	Orla Krosana	Caos Planar	Confronto Épico	Comandante Eesha	Elos Telecinéticos
	Portal da Pedra Rachada	Dardo de Lava	Desejo Vivo	Confinamento Solitário	Enevoador Aviano
		Desejo Ardente	Destino Cinzento	Cordões Prismáticos	Envolver
LAYED	GOLD	Dor Fulgurante	Druida Colheitador	Cota Enjauladora	Escalpelexis
	Anurídio Saltamato	Dragão Engole-Mundos	Elefante Guia	Desejo Dourado	Especulação Silenciosa
	Campos de Caça	Dragão Inexperiente	Época de Semear	Eleito da Ancestral	Garras de Amnésia
	Despertar do Mirari	Ensinamentos Arcanos	Facócero Gigante	Exorcista Altruísta	Lampejo de Percepção
	Nishoba Fantasma	Intimidar	Força Súbita	Falcão da Cauda Solar	Maravilha
			Garras das Copas	Glória	Névoa de Estagnação
		Jeska, Guerreira Adepta	Gênese	Golpe Dirigido	Nota Mental
AYEDTAL	BLACK	Orgg Engole-Almas	Gênio Erhnam	Guarda-Costas Benevolente	Perdido em Pensamentos
	Balthor, o Corrompido	Ponto de Ruptura	Medicina Popular	Guinchado de Guerra	
	Carniçal Suturado	Queima de Livros	Músculos	Liderança Falha	Pesquisador Desafortunado Policial Cefálida
	Comedor de Culpa	Raiva Infecciosa	Nantuko Fantasma		
	Consequências Tumulares	Redemoinho de Areia	Ocaso Sereno	Ninho dos Apanhadores de Almas Nômade Criador de Mitos	Raia Dentígera
	Costurar	Surto de Raios		Nômade Criador de Miltos	Salamandra Dentígera
	Desejo Mortal	Tiro de Brasa	Parasita do Campo de Batalha Preservador Silvestre	Patrulha da Fronteira	Tartaruga Dentígera Teia de Inércia
	Estagiário da Cabala				+
	Fedor Tóxico	Transe do Xamã	Recuperação Krosana	Pira Funerária	Vigiar
	Festim dos Ratos	_	Thriss, Primaz Nantuko	Planos de Guerra Avianos	
	Górgona Mascarada	-	Tigre Fantasma	Raio da Revelação	
	Imundície	-	Traçador Nantuko	Sentinela Vigilante	
	Lobisomem Traiçoeiro	-	Viajante Krosano	Serafim de Prata	
	Mudança de Moralidade		Vinhas Venenosas	Teste de Resistência	Jser' of I
	Ratos Estridentes		Vorme Escavador de Túneis	Valor	s Fir Last
	 Terapia da Cabala				User's First Initial of Last Name
	Vampiro Traiçoeiro				

ABBECHN	ung	DECKLISTENERSTELI	LER DECK	SPIELER Nachname des Spielers
D	ECK CHECKLISTE	DCI Nummer des Erstellers	DCI Num	mer des Spielers
Version 1.0 DE STANDARDLÄNDER		GRÜN	WEIß	BLAU
Ebene Gebirge	Ansteckender Zorn Barbarischer Tyrann	Advokat der Kraft Advokat des Annullierens	Advokat der Abwehr Advokat der Resonanz	Anti-Schwerkraft Avior-Nebelbringer
Sumpf Wald	Befreiter Zwerg Blitzwelle Brennender Wunsch	Bewahrer des Waldes Blätterdach-Klauen Die Entstehung	Advokat des Abschirmens Ausdauerprüfung Ausgewählter der Ahnfrau	Das Wunder Gedankenverlorenheit Geistige Notiz
NICHT-STANDARDLÄNDE	Brennendes Buch Der Ärger Feuerkatzen-Blitzangriff	Die Muskelkraft Eisenhaut-Käfer	Avior-Kriegskunst	Glückloser Forscher Griff des Vergessens Laquatus' Hochmut
Krosas Waldrand Nantuko-Kloster Steinspalt-Portal	Flackernder Schmerz Glühender Schuss	Episches Streiten Erhnam-Dschinn Erntender Druide	Die Tapferkeit Einzelzelle Feuerbestattung	Listiger Wunsch Nebel des Stillstands
GOLD	Heranwachsender Drache Hitzebad Jeska die Meisterkriegerin	Exoskelettrüstung Führung des Elefanten Giftige Ranken	Geführter Streich Goldener Wunsch Grenzpatrouille	Netz der Trägheit Reißzahn-Behemoth Reißzahn-Krabbe
Buschhüpfer-Anurid Jagdgründe Miraris Nachwirkungen Phantom-Nishoba	Kreisender Sandsturm Lavapfeil Mysteriöse Lehren	Grizzliges Schicksal Hausmittel Heiterer Sonnenuntergang	Horst der Seelenfänger	Reißzahn-Manta Reißzahn-Molch Reißzahn-Sceada
DEGRAM SCHWARZ	Schamanentrance Schmerzgrenze Seelenverschlingender Orgg	Krosanischer Wanderer Krosas Zurückforderung Lebender Wunsch	Kampferprobter Avior Kampfkreischen Kommandant Eesha	Reißzahn-Schildkröte Ruhige Spekulation Scalpelexis
Balthor der Befleckte Der Schmutz Fest für die Ratten	Stoßzahn-Feuerbestie Tyrannisieren Weltenchaos	Nantuko-Spurenleser Phantom-Nantuko Phantom-Tiger	Phantom-Nomade Phantomschwarm Prismatische Stränge	Spiegelmauer Spontane Einsicht Telekinetische Bindung
Genähter Ghul Gewechselte Grundsätze	Weltenverschlingender Drache Zauberverschlingender Barbar Zwergen-Aufpeitscher	Phantom-Zentaur Plötzliche Stärke Riesen-Warzenschwein	Sagenerzähler der Nomaden Seelen-Stein Selbstloser Exorzist	Umhüllen Wache halten Zauberentführung
Giftiger Gestank Kabbalisten-Lehrling Kabbalistische Therapie	Zwergen-Bohrer Zwergen-Feuerwerker	Rindenreißer-Anurid Saatzeit Schlachtfeld-Plünderer	Silberner Seraph Sonnenschwanz-Falke Strahl der Offenbarung	Zephaliden-Konstabler Zephaliden-Tintennebler
Maskierte Gorgo Nervtötende Ratten Schuldeinflößer		Schwarmschnapper-Anurid Thriss, Erster Nantuko Tunnelgräber-Wurm	Trainiertes Krummhorn Unbestrittene Autorität Wachsamer Posten	
Tiefschürfende Konsequenzen Todeswunsch Verräterischer Vampir Verräterischer Werwolf Zusammenflicken		Wurmknäuel Zentauren-Wurzelrufer	Wohlwollender Leibwächter Züchtigen	User's First Initial of Last Name

JUGEME	ECK CHECKLIST	PERSONNE VÉRIFIAN	Nom du vérificateur Prénom	RSONNE JOUANT LE DEC	
Version 1.0 FR Center Offer TERRAINS DE BASE		VERT	CHATE OUR OTAL BLANC	CURTES ADVERS	
Forêt	Autodafé de livres	Antilocapra dressée	Barbare englousorts	Anouride ca	
	Avemain brouillardin	Balthor le Souillé	Boulet de braises	Anouride gri	
Marais	Avemain sage de guerre	Béhémoth asticroc	Cairn des esprits		e des avemains
Hontagne	Calme spéculation	Crabe asticroc	Ce qui attrape des âmes		ir de chatfeux
₩ Plaine	Centaure pousse-racines	Djinn erhnamite	Centaure fantomatiqu		
	Cousus ensemble	Double étouffement	Changement de mora		
AUTRES TERRAINS	Dard de lave	Drakôn asticroc	Constable céphalide	Bêtefeu tran	
Armure exosquelette	Déferlante d'éclairs	Éveil du Mirari	Cornac	Brume de st	0
Douleur flamboyante	Dragon avaleur de mondes	Faucon mordoré	Dédain de Laquatus	Cachencre c	
Stagiaire de la Coterie	Dragon juvénile	Force soudaine	Déferlante de guivres		urrit de culpabilité
	Festin des rats	Foreur nain	Défi contre la gravité		
GOLD GOLD	Fouineur des champs de bataille	Goule suturée	Défrichement krosian		
Exorciste altruiste	Frappe précise	Griffes de la canopée	Détournement de sor		
Mythifieur nomade	Liens télépathiques	Jeska, guerrière experte	Enseignement des arc		
Traceur nantuko	Miasmes toxiques	La Colère	Enveloppement	Élu de l'Anc	
	Monastère nantuko	La Force	Filins prismatiques		ps bienveillant
Triton asticroc	Mur miroir	La Genèse	L'Émerveillement	Gorgone ma	
	Nain brûleur	Loup-garou traître	La Gloire	Grand leurre	e
NOIR NOIR	Nain libéré	Lutte épique	La Souillure	La Valeur	
Anouride saute-broussailles	Nain sanguin	Médecine populaire	Orée de la Krosia	Piaillement	
Bûcher funéraire	Note mentale	Mitard	Partisan des magefore		
Cagemaille	Orgg engloutâmes	Nantuko fantomatique	Phacochère géant		arapace de fer
Commandante Isheu	Patrouille frontalière	Nishoba fantomatique	Portail de pierrebrèch		
Destin des grizzlis	Rayon de révélation	Nomade fantomatique	Rage infectieuse	Souhait dor	
Guivre tunnelière	Terrains de chasse	Partisan des annulmages	Rats tonitruants		llonnante de sable
Lueur de perspicacité	Tigre fantomatique	Partisan des protecmages	Rudoiement	Tombes fun	
Partisan des repoussmages	Toile d'inertie	Perdu dans ses pensées	Sentinelle vigilante	Transe sham	nanique
Partisan des revimages		Punition	Souhait rusé		
Poigne d'amnésie		Raie manta asticroc	Souhait vivant		
Point de rupture		Scalpelexis	Thriss, Primus nantuk	0	
Semailles		Souhait mortel	Veilleurs du fortin		ت
Séraphin argenté		Tortue asticroc	Volée fantomatique		Initia
Test d'endurance		Vampire traître	Voyageur krosian	(ıle du ine jot
Thérapie de la Coterie				(nom , Jant le
Vignes vénéneuses					Initiale du nom de la personne jouant le Deck

SCHTCHZA			PLAYER REGISTERING DE Registrant's First Name Registrant's		PLAYER USING DECK User's First Name			
Version 1.0	DE	CK CHECKLIST	Registrant's DCI Number	User's E	 DCI Number			
PLAYED	BASIC LAND	RED PLAYED	GREEN PLAYED	MHITE PLAYED	BLUE			
DR	Foresta	Assalto della Pirolince	Artigli del Cielo	Autorità Indiscussa	Allerta			
AF	Isola	Attaccabrighe Barbaro	Bonifica di Krosa	Aviano Combattente	Ammantainchiostro Cefalide			
-Ts	Montagna	Barbaro Divoramagia	Centauro Fantasma	Cantastorie Nomade	Aviano Nebbifero			
0	Palude	Bruciare i Libri	Desiderio Vivente	Castigare	Avviluppare			
	Pianura	Caos Dimensionale	Destino del Grizzly	Colpo Mirato	Behemoth Vermezanna			
<		Dardo di Lava	Difensore di Magiforza	Comandante Eesha	Connestabile Cefalide			
AL TON	NON-BASIC LAND	Desiderio Bruciante	Difensore di Magivuoto	Corazza Intrappolante	Desiderio Astuto			
AVED IAL		Dolore Accecante	Druido Mietitore	Cornapunta Addestrata	Draghetto Vermezanna			
	Confine di Krosa	Drago Divoramondo	Esoscheletro	Desiderio Dorato	Fitta di Amnesia			
	Monastero Nantuko —	Drago Novello	Facocero Gigante	Difensore di Magimpulso	Foschia Stagnante			
	Portale della Rocciaspaccata —	Getto di Brace	Forgiaradici Centauro	Difensore di Maginpulso	Furto di Magia			
		Impulso Fulminante	Forza Improvvisa	Difensore di Magisdegno	Granchio Vermezanna			
AYED	GOLD	Insegnamenti Arcani	Genio di Erhnam	Esorcista Altruista	La Meraviglia			
	Nishoba Fantasma	Istigatore Nanesco	Guardiano Silvestre	Falco Astrocoda	Lampo di Genio			
	Risveglio del Mirari	Jeska, Guerriera Provetta	Guida degli Elefanti	Guardia del Corpo Benevola	Legami Telecinetici			
	Saltacespugli Anuro	La Rabbia	Inseguitore Nantuko	Il Valore	Manta Vermezanna			
	Territori di Caccia	Nano Incendiario	L'Impeto	Isolamento	Maita Vernezanna Meditazione Serena			
		Nano Riscattato	La Genesi	La Gloria	Muro di Specchi			
	BLACK	Orgg Divoraspirito	Lotta Epica	Nido dei Caccia Anime	Nota Mentale			
AVEDTAL		Pirobestia Incornatrice	Medicina Popolare	Nomade Fantasma	Perso nei Pensieri			
	_ Apprendista della Cabala	Punto di Rottura	Nantuko Fantasma	Pattuglia di Confine	Ragnatela di Inerzia			
	Balthor il Corrotto	Rabbia Infettiva	Scarabeo Guscio di Ferro	Pira Funebre	Ricercatore Sventurato			
	Banchetto dei Ratti	Soffocare	Sciacallo della Battaglia	Prescelto dell'Antenata	Scalpatore			
	Desiderio di Morte —	Tempesta di Sabbia Turbinante	Scontro di Wurm	Prova di Resistenza	Sdegno di Laquatus			
	Divoracolpa —	Tiranneggiare	Spezzasciame Anuro	Raggio della Rivelazione	Sfidare la Gravità			
	Fetore Tossico —	Trance dello Sciamano	Strappascorza Anuro	Sentinella Vigile	Tartaruga Vermezanna			
	Ghoul Ricucito —	Trivellatore Nanesco	Tempo della Semina	Serafino d'Argento	Tritone Vermezanna			
	Gorgone Mascherata		Thriss, Primus dei Nantuko	Stormo Fantasma	Intone vernezanna			
	Gravi Conseguenze		Tigre Fantasma					
	Il Sudiciume		Tramonto Sereno	Strategia Aviana Strillo di Battaglia				
	Lupo Mannaro Infido		Viandante di Krosa	Tentacoli Prismatici				
	Mutamento di Moralità		Viandante di Krosa Viticci Velenosi	Tentacoli Prismatici Traviare	_			
	Rappezzare		Wurm Scavatore	Tumulo Spirituale	User's First Initial of Last Name			
	Ratti Spaccatimpani				ast T			
	Terapia della Cabala				Vam Vam			
	Vampiro Infido				e tia			

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PLAYER USING DECK PLAYER REGISTERING DECK Registrant's First Name Registrant's Last Name User's First Name User's Last Name DC Registrant's DCI Number User's DCI Number **DECK CHECKLIST** PLAYED PLAYED PLAYED PLAYEDTAL WHITE BLUE PLAYEDTAL **BLACK** RED GREEN **Ageless Sentinels** Bladewing's Thrall Aphetto Runecaster Bonethorn Valesk Accelerated Mutation Cabal Conditioning Astral Steel Brain Freeze Carbonize Alpha Status Aven Farseer Cabal Interrogator Chartooth Cougar Ambush Commander Coast Watcher Day of the Dragons Call to the Grave Decree of Annihilation Ancient Ooze Aven Liberator Decree of Silence Carrion Feeder Dragon Breath Daru Spiritualist Break Asunder Daru Warchief **Dispersal Shield** Chill Haunting Dragon Mage Claws of Wirewood Decree of Savagery Dawn Elemental **Dragon Wings** Clutch of Undeath Dragon Tyrant Dragonspeaker Shaman Divergent Growth Decree of Justice Faces of the Past Consumptive Goo Frozen Solid Death's-Head Buzzard Dragonstorm Dragon Fangs Dimensional Breach Decree of Pain Elvish Aberration Dragon Scales Hindering Touch Enrage Dragonstalker Long-Term Plans Dragon Shadow Extra Arms Fierce Empath Mercurial Kite Form of the Dragon Forgotten Ancient Eternal Dragon Fatal Mutation Metamorphose Goblin Brigand Hunting Pack Exiled Doomsayer Final Punishment Goblin Psychopath Force Bubble Mind's Desire Lethal Vapors Krosan Drover Lingering Death Goblin War Strike Frontline Strategist Mischievous Quanar **Krosan Warchief** Nefashu Goblin Warchief Gilded Light Mistform Warchief Kurgadon **Guilty Conscience** Parallel Thoughts Putrid Raptor Grip of Chaos One with Nature Misguided Rage Karona's Zealot Pemmin's Aura Reaping the Graves **Primitive Etchings** Noble Templar Raven Guild Initiate Skulltap Pyrostatic Pillar Root Elemental Rain of Blades Raven Guild Master Soul Collector Rock Jockey **Sprouting Vines** Tendrils of Agony Titanic Bulvox Recuperate **Riptide Survivor** Scattershot Rush of Knowledge Siege-Gang Commander Treetop Scout Reward the Faithful Twisted Abomination Upwelling Silver Knight Scornful Egotist Unburden Skirk Volcanist Trap Digger Shoreline Ranger Undead Warchief Spark Spray Wirewood Guardian Wing Shards Stifle Unspeakable Symbol Sulfuric Vortex Wirewood Symbiote

BASIC LAND	NON-BASIC LAND	PLAYED TAL ARTIFACT	PLAYED MULTICOLOR
Forest	Temple of the False G	od Ark of Blight Proteus Machine	Bladewing the Risen
Mountain		Stabilizer	Karona, False God
Plains Swamp			Sliver Overlord

Vengeful Dead

Zombie Cutthroat

Woodcloaker

Xantid Swarm

Torrent of Fire

Uncontrolled Infestation

Temporal Fissure

Thundercloud Elemental

Wipe Clean

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Zealous Inquisitor

DECKLISTENERSTELLER

DCI Nummer des Erstellers

DECK SPIELER

DCI Nummer des Spielers

Nachname des Erstellers

Vorname des Spielers

Nachname des Spielers

DECK CHECKLIST M DE SAL WFIR M DESAN BLAI

IM DEESA SCHWAR7

Vorname des Erstellers

W DECK WEIB	M DECAMT BLAU	MOESAMT SCHWAR	Z MOESAMT ROT	M DEERAMT GRÜN	
Astralstahl	Abwürgen	Aasfresser	Anschla	lag der Goblins Abweichendes Wachstum	1
Avior-Befreier	Aphettonischer Runen	nleser Bladewing	s Knecht Belagerur	ungstrupp-Kommandant Auseinanderbrechen	
Avior-Weitblicker	Begierde des Versta	unds Dekret des	S Schmerzes Dekret	der Vernichtung Ausströmen	
Belohnung der Glä	ubigen Dekret des Schweig	gens Drachensc	hatten Dracher	enatem Baumwipfelspäher	
Blase der Macht	Donnerwolkenelem	entar Entlastung	Dracher	enmagier Beschleunigte Mutation	n
Dämmerungseleme	ntar Drachenflügel	Gräberern	ie Drachen	nsprecher-Schamane Dekret der Wildheit	
Daru-Kriegshäuptli	ng Eingefroren	Kabbalister	-Gehirnwäsche Dracher	ensturm Drachenreißzähne	
Daru-Spiritualist	Gehirnfrost	Kabbaliste	en-Vernehmer Fehlgel	leiteter Zorn Drahtholzwald-Symbio	ot
Dekret der Gerecht	igkeit Gesichter der Vergang	genheit Letzte Bes	strafung Felsenjo	jockey Drahtholzwald-Wächter	er
Dimensionsbruch	Hindernde Berührun	ng Mordende	r Zombie Feuersti	trom Elfischer Abweichlin	ıg
Drachenjäger	Küstenwächter	Nefashu	Feuerza	ahn-Puma Grimmiger Empath	
Drachenschuppen	Langzeitpläne	Rachsücht	iger Toter Form de	les Drachens Holzrüster	
Edler Tempelritter	Meister der Rabeng	ilde Ranken de	r Pein Funken	ndusche Jagendes Rudel	
Ewiger Drache	Nebelgestaltkriegshäu	ptling Ruf in das	Grab Goblint	brigand Klauen des Drahtholzwalds	S
Fanatischer Inquisit	tor Novize der Rabengi	ilde Schädelan	zapfen Goblin-	-Kriegshäuptling Krosanischer Kriegshäuptli	ing
Fitmachen	Parallele Gedanken	Schauriger	Spuk Goblin-	-Psychopath Krosanischer Treiber	r
Flügelscherben	Pemmins Aura	Seelensam	mler Griff de	les Chaos Kurgadon	
Front-Stratege	Spöttischer Egozent		Dömpfe Knoche	endorn-Valeske Primitive Einkerbunger	n
Gewissensschuld	Springflut-Überlebe	ender Tödliche M	Autation Pyrosta	atische Säule Rudelführer-Status	
Grubengräber	Strandpatrouille	Totenkopf	-Bussard Schwef	feliger Strudel Sprießende Ranken	
Güldenes Licht	Streuungsschild	Unaussprec	hliches Symbol Skirk-V	Vulkanologe Steinaltes Schlammwesen	1
Karonas Eiferer	Tag der Drachen	Untoter G	riff Streuscl	chuss Titanischer Bulvox	
Klingenschauer	Umgestalten	Untoter K	riegshäuptling Tyranni	nischer Drache Überfall-Kommandar	nt
Sauberwischen	Unberechenbarer M		ler Raptor Unkont	trollierter Befall Verbunden mit der Natu	ur
Silberner Ritter	Unheilbringender Q		der Schlamm Verkoke	ken Vergessenes Urweser	n
Vertriebener Schwarz	seher Wissensschwall	Verzerrte S	Scheußlichkeit Wütend	dwerden Wurzelelementar	
Zeitloser Wachpost	en Zeitrissl	Verzögerte	r Tod Zusätzli	liche Arme Xantiden-Schwarm	

IM DECK	STANDARDLÄNDE	R IM DECK NT N	NICHT-STANDARDLÄNDER	SESAMT	ARTEFAKT	IN DEC	ESAMT	MULTICOLOR		
DR	Ebene	Γ	Tempel der falschen Göttin		Lade der Fäulnis			Bladewing der Auferstandene	/	Use of
AF	Gebirge	·			Proteusmaschine			Gratwanderer	(r's F f Las
TS	Insel				Stabilisator			Karona, Falsche Göttin		irst I it Na
0	Sumpf		-		-			Remasuri-Oberkommandant		me
	Wald					L	•	_		

PERSONNE VÉRIFIANT LE DECK

PERSONNE JOUANT LE DECK

DECK CHECKLIST

Prénom du vérificateur N

Numéro DCI du vérificateur

Nom du vérificateur

Prénom du joueur

Nom du joueur

Numéro DCI du joueur

REES JOURS	CARTES JOURES BLEU	CARTES TOTAL NOI	R CARTES JOURS	ROUGE CANTES JOUESS	VERT
Acier astral	À mon seul	désir Abo	mination perverse	Bras supplémentaires	Aberration elfe
Analepsie	Achoppeme		el à la tombe	Brigand gobelin	Ancien immémoré
Assainissement	Adepte de la g		feur de charogne	Carbonisation	Bouvier krosian
Brèche dimensionr	nelle Ailes du dra	gon Buse	e tête de mort	Chef de guerre gobelin	Bulvox titanesque
Bulle de force	Asphyxie	Chei	f de guerre mort-vivant	Chevaucheur de rocher	Cache-bois
Chef de guerre dar	ru Aura de Pen		ecteur d'âmes	Commandant des assiégeants	Chef de guerre krosian
Chevalier argenté	Blocage céré	bral Cond	litionnement de la Coterie	Couguar cendredent	Commandant d'embuscade
Clairvoyant avema	ain Bouclier de d	lispersion Décl	narge	Décret d'annihilation	Crocs du dragon
Conscience coupat	ole Chef de guerr	e changebrume 🔄 Déci	ret de souffrance	Dragon mage	Croissance absurde
Conte-destin exilé	Décret de si	ence Emp	oois vorace	Dragon tyran	Déchirure
Creuseur de pièges	s Déferlante de	connaissance Emp	orise de la morte-vie	Enrager	Décret de sauvagerie
Décret de justice	Égotiste déd	aigneux Frap	pe-crâne	Forme du dragon	Dominance
Dragon éternel	Élémental de	e nuée d'orage 🛛 🛛 Han	tise glaciale	Frappe guerrière des gobelins	Éclaireur arboricole
Écailles du dragon	Escoufle lun	atique Inter	rogateur de la Coterie	Giclée d'étincelles	Élémental de racines
Échardes d'ailes	Fissure temp	orelle Mois	sson des tombes	Infestation incontrôlée	Empathe farouche
Élémental de l'aub	e Gardien des	côtes Mor	t persistante	Orage des dragons	Fusion avec la nature
Inquisiteur zélé	Gelé	Mor	t vengeur	Pilier pyrostatique	Gravures primitives
Libérateur avemain	n Jour des dra	gons Mut	ation fatale	Poigne du chaos	Griffes de Brinbois
Lumière dorée	Lanceur de ru	nes aphettien Néfa	shu	Psychopathe gobelin	Kurgadon
Noble templier	Maître de la g	iilde du corbeau 📃 Omb	ore du dragon	Rage malavisée	Limon ancien
Pisteur de dragon	Pensées para	llèles Puni	tion finale	Shamane languedragon	Meute chasseresse
Pluie de lames	Plans à long	terme Rapt	or putride	Souffle du dragon	Montée
Récompense des fi	dèles Quénar espi	ègle Serv	iteur d'Ailelame	Tir en pluie	Mutation accélérée
Sentinelles séculair	res Ranger des d	ôtes Suri	neur zombie	Torrent de feu	Nuée xanthide
Spiritualiste daru	Rescapé du	orojet Jusant 🛛 🔄 Sym	bole innommable	Valesk ossépine	Symbiote de Brinbois
Stratège du front	Transmigrat		eurs mortelles	Volcaniste skirkien	Vigile de Brinbois
Zélateur de Karona	a Visages du p	assé Vrill	es d'angoisse	Vortex sulfureux	Vignes bourgeonnantes

CARTES JOUEES	TERRAINS DE BAS	SE CANTES DECEMENT AUTRES TERRAINS	TOTAL AI	RTEFACT CARTES	TOTAL	MULTICOLOR		
DR/	Foret	Temple de la fausse divinité		rche de flétrissement		Ailelame le Ressuscité	\bigcap	Initia person
FT	Ile			achine de Protée		Karona, fausse divinité	(ne jou
S	Marais		Sta	abilisateur		Marcheur des marges		nom de ant le I
2 —	Montagne					Suzerain slivoïde		e la Deck.
-<	Plaine							

PLAYER REGISTERING DECK PLAYER USING DECK Registrant's First Name Registrant's Last Name User's First Name User's Last Name nc Registrant's DCI Number User's DCI Number **DECK CHECKLIST** PLAYED PLAYED PLAYEDTAL PLAYEDTAL WHITE BLUE BLACK PLAYEDTAL RED GREEN Abominio Folle Aberrazione Elfica Acciaio Astrale Ali del Drago Alito del Drago Aura Pemmins Bolla di Forza Alleggerire Braccia Extra Antico Dimenticato Breccia Dimensionale Condottiero Nebbiforme Collezionista di Anime Brigante Goblin Artigli di Boscocavo Capo della Squadra di Assedio Condizionamento della Cabala Cacciadraghi Congelato Capo Imboscata Decreto del Silenzio Cavaliere d'Argento Condottiero Non Morto Carbonizzare Condottiero di Krosa Condottiero Daru Desiderio della Mente Decreto del Dolore Cavalca Rocce Crescita Divergente Coscienza Sporca Egoista Sprezzante Fanghiglia Corrosiva Coguaro Dentebrace Curgadonte Filamenti dell'Agonia Decreto della Giustizia Elementale del Temporale Colonna di Fuoco Decreto della Ferocia Drago Eterno Fenditura Temporale Interrogatore della Cabala Colpo Frantumante Flementale della Radice Mangiacarogne Elementale dell'Alba Flusso di Conoscenza Condottiero Goblin **Empatico Spietato** Frammenti d'Ala Gelacervello Mietere le Tombe Esemplare Alpha Decreto dell'Annientamento Guardiacoste Morte Persistente Fare a Pezzi Inquisitore Fanatico Dracomago La Ricompensa dei Fedeli Il Giorno dei Draghi Morto Vendicativo Dracotempesta Fauci del Drago Liberatore Aviano Iniziato della Gilda del Corvo Mutazione Fatale Dragotiranno Guardiano di Boscocavo Luce Dorata Maestro della Gilda del Corvo Nefashu Forma del Drago Incisioni Primitive Ombra del Drago **Goblin Psicopatico** Lungoveggente Aviano Nibbio di Mercurio Innalzare Piazza Pulita Pensieri Paralleli Poiana Atropa Infestazione Incontrollata Mandriano di Krosa Presenza Raggelante Pioggia di Lame Piani a Lungo Termine Infuriare Mantobosco Profeta Esiliato Quanar Malevolo Punizione Definitiva Offensiva dei Goblin Melma Antica Ranger della Costa Recuperare Raptor Putrido Rabbia Fuorviata Muta da Caccia Scaglie del Drago Richiamo del Sepolcro Reprimere Sciamano Dracofono Mutazione Accelerata Scava Trappole Scudo della Dispersione Schiavo di Alaspada Spruzzo di Scintille Sciame Xantide Simbolo Impronunciabile Sopravvissuto della Marea Sentinelle Sempiterne Stretta del Caos Scout Arboricolo

PLAYED	BASIC LAND	NON-BASIC LAND	ARTIFACT	MULTICOLOR		
DRAF	Foresta Isola	Tempio del Dio Fasullo	Arca della Devastazione Macchina Proteus	Alaspada il Risorto Calcalimiti		User's] of La
TS O	Montagna Palude		Stabilizzatore	Karona, Dio Fasullo Signore Supremo dei Tramutant	i (Fiist Initi st Name
	Pianura) al

Svuotacranio

Vapori Letali

Stretta del Non Morto

Tagliagole Zombie

Torrente di Fuoco

Valesk Strappaossa

Vulcanologo di Skirk

Vortice Sulfureo

Simbionte di Boscocavo

Tutt'uno con la Natura

Viticci Germoglianti

Torobue Titanico

Spiritualista Daru

Templare Nobile

Zelota di Karona

Stratega del Fronte

Tocco Ostacolante

Trasformare

Volti del Passato

Tracciarune di Aphetto

PLAYER REGISTERING DECK PLAYER USING DECK Registrant's First Name User's First Name User's Last Name Registrant's Last Name DC Registrant's DCI Number User's DCI Number **DECK CHECKLIST** PLAYED PLAYED PLAYEDTAL PLAYED WHITE BLUE BLACK RED PLAYEDTAL GREEN Aberração Élfica Asas de Dragão Bandoleiro Goblin Aco Astral Abominação Distorcida Áugure do Infortúnio Exilado Asfixiar Às Portas da Morte Bracos Extras Ancião Esquecido Batedor das Copas Bolha de Forca Aura de Pemmin Busardo Cabeca-da-Morte Carbonizar Comandante de Guerra Goblin

Calafrio de Pavor

Chamado ao Túmulo

Comedor de Podridão

Decreto de Dor

Drenar Crânio

Descarregar

Colecionadora de Almas

Comandante de Guerra Morto-Vivo

Condicionamento da Cabala

Escravo do Asas Laminadas

Garra de Morte-Vida

Gavinhas da Agonia

Morto Vingativo

Mutacão Fatal

Punicão Final

Raptor Pútrido

Vapores Letais

Nefashu

Interrogador da Cabala

Símbolo Impronunciável

Sombra de Dragão

Visco Consumidor

Zumbi Degolador

Violando os Túmulos

Bôifalo Titânico

Comandante de Emboscada

Comandante de Guerra Krosano

Crescimento Divergente

Decreto de Selvageria

Enxame de Xantídeos

Esbocos Primitivos

Garras de Wirewood

Guardião de Wirewood

Elemental da Raiz

Empático Feroz

Esmigalhar

Kurgadonte

Lodo Antigo

Matilha de Caça

Preenchimento

Status de Alfa

Xilo-Revestidor

Presas de Dragão

Tropeiro Krosano

Um com a Natureza

Vinhas em Germinação

Simbiota de Wirewood

Mutação Acelerada

Comandante do Grupo de Cerco

Decreto de Aniquilação

Dragão Mago

Dragão Tirano

Forma do Dragão

Garras do Caos

Goblin Psicopata

Hálito de Dragão

Investida Goblin

Jóquei de Pedras

Pilar Pirostático

Tiro Dispersor

Torrente de Fogo

Vórtice Sulfúrico

Valesk Espinhósseo

Vulcanólogo de Skirk

Xamã Dracontófilo

Jorro de Centelhas

Infestação Descontrolada

Puma Dentes-de-Carvão

Tempestade de Dragões

Raiva Mal Orientada

Enfurecer

Brecha Dimensional

Cavaleiro Prateado

Chuva de Lâminas

Consciência Pesada

Elemental do Alvorecer

Escamas de Dragão

Espiritualista de Daru

Estrategista do Front

Inquisidor Zeloso

Libertador Aviano

Limpeza Inexorável

Luz Engalanada

Recuperar-se

Previdente Aviano

Retalhos de Asas

Sentinelas Eternas

Templário Nobre

Zelote de Karona

Recompensar os Fiéis

Decreto de Justiça

Dragão Perpétuo

Cavador de Armadilhas

Comandante de Guerra de Daru

Caça-Dragões

Batedor da Orla

Comandante de Guerra Nebuliforme

Conjurador de Runas de Aphetto

Congelamento Cerebral

Decreto de Silêncio

Egotista Desdenhoso

Elemental da Nuvem Trovejante

Iniciado da Guilda do Corvo

Mestre da Guilda do Corvo

Sobrevivente da Rebentação

Torrente de Conhecimento

Desejo da Mente

Dia dos Dragões

Escudo Dispersor

Fissura Temporal

Metamorfosear

Milhafre Mercurial

Quanar Travesso

Rostos do Passado

Sólido como Gelo

Vigilante da Costa

Toque de Obstrução

Pensamentos Paralelos

Planos a Longo Prazo

PLAYED BASIC LAND	PLAYED TAL NON-BASIC LAND PLAYED ARTIFACT PLAYED MULTICOLOR	
PRAFTS Floresta Ilha Montanha Pantano Planicie	Templo do Falso DeusArca do MalogroAsas Laminadas, o RessurgidoEstabilizadorCaminhante do GumeMáquina de ProteusKarona, Falso DeusSenhor dos Fractius	User's First Initial of Last Name

COMPETIDOR RECISTRANDO EL MAZO

USA

COMPETIDOD USANDO EL MAZO

SCO	NRGE	COMPETIDOR RE	EGISTRANDO EL MAZO	COMPETIDOR U	SANDO EL MAZO
C. P. Carrow		Nombre	Appellido	Nombre	Appellido
			imero de DCI		
DECK C	HECKLIST	тм		Numer	
FOTAL BLANCO	LEADOTAL AZUL	USADOTAL NEGRO	USADO ROJO	USADO	TAL VERDE
Acechadragones	Alas de dragón	Abominación t	orcida Aliento	de dragón	Aberración élfica
Acero astral	Anhelo de la mente	Acoso escalofr	iante Apretór	n del caos	Ancestro olvidado
Brecha dimensional	Aura de Pemmin	Agarre de mue	rte viviente Ataque	de guerra trasgo	Arriero krosano
Burbuja de fuerza	Congelación del cerebr	o Aura calavera	Bandole	ero trasgo	Búlvox titánico
Caballero plateado	Congelado en un témp	ano Castigo final	Brazos	extra	Categoría alfa
Cavador de trampas	Decreto de silencio	Coleccionista	de almas Carbon	lizar	Cieno antiguo
Centinelas eternos	Día de los dragones	Comedor de ca	arroña Chamái	n dragonhablante	Colmillos de dragón
Condenador exiliado	Egotista desdeñoso	Condicionamien	ito de la Cábala 👘 Cólera i	insensata	Comandante de emboscada
Decreto de justicia	Elemental de nubarrón	Cosechar las tu	umbas Coman [,]	dante de sitiadores	Crecimiento divergente
Dragón eterno	Escudo de dispersión	Decreto de do	lor Decretc	o de aniquilación	Cubremadera
Elemental del alba	Explorador costero	Degollador zor	nbie Disparc	o aislado	Decreto de salvajismo
Escamas de dragón	Fisura temporal	Desahogarse	Encoler	izar	Desbaratar
Espiritualista de Dar	u Iniciada del Gremio de Cu	uervos Esclavo de Ala	cortante Forma (del dragón	Elemental de raíz
Estratega de primera	a línea 🛛 🚽 Jefe de guerra nebulifor	rme Interrogador d	e la Cábala Infestac	ción incontrolada	Émpata fiero
Fanático de Karona	Lanzarrunas de Afeto	Jefe de guerra m	uerto viviente Jefe de g	guerra trasgo	En armonía con la naturaleza
Fragmentos de ala	Maestro del Gremio de C	uervos Llamar a la tur	mba Jinete d	e rocas	Enjambre de xántidos
Gran vidente aven	Metamorfosear	Lodo tísico	Mago d	dragón	Explorador de las copas
Inquisidor ferviente	Milano mercurial	Muerte prolon	gada Pilar pir	roestático	Garras de Wirewood
Jefe de guerra de Da	ru Observador del litoral	Muerto vengat	ivo Psicópa	ata trasgo	Grabados primitivos
Libertador aven	Pensamientos paralelos	s Mutación fata	l Puma cc	olmillos carbonizados	Guardián de Wirewood
Limpiar totalmente	Planes a largo plazo	Nefashu	Rocío d	le chispas	Jefe de guerra krosano
Lluvia de espadas	Quánar travieso	Ráptor pútrido	D Tirano (dragón	Kurgadón
Luz de oropel	Reprimir	Sacar del cráne	eo Tormen	nta de dragones	Manada cazadora
Recompensar a los f	ieles Rostros del pasado	Símbolo impro	onunciable Torrent	e de fuego	Manar
Recuperarse	Sobreviviente del Proyecto	Resaca Sombra de dra	igón Válesk ř	nuesopúa	Mutación acelerada
Remordimiento de cor	nciencia Toque obstaculizador	Vapores letales	S Vórtice	sulfúrico	Parra germinante
Templario noble	Torrente de conocimier	nto Zarcillos de ag	onía Vulcani	sta de Skirk	Simbionte de Wirewood

USADO	TIERRAS BASICAS	S VEADOTAL TIERRAS NONBASICAS VE	TOTAL	ARTEFACTOS	USADO	DORADO		
DR	Bosque	Templo de la diosa falsa		Arca de arruinamiento		Alacortante el Resucitado		d P
AF	Isla			Estabilizador		Andaborde	(el a
TS	Llanura			Máquina proteica		Jefe supremo fragmentado	(pell
9	Montaña					Karona, diosa falsa		ido
JLY	Pantano				<u> </u>	-	\sim	

				\bigcirc	
CONTONO	Cibur	PLAY	ER REGISTERING DECK	PLA	YER USING DECK
1111/10		Registrant's F	irst Name Registrant's Last Name	e User's First Nam	e User's Last Name
DECK CHECKLIST		—	Registrant's DCI Number		User's DCI Number
PLAYED BASIC LAND	PLED TOTAL WHITE PLAY	ED PLA BLUE	RED BLACK PLAYE	Portal RED	PLAYED TOTAL GREEN
Forest	Altar's Light	Annul	Barter in Blood	Arc-Slogger	Battlegrowth
Island	Arrest	Assert Authority	Betrayal of Flesh	Atog	Bloodscent
Mountain	Auriok Bladewarden	Broodstar	Chimney Imp	Confusion in the Rank	
Plains Swamp	Auriok Steelshaper Auriok Transfixer	Disarm Domineer	Consume Spirit Contaminated Bond	Detonate Electrostatic Bolt	Copperhoof Vorrac Creeping Mold
	Awe Strike	Dream's Grip	Disciple of the Vault	Fiery Gambit	Deconstruct
	Blinding Beam	Fabricate	Dross Harvester	Fists of the Anvil	Fangren Hunter
	Leonin Abunas	Fatespinner	Dross Prowler	Forge Armor	Glissa Sunseeker
NON-BASIC LAND	Leonin Den-Guard	Inertia Bubble	Flayed Nim	Fractured Loyalty	Groffskithur
	Leonin Elder	Looming Hoverguard	Grim Reminder	Goblin Striker	Hum of the Radix Journey of Discovery
Ancient Den Blinkmoth Well	Leonin Skyhunter Loxodon Mender	Lumengrid Augur Lumengrid Sentinel	Irradiate Moriok Scavenger	Grab the Reins Incite War	Living Hive
Cloudpost	Loxodon Peacekeeper	Lumengrid Warden	Necrogen Mists	Krark-Clan Grunt	Molder Slug
Glimmervoid	Loxodon Punisher	March of the Machines	Nim Devourer	Krark-Clan Shaman	One Dozen Eyes
Great Furnace	Luminous Angel	Neurok Familiar	Nim Lasher	Mass Hysteria	Plated Slagwurm
Seat of the Synod	Raise the Alarm	Neurok Spy	Nim Shambler	Megatog	Predator's Strike
Stalking Stones Tree of Tales	Razor Barrier Roar of the Kha	Override Psychic Membrane	Nim Shrieker Promise of Power	Molten Rain Ogre Leadfoot	Slith Predator Sylvan Scrying
Vault of Whispers	Rule of Law	Quicksilver Elemental	Reiver Demon	Rustmouth Ogre	Tel-Jilad Archers
	Second Sunrise	Regress	Relic Bane	Seething Song	Tel-Jilad Chosen
	Skyhunter Cub	Shared Fate	Slith Bloodletter	Shatter	Tel-Jilad Exile
	Skyhunter Patrol	Slith Strider	Spoils of the Vault	Shrapnel Blast	Tooth and Nail
	Slith Ascendant Solar Tide	Somber Hoverguard Temporal Cascade	Terror Vermiculos	Slith Firewalker Spikeshot Goblin	Troll Ascetic Trolls of Tel-Jilad
	Soul Nova	Thirst for Knowledge	Wail of the Nim	Trash for Treasure	Turn to Dust
	Sphere of Purity	Thoughtcast	Wall of Blood	Vulshok Battlemaster	Viridian Joiner
	Taj-Nar Swordsmith	Vedalken Archmage	Woebearer	Vulshok Berserker	Viridian Shaman
	Tempest of Light	Wanderguard Sentry	Wrench Mind	War Elemental	Wurmskin Forger
	TOTAL	TOTAL	TOTAL	TOTAL	TOTAL
PLA			ED TAL ARTIFACT PLAYER		PLAYED TAL ARTIFACT
	Æther Spellbomb	Extraplanar Lens	Lifespark Spellbomb	Pearl Shard	Talisman of Dominance
	Alpha Myr Altar of Shadows	Farsight Mask Fireshrieker	Lightning Coils Lightning Greaves	Pentavus Pewter Golem	Talisman of Impulse Talisman of Indulgence
	Banshee's Blade	Frogmite	Lodestone Myr	Platinum Angel	Talisman of Progress
	Blinkmoth Urn	Galvanic Key	Loxodon Warhammer	Power Conduit	Talisman of Unity
	Bonesplitter	Gate to the Æther	Malachite Golem	Proteus Staff	Tanglebloom
	Bosh, Iron Golem Bottle Gnomes	Gilded Lotus Goblin Charbelcher	Mask of Memory Mesmeric Orb	Psychogenic Probe Pyrite Spellbomb	Tangleroot Tel-Jilad Stylus
	Cathodion	Goblin Dirigible	Mind's Eye	Quicksilver Fountain	Thought Prison
Please fill out this	Chalice of the Void	Goblin Replica	Mindslaver	Rust Elemental	Timesifter
decklist carefully to	Chromatic Sphere	Goblin War Wagon	Mindstorm Crown	Rustspore Ram	Titanium Golem
avoid serious penalties.	Chrome Mox Clockwork Beetle	Gold Myr Golem-Skin Gauntlets	Mirror Golem Mourner's Shield	Scale of Chiss-Goria Scrabbling Claws	Tooth of Chiss-Goria Tower of Champions
avoia schous penanties.	Clockwork Condor	Granite Shard	Myr Adapter	Sculpting Steel	Tower of Eons
	Clockwork Dragon	Grid Monitor	Myr Enforcer	Scythe of the Wretched	Tower of Fortunes
=	Clockwork Vorrac	Heartwood Shard	Myr Incubator	Serum Tank	Tower of Murmurs
e itia	Cobalt Golem	Hematite Golem	Myr Mindservant	Silver Myr	Triskelion
User's First Initial of Last Name	Copper Myr Crystal Shard	Icy Manipulator Iron Myr	Myr Prototype Myr Retriever	Skeleton Shard Slagwurm Armor	Viridian Longbow Vorrac Battlehorns
Firs	Culling Scales	Isochron Scepter	Necrogen Spellbomb	Soldier Replica	Vulshok Battlegear
La La	Damping Matrix	Jinxed Choker	Necrogen Spellbomb Needlebug	Solemn Simulacrum	Vulshok Gauntlets
of Carlos	Dead-Iron Sledge	Krark's Thumb	Neurok Hoversail	Soul Foundry	Welding Jar
-	Dragon Blood Dross Scorpion	Leaden Myr Leonin Bladetrap	Nightmare Lash Nim Replica	Spellweaver Helix Steel Wall	Wizard Replica Worldslayer
	Dross Scorpion Duplicant	Leonin Bladetrap	Nim Replica Nuisance Engine	Sun Droplet	Yotian Soldier
	Duskworker	Leonin Sun Standard	Oblivion Stone	Sunbeam Spellbomb	
*DCI)	Elf Replica	Leveler	Omega Myr	Sword of Kaldra	
	Empyrial Plate	Liar's Pendulum	Ornithopter	Synod Sanctum	
ТМ	TOTAL	TOTAL	TOTAL	TOTAL	TOTAL

CONTONO	6010	DECKL	ISTENERSTELLER	DECK S	SPIELER
TICK		Vorname des Ersteller	s Nachname des Erstellers	Vorname des Spielers	Nachname des Spielers
DECK CHECKLIST		DC	I Nummer des Erstellers	DCI Numme	r des Spielers
Moteck STANDARDLÄNDER Moteck	SAMT WEIB	BLAU MOECKAN	SCHWARZ PLAYED	ANT ROT	🖉 GRÜN
Ebene Gebirge Insel Sumpf Wald GESAMT MOCCS MICHT-STANDARDLÄNDER Baum der Sagen Blinkmotten-Brunnen Glimmerleere Große Schmelze Gruft des Geflüsters Sitz der Synode Uralte Höhle Wandernde Steine Wolkenposten GESAMT	Alarmschlagen Aufsteigender Slith Auriok-Klingenwart Auriok-Stahlformer Auriok-Versteinerer Blendender Strahl Festnahme Gebrüll des Kha Himmeljäger-Junges Himmeljäger-Patrouille Leoniden-Alterer Leoniden-Himmeljäger Leoniden-Höhepriester Leoniden-Höhepriester Loxodon-Bestrafer Loxodon-Flicker Loxodon-Friedensstifter Rasierklingen-Barriere Rechtsstaatlichkeit Schwertschmied des Taj-Nar Seelen-Nova Solar-Gezeiten Sphäre der Reinheit	Annullieren Autorität durchsetzen Blase der Trägheit Dominieren Drohender Schwebgardist Disterer Schwebgardist Entwaffnen Gedankenanordnung Geteiltes Schicksal Herstellung Hinwegsetzen Lumengrid-Wachposten Marsch der Maschinen Neurokspion Neuroksber-Ielementar Schreitender Slith Sternenbrut Streben nach Wissen Traumgriff Vedalken-Erzmagier	Abgebalgter Nim Apostel der Gruft Ausbeutung der Gruft Bestrahlen Betrug des Fleisches Blutiger Tauschhandel Blutmauer Blutvergießender Slith Gehirnverdrehung Geistesverbrauch Kaminbold Klage der Nim Leidenüberbringer Moriok-Gerümpelsammler Necrogennebel Peitschender Nim Reliktenfluch Schlackenernter Schlackenernter Schlackenernter Schlackenstreifer Schlurfender Nim Schlackenernter Schlerenter Nim Schlerenter Nim Schlerenter Nim Schlerenter Nim Schlerenter Nim Schlerentrer Schlerenter Nim Schlerenter Nim Schlerenter Nim Schlerentreifer Schlurfender Nim Sensendämon Terror	Ambossfäuste Angeknackste Loyalität Atog Detonation Elektrostatischer Schlag Feuerwandernder Slith Geschmolzener Regen Goblinschläger Graphitfuß-Oger Krark-Clan-Geiferer Krark-Clan-Schamane Kriegs-Elementar Lichtbogen-Slogger Lied des Brodelns Massenhysterie Megatog Rostmaul-Oger Rüstungsschmiede Schätze aus Gerümpel Schrapnellexplosion Stachelschuss-Goblin Verwirrung in den Rängen Vulshok-Berserker	Angriff des Raubtiers Auserwählter des Tel-Jilad Blutgeruch Brauner Buboh Dekonstruieren Ein Dutzend Augen Entdeckungsreise Gepanzerter Brammenwurm Gesumme in der Radix Glissa Sonnensucher Gröffskithur Jagender Fangren Jagender Slith Kupferhuf-Vorrac Lebendes Insektennest Moderschnecke Schleichender Schimmel Tel-Jilad-Verbannter Troll- Asket Trolle von Tel-Jilad Viridischer Schamane Viridischer Schereiner
	Sturmwind des Lichts Von Ehrfurcht ergriffen	Wandergardist-Wachposten Zeitkaskaden	Vermiculos Verschlingender Nim	Vulshok-Kampfmeister Zersplittern	Wurmhautgerber Zähne und Krallen
	Zweiter Sonnenaufgang GESAMT	Zurückbildung GESAMT	Verseuchte Verbindung GESAMT	Zügel ergreifen	Zu Staub zerfallen GESAMT
M DECK	ARTEFAKT	ARTEFAKT ARTEFAKT	ARTEFAKT	ARTEFAKT	ARTEFAKT Talisman der Einigkeit

| Alphamyr | Ärgerantrieb Galvanischer Schlüssel Kupfermyr Lebensfunken-Spruchbombe Perlmuttscherbe Talisman der Einigkeit Talisman der Genusssucht Gedankengefängnis Pforte zum Äther Äther-Spruchbombe Gedankensturmkrone Leoniden-Klingenfalle Platin-Engel Talisman des Antriebs Außerweltliche Linse Gedankenversklaver Leonidenkrummsäbel Proteusstab Talisman des Fortschritts Beinschienen des Blitzes Gleichmacher Loxodon-Kriegshammer Psychogene Sonde Tel-Jilad-Schreibstift Blinkmottenurne Goblin-Ebenbild Lügners Pendel Quecksilberspringbrunnen Titangolem Goblin-Flammenrülpser Goblin-Kriegswagen Goblin-Luftschiff Blitzspule Lumengridüberwacher Rostelementar Todesmetall-Vorschlaghammer Bosh der Eisengolem Magneteisenmyr Rostsporenwidder Triskelion Brammenwurm-Rüstung Malachitgolem Scharrende Klauen Turm der Champions Chiss-Gorias Schuppe Goldmyr Maske der Fernsicht Schattenaltar Turm der Ewigkeit Golemhaut-Handschuhe Chiss-Gorias Zahn Mechanischer Drache Schild des Leidtragenden Turm der Schicksale Schlackenskorpion Chromatische Sphäre Granitscherbe Mechanischer Käfer Turm des Gemurmels Schwefelkies-Spruchbombe Schweißtopf Graphitmyr Chrommox Mechanischer Kondor Vergessenheitsstein Dämmerungsarbeiter Heiligtum der Synode Mechanischer Vorrac Vergoldeter Lotus Verhexte Halskette Dämpfende Matrix Hematitgolem Myr-Anpasser Seelengießerei Drachenblut Himmlischer Plattenpanzer Myr-Brutkasten Sense der Verdammten Viridischer Langbogen Duplikant Inneres Auge Myr-Gedankenhelfer Serumtank Vorrac-Kampfhörner Myr-Prototyp Myr-Vollstrecker Düsterwaldscherbe Isochron-Szepter Silbermyr Vulshokhandschuhe Eisenmyr Kaldras Schwert Skelettscherbe Vulshok-Kampfausrüstung Eiskalter Manipulator Kathodion Myr-Wiederholer Soldaten-Ebenbild Waage des Aussortierens Sonnengleiß-Spruchbombe Elfen-Ebenbild Kelch der Leere Nachtmahrpeitsche Weltenvernichter Erhabenes Scheinbild Klinge der Todesfee Nadelkäfer Sonnenstandarte der Leoniden Yotischer Söldner Necrogen-Spruchbombe Neurok-Schwebsegel Erinnerungsmaske Knäuelblüte Sonnentröpfchen Zauberer-Ebenbild Faszinierende Sphäre Knäuelwurzel Spiegelgolem Zeitsieb Feuerstecken Knochenbrecher Nim-Ebenbild Spruchweber-Spirale Zinngolem Flaschengnome Kobaltgolem Omegamyr Stahlmauer Ornithopter Formbarer Stahl Krarks Daumen Stromleiter Frogmit Kristallscherbe Pentavus Talisman der Dominanz GESAMT GESAMT GESAMT GESAMT GESAMT

User's First Initial of Last Name

JECK CHECKLIST	Öpn	PERSO Prénom du véri	ficateur Nom du vérificateur		Prénom du joueur	Nom du joueur
CANTES JOUGE TERRAINS DE BASE	PUERO BLANC	ETA, BLEU	TOTAL NOIR CANTES JOUE	TOTAL R	ROUGE	VERT
Forêt Île Marais Montagne Plaine TOTAL AUTRES TERRAINS Ancienne tanière Arbre des Récits Caveau des chuchotements Grand Fourneau Guet des nuages Pierres en chasse Puits des scintimites Siège du Synode Vide rayonnant TOTAL	Abunas léonins Ange lumineux Arrestation Ascendant slith Autorité de la loi Barrière de rasoirs Chasseciel léonin Châtieur loxodon Deuxième aurore Doyen léonin Forge-acier auriok Forge-acier auriok Forgeur d'épées de Taj-Nar Frappé par le respect Garant de la paix loxodon Gardantre léonin Gardalame auriok Jeune fauve chasseciel Lumière de l'autel Marée solaire Nova de l'âme Patrouille chasseciel Rayon aveuglant Relieur loxodon Rugissement du kha Sonner l'alerte Sphère de la Pureté Tourmente de lumière Transperceuse aurioke	Adjuration des pensées Aérogarde surgissant Aérogarde surgissant Affirmation de l'autorité Archimage vedalken Augure de Lumengrid Bulle d'inertie Cascade temporelle Désarmement Dominateur Élémental de vif-argent Engeance des étoiles Enjambeur slith Espion neurok Fileuse de destin Garde de Lumengrid Marche des machines Membrance psychique Prépondérance Régression Sentinelle garderrance Soif de connaissance	Absorption de l'esprit Ancien fléau Brumes nécrogènes Butin du Caveau Démon dépouilleur Dévoreur nim Diablotin de cheminée Disciple du Caveau Échange sanglant Escogriffe nim Flagellateur nim Gémissement du nim Gravesang slith Hurleur nim Irradiation Lien contaminé Moissonneur de Mephidross Mur de sang Nécrophage morioke Nim écorché Porteuse de malheur Promesse de pouvoir Rôdeur de Mephidross Sinistre rappel Terreur Torsion de l'esprit Trahison de la chair Vermiculos	A B B C C C C C D D E É É F F F F F F F F F F F F F F F F F	tog erserker vulshok chant bouillonnant ooftusion dans les rangs bétonation clair électrostatique lémental de guerre orge d'armure racasser rappeur à l'arc rappeur gobelin obelin pointecoup Grognard du clan Krark lystérie collective ncitation à la guerre oyauté fracturée laîtresse des batailles vulshoke farchefeu slith fégatog gre aux pieds de plomb Ogre rouillegueule ari ardent luie en fusion oings de l'enclume aisie des rênes alve d'éclats d'obus hamane du clan Krark	Archers de Tel-Jilad Ascète troll Bourdonnement du Radix Chasseur fangren Cinq paires d'yeux Croissance de bataille Démantèlement Dent et ongle Élu de Tel-Jilad Forgeuse peaudeguivre Frappe du prédateur Glissa Cherchesoleil Groffskithur Guivre cendrée à plaques Limace moisie Menuisier viridian Moisissure rampante Orphe brun Prédateur slith Réduire en poussière Regard sylvestre Senteur de sang Shamane viridiane Trolls de Tel-Jilad
	TOTAL	TOTAL	TOTAL	T	OTAL	TOTAL
CARTEST	ARTEFACT	ARTEFACT CARTES JOD	POTAL ARTEFACT	TOTAL A	ARTEFACT	ARTEFACT
Initiale du nom de la pescome jou ant le Deck	Acier sculpteur Adaptateur myr Adaptateur myr Adaptateur myr Aárovoile neurok Ange de platine Annelures d'éclair Ar long viridian Argousin myr Autel des ombres Balance du sacrifice Bâton de Protée Bélier rouillespore Bige de guerre gobelin Bombe à sortilèges d'Æther Bombe à sortilèges nécrogène Bombe à sortilèges nécrogène Bombe à sortilèges vitale Bombe à sortilèges vitale Bosh, golem de fer Bouclier funèbre Calice du vide Cérébroservant myr Cimeterre léonin Citerne de sérum Clé galvanique Collier porte-malheur Condor mécanique	ARTERACI Conduit d'alimentation Cornes d'attaque de vorrac Courronne cérébrorage Croc de Chiss-Goria Dirigeable gobelin Dragon mécanique Écaille de Chiss-Goria Écharde de Boisceur Écharde de granit Écharde de granit Écharde de granit Écharde de squelette Éque de squelette F	Golem de titane Golem d'hématite Golem d'hématite Golem d'hématite Golem di'hématite Golem miroir Golem miroir Golem di'hématite Golem miroir Golem di'hématite Golem miroir Golem di'hématite Golem miroir Golem di'hématite Harnais de bataille vulshok Hélice tisse-sort Hexapode à piquants Hurlefeu Incubateur myr Jambières d'éclair Jambières d'éclair Jame à souder Lame de la banshee Lentille extraplanaire Lisseur Lotus doré Marteau de guerre loxodon Masque de clairvoyance Masque de clairvoyance Masque de chamémoire Mur d'acier Myr alpha Myr agenté <td>M M M M M M M M M M M M M M M M M M M</td> <td>Ivr de fer Ivr de fer Ivr de magnétite Ivr de plomb Ivr doré Ivr oméga Sil de l'esprit Trbe mesmérique rrnithoptère endule du menteur entavus iègelame léonin ierre de l'oubli laque empyrée orte vers l'Æther ouce de Krark ourfendeur de monde rison cérébrale rototype myr acine de la Filandre écupérateur myr épilquant eproduction de gobelin eproduction de sorcier eproduction de sorcier eproduction de sorcier eproduction d'elfe otefeu gobelin anctuaire du Synode OTAL</td> <td>Arctification Sang de dragon Scarabée mécanique Sceptre isochronique Scinde-os Soldat yotien Soldat yotien Soldat yotien Sphère chromatique Stylet de Tel-Jilad Surveillant de la grille Talisman de dominance Talisman d'indulgence Talisman d'indulgence Talisman d'indulgence Tour des champions Tour des fortunes Tour des fortunes Tour des scintimite Vorrac mécanique</td>	M M M M M M M M M M M M M M M M M M M	Ivr de fer Ivr de fer Ivr de magnétite Ivr de plomb Ivr doré Ivr oméga Sil de l'esprit Trbe mesmérique rrnithoptère endule du menteur entavus iègelame léonin ierre de l'oubli laque empyrée orte vers l'Æther ouce de Krark ourfendeur de monde rison cérébrale rototype myr acine de la Filandre écupérateur myr épilquant eproduction de gobelin eproduction de sorcier eproduction de sorcier eproduction de sorcier eproduction d'elfe otefeu gobelin anctuaire du Synode OTAL	Arctification Sang de dragon Scarabée mécanique Sceptre isochronique Scinde-os Soldat yotien Soldat yotien Soldat yotien Sphère chromatique Stylet de Tel-Jilad Surveillant de la grille Talisman de dominance Talisman d'indulgence Talisman d'indulgence Talisman d'indulgence Tour des champions Tour des fortunes Tour des fortunes Tour des scintimite Vorrac mécanique

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0011010	O òin	PLAYE	ER REGISTERING DECK	PLAY	TER USING DECK
17111/14	ا راپاری	Registrant's First	Name Registrant's Last Name	User's First Name	User's Last Name
DECK CHECKLIST			Registrant's DCI Number		User's DCI Number
PLAYED BASIC LAND	PLAYED WHITE	OTAL BLUE PLAYE	PLACK PLAYED	OTAL RED	ATED OTAL GREEN
Foresta Isola Montagna Palude Pianura TOTAL NON-BASIC LAND Albero dei Racconti Antro Antico Grande Fornace II Nulla Scintillante Pietre Animate Pozzo dei Lampidotteri Sede del Sinodo Torre delle Nubi Volta dei Sussurri UVI	Abuna Leonid Angelo Luminoso Anziano Leonid Armaiolo di Taj-Nar Arrestare Atterrire Barriera Tagliente Cucciola di Solcacielo Dare l'Allarme Dominatore Slith Domoguardia Leonid Giustiziere Lossodonte Luce dell'Altare Nova dell'Anima Onda Solare Pattiglia di Solcacielo Pietrificatrice Auriok Plasmametallo Auriok Regola Accecante Regola della Legge Riparatore Lossodonte Rugito del Kha Seconda Alba Seconda Alba	Aerocustode Fosco Aerocustode Incombente Affermare l'Autorità Arcimago Vedalken Augure del Lumengrid Cascata Temporale Destino Comune Disarmare Elementale di Mercurio Fabbricare Famiglio Neuraco Guardiano del Lumengrid Marcia delle Macchine Membrana Psichica Nullificare Prepotenza Prole Stellare Ramingo Slith Regredire Scagliapensiero Sentinella del Lumengrid Sentinella Suolocustode Sete di Conoscenza Sfera di Inerzia Spadroneggiare Spia Neuraca Stretta del Sogno	Baratto di Sangue Bottino della Volta Demone Saccheggiatore Demonietto della Ciminiera Discepolo della Volta Divoratore Nim Errante Nim Flagello della Reliquia Fustigatore Nim Ladro di Scorie Lamento dei Nim Legame Contaminato Mietitore di Scorie Muro di Sangue Nebbie Necrogene Nim Scorticato Onde Radioattive Portatrice di Sofferenza Promessa di Potere Ricordo Macabro Rubasangue Slith Sciacalla Moriok Spirito Struggente Strappa-Mente Terrore Tradimento della Carne Urlatore Nim	Atog Berserker Vulshok Canzone Ribollente Confusione nei Ranghi Detonazione Scarica Elettrostatica Elementale della Guerra Forgia Armatura Distruggi Artefatto Arcopode Assalitore Goblin Goblin Scagliapunte Energumeno di Krark-Cl Isteria di Massa Incitare alla Guerra Lealtà Frammentata Signora della Guerra Vulsho Calcafuoco Slith Megatog Ogre Piombopiede Ogre Ruggifauce Bombardamento Furioso Piogia di Metallo Fuso Mani dell'Incudine Prendere le Redini Esplosione a Frammentazio Sciamano di Krark-Clan	Giuntatore Viridiano Glissa Sunseeker Groffskithur Lumaca della Forgia Muffa Insidiosa Odore del Sangue Ouphe Bruno Predatore Slith Prescelto di Tel-Jilad Ridurre in Polvere Ronzio della Radice Sciamana Viridiana Smontare Viaggio della Scoperta Viaggio della Scoretza Viaggio della Scoretza Wurm delle Scorie Corazzato
PLAYED	Tempesta di Luce TOTAL ARTIFACT Para ARTIFACT				Zanne e Unghie TOTAL ARTIFACT
	Acciaio da Scolpire Adattatore Myr Alavela Neurok Altare delle Ombre Angelo di Platino Arco Lungo Viridiano Ariete Ruggispora Armatura di Wurm delle Scorie	Crepuscolare Dente di Chiss-Goria Dirigibile Goblin Domina Mente Dragone Meccanico Elementale della Ruggine Equipaggiamento Vulshok Falce del Corruttore	Guanti Vulshok Incubatrice Myr Lama della Banshee Lama-trappola Leonid Lenti Extradimensionali Livellatore Loto Dorato Manipolatore Glaciale	Ornitottero Pendolo del Bugiardo Pentavo Piastra Empirea Pietra dell'Oblio Pirostrillo Pollice di Krark Prigione del Pensiero	Sfera Cromatica Simulacro Solenne Soldato di Yotian Sonda Psicogena Spaccamondo Spaccaossa Spada di Kaldra Sparafuoco Goblin
Please fill out this	Artigli Raschianti Bastone di Proteo	Fontana di Mercurio Forgia dell'Anima	Martello da Guerra Lossodonte Maschera della Memoria	Prototipo Myr Radeogroviglio	Spirale Tessimagie Stendardo del Sole Leonid
decklist carefully to avoid serious penalties.	Bilancia della Selezione Bobine di Fulmini Bombarcana della Vita Bombarcana di Pirite Bombarcana Eterea	Frammento di Cristallo Frammento di Durame Frammento di Granito Frammento di Perla Frammento di Scheletro	Maschera Lungoveggente Matrice Smorzante Mazza di Necroferro Menteschiavo Myr Moscaspillo	Ranella Replicante Elfo Replicante Goblin Replicante Mago Replicante Nim	Stilo di Tel-Jilad Strangolatore Portasventura Talismano del Dominio Talismano del Progresso Talismano dell'Impulso
User's First Initial of Last Name	Bombarcana Necrogena Bombarcana Solare Bosh, Golem di Ferro Calice del Nulla Cancello per l'Etere Carro da Battaglia Goblin Catodione Chiave Galvanica Condor Meccanico Condotto di Potere	Frusta dell'Incubo Generatore di Pesti Germoglio del Groviglio Globo Mesmerico Gnomi della Bottiglia Goccia di Sole Golem di Cobalto Golem di Ematite Golem di Malachite	Mox di Cromo Muro di Acciaio Myr Alfa Myr da Riporto Myr di Argento Myr di Ferro Myr di Magnetite Myr di Piombo Myr di Rame	Replicante Soldato Replicatore Sangue di Drago Santuario del Sinodo Scaglia di Chiss-Goria Scarabeo Meccanico Scettro Isocrono Schinieri dei Fulmini Scimitarra Leonid	Talismano dell'Indulgenza Talismano dell'Unità Torre degli Eoni Torre dei Campioni Torre dei Sussurri Torre della Fortuna Triskelion Urna di Lampidotteri Vasca delle Saldature Vorrac Meccanico
	Contorto di Potere Controllore della Griglia Corna da Battaglia Vorrac Corona di Mentetempesta TOTAL	Golem di Peltro Golem di Specchi Golem di Titanio Guanti di Pelle di Golem TOTAL	Myr d'Oro Myr Omega Occhio della Mente Oppressore Myr TOTAL	Scorpione di Scorie Scudo del Lamento Serbatoio di Siero Setacciatempo TOTAL	VOITAC Meccanico

COMPETIDOR REGISTRANDO EL MAZO COMPETIDOR USANDO EL MAZO Nombre Appellido Nombre Appellido DECK CHECKLIST Numero de DCI Numero de DCI USADO USAD TOTAL **TIERRAS BASICAS** USADOTAL **BLANCO** AZUL **NEGRO** ROJO VERDE Bosque Abunas leonino Abrazo del sueño Atog Adivinación silvana Azotador nim Isla Anciano leonino Aeroguarda amenazante Carroñera móriok Berserker vúlshok Arqueros de Tel-Jilad Llanura Ángel luminoso Caminafuego slit Asceta trol Aeroguarda sombrío Consumir el espíritu Montaña Arresto Cosechador del Dros Canción hirviente Ataque del depredador Anular Archimago vedalken Burbuja de inercia Chamán del clan Krark Pantano Barrera de navajas Demonio incursor Babosa enmohecedora Cazador fangren TOTAL Cachorra cazacielo Desollador nim Confusión en las filas Castigador loxodón Cascada temporal Despojos de la Bóveda Chamán viridiana Detonar Centinela de Lúmengrid Cazacielos leonina Devorador nim Elemental de guerra Colmena viviente USADOTAL Diablillo de la chimenea Centinela vagabundo Cuidaespada áuriok Forjar armadura Convertir en polvo TIERRAS NONBASICAS Dar la alarma Desarmar Discípulo de la Bóveda Golpeador trasgo Crecimiento de combate Esfera de la pureza Destino compartido Gritón nim Histeria masiva Deconstruir Árbol de los cuentos Atalava en las nubes Forjaespadas de Taj-Nar Dominio Irradiar Incitar a la guerra Depredador slit Lamento de los nim Golpe de veneración Elemental de mercurio Jugada ardiente Bóveda de los Susurros Elegido de Tel-Jilad Esencia de sangre Haz cegador Imperio de la ley Encargado de Lúmengrid Lealtad traicionada Campo resplandeciente Muro de sangre Gran horno Espía néurok Nieblas necrógenas Lluvia fundida Exiliado de Tel-Jilad La luz del altar Estrella sombría Nim degollado Maestra de guerra vúlshok Forjadora de piel de sierpe Guarida antigua Pozo de polillas titilantes Marea solar Portadora de la miseria Glissa Buscasol Fabricar Megatog Moldea acero áuriok Rocas acechantes Familiar néurok Promesa de poder Ogro bocacorrosiva Groskitor Nova del alma Idea expandida Recordatorio siniestro Ogro pies de plomo Moho reptante Sede del sínodo Imponer la autoridad Oro por baratijas Oufé pardo Pacificador loxodón Reforcer la mente TOTAL Marcha de las máquinas Pasolento voltaico Sierpescoria con placas Patrulla cazacielo Rondador del Dros Trol de Tel-Jilad Membrana psíquica Puños del yunque Reparador loxodón Ruina de la reliquia Rugido del Kha Montaraz slit Una docena de ojos Slit letrasanguínea Ráfaga de metralla Segundo amanecer Presagio de Lúmengrid Terror Ravo electrostático Uñas v dientes Regresión Unificador viridiano Slit ascendente Traición de la carne Romper Sed de conocimiento Soldado raso del clan Krark Tempestad de luz Trueque en sangre Viaie de descubrimiento Transfiguradora áuriok Sobrecargar Vermículos Tirapúas trasgo Vórrac cascocúpreo Zumbido del Rádix Vigilante de la guarida leonina Tuercedestino Vínculo contaminado Tomar las riendas TOTAL TOTAL TOTAL TOTAL TOTAL OTA USADOTAL ARTEFACTOS ARTEFACTOS USADOTAL ARTEFACTOS ARTEFACTOS ARTEFACTOS Acero esculpido Cuernos de combate vórrac Gólem de cobalto Muro de acero Réplica de nim Adaptador myr Réplica de soldado Destruyemundos Gólem de espejo Myr alfa Aerovela néurok Réplica de trasgo Diente de Chiss-Goria Gólem de hematite Myr de cobre Altar de sombras Dirigible trasgo Gólem de malaquita Myr de hierro Sangre de dragón Gólem de peltre Ángel de platino Dragón mecánico Myr de oro Santuario del sínodo Arco largo viridiano Duplicante Gólem de titanio Myr de piedraimán Siervo mental myr Armadura de sierpescoria Elemental de herrumbre Gota solar Myr de plata Simulacro solemne Grebas relámpago Guadaña de El Maldito Myr de plomo Balanza selectiva Equipo de combate vúlshok Soldado yotiano Bastón proteico Escama de Chiss-Goria Myr omega Sonda psicogénica Bichoaguja Escarabajo mecánico Guantes de piel de gólem Guantes vúlshok Nivelador Talismán de la dominancia Talismán de la indulgencia Bobinas relampagueantes Esclavista mental Ojo de la mente Bombahechizo chispa de vida Orbe hipnótica Escorpión del Dros Hélice tejehechizos Talismán de la unidad Bombahechizo de éter Escudo del doliente Incubador myr Ornitóptero Talismán del impulso Péndulo del mentiroso Bombahechizo de pirita Escupefuego Jarra de soldadura Talismán del progreso Esfera cromática Bombahechizo de rayo solar Lanzaesquirlas trasgo Péntavo Tamizatiempo Bombahechizo necrógena Espada de Kaldra Látigo de pesadilla Piedra del olvido Tangue de suero Primera Letra del Bosh, gólem de hierro Estandarte solar leonino Lente extraplanar Placa empírea Torre de la fortuna Cáliz del vacío Fragmento de cristal Llave galvánica Pluma de Tel-Jilad Torre de los campeones Appellido Carnero espora corrosiva Fragmento de duramen Loto de oropel Prisión del pensamiento Torre de los eones Carro de guerra trasgo Fragmento de esqueleto Manipulador gélido Prototipo myr Torre de los murmullos Martillo de guerra loxodón Catodion Fragmento de granito Puerta al éter Trabajador del crepúsculo Cetro isócrono Fragmento de perla Máscara de la memoria Pulgar de Krark Trampafilosa leonina Cimitarra leonina Fruto de la Maraña Máscara de visión distante Quebrantahuesos Trisquelión Urna de polillas titilantes Coaccionador myr Fuente de mercurio Matriz de amortiguamiento Řaízmaraña Cóndor mecánico Fundición de almas Maza de hierro muerto Ranácaro Vórrac mecánico Conducto de poder Gargantilla de la desdicha Monitor de la rejilla Recuperador myr Corona de inspiración Garras escarbadoras Motor fastidioso Réplica de elfo Cuchilla de la banshee Gnomos frasco Mox de cromo Réplica de hechicero TOTAL TOTAL TOTAL TOTAL TOTAL



		STEEL	PLAYER REGISTERING D	DECK	PLAYER U	User's Last Name
	DECK CH	ECKLIST XD	Registrant's DCI Number	[]	User's D	CI Number
PLAYED	WHITE	AVED BLUE	PLAYEOTAL BLACK	YED RED	PLAYED	Pral GREEN
	Auriok Glaivemaster	Carry Away	Æther Snap		Lightning	Ageless Entity
	Echoing Calm	Chromescale Drake	Burden of Greed		Goblin	Echoing Courage
	Emissary of Hope	Echoing Truth	Chittering Rats	Dismar		Fangren Firstborn
	Hallow	Hoverguard Observer	Death Cloud		ng Ogre	Infested Roothold
	Leonin Battlemage	Last Word	Echoing Decay	Echoin		Karstoderm
	Leonin Shikari	Machinate	Emissary of Despair	Fireball		Nourish
	Loxodon Mystic	Magnetic Flux	Essence Drain	Flameb		Oxidize
	Metal Fatigue	Neurok Prodigy	Greater Harvester		e Dragon	Pulse of the Tangle
	Pristine Angel	Neurok Transmuter	Grimclaw Bats		Archaeologist	Reap and Sow
	Pteron Ghost	Psychic Overload	Hunger of the Nim	Inflame		Rebuking Ceremony
	Pulse of the Fields	Pulse of the Grid	Mephitic Ooze		Clan Stoker	Roaring Slagwurm
	Purge	Quicksilver Behemoth	Murderous Spoils		f the Forge	Stand Together
	Ritual of Restoration	Reshape	Nim Abomination Pulse of the Dross	·	Beating	Tangle Spider
	Soulscour	Retract		Shunt	Coblin Tinkoror	Tanglewalker
	Steelshaper Apprentice	Second Sight	Scavenging Scarab Screams from Within		, Goblin Tinkerer	Tel-Jilad Outrider Tel-Jilad Wolf
	Stir the Pride Test of Faith	Synod Artificer		Tears o		
		Vedalken Engineer	Scrounge Shriveling Rot	Unforg	e k War Boar	Viridian Acolyte
	Turn the Tables					
PLAYED				VED ARTIF		
	Blinkmoth Nexus	Æther Vial	Darksteel Colossus	Leonin		Spire Golem
	Darksteel Citadel	Angel's Feather	Darksteel Forge	Lich's T		Sundering Titan
	Mirrodin's Core	Arcane Spyglass	Darksteel Gargoyle	Memna		Surestrike Trident
PLAYED	BASIC LAND	Arcbound Bruiser	Darksteel Ingot		nth Lattice	Sword of Fire and Ice
	Forest	Arcbound Crusher Arcbound Fiend	Darksteel Pendant Darksteel Reactor	Myr Ma	ndshaper	Sword of Light and Shadow Talon of Pain
DRA	Island	Arcbound Hybrid	Death-Mask Duplicant		oonvessel	Tangle Golem
FTS	Mountain	Arcbound Lancer	Demon's Horn		is Mask	Thought Dissector
0	Plains	Arcbound Overseer	Dragon's Claw		Golem	Thunderstaff
NLY	Swamp	Arcbound Ravager	Drill-Skimmer		ic Mirror	Trinisphere
\prec \square		Arcbound Reclaimer	Dross Golem	Razor C		Ur-Golem's Eye
		Arcbound Slith	Eater of Days		Powder	Voltaic Construct
		Arcbound Stinger	Gemini Engine	Shield o	of Kaldra	Vulshok Morningstar
		Arcbound Worker	Genesis Chamber	Skullcla	amp	Wand of the Elements
		Auriok Siege Sled	Geth's Grimoire	Spawni		Well of Lost Dreams
		Chimeric Egg	Heartseeker		's Shroud	Whispersilk Cloak
		Coretapper	Juggernaut	Spellbir		Wirefly Hive
		Darksteel Brute	Kraken's Eye	Spincru	Jsher	Wurm's Tooth

	DARKS		DECKLISTENERSTELLE Vorname des Erstellers Nachname		DECK SI	Nachname des Spielers
	DECK CHEC		DCI Nummer des Erstellers	_	DCI Nummer	des Spielers
IM DECK	WEIß	BLAU MDECK	SCHWARZ Moe	ESAMT ROT	IM DEESAN	GRÜN
	Auriok-Glefenschwinger	Belästigen	Ätherknall	Auseinanderne	hmen	Befallener Wurzelposten
	Die Horde wecken	Chromschuppen-Sceada	Ausdörrende Fäule	Ausgeflippter (Goblin	Ernähren
	Entschlacken	Davonschleppen	Essenzentzug	Beiseiteschiebe		Ernte und säe
	Gesandter der Hoffnung	Letztes Wort	Gesandter der Verzweiflung	Brutale Prügel		Erstgeborener Fangren
	Glaubensprüfung	Magnetische Fluktuation	Grausekrallen-Fledermäuse	Einschmelzen		Karstoderm
	Leoniden-Kampfmagier	Neurok-Naturtalent	Größerer Schnitter	Entzünden		Knäuelspinne
	Leoniden-Shikari	Neurok-Umwandler	Hunger der Nim	Feuerball		Knäuelwanderer
	Loxodon-Mystiker	Psychische Überlastung	Last der Habsucht	Flammenausbi	ruch	Oxidieren
	Metallermüdung	Puls von Lumengrid	Leichenfleddernder Skarabäus	Gezackter Blitz	2	Puls des Knäuels
	Pteronischer Geist	Quecksilber-Behemoth	Mörderische Ausbeute	Goblin-Archäc	bloge	Röhrender Brammenwurm
	Puls der Felder	Ränke schmieden	Pestverbreitendes Schlammwesen	Krark-Clan-An	heizer	Tel-Jilad-Vorreiter
	Ritual der Wiederherstellung	Synodenhandwerker	Puls des Dross	Puls der Schm	elze	Tel-Jilad-Wolf
	Seelenjagen	Überwachender Schwebgardist	Scheußlicher Nim	Sabbernder Og	ger	Viridischer Eiferer
	Stahlformer-Lehrling	Umformen	Schnatternde Ratten	Schmelzofendr	rache	Viridischer Tempeldiener
	Urtümlicher Engel	Vedalken-Ingenieur	Schnorren	Slobad, Goblir	n-Kesselflicker	Widerhallender Mut
	Vorzeichen umdrehen	Widerhallende Wahrheit	Schreie von Innen	Tränen der Wu	ut 📃	Zeitloses Etwas
	Weihen	Widerrufen	Todeswolke	Vulshok-Kriegs	wildschwein	Zeremonie des Zurechtweisens
	Widerhallende Besänftigung	Zweites Gesicht	Widerhallender Verfall	Widerhallende	s Verderben	Zusammenrücken
IM DECK	NICHT-STANDARDLÄNDER	ARTEFAKT M DECK AM	ARTEFAKT	SAMT ARTEFAKT	M DECK	ARTEFAKT
	Blinkmotten-Nexus	Ätherphiole	Kaldras Schild	Mahlwirbler		Rasierklingengolem
	Mirrodins Kern	Auge des Ur-Golems	Kernanzapfer	Mantel aus Flü	isterseide	Schädelstrammer
	Nachtstahl-Zitadelle	Auriok-Belagerungsmaschine	Klaue des Schmerzes	Memnarch		Schimärisches Ei
IM DEC	STANDARDLÄNDER	Bohrkopfgleiter	Knäuelgolem	Mycosynth-Git	tter	Schlackengolem
	STANDARDLANDER	Brunnen der verlorenen Träurne	Laichgrube	Myr-Landform	er	Schwert aus Feuer und Eis
DR.	Ebene	Dämonenhorn	Leichentuch des Specters	Myr-Matrix		Schwert aus Licht und Schatter
AF.	Gebirge	Das Auge des Kraken	Leoniden-Bola	Myr-Mondspe		Serumpuder
TS	Insel	Donnerstab	Lichtbogen-Arbeiter	Mysteriöses Fe	· ·	Spruchbinder
ΟΝLΥ	Sumpf	Drachenklaue	Lichtbogen-Aufseher	Nachtstahlanh		Stab der Elemente
ILΥ	Wald	Drahtfliegennest	Lichtbogen-Bastard	Nachtstahlbar		Stromkonstrukt
		Engelsfeder	Lichtbogen-Lanzenträger	Nachtstahlgar		Todesmasken-Duplikant
		Gedankensezierer	Lichtbogen-Scherge	Nachtstahl-Ko		Trennender Titan
		Genesis-Kammer	Lichtbogen-Schläger	Nachtstahlreal		Triffimmer-Dreizack
		Geths Wälzer	Lichtbogen-Slith	Nachtstahl-Ro		Trinisphäre
		Gewindegolem Gruft des Lichs	Lichtbogen-Stachler Lichtbogen-Unhold	Nachtstahl-Scl		Verschlinger der Tage
					.⊏	Vulshok-Morgenstern
		Herzensstecher	Lichtbogen-Verwerter	Oxiddagolem		Wurmzahn

	DARK DECK CI	Long y	TICT		énom du vérificateur Nom du	vérificateu	r Prénom du joueur		Nom du joueur
				ТМ	Numéro DCI du vérificateur		Numé	ro DCI du je	Jueur The second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second
CARTES JOUEES	BLANC	RTES JOUEES	BLEU	PTAL	NOIR	TOTAL	ROUGE CANTES OF	TOTAL	VERT
	Abolition de l'âme		Agacement		Abomination des nims		Archéologue gobelin		Acolyte viridian
	_ Ange immaculé		Artificier du Synode		Butin meurtrier		Attaque sauvage		Aîné fangren
	Apprenti forge-acier		Béhémoth de vif-argent		Chauves-souris sinistreserre		Boule de feu		Araignée de la Filandre
	Calme résonnant		Dernier mot		Coup d'Æther		Chauffeur du clan Krark		Cavalier de Tel-Jilad
	Émissaire de l'espoir		Dérobade		Décomposition résonnante		Démembrement		Cérémonie de la Réprimande
	Épuration		Double vue		Drain d'essence		Départ de flammes		Courage résonnant
	Éveil de la bande		Drakôn à écailles de chrome		Émissaire du désespoir		Destruction résonnante		Entité sans âge
	Fatigue du métal		Flux magnétique		Faim des nims		Détournement		Fenaison et semence
	Mage de bataille léonin		Ingénieur vedalken		Fardeau d'avidité		Dragon du fourneau		Guivre cendrée rugissante
	_ Maîtresse de glaive auriok	ke 📃	Machination		Fouiner		Éclair barbelé		Karstoderme
	Mystique loxodon		Observateur aérogarde		Grand moissonneur		Gobelin affolé		Loup de Tel-Jilad
	Ptéron fantôme		Prodige neuroke		Hurlements du dedans		Irritation		Marcheuse de la Filandre
	Pulsation des Champs		Pulsation de la Grille		Limon méphitique		Larmes de rage		Nourriture
	Retournement de situatio	n	Refonte		Nuage mortel		Ogre baveur		Oxydation
	Rituel de restauration		Rétraction		Pourrissement ratatineur		Pulsation de la Forge		Pulsation de la Filandre
	Sanctification		Surcharge psychique		Pulsation de Mephidross		Refusion		Souches infestées
	Shikari léonine		Transmutateur neurok		Rats bruyants		Sanglier de guerre vulshok		Union
	Test de foi		Vérité résonnante		Scarabée nécrophage		Slobad, rétameur gobelin		Zélateur viridian
CARTES JOUEES	AUTRES TERRAINS	RTES JOUEES	ARTEFACT	TAL	ARTEFACT	TOTAL	ARTEFACT	TOTAL	ARTEFACT
	Citadelle de sombracier		Bâton de tonnerre		Djaggernaut		Griffe du dragon		Œuf chimérique
	Nexus des scintimites		Bâtonnet des éléments		Écrabouilleur entravarc		Grimoire de Geth		Pendentif de sombracier
	Noyau de Mirrodin		Bolas léonins		Écrabouilleur tourbillonneur		Hybride entravarc		Pincecrâne
CARTES JOUEES	TERRAINS DE BASE		Bouclier de Kaldra		Entrave-sort		Lancier entravarc		Piqueur entravarc
			Brigadier entravarc		Épée d'Eau et de Feu		Linceul du spectre		Plume d'ange
DR/	Forêt		Brocanteur entravarc		Épée des Ténèbres et de la Lumière		Lingot de sombracier		Puits des songes perdus
- FT	Île		Brute de sombracier		Ergot de souffrance		Longue-vue des arcanes		Rase-foreur
TS	Marais		Cape de frémisoie	_	Essaim de câblemouches		Luge de siège aurioke		Réacteur de sombracier
ONLY	Montagne		Chambre de genèse	_	Fielleux entravarc		Machine à gémeaux		Répliquant masque-mort
	Plaine		Cherche-cœur		Fiole d'Æther		Masque de la némésis		Sérum en poudre
			Cogneur entravarc	-	Forge de sombracier Fosse de l'engeance		Matrice à myrs Memnarch		Slith entravarc
			Construction voltaïque		Gargouille de sombracier		Miroir panoptique		Titan morceleur
			Corne de démon		Golem de la Filandre		Morgenstern vulshok		Tombe de la liche
			Dent de la guivre	-	Golem de Mephidross		Nef lunaire myr		Travailleur entravarc
			Dévastateur entravarc		Golem de rasoirs		Noyaupompe		Treille de mycosynthèse
			Dévoreur des jours		Golem des cimes		Œil de l'Ur-Golem		Trident frappesure
			Dissecteur de pensées		Golem d'Oxidda		Œil du kraken		Trinisphère

	DARKS	TEEL	PLAYER REGISTERING DEC		USING DECK
	DECK CHE	CKLIST			
			Registrant's DCI Number ™	User's [DCI Number
PLAYEDTAL	WHITE PLAYED	PLAL BLUE PLAYED	AL BLACK	RED PLAYER	GREEN
	Accendere l'Orgoglio	Artefici del Sinodo	Abominio Nim	Archeologo Goblin	Accolito Viridiano
	Angelo Primigenio	Behemoth di Mercurio	Bottini Omicidi	Cinghiale da Guerra Vulshok	Battipista di Tel-Jilad
	Apprendista Plasmametallo	Draghetto Scagliacromata	Brama dei Nim	Deviare	Carstoderma
	Calma Riecheggiante	Flusso Magnetico	Decomposizione Riecheggiante	Drago della Fornace	Cerimonia di Disapprovazione
	Consacrare	Impulso della Griglia	Emissario della Disperazione	Fochista di Krark-Clan	Coraggio Riecheggiante
	Emissario della Speranza	Ingegnere Vedalken	II Grande Mietitore	Fondere	Entità Eterna
	Epurazione	Opprimere	Impulso della Scoria	Fulmine Spinato	Impulso del Groviglio
	Epurazione di Anime	Ordire	Melma Mefitica	Goblin Infuriato	Lupo di Tel-Jilad
	Fatica del Metallo	Osservatore Aerocustode	Nube Mortale	Impulso della Forgia	Mieti e Semina
	Impulso dei Campi	Portare Via	Peso della Cupidigia	Infervorare	Nutrire
	Maestro del Gladio Auriok	Prodigio Neurok	Pipistrelli Tetrartiglio	Lacrime di Rabbia	Ossidare
	Mago Combattente Leonid	Rimodellare	Putrefazione Avvizzente	Ogre Sbavante	Primogenito di Fangren
	Mistico Lossodonte	Ritrarre	Ratti Squittenti	Palla di Fuoco	Radici Infestate
	Prova di Fede	Seconda Vista	Risucchia Essenza	Percosse Brutali	Ragno del Groviglio
	Pterofantasma	Sovraccarico Psichico	Scarabeo Sciacallo	Rovina Riecheggiante	Restare Uniti
	Ritorci Magia	Trasmutatore Neurok	Schianto Etereo	Slobad, Riparatore Goblin	Viandante del Groviglio
	Rituale del Risanamento	Ultime Parole	Scroccare	Smantellare	Wurm delle Scorie Ruggente
	Shikari Leonid	Verità Riecheggiante	Urla da Dentro	Squarciafiamma	Zelota Viridiano
PLAYED	NONBASIC LAND	ARTIFACT	ARTIFACT PLAYED	ARTIFACT	eral ARTIFACT
	Nexus dei Lampidotteri	Alveare di Moscacciaio	Fiala Eterea	Manto Setabisbiglio	Roteaschiaccia
	Nucleo di Mirrodin	Artiglio del Dolore	Forgia di Darksteel	Maschera della Nemesi	Saccheggiatore Elettrofuso
	Roccaforte di Darksteel	Artiglio di Drago	Frantumatore Elettrofuso	Matrice di Myr	Scudo di Kaldra
PLAYEL	BASIC LAND	Bacchetta degli Elementi	Gargoyle di Darksteel	Mazzafrusto Vulshok	Seziona Pensieri
		Bastone delle Tempeste	Golem del Groviglio	Memnarch	Slith Elettrofuso
DR/	Foresta	Bolas Leonid	Golem delle Guglie	Morsa Cerebrale	Slitta da Assedio Auriok
AFT	Isola	Bonificatore Elettrofuso	Golem di Oxidda	Occhio del Kraken	Sovrintendente Elettrofuso
S	Montagna	Bruto di Darksteel	Golem di Scorie	Occhio dell'Ur-Golem	Spada di Fuoco e Ghiaccio
0 N O	Palude		Golem Tagliente	Operaio Elettrofuso	Spada di Luce e Ombre
\Box	Pianura	Camera della Genesi	Grimorio di Geth	Piuma di Angelo	Specchio di Panoptic
		Cannocchiale Arcano	Ibrido Elettrofuso	Plasmaterra Myr Polvere di Siero	Sugginucleo
		Ciondolo di Darksteel	Immondo Elettrofuso	Pozza della Procreazione	Titano Frantumatore
	-	Colosso di Dalksteel	Juggernaut	Pozza della Procreazione Pozzo dei Sogni Perduti	Traliccio di Micosinti
	-	Corno del Demone	Lanciere Elettrofuso	Pungolatore Elettrofuso	Tridente Colposicuro
		Costrutto Voltaico	Lingotto di Darksteel	Reattore di Darksteel	Trinisfera
		Dente del Wurm	Macchina Gemella	Replicatore Maschera di Morte	Uovo Chimerico
		Divora Giorni	Manto dello Spettro	Rincope Trapano	Vascello Lunare Myr

DARKS	TEET	PLAYER REGISTERING DEC		TER USING DECK
DECK CHEC		Registrant's First Name Registrant's Last	t Name User's First Name	User's Last Name
PLAYEOTAL WHITE PLAYEO	AL BLUE PLAYED	BLACK PLAYED	RED	PLAYED GREEN
Anjo Prístino Aprendiz de Molda-Aço Aurioque Mestre do Gládio Calma Reverberante	Artesão do Sínodo Behemoth de Mercúrio Dragonete de Escamas Cromadas Engenheiro Vedalkeano	Abominação Nim Apodrecimento Atrofiante Ceifador Mor Degeneração Reverberante	Arqueólogo Goblin Bola de fogo Derivação Desforjar	Acólito Viridiano Aranha do Emaranhado Caminhante do Emaranhado Carstoderma
Consagrar Emissário da Esperança Expurgar Fadiga do Metal	Fluxo Magnético Guarda-de-Ronda Observador Irritar Levar Embora	Despojos Assassinos Drenar Essência Emissário do Desespero Escaravelho Escamotador	Desmantelar Dragão da Fornalha Erupção de Chamas	Ceifar e Semear Cerimônia de Repreensão Coragem Reverberante Entidade Eterna
Incitar o Bando Loxodonte Místico Mago de Combate Leonino	Maquinar Neuroque Transmutador Prodígio dos Neuroques	Estalo do Éter Fardo da Cobiça Fome dos Nim	Espancamento Selvagem Flamejar Foguista do Clā de Krark Goblin Enlouquecido	Lobo de Tel-Jilad Nutrir Oxidar
Ptero Fantasma Pulso dos Campos Purgar a Alma Ritual de Restauração	Pulso do Perímetro Remodelar Retrair Segunda Vista	Gritos de Dentro Lodo Mefítico Morcegos de Garras Implacáveis Nuvem Mortal	Javali de Guerra dos Vulshoque Lágrimas de Raiva Ogre Babão Pulso da Forja	Permanecer Unidos Primogênito do Fangrei Pulso do Emaranhado Rizoforte Infestado
Sipai Leonina Teste de Fé Virar as Mesas	Sobrecarga Psíquica Última Palavra Verdade Reverberante	Parasitar Pulso do Entulho Ratos Chiadores	Relâmpago Farpado Ruína Reverberante Slobad, Funileiro Goblin	Vanguardeiro de Tel-Jilad Vorme Escoriáceo Rugido Zelote Viridiano
LAVED NONBASIC LAND	ARTIFACT	ARTIFACT	ARTIFACT	PLAYED TOTAL ARTIFACT
Cidadela de Aço Negro Nexo de Mosco-Iumes Núcleo de Mirrodin BASIC LAND	Aguilhoador Arconexo	Dissecador de Pensamentos Duplicante da Máscara-da-morte Escudo de Kaldra Esmagador Arconexo Espada de Fogo e Gelo	Golem Espiralado Grimório de Geth Híbrido Arconexo Juggernaut Lanceiro Arconexo	Ovo Quimérico Pinça Craniana Pingente de Aço Negro Pluma de Anjo Pó de Soro
PR Floresta Ilha Montanha Pântano	Cajado do Trovão Câmara de Gênese Cetro dos Elementos Chifre de Demônio	Espada de Luz e Sombra Espancador Arconexo Espelho Panóptico Forja de Aço Negro	Ligamágicas Lingote de Aço Negro Luneta Arcana Maça-estrela dos Vulshoque	Poço de Desova Poço dos Sonhos Perdido Reator de Aço Negro
	Colméia de Muscarames Colosso de Aço Negro Comedor dos Dias Constructo Voltaico	Frasco do Éter Gárgula de Aço Negro Garra da Dor Garra de Dragão	Manto de Seda Ruflante Manto do Espectro Máscara da Nêmese Matriz de Myrs	Reivindicador Arconexo Roto-esmagador Slith Arconexo Supervisor Arconexo
	Conversor do Núcleo Demônio Arconexo Dente de Vorme Deslizador Perfurante Devastador Arconexo	Gêmeos Mecânicos Golem de Navalha Golem de Óxida Golem do Emaranhado Golem do Entulho	Memnarca Myr Moldaterreno Olho de Kraken Olho do Ur-Golem Operário Arconexo	Titã Esfacelador Treliça Micossintetizadora Tridente Certeiro Trinesfera Tumba do Cadaveroso

	DECK CHEC	TEEL		opellido	Nombre	Appellido
	DECK CHEC				Numer	 ro de DCI
USADO	BLANCO USADO	AZUL VEADO	AL NEGRO	TOTAL	ROJO	VERDE
	Agitar la manada	Artífice del sínodo	Abominación nim		Arqueólogo trasgo	Acólito viridiano
	Ángel prístino	Behemot de mercurio	Chasquido del éter		Atizador del clan Krark	Araña de la Maraña
	Aprendiz moldea acero	Draco escama de cromo	Cieno mefítico		Bola de fuego	Batidor de Tel-Jilad
	Calma reflejada	Fastidiar	Cosechador superior		Desfraguar	Caminante de la Marañ
	Cambiar la suerte	Flujo magnético	Descomposición reflejada		Desmantelar	Ceremonia de expulsión
	Consagrar	Ingeniero vedalken	Despojos asesinos		Desviar	Coraje reflejado
	Depurar las almas	Llevarse	Drenaje de esencia		Dragón del horno	Cosechar y sembrar
	Emisaria de la esperanza	Maguinar	Emisaria de la desesperación		Inflamar	Entidad sempiterna
	Fatiga del metal	Observador aeroguarda	Escarabajo carroñero		Irrupción flamígera	Fanático viridiano
	Maestra de espada áuriok	Prodigio néurok	Gorronear		Jabalí de guerra vúlshok	Karstodermo
	Mago de guerra leonino	Pulso de la rejilla	Gritos interiores		Lágrimas de ira	Lobo de Tel-Jilad
	Místico loxodón	Remodelar	Hambre de los nim		Ogro babeante	Nutrir
	Prueba de fe	Retractarse	Murciélagos garrasiniestra		Paliza salvaje	Oxidar
	Pterón fantasma	Segunda vista	Nube mortal		Pulso de la fragua	Primogénito fangren
	Pulso de los campos	Sobrecarga psíquica	Peso de la codicia		Relámpago espinoso	Pulso de la Maraña
	Purgar	Transmutador néurok	Podredumbre marchitante		Ruina reflejada	Raíces infestadas
	Ritual de restauración	Última palabra	Pulso del Dros		Slobad, chapucero trasgo	Resistir juntos
	Shikari leonina	Verdad reflejada	Ratas gorjeantes		Trasgo enloquecido	Sierpescoria rugiente
USADO	TIERRAS NONBASICAS		• •	<u> </u>	ARTEFACTOS	· •
	Ciudadela de acero oscuro	Aguijoneador arcoligado	Diente de sierpe	\rightarrow	Gólem del espiral	Ojo de ur-gólem
	Nexo de polillas titilantes	Bastóntrueno	Disecador de pensamientos		Gólem navaja	Pluma de ángel
	Núcleo de Mirrodin	Bola leonina	Duplicante máscara de muerte		Grimorio de Geth	Polvo de suero
		Bruto de acero oscuro	Engrampacráneo		Híbrido arcoligado	Pozo de desove
USADQ	TIERRAS BASICAS	Buscacorazón	Enlazahechizo		Huevo quimérico	Pozo de los sueños perdidos
DR	Bosque	Cáliz lunar myr	Escudo de Kaldra		Lancero arcoligado	Reactor de acero oscuro
RAF	Isla	Cámara del génesis	Espada de fuego y hielo		Lingote de acero oscuro	Recobrador arcoligado
:TS	Llanura	Capataz arcoligado	Espada de luz y sombra		Mangual vúlshok	Red de micosintético
	Montaña	Catalejo arcano	Espejo panóptico		Manipulador del núcleo	Slit arcoligado
ONLY	Pantano	Colmena de moscalambre	Fragua de acero oscuro		Manto de sedasusurrante	Titán quebrador
~ L		Coloso de acero oscuro	Frasco de éter		Máscara de némesis	Trabajador arcoligado
		Constructo voltáico	Gárgola de acero oscuro		Matón arcoligado	Tragador de días
		Cuerno de demonio	Garra de dragón		Matriz myr	Tridente golpecertero
		Demonio arcoligado	Garra del dolor		Medallón de acero oscuro	Triniesfera
		Deslizador de sitio áuriok	Giragolpes		Memnarch	Triturador arcoligado
		Deslizador taladro	Gólem de la Maraña		Moldeatierra myr	Tumba del lich
		Destructor	Gólem de Óxida		Motor geminiano	Varita de los elementos
		Devastador arcoligados	Gólem del Dros	1 1	Ojo de kraken	Velo del espectro

			PLAYER REGIST				USIN	G DECK
еіднтн 18	edition *	Regi	strant's First Name	Registrant's Last Name		User's First Name		User's Last Name
DECK CH	ECKLIST		Registrant's DC	I Number		Use	r's DCI Nu	umber
BASIC LAND	PLAYED TOTAL WHITE	PLAYED TOTAL BLUE	PLAYED TOTAL BLA	CK PLAYED	TAI	RED	TOTAL	GREEN
Forest	Angel of Mercy	Air Elemental		sal Specter		Anaba Shaman		Birds of Paradise
Island	Angelic Page	Archivist	Ambi	tion's Cost		Balduvian Barbarians		Blanchwood Armor
Mountain Plains	Ardent Militia Avatar of Hope	Aven Fisher	Bog I	mp		Blaze		Call of the Wild
Swamp	Availation Hope Aven Cloudchaser	Balance of Power	Bog V	on Wall		Blood Moon Bloodshot Cyclops		Canopy Spider Choke
	Aven Flock	Boomerang Bribery	Coerc			Boil		Collective Unconsciou
	Blessed Reversal	Catalog		Banishing		Canyon Wildcat		Craw Wurm
ارمر NON-BASIC LAN	D Blinding Angel	Coastal Hornclaw		Pit Offering		Cinder Wall		Creeping Mold
City of Brass	Chastise	Coastal Piracy		Pits of Rath		Demolish		Elvish Champion
Coastal Tower	Circle of Protection:	Black Concentrate	Death	igazer		Dwarven Demolition Team		Elvish Lyrist
Elfhame Palace	Circle of Protection: Circle of Protection:		Deep	wood Ghoul	++	Enrage	\vdash	Elvish Pioneer
Salt Marsh	Circle of Protection:			olic Tutor ge Skeletons		Flashfires Furnace of Rath		Elvish Piper Elvish Scrapper
Shivan Oasis	Circle of Protection:		Drud	Imn		Goblin Chariot		Envisit Scrapper Emperor Crocodile
Urborg Volcano Urza's Mine	Crossbow Infantry	Daring Apprentice		rn Paladin		Goblin Glider		Fecundity
Urza's Power Plant	Demystify	Deflection	Execu			Goblin King		Fertile Ground
Urza's Tower	Diving Griffin	Dehydration		n Angel		Goblin Raider		Foratog
	Elite Archers	Evacuation	Fear			Guerrilla Tactics		Fungusaur
	Elite Javelineer Glorious Anthem	Fighting Drake		Cockroach		Hammer of Bogardan		Fyndhorn Elder
OTAL ARTIFACT	Glory Seeker	Flash Counter	Glutte	onous Zombie		Hill Giant Hulking Cyclops		Gaea's Herald Giant Badger
Aladdin's Ring	Healing Salve	Fleeting Image Flight		edigger		Inferno		Giant Growth
Beast of Burden	Holy Day	Fight Fugitive Wizard	Larce			Lava Axe		Giant Spider
Brass Herald	Holy Strength	Hibernation		ing Shade		Lava Hounds		Grizzly Bears
Coat of Arms Crystal Rod	Honor Guard	Horned Turtle		of the Undead		Lesser Gargadon		Horned Troll
Defense Grid	Intrepid Hero	Index		ot Carrier		Lightning Blast		Hunted Wumpus
Dingus Egg	Ivory Mask Karma	Inspiration	Megrin Mind			Lightning Elemental		Lhurgoyf Living Terrain
Disrupting Scepter	Master Decoy	Intruder Alarm		Slash		Mana Clash Mogg Sentry		Llanowar Behemoth
Distorting Lens	Master Healer	Invisibility Mahamoti Djinn		Sludge		Obliterate		Lone Wolf
Ensnaring Bridge	Noble Purpose	Mana Leak		erous Betrayal		Ogre Taskmaster		Lure
Flying Carpet Fodder Cannon	Oracle's Attendants	Merchant of Secret				Okk		Maro
Howling Mine	Pacifism	Merchant Scroll	Nekra	ataal		Orcish Artillery		Might of Oaks
Iron Star	Peach Garden Oath	Mind Bend	Night			Orcish Spy		Monstrous Growth
Ivory Cup	Rain of Blades Razorfoot Griffin	Phantom Warrior	Perse	exian Arena		Panic Attack Pyroclasm		Moss Monster Nantuko Disciple
Jayemdae Tome	Redeem	Puppeteer Remove Soul		exian Plaguelord		Pyrotechnics		Natural Affinity
Millstone	Rolling Stones	Remove Sour		e Beetle		Raging Goblin		Naturalize
Patagia Golem	Sacred Ground	Sage of Lat-Nam	Plagu	e Wind		Reflexes		Norwood Ranger
Phyrexian Colossus Phyrexian Hulk	Sacred Nectar	Sage Owl		eval Shambler		Relentless Assault		Plow Under
Planar Portal	Samite Healer	Sea Monster	Raise			Ridgeline Rager		Primeval Force
Rod of Ruin	Sanctimony Savannah Lions	Shifting Sky		nous Rats		Rukh Egg		Rampant Growth Regeneration
Skull of Orm	Savainian Lions Seasoned Marshal	Sneaky Homuncul Spiketail Hatchling		Assassin		Sabretooth Tiger Searing Wind		Revive
Spellbook	Serra Angel	Spiketail Hatchling		nt Warrior	+	Seismic Assault		Rhox
Star Compass	Solidarity	Stear Artifact	Sever			Shatter		Rushwood Dryad
Teferi's Puzzle Box Throne of Bone	Spirit Link	Telepathy	Sever	ed Legion		Shivan Dragon		Spined Wurm
Urza's Armor	Standing Troops	Temporal Adept	Slay			Shock		Spitting Spider
Vexing Arcanix	Staunch Defenders	Thieving Magpie	Soul I			Shock Troops		Spreading Algae
Wall of Spears	Story Circle Suntail Hawk	Tidal Kraken		less Thug		Sizzle Stone Rain		Stream of Life Thorn Elemental
Wooden Sphere	Sunweb	Trade Routes		m of Rats		Stone Rain Sudden Impact	\vdash	Trained Armodon
	Sword Dancer	Treasure Trove Twiddle		ly Strength		Thieves' Auction		Verduran Enchantress
	Tundra Wolves			piric Spirit		Tremor		Vernal Bloom
of Last Name	Venerable Monk	Wall of Air	Vicio	ıs Hunger		Two-Headed Dragon		Vine Trellis
	Wall of Swords	Wind Drake	Warp	ed Devotion		Viashino Sandstalker		Wing Snare
					1 1	T 7 T 7 T		Wood Elves
rurs ist]	Worship Wrath of God	Wrath of Marit Lag	ge Wester Zomb	rn Paladin		Volcanic Hammer Wall of Stone		Yavimaya Enchantress

		PERS	SONNE VÉRIFIANT LE DECK		PERSONNE	JOUA	NT LE DECK
еіднтн 🔞 ес	DITION *	Prénom du	vérificateur Nom du vérificateu	r	Prénom du joueur		Nom du joueur
DECK CHECK			Numéro DCI du vérificateur		Num6	éro DCI du	 1 joueur
TERRAINS DE BASE		CARTES JOUESS	ES-DEFETAL NOIR	TOTAL	ROUGE	TOTAL	VERT
Forêt	Adoration	Anguille des coraux	Ange déchue	SUEES . AL	Artillerie orque	EES	Affinité naturelle
Île	Ange aveuglante	Apprentie audacieuse	Apparition des marécages		Assaut implacable		Algue envahissante
Marais	Ange de miséricorde	Archiviste	Arène phyrexiane		Assaut sismique		Ancêtre cordellien
Montagne	Ange de Serra	Bascule	Assassin royal		Attaque paniquante		Appel de la forêt
Plaine	Antienne glorieuse	Boomerang	Assassinat		Barbares balduvians		Araignée cracheuse
	Arbalétriers à pied	Catalogue	Balafre cérébrale		Bouillonnement		Araignée de la canop
	Archers d'élite	Caverne au trésor	Cafard géant		Brasier		Araignée géante
AUTRES TERRAINS	Avatar de l'espoir	Ciel changeant	Céphalalgie		Chariot gobelin		Armodon dressé
Centrale énergétique d'Urza	Avemain chasse-nuage		Cheval de cauchemar		Chat sauvage des canyons	\vdash	Armure de boisblanc
Cité d'airain	Cercle de protection : Cercle de protection :		Coercition		Chiens de lave		Béhémoth de Llanow
Marais salant	Cercle de protection :		Colonie de rats		Choc		Blaireau géant
Mine d'Urza	Cercle de protection :		Dévotion dévoyée		Choc de mana		Champion elfe Collet aérien
Oasis shivâne	Cercle de protection :	vert Couardise	Diablotin des marécages Diablotin du crépuscule		Choc soudain Cyclope lourdaud		Crocodile empereur
Palais terrelfe	Chercheur de gloire	Curiosité	Disjonction de l'âme		Cyclope sanguin		Croissance démesuré
Tour côtière	Colère de Dieu	Déflexion	Escogriffe primitif		Démolition		Croissance gigantesq
Tour d'Urza	Danseur à l'épée	Déshydratation	Esprit vampirique		Dragon à deux têtes		Croissance luxuriante
Volcan d'Urborg	Défenseurs inébranlab	les Désinvocation	Étrangleur mou		Dragon shivân		Disciple nantuko
TOTAL	Démystification	Déterminisme selon Zur	Exécution		Élémental d'éclair		Dryade de Paillebois
ARTEFACT	Faucon mordoré	Djinn mahâmot	Exhumation		Enchères de voleurs		Élémental d'épines
Anneau d'Aladdin	Force sacrée	Drakôn combattant	Faim violente		Enrager		Elfe des bois
Anneau d'Aladdin Arcanologue vexatoire	Garde d'honneur	Drakôn des vents	Festin d'âmes		Équipe de démolition naine		Enchanteresse de la Yav
Armure d'Urza	Griffon plongeur	Élémental d'air	Force impie		Espion orque		Enchanteresse verdu
Baguette de cristal	Griffon serres-rasoir	Équilibre du pouvoir	Fossoyeur		Feu de brousse		Fécondité
Baguette de ruine	Guérisseur sanctif	Évacuation	Goule de Bois profond		Fournaise		Ferrailleur elfe
Bête de somme	Héros intrépide	Experte en temporalité	Guerrier serpentiforme		Fourneau de Rajh		Floraison printanière
Blason	Inversion bénie Javelinier d'élite	Fuite de mana	Larcin		Fracasser		Fongosaure
Boîte à mystère de Téfeiri	Jour saint	Grifargne côtier Guerrier fantomatique	Le prix de l'ambition Légion sectionnée		Furie des crêtes		Force primitive Grizzlis
Canon à chair	Karma	Hibernation	Mortfosses de Rajh		Géant des collines Gobelin enragé		Guivre à piquants
Carcasse phyrexiane	Liaison psychique	Hibou savant	Mur de charogne		Grésillement		Guivre vorace
Colosse phyrexian	Lions des savanes	Homoncule furtif	Nausée		Hache de lave		Héraut de Gerrard
Compas des étoiles	Loups de la toundra	Image fugitive	Nékrataal		Lune de sang		Inconscient collectif
Coupe d'ivoire	Maître leurreur	Index	Obscur bannissement		Marteau du Bogardân		Joueuse de flûte elfe
Crâne d'Orm	Maîtresse guérisseuse	Inspiration	Œil-de-mort		Marteau volcanique		Leurre
Étoile de fer	Maréchale aguerrie	Invisibilité	Offrande à la fosse de la Mort		Mur de cendres		Lhurgoyf
Golem à patagia	Masque d'ivoire	Jeune dracodard	Ombre surgissante		Mur de pierre		Loup solitaire
Grille de défense	Milice ardente	Kraken des marées	Pacte de la tombe		Oblitération		Lyriste elfe
Grimoire de Jayemdae Héraut d'airain	Moine vénérable	Marchand de secrets	Paladin de l'Est		Œuf de rukh		Maro
Lentille déformante	Mur d'épées	Monstre marin	Paladin de l'Ouest		Okk		Moisissure rampante
Livre de sorts	Nectar sacré	Mur d'air	Persécution		Petit gargadon		Monstre de mousse
Meule	Noble cause	Parchemin de marchand	Peur		Pillard gobelin		Naturalisation
Mine rugissante	Nuée d'avemains	Pêcheur avemain	Pourrissement cérébral		Pisteur des sables viashino	\vdash	Oiseaux de paradis
Mur de lances	Onguent de soins Pacifisme	Pie voleuse	Précepteur démoniaque		Planeur gobelin	\vdash	Pionnier elfe
Œuf de dingus	Page angélique	Piraterie côtière Ploiement mental	Propagateur de vermine Rats voraces		Pluie de pierres Pyroclasme	\vdash	Puissance des chênaie
Piègepont	Pierres agressives	Rembobinage	Rats voraces Rêves du monde souterrain	,⊢+−	Pyrotiasme Pyrotechnie		Ranger de Norbois Ravivement
Portail interplan	Pluie de lames	Retrait d'âme	Scarabée de la Peste	·	Réflexes		Régénération
Sceptre de dislocation	Punition	Routes marchandes	Seigneur de la peste phyrexia	, − −	Roi des gobelins	\vdash	Rhox
Sphère de bois	Rachat des péchés	Sage de Lat-Nam	Seigneur des mort-vivants		Salve d'éclair		Source de vie
Tapis volant	Serment de la pêchera	ie Sculpteur de marionnette			Sentinelle mogg		Sous la charrue
Trône d'os	Sol consacré	Signal d'alarme	Squelettes serviles		Shaâmane anabaane		Suffocation
TOTAL	Solidarité	Sorcier fugitif	Trahison meurtrière		Surveillant ogre		Sylvatog
	Suivants de l'Oracle	Subornation	Vase cérébrale		Tactiques de guérilla		Terrain fertile
je je je je je je je je je je je je je j	Tartuferie	Télépathie	Vent de peste		Tigre à dents de sabre		Terrain vivant
	Théâtre en cercle	Tortue cornue	Zombie glouton		Tremblement		Treille
de la personne jouant le deck.	Toile solaire	Vol	Zombies dévastateurs		Troupes de choc		Troll cornu
	Troupes régulières	Vol d'artefact	Zombification] Vent corrosif		Wumpus au rabais
	TOTAL	TOTAL	TOTAL		TOTAL		TOTAL

	<u>uke t</u>				DEC	CKLIST	TENERSTELLER		DECK	SPI	ELER
E	і G Н Т Н 🚺 E D			C	Vorname des E	rstellers	Nachname des Erstelle	rs	Vorname des Spielers		Nachname des Spielers
	DECK CHECK				тм	DCI Nur	nmer des Erstellers		DCI Num	imer des	Spielers
ZAMT	STANDARDLÄNDER	ESAM		ESAMT	BLAU	ESAMT	SCHWARZ	ESAMT	ROT	SAMT	GRUN
	Ebene		Anbetung		Ablenkung		Aasmauer		Anaba-Schamane		Algenteppich
	Gebirge		Armbrustträger		Alarmwache		Abknöpfen		Aschenmauer		Baldachinspinne
	Insel		Avatar der Hoffnung		Archivar		Auferstehung der Toten		Auktion der Diebe		Beträchtliche Blüte
	Sumpf Wald		Aviorschwarm		Artefaktdiebstahl		Blutsaugender Geist		Balduvianische Barbaren		Bleichholzrüstung
	Wald		Avior-Wolkenjäger Blendender Engel		Aufreißender Himmel Avior-Fischer		Dämmerungsbold Der Herr der Untoten		Berglöwe Blitzelementar		Blütenzauberin Champion der Elfen
			Ehrengarde		Bestechung		Der Herr der Untoten Drohender Schatten		Blitzstrahl		Dornenelementar
SAMT	NICHT-STANDARDLÄNDER		Ehrwürdiger Mönch		Bewusstseinserweiterung		Dunkelwaldghul		Blutaugenzyklop		Einsamer Wolf
	Elfheim-Palast		Eid des Pfirsichgartens		Blitzentgegnung		Dunkle Verbannung		Blutmond		Elfendichter
	Küstenturm		Elfenbeinmaske		Bumerang		Erschlagen		Demolieren		Elfenpionier
	Messingstadt		Engel der Gnade		Diebische Elster		Exekution		Der Schmelzofen von Rath		Elfischer Pfeifer
	Salzmarschen		Engelsgleicher Helfer		Dornenschwanz-Küken		Furcht		Erdstoß		Elfischer Raufbold
	Shiv-Oase		Entmystifizieren Entschädigung		Einsammeln		Gedankenzersetzung		Feuermasse		Flügelschlinge
	Urborgvulkan		Erfahrener Marschall		_ Evakuierung Feigheit		Gefallener Engel Gefräßiger Zombie		Goblinkönig Goblin-Plünderer		Fruchtbarer Boden Fungusaurus
	Urzas Bergwerk		Erster Speer		Flüchtige Erscheinung		Geistiger Hieb		Goblinsegler		Gaeas Herold
	Urzas Kraftwerk		Feiertag		Flugfähigkeit		Gierige Ratten		Goblin-Wagenlenker		Gehörnter Troll
	Urzas Turm		Feldscher		Geflüchteter Zauberer		Heer der geplagten Skelette		Grobschlächtiger Zyklop		Gejagter Wumpus
	GESAMT		Furchtloser Held		Geheimniskrämer		Liederliches Verlangen		Guerillataktik		Gekrümmter Wurm
SAMT	ARTEFAKT		Gefolgsmann des Orakels		Gezeitenkrake		Madenwirt		Hammer aus Bogardan		Gemeinsames Bewuss
	Aladins Ring		Geisteskontakt		Gleichgewicht der Kräfte		Meistermeuchler		Heiße Glut		Gezähmtes Armodon
	Bedrückendes Miraculum		Gesegnete Wendung Gesegneter Boden		Handelsrouten		Nachtmahr		Hügelriese		Grizzlybären
	Dingus-Ei		Gestandene Verteidiger		Handelsvertrag Hornschildkröte		Nekrataal Paladin des Ostens		Inferno Kammlinienwüterich		Guter Dünger Harschforst-Dryaden
	Eisenstern		Glorreiche Hymne		Inhaltsverzeichnis		Paladin des Westens		Kochende See		Kaiserkrokodil
	Elfenbeinkelch		Guter Zweck		Inspiration		Phyrexianische Arena		Lavaaxt		Köder
	Fliegender Teppich		Heilbalsam		Kämpfender Sceada		Phyrexianischer Seuchenherr		Lavahunde		Lebende Landschaft
	Ketos' Zauberbuch Knochenhron		Heilige Stärke		Katalog		Preis des Ehrgeizes		Manakollision		Lebensquelle
	Kristallstab		Heiliger Nektar		Konzentrieren		Rattenschwarm		Mogg-Wachposten		Lhurgoyf
	Lasttier		Heißblütige Miliz Herabstoßender Greif		Korallenaal		Riesenschabe		Ogerscherge		Llanowar-Behemoth
	Lebendige Brücke		Karma	\vdash	Küstenhornschnabel Küstenräuberei		Schlamm im Sinn		Okk Ork-Artillerie		Macht der Eichen Maro
	Messingherold		Klingenschauer		Luftelementar		Schlangenkrieger Schwermut		Orkspion		Moosmonster
	Mühlstein		Meisterbogenschützen		Luftmauer		Seelenlose Zombies		Panikanfall		Nantuko-Jünger
	Patagiagolem		Meisterhafter Köder		Mahamoti-Dschinn		Seelenmahlzeit		Plötzlicher Aufprall		Naturalisieren
	Phyrexianischer Koloss		Meisterheiler		Manaleck		Seelenstehlen		Pyrotechnik		Natürliche Beziehung
	Phyrexianischer Moloch Portal der Welten		Mure		Marionettenkönig		Seuchenkäfer		Reflexe		Norwaldläufer
	Schädel des Orm		Pazifismus Rasiermesserklauen-Greif		Marit Lages Zorn		Seuchenwind		Rukh-Ei		Paradiesvögel
	Speermauer		Ruhmsucher		Neugier Phantomkrieger		Skrupelloser Dieb		Rumpeltruppen		Rankende Reben
	Stab des Verderbens		Sagenkreis	\vdash	Rückruf		Teuflischer Lehrmeister Todbringender Verrat		Säbelzahntiger Schock		Regeneration Rhox
	Sternenkompass		Savannenlöwen		Schatzhort		Todesgruben von Rath		Seismischer Angriff		Riesendachs
	Stopfkanone		Scheinheiligkeit		Schleichender Homunkulus		Todesgrubenopfer		Sengender Wind		Riesenspinne
	Teferis Rätselkiste		Schutzkreis gegen Blau		Seelenvernichtung		Todespakt		Sengendes Brennen		Riesenwuchs
	Urzas Rüstung Verborgenes Wissen		Schutzkreis gegen Grün		Sturmkrähe		Todesstarrer		Shivan-Drache		Ruf der Wildnis
	Verteidigungsraster		Schutzkreis gegen Rot		Telepathie		Todlose Moorleiche		Steinhagel		Schleichender Schimm
	Verzerrende Linse		Schutzkreis gegen Schwarz Schutzkreis gegen Weiß		Tiefseemonster		Torfbold		Steinmauer		Speispinne Tatzelwurm
	Waffenrock		Schwertmauer		Twiddel Unsichtbarkeit		Totengräber Übelkeit		Steppenbrand Unnachgiebiger Ansturm		Liboruuchorung
	Wurzelkraft		Schwerttänzer		Wagemutiger Lehrling		Unheilige Stärke		Vertilgung		Überwucherung Unheimliches Wachstu
	Zauberbuch		Serra-Engel		Wassermangel		Unterweltgespenst		Viashino-Sandläufer		Unterpflügen
	Zwiespaltsszepter		Solidarität		Weise Eule		Unterweltstraum		Vulkanhammer		Urgewalt
	GESAMT		Sonnennetz		Weiser von Lat-Nam		Urtümlicher Schlurfer		Wütender Goblin		Waldatog
al			Sonnenschwanz-Falke		Windsceada		Verfolgung		Wütendwerden		Waldelfen
me	\mathbf{i}		Stehende Truppen		Winterschlaf		Verkrümmte Anbetung		Zersplittern		Weiser aus dem Fyndl
User's First Initial of Last Name)	- -	Tundrawölfe Zorn Gottes	\vdash	Zeittalent	\vdash	Zerfledderte Legion	\vdash	Zweiköpfiger Drache		Wiederbelebung
ast	J	$\left - \right $	Züchtigen	\vdash	Zurs bizarre Welt Zurückdrehen	- -	Zombifizierung Zwangsabgabe	\vdash	Zwergen-Zerstörungstrupp Zwerg-Gargadon		Wucherndes Wachstur Yavimayablütenzauber

	DET		PLAYER REC	GISTERING DECK		PLAYER USI	NG DECK
еіднтн 🐻			Registrant's First Name	Registrant's Last Name	e	User's First Name	User's Last Name
DECK CHEC		тм	Registra	ant's DCI Number		User's DCI N	umber
BASIC LAND		ED BLUE	PLAYED	BLACK	TOTAL	RED PLAYED	GREEN
Foresta	Adorare		nti-intruso	Abissi della Morte di Rath		Aliante Goblin	Affinità Naturale
Isola	Angelo Accecante	Anguilla		Angelo Caduto		Artiglieria Orchesca	Alghe Prolifere
Montagna	Angelo della Misericordia		ta Audace	Appetito Perverso		Ascia di Lava	Antico di Fyndhorn
Palude	Angelo di Serra	Archivista		Arena di Phyrexia		Assalto Implacabile	Araldo di Gaea
Pianura	Arcieri d'Elite	Bilancia de		Assassino Reale		Assalto Sismico	Armatura di Boscopalli
	Attendenti dell'Oracolo	Boomeran		Banchetto dell'Anima		Asta dei Ladri	Armodonte Addestrato
NON-BASIC LAND	Avatar della Speranza Balsamo Curaferite	Burattinai		Bruma in Agguato		Attacco di Panico	Atog delle Foreste
NON-DASIC LAND	Bigotteria	Catalogar		Cancrena della Mente		Barbari di Balduvia	Attaccabrighe Elfico
Centrale Energetica di Urza	Caccianubi Aviano	Cielo Can Codardia	,iante	Coercizione Coleottero della Peste		Cacciatore delle Sabbie Viashino	Behemoth di Llanowar Campione Elfico
Città d'Ottone	Cacciatore di Gloria	Concentra	ro l	Costo dell'Ambizione		Ciclope Goffo	Coccodrillo Imperatore
Miniera di Urza	Castigare	Confiscare		Demonietto del Crepuscolo		Ciclopi Sanguinari	Crescita Gigante
Oasi di Shiv	Circolo della Storia	Controevo		Demonietto delle Paludi		Contesa di Magia	Crescita Inarrestabile
Palazzo degli Elfi Palude Salata	Circolo di Protezione: Biano		io della Costa	Devozione Perversa		Distruggi Artefatto	Crescita Mostruosa
Torre Costiera	Circolo di Protezione: Blu	Corruzion		Emicrania		Drago a Due Teste	Discepolo Nantuko
Torre di Urza	Circolo di Protezione: Nero		e Tempeste	Errante Primordiale		Drago di Shivan	Driade di Bosco Lesto
Vulcano di Urborg	Circolo di Protezione: Ross			Esilio Oscuro		Elementale dei Fulmini	Elementale Spinato
	Circolo di Protezione: Verd		li Codapunta	Fango Mentale		Fiammata	Elfi dei Boschi
	Danzatore della Spada	Curiosità		Forza Diabolica		Fornace di Rath	Fecondità
ARTIFACT	Demistificare Difensori Risoluti	Deflettere	. —	Frustata Mentale		Frantumare	Fioritura Primaverile
Anello di Aladino	Eroe Intrepido	Disidrataz		Ghoul di Bosco Cupo		Fulmine Esplosivo	Fonte della Vita
Araldo di Ottone	Falco Astrocoda	Draghetto	Combattente	Giustiziare Guerriero Serpente		Fuochi d'Artificio Gargadonte Minore	Forza delle Querce Forza Primordiale
Armatura di Urza	Fante Balestriere	Elemental		Incubo	\vdash	Gigante delle Colline	Fungosauro
Bestia da Soma	Forza Sacra	Estirpare l		Latrocinio		Goblin Furioso	Incantatrice di Yavima
Bussola Stellare	Giavellottiere Scelto	Evacuazio		Legione di Arti		Impatto Improvviso	Incantatrice Verde dei Bos
Cannone da Carne	Giorno Sacro	Gazza Lac		Massacrare		Incendio	Inconscio Collettivo
Carcassa di Phyrexia Colosso di Phyrexia	Giuramento del Pesco	Genio Ma	1amoti	Muro di Carogne		Inferno	Lhurgoyf
Colosso di Phylexia Coppa d'Avorio	Grifone dal Tallone Taglien			Nausea		Infuriare	Lirico Elfico
Golem Aliante	Grifone in Picchiata	Gufo Sapi		Necrospettro delle Paludi		Lince dei Canyon	Lupo Solitario
Griglia di Difesa	Guardia d'Onore	Immagine	Sfuggente	Nekrataal		Luna Insanguinata	Maro
Lente Distorcente	Guaritore Bianco Inno Glorioso		ento Magico	Offerta per la Fossa della Morte		Martello di Bogardan	Mostro di Muschio
Libro delle Magie	Inno Giorioso Inversione Benedetta	Indice		Paladino Occidentale	$ \vdash $	Martello Vulcanico	Muffa Insidiosa
Miniera Ululante	Ira di Dio	Invisibilità Ira di Mar		Paladino Orientale		Muro di Cenere Muro di Pietra	Orso Grizzly Pifferaio Elfico
Muro di Lance	Karma	Ispirazion		Patto Sepolcrale Paura		Obliterare	Pioniere Elfico
Pietra da Macina Magica	Legame Spirituale	Kraken de		Perseguitare		Okk	Ragno delle Fronde
Ponte Intrappolante	Leoni della Savana	Letargo		Portatore di Larve		Pioggia di Pietre	Ragno Gigante
Reliquia Vessatrice	Lupi della Tundra	Mago Fug	gitivo	Ratti Famelici		Piroclasma	Ragno Sputatore
Scatola degli Enigmi di Tefer Scettro della Rovina	indesito d'Estuzia	Malia di Z		Recidere l'Anima		Predone Goblin	Ranger di Norwood
Scettro Devastante	Maresciallo Veterano	Manipolat		Risveglio dei Morti		Rabbioso Crestato	Rhox
Scettro di Cristallo	Maschera di Avorio	Mercante		Scarafaggio Gigante		Re dei Goblin	Richiamo
Sfera di Legno	Mastro Guaritore	Mostro Ma		Scavatombe		Ribollire	Richiamo della Foresta
Stella di Ferro	Milizia Fervente	Muro d'Ai		Scheletri Maledetti		Riflessi	Rigenerazione
Stemma Araldico	Monaco Venerabile Muro di Spade		azione Fulminea	Sciame di Ratti	$\mid \mid \mid \mid \mid \mid$	Sciamano di Anaba	Ritorno alla Natura
Tappeto Volante	Nettare Sacro	Omuncolo	a dei Mercanti	Sguardo Mortale Signore dei Non Morti	\vdash	Segugi di Lava	Rivivere Rivoltare la Terra
Teschio di Orm	Nobile Intento	Pergamen		Signore della Peste di Phyrexia	\vdash	Sentinella Mogg Shock	Soffocamento
Tomo di Jayemdae	Pacifismo	Piegare la		Sogni del Mondo Sotterraneo	\vdash	Sorvegliante Ogre	Tasso Gigante
Trono d'Ossa	Paggio Angelico	Pirateria C		Spettro dell'Abisso	\vdash	Spia Orchesca	Terreno Fertile
Uovo di Dingus	Pietre Rotolanti	Rifare		Spirito Vampiro		Squadra di Demolizione Nanesca	Terreno Vivente
Varco Dimensionale	Pioggia di Lame	Rotte Con	merciali	Thug Codardo		Tattiche di Guerriglia	Tralicci Rampicanti
TOTAL	Ragnatela Solare	Rubare Ar	tefatto	Tradimento Omicida		Tigre dai Denti a Sciabola	Trappola per Alati
	Redimere	Saggio di		Tutore Diabolico		Tremore	Troll Cornuto
	Solidarietà	Tartaruga	Cornuta	Vento Pestilenziale		Truppe d'Assalto	Uccelli del Paradiso
	Stormo di Aviani	Telepatia		Zombi della Distruzione		Uovo di Rukh	Wumpus Braccato
of Last Name	Terreno Consacrato	Tesoro Rit	ovato	Zombie Vorace	\square	Ustionare	Wurm Devastatore
	Truppe in Difesa	Volare		Zombificare TOTAL		Vento Bruciante	Wurm Spinato

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			WHITE	TOTAL	BLUE	TOTAL	BLACK	TOTAL	RED PLAYED	A	GREEN
	Floresta		Adoração		Adepto Temporal		Amedrontar		Artilharia Órquica		Afinidade Natural
	Ilha		Ajudantes do Oráculo		Alarme de Intrusos		Anjo Caído		Assalto Implacável		Algas Disseminadas
	Montanha		Anjo de Misericórdia		Anulação Relâmpago		Aparição do Pântano		Assalto Sísmico		Ancião de Fyndhorn
	Pântano		Anjo Ofuscante		Aprendiz Arrojado		Arena Phyrexiana		Ataque de Pânico		Aranha Baldaquina
	Planície		Anjo Serra		Arquivista		Assassino da Realeza		Bárbaros Balduvianos		Aranha Cuspideira
			Antífona Gloriosa		Atmosfera Mutável		Banimento Sombrio		Barreira de Brasas		Aranha Gigante
	NON-BASIC LAND		Arqueiros de Elite		Barreira de Ar		Barata Gigante		Barreira de Pedra		Arauto de Gaia
			Avatar da Esperança Bálsamo Restaurador		Bumerangue		Barreira de Podridão		Caçador das Areias Viashino		Armadilha Aérea
	Cidade de Bronze		Bando Aviano	\vdash	Catalogar Concentrar	\vdash	Besouro Pestilento	\vdash	Capataz Ogre		Armadura de Blanchwo
	Mina de Urza		Barreira de Espadas		Concentrar		Carniçal de Deepwood Coerção	\vdash	Carruagem Goblin		Armodonte Adestrado Atogue Voraz
	Oásis de Shiv		Caça-nuvens Aviano		Contraverter a Mente		Cortar a Alma		Chuva de Pedra		Aves do Paraíso
	Palácio de Elfilar		Castigar		Coruja Sábia		Coveiro		Cíclope de Olho Injetado		Behemoth de Llanowar
	Pântano Salgado		Chamariz Magistral		Corvo da Tempestade		Custo da Ambição		Cíclope Desajeitado		Bolor Invasor
	Torre Costeira Torre de Urza		Chuva de Lâminas		Covardia		Devoção Destroçada		Demolir		Bruxa de Verduran
	Usina de Urza		Círculo de Histórias		Cria de Cauda Espigada		Diabrete da Penumbra		Dragão de Duas Cabeças		Campeão Élfico
	Vulcão de Urborg		Círculo de Proteção: Azul		Curiosidade		Diabrete do Pântano		Dragão de Shiva		Chamado da Selva
	0		Círculo de Proteção: Branco		Deflexão		Enxaqueca		Duelo de Mana		Cobrir Arando
	TOTAL		Círculo de Proteção: Preto		Desidratação		Espectro Abissal		Elemental do Relâmpago		Crescimento Desenfrea
OTAL	ARTIFACT		Círculo de Proteção: Verde		Dragonete Combatente		Espírito Vampírico		Enfurecer		Crescimento Exuberant
~~	Anel de Aladim		Círculo de Proteção: Vermelho		Dragonete do Vento		Esqueletos de Carga		Equipe de Demolição dos An <u>ões</u>		Crescimento Monstruos
	Arauto de Bronze		Cólera de Deus		Elemental do Ar		Estiolar a Mente		Espião Orc		Crocodilo Imperador
	Arcanix Perturbador		Curandeiro Samita		Enguia dos Corais		Executar		Estilhaçar		Discípulo Nantuko
	Armadura de Urza		Dançarino da Espada Defensores Inabaláveis		Equilíbrio de Poder		Festim de Almas		Explosão do Relâmpago		Dríade de Rushwood
	Barreira de Lanças		Desmistificar		Esconjurar Evacuação		Fome Mórbida Forca Profana		Ferver Fornalha de Rath		Elemental dos Espinhos Elfo Flautista
	Bastão da Ruína		Dia Sagrado		Fatalidade de Zur		Fossos da Morte de Rath		Fritar		Elfo Lirista
	Bastão de Cristal		Falcão da Cauda Solar		Fuga de Mana		Furto		Gargadonte Menor		Elfos da Floresta
	Besta de Carga		Força Divina		Garracórneo Costeiro		Golpe Mental		Gigante da Colina		Encantadora de Yavima
	Brutamontes Phyrexiano		Grifo Garra-de-Navalha		Gênio Mahamoti		Guerreiro Serpente		Goblin Enfurecido		Fecundidade
	Bússola Estelar		Grifo Mergulhador		Gira		Imundície Mental		Goblin Salteador		Florescência Vernal
	Cálice de Marfim		Guarda de Honra		Gralha Larápia		Lagarto Olho-de-Morte		Impacto Súbito		Fluxo de Vida
	Canhão para Carne		Herói Intrépido		Guerreiro Fantasma		Legião Apartada		Inferno		Força dos Carvalhos
	Cetro Desintegrador		Infantaria com Balista		Hibernação		Matar		Labareda		Força Primeva
	Colosso Phyrexiano Crânio de Orm		Inversão Abençoada		Homúnculo Furtivo		Náusea		Leilão dos Ladrões		Fungussauro
	Escudo de Armas		Juramento do Jardim de Pêssegos		Índice		Nekrataal		Lince do Desfiladeiro		Inconsciente Coletivo
	Esfera de Madeira		Karma		Inspiração		Oferenda do Fosso da Morte		Lua Sangrenta		Isca
	Estrela de Ferro		Leões da Savana		Invisibilidade		Pacto da Sepultura		Machado de Lava		Lhurgoyf
	Golem com Patágio		Lobos da Tundra Marechal Experiente		Ira de Marit Lage		Paladino do Leste		Martelo de Bogardan		Lobo Solitário
	Lentes Distorcedoras		Marechai Experiente Máscara de Marfim		Kraken das Marés		Paladino do Oeste		Martelo Vulcânico		Maro
	Livro de Jayemdae		Mascara de Marini Mestre Curandeiro		Mago Fugitivo Mercador de Segredos		Perseguir Pesadelo		Obliterar Okk		Monstro de Limo
	Livro de Mágicas		Milícia Fervorosa		Monstro Marinho		Pesadeio Portadores de Vermes		Ovo de Rukh		Naturalizar Patrulheiro de Norwoo
	Mina Uivadora		Monge Venerável		Pergaminho dos Mercadores		Rataria		Piroclasma		Pioneiro Élfico
	Mó		Nectar Sagrado		Pescador Aviano		Ratos Vorazes		Pirotécnica		Rede de Trepadeiras
	Ovo Leteano		Nobre Propósito		Pirataria Costeira		Ressuscitar Morto		Planador dos Goblins		Regeneração
	Perímetro Defensivo		Pacifismo		Reintegração do Tesouro		Rufia Vacilante		Raivoso da Cordilheira		Reviver
	Ponte Traiçoeira		Pajem Angelical		Remover a Alma		Senhor da Praga Phyrexiano		Reflexos		Rhox
	Portal Planar		Pedras Rolantes		Retroceder		Senhor dos Mortos-Vivos		Rei dos Goblins		Serpente Terrestre de C
	Quebra-cabeças de Teferi Tapete Voador		Perseguidor da Glória		Rotas de Comércio		Sonhos do Submundo		Sabujos de Lava		Solo Fértil
	Trono de Ossos		Redimir		Roubar Artefato		Traição Assassina		Sentinela Mogg		Sucateiro Élfico
			Santimônia		Sábio de Lat-Nam		Trôpego Primevo		Táticas de Guerrilha		Sufocar
	TOTAL		Solidariedade		Suborno		Tutor Diabólico		Tigre Dentes-de-Sabre		Terra Viva
ial			Solo Consagrado	\vdash	Tartaruga Marinha com Chifres		Vento Pestilento	\vdash	Tormenta Ígnea	+	Texugo Gigante
Init ime	\backslash		Teia Solar Tropos Dosisionadas	\vdash	Telepatia	\vdash	Vulto Indistinto	\vdash	Tremor		Trol com Chifres
	1		Tropas Posicionadas	\vdash	Titeriteiro	- -	Zumbi Glutão	\vdash	Tropas de Choque		Ursos Cinzentos
z Z											
of Last Name)		Vínculo Espiritual Zagaieiro de Elite		Visão Fugaz Vôo		Zumbificar Zumbis de Scathe		Vento Cauterizante Xamã de Anaba		Vorme Espinhoso Wumpus Caçado

L	<u>OKE :</u>	<u>5</u>]E			COMPETID	OOR RE	GISTRANDO EL MA	ZO	COMPETIDO	R USAN	NDO EL MAZO
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ISADO			BLANCO	TOTAL	AZUL	TOTAL	NEGRO USAD	TOTAL	ROJO USAD	TOTAL	VERDE
~~~	Bosque		Adoración	$\frac{2}{2}$	Alarma contra intrusos		Aluvión de ratas		Artillería orca		Afinidad natural
	Isla		Ángel cegador		Anguila de coral		Alzar a los muertos		Asalto implacable		Algas propagantes
	Llanura Montaña		Ángel de piedad		Anular invocación		Ángel caído		Asalto sísmico		Anciano de Fyndhorn
	Pantano		Ángel de Ŝerra Arqueros de élite		Aprendiz temerario		Aparición de la ciénaga	$\vdash$	Ataque de pánico		Araña de la enramada
	_ TOTAL		Asistentes de la Oráculo		Archivero Búho sabio		Arena pirexiana Asesino real		Bárbaros balduvianos Capataz ogro	'	Araña escupidora Araña gigante
			Avatar de la esperanza		Bumerang		Coerción	$\vdash$	Carro trasgo		Armadura de maderapáli
TOTAL	TIERRAS NONBASICAS		Bailarín de la espada		Catalogar		Contemplador mortal	$\vdash$	Cazador de la arena viashino		Armodón adiestrado
0 -11	Cenagal salino		Bálsamo de curación		Cielo cambiante		Cucaracha gigante		Centinela mogg		Atog de los bosques
	Central de energía de Urza		Buscador de gloria		Cobardía		Cuchillazo mental		Chamán de Anaba		Atoramiento
	Ciudad de bronce		Cazanubes aven	$\vdash$	Concentrarse		Desollador primitivo	$\vdash$	Chisporrotear		Aves del paraíso
	Mina de Urza		Chastise Círculo de historias	$\vdash$	Confiscar		Destierro sombrío	$\vdash$	Choque Choque	'	Behemot de Llanowar
	Oasis shivano		Círculo de protección: azul		Contraataque repentino Cría de colapúa		Devoción torcida Diablillo del crepúsculo	$\left  - \right $	Choque de maná Cíclope corpulento	'	Campeona élfica Cocodrilo emperador
	Palacio Elfhogar		Círculo de protección: blanco		Cuervo de la tempestad		Diablillo del pantano		Cíclope cruento		Crecimiento exuberante
	Torre costera		Círculo de protección: negro		Curiosidad		Ejecutar		Demoler		Crecimiento gigante
	Torre de Urza Volcán de Urborgwer		Círculo de protección: rojo		Deflection		El precio de la ambición		Detonación ígnea		Crecimiento monstruoso
	_ TOTAL		Círculo de protección: verde		Descubrimiento del tesoro		Escarabajo de la peste		Dragón de dos cabezas		Discípulo nantuko
			Defensores inquebrantables Desmitificar		Deshidratación		Espectro abismal		Dragón shivano		Dríada de Rushwood
TOTAL	ARTEFACTOS		Día santo		Djinn Mahamoti Draco de lucha		Espíritu vampírico Esqueletos esclavos		Ebullición Elemental de rayos		Elemental de espinas Elfo pendenciero
	Alfombra voladora		Fuerza sagrada		Draco del viento		Fango mental		Encolerizar		Elfos del bosque
	Anillo de Aladino		Grifo en picada		Elemental de aire		Festín de alma		Equipo enano de demolición		Encantadora de plantas
	Armadura de Urza		Grifo pienavaja		Engendro marino		Fuerza impía		Espía orco		Enterrar
	Bastón de destrucción		Guardia de honor		Equilibrio de poder		Gluttonous Zombie		Gigante de las colinas		Espaldar
	Bestia de carga		Halcón colasol		Evacuación		Guerrero serpiente		Gigantodón menor		Fecundidad
	Brújula estelar Cañón de forraje		Héroe intrépido Himno glorioso		Fuga de maná		Hambre perversa		Guerra de guerrillas		Flautista élfica
	Cetro disruptor		Infantería de ballesta		Garracuerno costero Girar		Inspirar temor Jaqueca	$\vdash$	Hacha de lava Horno de Rath		Florecimiento primavera Fuerza primigenia
	Coloso pirexiano		Inversión afortunada		Guerrero fantasmal		Latrocinio	$\vdash$	Huevo de rukh		Fungosaurio
	_ Copa de marfil		Ira de Dios		Hechicero fugitivo		Legión cercenada		Impacto súbito		Guardabosque de Norwe
	Cráneo de Orm		Javalinero de élite		Hibernación		Malhechor cobarde		Incursor trasgo		Hechicera de Yavimaya
	Escudo de armas		Juramento del melocotonar		Homúnculo furtivo		Matar		Infierno		Heraldo de Gaia
	Esfera de madera Estrella de hierro		Karma		Imagen efímera		Muro de carroña		Iracundo alomado		Inconsciente colectivo
	Gólem membranoso		Leones de la sabana Lluvia de espadas		Índice Inspiración		Náusea Naméforto de Decomord		Lince de los desfiladeros Llamarada		Lhurgoyf Lirista élfica
	Heraldo de bronce		Lobos de la tundra		Inspiración Invisibilidad		Necrófago de Deepwood Nekrataal		Llamarada Lluvia de piedras		Linsta enica Llamado de la naturalez
	Huevo de dingus		Maestro en señuelos		Ira de Marit Lage		Ofrenda al Pozo de muerte		Luna de sangre	'	Lobo solitario
	Lentes de distorsión		Mariscal experimentado		Kraken de la marea		Pacto de las sepulturas		Martillo de Bogardan		Manantial de vida
	Libro de hechizos		Máscara de marfil		Mercader de secretos		Paladín occidental		Martillo volcánico		Maro
	Mina aullante Muro de lanzas		Milicianos ardorosos		Muro de aire		Paladín oriental		Muro de cenizas		Moho reptante
	Portal de planos		Monje venerable Muro de espadas		Pergamino mercantil		Perseguir		Muro de piedra	'	Monstruo de musgo
	Puente engañoso		Néctar sagrado		Perito temporal Pescador aven		Pesadilla Podredumbre mental	$\left  - \right $	Obliterar Okk	'	Naturalizar Osos pardos
$\vdash$	Rejilla de defensa		Pacifism		Piratería costera		Portador de larvas	$\left  \right $	Pirotecnia		Pionero élfico
$\vdash$	Rompecabezas de Teferi		Paje angélico		Presagio de Zur		Pozos de la muerte de Rath		Planeador trasgo		Poder de los robles
$\vdash$	Rueda de molino		Parvada aven		Rewind		Ratas rapaces		Ráfaga de rayos		Regeneración
	Titán pirexiano Trono de hueso		Piedras animadas		Robar artefacto		Señor de la peste pirexiano	$\square$	Reflexes		Revive
	Vara de cristal		Propósito noble Redeem	$\vdash$	Robar el alma		Señor de los muertos vivientes	$\vdash$	Rey trasgo	'	Rhox
	Vexim arcana		Sanador experto	$\vdash$	Rutas comerciales Sabio de Lat-Nam		Separar el alma Sepulturero	$\left  - \right $	Romper Sabuesos de lava	'	Señuelo Sierpe con púas
	Volumen de Jayemdae		Sanador samita		Soborno		Sombra vaga	$\left  \right $	Subasta de ladrones		Sierpe dragón
	_ TOTAL		Santurronería		Telepatía		Sueños del infierno		Temblor		Tejón gigante
			Solidaridad		Titiritero		Traición asesina		Tigre dientes de sable		Terreno vivo
tra lo	$\mathbf{i}$		Telaraña solar		Torsión mental		Tutor diabólico		Tormenta ígnea		Tierra fértil
Primera letra del apellido	)		Tierra santa		Tortuga astada		Viento pestilente		Trasgo furioso		Trampa de alas
n g			Tropas firmes		Urraca ladrona		Zombies dañinos		Tropas de choque		Troll astado
aj	1		Vínculo espiritual		Volar		Zombificar		Viento abrasador		Wumpus perseguido

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ersion 1.0 I	WHITE	PLAYED	BLUE	AYED	BLACK	PLAYED	RED		PLAYED	GRE	EN
	Akroma, Angel of Wrath		Aven Envoy		Aphetto Exterminator		Blade SI				rk Murlodo
	Akroma's Devoted		Cephalid Pathmage		Bane of the Living			oke Howler			chsnap Lor
	Aven Redeemer		Chromeshell Crab		Blood Celebrant		Clickslit	her		<b></b>	totherium
	Aven Warhawk		Covert Operative		Corpse Harvester		Crested	Craghorn		Brood	d Sliver
	Beacon of Destiny		Crookclaw Elder		Crypt Sliver		Flamewa	ave Invoker		Caller	r of the Cla
	Celestial Gatekeeper		Dermoplasm		Dark Supplicant		Frenetic				py Crawler
	Cloudreach Cavalry		Dreamborn Muse		Deathmark Prelate			m Incinerator			nt Elf
	Daru Mender		Echo Tracer		Drinker of Sorrow		Goblin /				Soultiller
	Daru Sanctifier		Fugitive Wizard		Dripping Dead			Clearcutter			nous Balot
	Daru Stinger		Gempalm Sorcerer		Earthblighter		Goblin [	5			Throwbacl
-+	Defender of the Order		Glintwing Invoker		Embalmed Brawler		Goblin F	5			oalm Stride
_	Deftblade Elite		Keeneye Aven		Gempalm Polluter		Goblin (				ering Rogo
	Essence Sliver		Keeper of the Nine Gales		Ghastly Remains			Grappler	-	Hund	
_	Gempalm Avenger Glowrider		Master of the Veil Merchant of Secrets		Goblin Turncoat Graveborn Muse	-	Goblin L Hunter S		-		an Cloudsci an Vorine
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	Planar Guide		Mistform Ultimus		Infernal Caretaker		Lavabor	0	-		n of the W
	Plated Sliver		Mistform Wakecaster		Noxious Ghoul			l Hystrodon	-		al Whispere
	Starlight Invoker		Primoc Escapee		Phage the Untouchable		Magma				<pre>&lt; Sliver</pre>
	Stoic Champion		Riptide Director		Scion of Darkness			p Raptor			Sliver
	Sunstrike Legionnaire		Riptide Mangler		Skinthinner			ard Elemental			orn Muse
	Swooping Talon		Shifting Sliver		Smokespew Invoker			n Plower			wood Invo
	Wall of Hope		Synapse Sliver		Sootfeather Flock		Skirk Ala	armist		Timb	erwatch Elf
	Ward Sliver		Voidmage Apprentice		Spectral Sliver			ill Sergeant		Toter	n Speaker
	Whipgrass Entangler		Wall of Deceit		Toxin Sliver		Skirk Ma	arauder		Triba	I Forcemag
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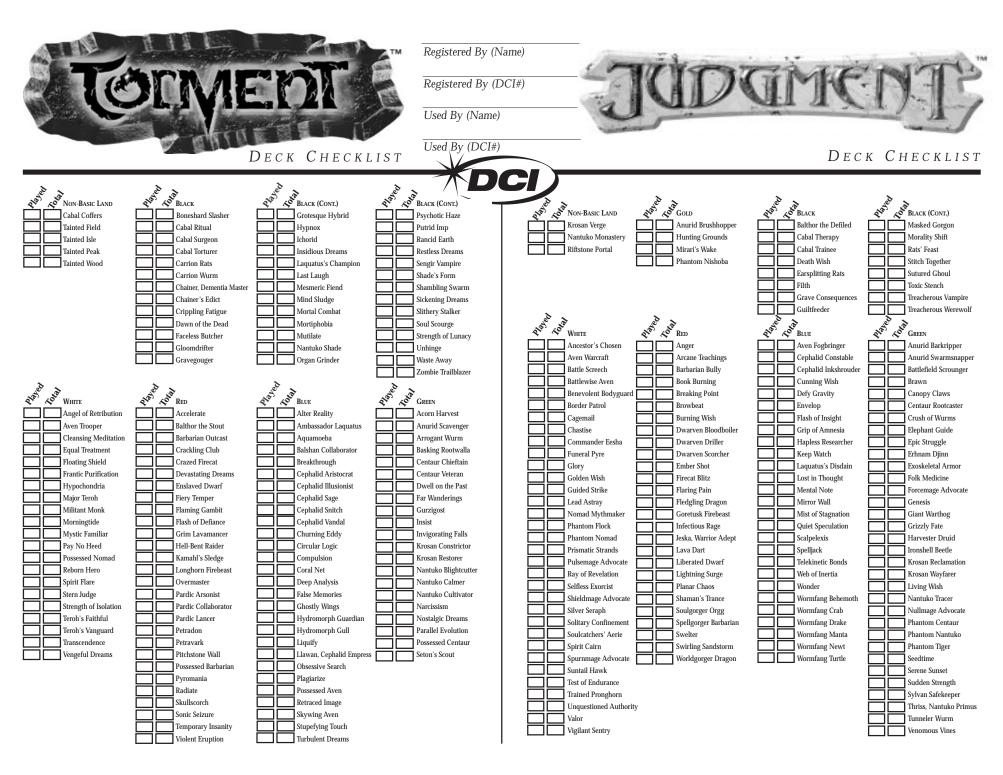
FTS ONLY

Mountain Plains Swamp 
 Proteus Machine
 Edgewalker

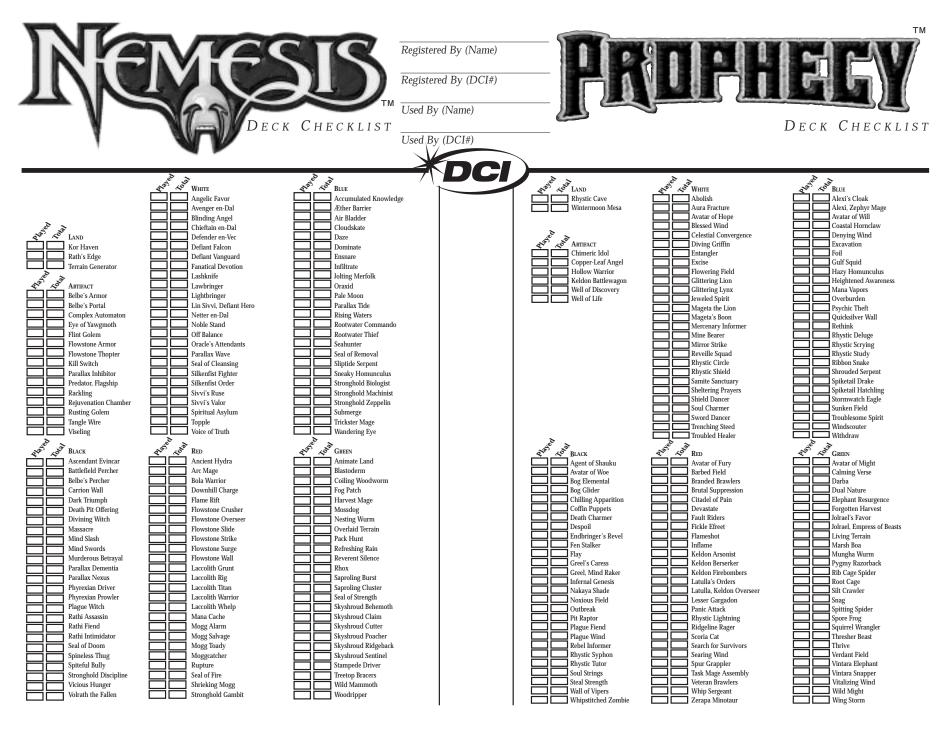
 Stabilizer
 Karona, False God

 Sliver Overlord
 Sliver Overlord

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FIFTH D	AWN_	PLAYER REGIS		PLAYER USI	
DECK CHEC	TVIICT	Registrant's First Name	Registrant's Last Name	User's First Name	User's Last Name
DECK CHEC		Registrant's D	CI Number	User's DCI N	lumber
WHITE PLAYED	A BLUE PLAYE	BLACK	PLAJE TOTAL RED	PLAYED	GREEN
Abuna's Chant		Beacon of Unrest		n of Destruction	All Suns' Dawn
Armed Response	Advanced Hoverguard	Blind Creeper		of the Red Dawn	Beacon of Creation
Auriok Champion	Artificer's Intuition	Bringer of the Blac	Ŭ		Bringer of the Green Da
Auriok Salvagers	Beacon of Tomorrows	Cackling Imp		ick Bolt	Channel the Suns
Auriok Windwalker	Blinkmoth Infusion	Desecration Eleme	ntal Furnac	e Whelp	Dawn's Reflection
Beacon of Immortality	Bringer of the Blue Dawn	Devour in Shadow	Goblin	Brawler	Eternal Witness
Bringer of the White Dawn	Condescend	Dross Crocodile	Granul	ate	Fangren Pathcutte
Circle of Protection: Artifacts	Disruption Aura	Ebon Drake	Ion Sto	orm 🗌	Ferocious Charge
Leonin Squire	Early Frost	Endless Whispers	Iron-Ba	arb Hellion	Joiner Adept
Loxodon Anchorite	Eyes of the Watcher	Fill with Fright	Krark-C	Clan Engineers	Ouphe Vandals
Loxodon Stalwart	Fold into Æther	Fleshgrafter	Krark-C	Clan Ogre	Rite of Passage
Raksha Golden Cub	Hoverguard Sweepers	Lose Hope	Magma	a Giant	Rude Awakening
Retaliate	Into Thin Air	Mephidross Vamp	ire Magma	a Jet	Sylvok Explorer
Roar of Reclamation	Plasma Elemental	Moriok Rigger	Magne	tic Theft	Tangle Asp
Skyhunter Prowler	Qumulox	Night's Whisper	Mana (		Tel-Jilad Justice
Skyhunter Skirmisher	Serum Visions	Nim Grotesque	Rain of	f Rust	Tel-Jilad Lifebreat
Stand Firm	Spectral Shift	Plunge into Darkne	ess Reversa	al of Fortune	Tornado Element
Stasis Cocoon	Thought Courier	Relentless Rats		ning Fury	Tyrranax
Steelshaper's Gift	Trinket Mage	Shattered Dreams		Elemental	Viridian Lorebear
Vanquish	Vedalken Mastermind	Vicious Betrayal	Vulsho	k Sorcerer	Viridian Scout
ARTIFACT	ARTIFACT	ARTIFACT	PLAYED TAL ARTIF	ACT PLAYED TOTAL	ARTIFACT
Anodet Lurker	Battered Golem	Etched Oracle		Avenger	Skullcage
Arachnoid	Blasting Station	Ferropede		nth Golem	Skyreach Manta
Arcbound Wanderer	Chimeric Coils	Fist of Suns		uadropod	Solarion
Avarice Totem	Clearwater Goblet	Gemstone Array	Myr Se		Sparring Collar
Baton of Courage	Clock of Omens	Goblin Cannon		Stealthsuit	Spinal Parasite
	Composite Golem	Grafted Wargear		e Bracers	Staff of Dominat
	Conjurer's Bauble	Grinding Station		se Mantle	Summoner's Egg
	Cranial Plating	Guardian Idol	Pentad		Summoning Stati
BASIC LAND	Crucible of Worlds	Healer's Headdres		sed Portal	Suncrusher
Forest	Door to Nothingness	Heliophial	j j	rass Screen	Suntouched Myr
Island	Doubling Cube	Helm of Kaldra		nane Masticore	Synod Centurion
Mountain	Energy Chamber	Horned Helm	Relic B		Thermal Navigate
Plains	Engineered Explosives	Infused Arrows		ng Station	Vedalken Orrery
Swamp	Ensouled Scimitar	Krark-Clan Ironwo		oth Thresher	Vedalken Shackle
	Eon Hub	Lantern of Insight	Silent A	Arbiter	Wayfarer's Baubl

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	DECK CHE		Nombre Appellid	o Nombre	Appellido
	DLCK CHL				nero de DCI
DOTAL	BLANCO	AZUL USADO	AL NEGRO	A ROJO	VERDE
	Adalid del amanecer blanco	Adalid del amanecer azul	Adalid del amanecer negro	Adalid del amanecer rojo	Abrebrecha fangren
	Anacoreta loxodón	Adquirir	Aparejador móriok	Brote de magma	Adalid del amanecer verde
	Cabalgavientos áuriok	Aeroguarda mejorado	Cocodrilo del Dros	Cría del horno	Amanecer de todos los soles
	Campeona áuriok	Aura de disrupción	Devorar en las sombras	Diablo espinas de acero	Áspid de la maraña
	Canto del abunas	Barredores aeroguarda	Diablillo carcajeante	Elemental de chispas	Canalizar los soles
	Capullo de estasis	Cambio espectral	Draco de ébano	Faro de destrucción	Carga brutal
	Círculo de protección: artefactos	Condescender	Elemental de profanación	Furia chillona	Despertar brusco
	Desarmadores áuriok	Cúmulox	Faro de desasosiego	Geiser de maná	Elemental de tornado
	Escaramuzadora cazacielos	Elemental de plasma	Injertacarne	Gigante de magma	Explorador viridiano
	Escudero leonino	Escarcha matinal	Llenar de temor	Granular	Faro de creación
	Faro de inmortalidad	Faro del mañana	Nim grotesco	Hechicera vúlshok	Justicia de Tel-Jilad
	Loxodón denodado	Hacerse humo	Perder la esperanza	Ingenieros del clan Krark	Portadores de sabiduría viridianos
	Raksha Cachorro Dorado	Infusión de polillas titilantes	Ratas implacables	Inversión de fortuna	Reconocedor sylvok
	Regalo del moldea acero	Intuición del artífice	Sueños destrozados	Larvas cósmicas	Reflejo del amanecer
	Resistir firme	Mago de baratijas	Susurro nocturno	Lluvia de herrumbre	Respiravida de Tel-Jilad
	Respuesta armada	Mensajero del pensamiento	Susurros interminables	Ogro del clan Krark	Rito de pasaje
	Rondadora cazacielos	Mente maestra vedalken	Traición perversa	Pendenciero trasgo	Testigo eterna
	Rugido de reclamo	Ojos del observador	Trepador ciego	Rayo de retroalimentación	Tyrranax
	Sojuzgar	Plegar hacia el éter	Vampiro de méfidros	Robo magnético	Unificadora experta
	Tomar represalias	Visiones del suero	Zambullirse en la oscuridad	Tormenta iónica	Vándalos oufé
TOTA	ARTEFACTOS	ARTEFACTOS	ARTEFACTOS	ARTEFACTOS	ARTEFACTOS
	Acechador anódico	Barrera de reliquias	Cubo duplicador	Linterna de la perspicacia	Puesto de invocación
	Aracnoide	Bastón de coraje	Equipo de guerra injertado	Manta alcanzacielos	Puesto de molienda
	Árbitro silencioso	Bastón de dominación	Explosivos diseñados	Manto del paraíso	Puesto de ráfagas
	Baratija del caminante	Blindaje craneano	Ferrópodo	Masticore melena de navajas	Puño de los soles
	Baratija del conjurador	Bobinas quiméricas	Flechas imbuidas	Matriz de gemas	Reloj de profecías
		Brazaletes de opalina	Foco de los eones	Myr tocado por el sol	Servidor myr
USADO	TIERRAS BASICAS	Cáliz de aguaclara	Gólem compuesto	Navegador de termales	Solarión
	Bosque	Cámara de energía	Gólem de micosintético	Oráculo grabado	Tocado del sanador
DRAF	Isla	Cañón trasgo	Gólem maltratado	Pantalla de pasto navaja	Tótem de la avaricia
FTS	Llanura	Casco de Kaldra	Grilletes vedalken	Parásito espinal	Traje furtivo néurok
	Montaña	Centurión del sínodo	Heliofrasco	Planetario vedalken	Trillador dientes de sierra
ONLY	Pantano	Cimitarra animada	Herrería del clan Krark	Portal poseído	Triturasoles
~ L		Collar de entrenamiento	Huevo del invocador	Prisma pentavalente	Vagabundo arcoligado Vengador lunar
		Crisol de mundos	Ídolo guardián	Puerta a la nada	Yelmo astadoro
		Cuadrópodo myr	Jaula del cráneo	Puesto de desarme	

<u>LA CINQUIÈN</u>		Prénom du vérificateur Nom du vérific	cateur Prénom du joueur	Nom du joueur
DECK CHEC		)		
		Numéro DCI du vérificateur	Numéro DCI	du joueur
BLANC CARTES ADJESS	AL BLEU CARTES JOURES	AL NOIR	ROUGE CHARTE JOINES	VERT
Anachorète loxodon	Acquisition	Annonciateur de l'Aube noire	Annonciateur de l'Aube rouge	Annonciateur de l'Aube ver
Annonciateur de l'Aube blanche	Aérogarde de conception avancée	Bateleur moriok	Bagarreur gobelin	Canaliser l'énergie des solei
Assaillante chasseciel	Annonciateur de l'Aube bleue	Chuchotements interminables	Détournement magnétique	Charge féroce
Cercle de protection : artefacts	Aura de perturbation	Chuchotements nocturnes	Dragonnet du fourneau	Éclaireur viridian
Championne aurioke	Balayeurs aérogardes	Crocodile de Mephidross	Éclair à rétroaction	Élémental de tornade
Chant de l'abuna	Changement spectral	Diablotin caquetant	Élémental d'étincelles	Éveil brusque
Cocon de stase	Condescendance	Drakôn d'ébène	Flambeau de la Destruction	Experte menuisière
De pied ferme	Décoction de scintimite	Élémental de profanation	Fureur hurlante	Explorateur sylvok
Don du forge-acier	Élémental de plasma	Éveil de l'effroi	Géant de magma	Flambeau de la Création
Écuyer léonin	Érudit vedalken	Flambeau de l'Inquiétude	Geyser de mana	Justice de Tel-Jilad
Flambeau de l'Immortalité	Flambeau de l'Avenir	Fureteur aveugle	Granuler	L'aube de tous les soleils
Loxodon vigoureux	Gel précoce	Greffeur de chair	Ingénieurs du clan Krark	Passe-sentier fangren
Marchevent aurioke	Intuition de l'artificier	Nim grotesque	Inversion de fortune	Reflets de l'aube
Raksha Lionceaudor	Les yeux du gardien	Ombre affamée	Jet de magma	Rite de passage
Récupérateurs aurioks	Mage aux breloques	Perdre espoir	Larve cosmique	Sapienporteurs viridia
Réponse armée	Messager des pensées	Plongeon dans les ténèbres	Monstruosité de fer barbelé	Souffleur de vie de Tel-Jilad
Rôdeuse chasseciel	Qumulox	Rats implacables	Ogre du clan Krark	Témoin éternel
Rugissement de défrichement	Repli dans l'Æther	Rêves fracassés	Orage ionique	Tyrranax
Talion	Visions nées du sérum	Trahison vicieuse	Pluie de rouille	Vandales orphes
Vaincre	Volatilisation	Vampire de Mephidross	Sorcière vulshoke	Vipère de la Filandre
ARTEFACT				
Annelures chimériques	Babiole du voyageur	Écrabouilleur de soleil	Héliofiole	Poigne des soleils
Arachnoïde	Bâton de domination	Explosifs artificiels	Horloge des augures	Portail possédé
Arbitre silencieux	Batteuse à dents de scie	Ferronnerie du clan Krark	Idole gardienne	Porte sur le néant
Armure furtive neuroke	Blindage crânien	Ferro-pattes	Lanterne de perspicacité	Poste de broyage
Babiole du conjurateur	Bracelets opalins	Fers vedalkens	Manteau de paradis	Poste de déflagration
	Canon gobelin	Flèches infusées	Masque d'enfer	Poste de récupération
TERRAINS DE BASE	Centre des éons	Gobelet des eaux claires	Masticore à crinière tranchante	Poste d'invocation
IERRAINS DE DASE	Centurion du Synode	Golem bosselé	Myr irradié	Quadripode myr
Forêt	Chambre d'énergie	Golem composite	Navigateur thermique	Raie manta toucheciel
Île	Cimeterre animé	Golem de mycosynthèse	Œuf de l'invocateur	Solarion
Marais	Coiffe de guérisseur	Guetteur à anodes	Oracle gravé	Totem d'avarice
Montagne	Collier d'entraînement	Hampe de courage	Parasite spinal	Très ancienne barrière
Plaine	Creuset des mondes	Harnais de guerre greffé	Paravent de rasherbe	Vagabond entravarc
	Cube dédoubleur	Heaume cornu	Pentode prismatique	Valet myr
	Déploiement de gemmes	Heaume de Kaldra	Planétaire mécanique vedalken	Vengeur lunaire

	QUINTA	ALBÀ	PLAYER REGISTERING D	ECK PLAY	YER USING DECK
			Registrant's First Name Registrant	s Last Name User's First Name	User's Last Name
	DECK CHE	CKLIST XDC			
		De	Registrant's DCI Number		User's DCI Number
LAYER	OTAL WHITE	PLAY BLUE	FOTAL BLACK	Portal RED	PLAYED GREEN
	Anacoreta Lossodonte	Acconsentire	Coccodrillo delle Scorie	Cucciolo della Fornace	Adepta Giuntatrice
	Bozzolo di Stasi	Acquisire	Demonietto Ghignante	Elementale Scintillante	Alba di Tutti i Soli
	Calcavento Auriok	Aerocustode in Avanscoperta	Ŭ	Esplosione di Magma	Apripista Fangren
	Campionessa Auriok	Aura della Distruzione	Draghetto d'Ebano	Faro della Distruzione	Aspide del Groviglio
-	Canto dell'Abuna	Avviluppare nell'Etere	Elementale Profanatore	Fattucchiera Vulshok	Brusco Risveglio
	Circolo di Protezione: Artefatti	Cumulipo	Faro dell'Inquietudine	Ferrospinato Infernale	Carica Feroce
	Dono del Plasmametallo	Elementale di Plasma	Innestacarne	Furia Urlante	Elementale dei Tornado
	Esploratrice Solcacielo	Faro del Domani	Maneggione Moriok	Furto Magnetico	Esploratore Silvaco
	Faro dell'Immortalità	Genio Vedalken	Nim Grottesco	Geyser di Mana	Esploratore Silvaco
	Lossodonte Vigoroso	Infusione di Lampidotteri	Perdere la Speranza	Gigante di Magma	Faro della Creazione
	Portatore dell'Alba Bianca	Intuito dell'Artefice	Portatore dell'Alba Nera	Ingegneri di Krark-Clan	Giustizia di Tel-Jilad
	Predatore Solcacielo	Mago dei Gingilli	Ratti Spietati	Larva Cosmica	Incanalare i Soli
_	Raksha, Cucciolo d'Oro	Messaggero Psichico	Riempire di Terrore	Lottatore Goblin	Latori dei Miti Viridiani
	Reazione Armata	Nel Nulla	Sogni Infranti		
_			Strisciante Cieco	Ogre di Krark-Clan	Portatore dell'Alba Verd
	Resistere	Occhi dell'Osservatore		Pioggia di Ruggine	Riflesso dell'Alba
	Rivalersi	Portatore dell'Alba Blu	Sussurri della Notte	Portatore dell'Alba Rossa	
	Ruggito della Rivendicazione	Prime Gelate	Sussurri Infiniti	Rovescio di Fortuna	Soffiavita di Tel-Jilad
	Saccheggiatori Auriok	Spazzatori Aerocustodi	Tradimento Perverso	Scarica Retroattiva	Testimone Eterna
	Scudiero Leonid	Variazione Spettrale	Tuffarsi nelle Tenebre	Sgretolare	Tyrranax
	Sgominare	Visioni del Siero	Vampiro di Mephidross	Tempesta Ionica	Vandali Ouphe
LAYED	Prat ARTIFACT	Pin ARTIFACT	ARTIFACT PLAY	ARTIFACT	PLAYED ARTIFACT
	Aracnoide				
	Alacitotue	Calice di Pureacque	Ferropede	Mietitore dai Denti a Seg	Postazione Esplosiva
	Arsenale Inciso	Calice di Pureacque Camera dell'Energia	Ferropede Frecce Infuse	Mietitore dai Denti a Seg Myr Eliotinto	Postazione Esplosiva Predatore Anodet
	Arsenale Inciso	Camera dell'Energia	Frecce Infuse	Myr Eliotinto	Predatore Anodet
	Arsenale Inciso Barriera Anti-Reliquie	Camera dell'Energia Cannone Goblin	Frecce Infuse Fulcro degli Eoni	Myr Eliotinto Navigatore Termico	Predatore Anodet Prisma Pentavalente
	Arsenale Inciso Barriera Anti-Reliquie Bastone del Coraggio	Camera dell'Energia Cannone Goblin Catene Vedalken	Frecce Infuse Fulcro degli Eoni Furtoveste Neurok	Myr Eliotinto Navigatore Termico Ninnolo del Viaggiatore	Predatore Anodet Prisma Pentavalente Pugno dei Soli
	Arsenale Inciso Barriera Anti-Reliquie Bastone del Coraggio	Camera dell'Energia Cannone Goblin Catene Vedalken Centurione del Sinodo	Frecce Infuse Fulcro degli Eoni Furtoveste Neurok Gabbia Cerebrale	Myr Eliotinto Navigatore Termico Ninnolo del Viaggiatore Ninnolo dell'Evocatore	Predatore Anodet Prisma Pentavalente Pugno dei Soli Quadripode Myr
	Arsenale Inciso Barriera Anti-Reliquie Bastone del Coraggio Bastone della Dominazione	Camera dell'Energia         Cannone Goblin         Catene Vedalken         Centurione del Sinodo         Collare da Addestramento         Copricapo del Curatore	Frecce Infuse Fulcro degli Eoni Furtoveste Neurok Gabbia Cerebrale Girovago Elettrofuso	Myr Eliotinto Navigatore Termico Ninnolo del Viaggiatore Ninnolo dell'Evocatore Oracolo Inciso	Predatore Anodet Prisma Pentavalente Pugno dei Soli Quadripode Myr Riparo di Erba-Lama
	Arsenale Inciso Barriera Anti-Reliquie Bastone del Coraggio Bastone della Dominazione	Camera dell'Energia         Cannone Goblin         Catene Vedalken         Centurione del Sinodo         Collare da Addestramento	Frecce Infuse Fulcro degli Eoni Furtoveste Neurok Gabbia Cerebrale Girovago Elettrofuso Giudice Silente	Myr Eliotinto Navigatore Termico Ninnolo del Viaggiatore Ninnolo dell'Evocatore Oracolo Inciso Orologio dei Presagi	Predatore Anodet Prisma Pentavalente Pugno dei Soli Quadripode Myr Riparo di Erba-Lama Schiacciasoli
	Arsenale Inciso Barriera Anti-Reliquie Bastone del Coraggio Bastone della Dominazione BASIC LAND	Camera dell'Energia         Cannone Goblin         Catene Vedalken         Centurione del Sinodo         Collare da Addestramento         Copricapo del Curatore         Crogiolo di Mondi	Frecce Infuse         Fulcro degli Eoni         Furtoveste Neurok         Gabbia Cerebrale         Girovago Elettrofuso         Giudice Silente         Golem Composito	Myr Eliotinto Mavigatore Termico Ninnolo del Viaggiatore Ninnolo dell'Evocatore Oracolo Inciso Orologio dei Presagi Parassita Spinale	Predatore AnodetPrisma PentavalentePugno dei SoliQuadripode MyrRiparo di Erba-LamaSchiacciasoliScimitarra Animata
	Arsenale Inciso Barriera Anti-Reliquie Bastone del Coraggio Bastone della Dominazione BASIC LAND	Camera dell'Energia         Cannone Goblin         Catene Vedalken         Centurione del Sinodo         Collare da Addestramento         Copricapo del Curatore         Crogiolo di Mondi         Cubo Moltiplicatore         Eliofiala	Frecce Infuse         Fulcro degli Eoni         Furtoveste Neurok         Gabbia Cerebrale         Girovago Elettrofuso         Giudice Silente         Golem Composito         Golem Danneggiato	Myr Eliotinto Myr Eliotinto Navigatore Termico Ninnolo del Viaggiatore Ninnolo dell'Evocatore Oracolo Inciso Orologio dei Presagi Parassita Spinale Placca Cefalica	Predatore AnodetPrisma PentavalentePugno dei SoliQuadripode MyrRiparo di Erba-LamaSchiacciasoliScimitarra AnimataServitore MyrSolarion
	Arsenale Inciso Barriera Anti-Reliquie Bastone del Coraggio Bastone della Dominazione BASIC LAND Foresta Isola	Camera dell'EnergiaCannone GoblinCatene VedalkenCenturione del SinodoCollare da AddestramentoCopricapo del CuratoreCrogiolo di MondiCubo MoltiplicatoreEliofialaElmo Cornuto	Frecce Infuse         Fulcro degli Eoni         Furtoveste Neurok         Gabbia Cerebrale         Girovago Elettrofuso         Giudice Silente         Golem Composito         Golem di Micosinti	Myr Eliotinto Myr Eliotinto Navigatore Termico Ninnolo del Viaggiatore Oracolo Inciso Orologio dei Presagi Parassita Spinale Placca Cefalica Planetario Vedalken	Predatore AnodetPrisma PentavalentePugno dei SoliQuadripode MyrRiparo di Erba-LamaSchiacciasoliScimitarra AnimataServitore MyrSolarionSostegni Opalini
	Arsenale Inciso Barriera Anti-Reliquie Bastone del Coraggio Bastone della Dominazione BASIC LAND Foresta Isola Montagna	Camera dell'Energia         Cannone Goblin         Catene Vedalken         Centurione del Sinodo         Collare da Addestramento         Copricapo del Curatore         Crogiolo di Mondi         Cubo Moltiplicatore         Eliofiala         Elmo Cornuto         Elmo di Kaldra	Frecce Infuse         Fulcro degli Eoni         Furtoveste Neurok         Gabbia Cerebrale         Girovago Elettrofuso         Giudice Silente         Golem Composito         Golem di Micosinti         Idolo Guardiano	Myr Eliotinto         Navigatore Termico         Ninnolo del Viaggiatore         Ninnolo dell'Evocatore         Oracolo Inciso         Orologio dei Presagi         Parassita Spinale         Planetario Vedalken         Porta sul Nulla	Predatore AnodetPrisma PentavalentePugno dei SoliQuadripode MyrRiparo di Erba-LamaSchiacciasoliScimitarra AnimataServitore MyrSolarionSostegni OpaliniSpirali Chimeriche
	Arsenale Inciso Barriera Anti-Reliquie Bastone del Coraggio Bastone della Dominazione BASIC LAND Foresta Isola	Camera dell'EnergiaCannone GoblinCatene VedalkenCenturione del SinodoCollare da AddestramentoCopricapo del CuratoreCrogiolo di MondiCubo MoltiplicatoreEliofialaElmo Cornuto	Frecce Infuse         Fulcro degli Eoni         Furtoveste Neurok         Gabbia Cerebrale         Girovago Elettrofuso         Giudice Silente         Golem Composito         Golem di Micosinti         Idolo Guardiano         Lanterna della Perspicacia	Myr Eliotinto         Navigatore Termico         Ninnolo del Viaggiatore         Ninnolo dell'Evocatore         Oracolo Inciso         Orologio dei Presagi         Parassita Spinale         Placca Cefalica         Planetario Vedalken         Porta sul Nulla         Portale Posseduto	Predatore Anodet         Prisma Pentavalente         Pugno dei Soli         Quadripode Myr         Riparo di Erba-Lama         Schiacciasoli         Scimitarra Animata         Solarion         Sostegni Opalini         Spirali Chimeriche         Totem della Cupidigia

	FÜNFTE MORG	Genröte	DECKLISTENERSTELLER DECK SPIELER				
	<b>EXAMPLE MORE</b>		Vorname des Erstellers Nachname des E	Erstellers Vorname des Spielers	Nachname des Spielers		
	DECK CHE		DCI Nummer des Erstellers	DCI Numm	er des Spielers		
M DECK	WEIß MOECK	Amy BLAU	SCHWARZ MDECK	ROT MDEEX	GRÜN		
	Abunas Gesang	Akquirieren	Blinder Kriecher	Bringer des Roten Morgens	Aufgang aller Sonner		
	Auriok-Champion	Aufräumender Schwebgardist	Bösartiger Verrat	Eisenstachelraupe	Bringer des Grünen Morger		
	Auriok-Wiederverwerter	Augen des Beobachters	Bringer des Schwarzen Morgens	Funkenelementar	Buboh-Vandalen		
	Auriok-Windwanderer	Blinkmotten-Infusion	Die Hoffnung verlieren	Gellender Zorn	Ewige Zeugin		
	Bewaffnete Antwort	Bringer des Blauen Morgens	Ebenholzsceada	Goblinraufbold	Fangren-Pfadhacker		
	Bringer des Weißen Morgens	Eingebung des Handwerkers	Endloses Flüstern	Granulieren	Knäuelnatter		
	Geschenk des Stahlformers	Falte im Äther	Entweihungselementar	Ingenieure des Krark-Clans	Leitstern der Schöpfung		
	Hart bleiben	Früher Frost	Fleischbepfropfer	Ionensturm	Meisterschreiner		
	Heimzahlen	Gedankenübermittler	Grotesker Nim	Kosmische Larve	Sonnenaufgangsspiegelur		
	Himmeljäger-Plänkler	Herablassen	Kichernder Bold	Leitstern der Zerstörung	Sonnenenergie ableiten		
	Himmeljäger-Streife	In Luft aufgelöst	Leitstern der Unruhe	Magmariese	Sylvok-Erforscher		
	Kokon der Starre	Leitstern des Morgigen	Mephidross-Vampir	Magmastrahl	Tel-Jilad-Lebensatme		
	Leitstern der Unsterblichkeit	Plasmaelementar	Mit Entsetzen erfüllen	Magnetischer Diebstahl	Tel-Jilads Gerechtigkeit		
	Leoniden-Junker	Plundermagier	Moriok-Mechaniker	Manageysir	Tornadoelementar		
	Loxodon-Einsiedler	Spektralwechsel	Nachtgeflüster	Oger des Krark-Clans	Tyrranax		
	Raksha Goldjunges	Störende Aura	Schlackenkrokodil	Rostregen	Übergangsritus		
	Rückforderndes Brüllen	Vedalken-Genie	Sturz in die Dunkelheit	Rückkopplungsschlag	Unsanftes Erwachen		
	Schutzkreis gegen Artefakte	Visionen nach Serumsgenuss	Unbarmherzige Ratten	Umkehr des Glücks	Viridische Sagenbewahre		
	Überwältigen	Vorgerückter Schwebgardist	Von Schatten verschlungen	Vulshok-Hexenmeisterin	Viridischer Späher		
	Unverzagtes Loxodon	Wolkolyp	Zerschmetterte Träume	Welpe der Schmelze	Wilder Ansturm		
M DECKAMT	ARTEFAKT			ARTEFAKT			
	Arachnoide	Beseelter Krummsäbel	Goblinkanone	Mycosynthgolem	Sonnenampulle		
	Aufgeladene Pfeile	Besessenes Portal	Handschrift der Sonnen	Myr-Vierhufer	Sonnenberührter My		
	Aufgepfropfte Kriegsausrüstung	Böennavigator	Himmelsreisender Rochen	Neurok-Tarnanzug	Sonnenquetscher		
	Bergungsstation	Brosche des Geisterrufers	Hörnerhelm	Paradiesmantel	Sprengstation		
	Beschwörungsstation	Brosche des Wandersmanns	Kaldras Helm	Reliktenbarriere	Stab des Beherrscher		
IM DECK	STANDARDLÄNDER	Chimärenspulen	Kampfhalsband	Rückgratsschmarotzer	Stab des Muts		
SECK	SIANDARDLANDER	Dosierter Sprengstoff	Klingengrasabschirmung	Sägezahn-Drescher	Stiller Schiedsrichter		
DRAF	Ebene	Edelsteinreihe	Klingenmähnen-Mastikor	Schädelkäfig	Totem des Geizes		
	Gebirge	Ei des Beschwörers	Kompositgolem	Schädelverstärkung	Tür ins Nichts		
TS	Insel	Eisenhütte des Krark-Clans	Kopfschmuck des Heilers	Schillernde Armreife	Uhr der Omina		
0 N	Sumpf	Energiekammer	Laterne der Einsicht	Schleichendes Anodet	Vedalken-Fesseln		
NLY	Wald	Ferroped	Läuterwasser-Pokal	Schleifstation	Vedalken-Planetariu		
		Fünfseitiges Prisma	Lichtbogen-Wanderer	Schmelztiegel der Welten	Verdopplungskubus		
		Geätzte Weissagung	Mittelpunkt der Ewigkeit	Schutzstandbild	Zenturio der Synode		
		Gefolgsmyr	Mondlichträcher	Solarion	Zerbeulter Golem		

<b>AQUINTA A</b> DECK CHE		PLAYER REGISTERING DECK Registrant's First Name Registrant's Last N		USING DECK
DECK CHE		Comparison of the second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second second		
PLANEDOLAL WHITE	DELUE PLAYED	BLACK	RED	OFAL GREEN
Aurioque Caminhante do Vento         Caçadora Celeste Escaramuçadora         Caçadora Celeste Espreitadora         Campeã dos Aurioques         Canto do Abuna         Casulo de Estase         Círculo de Proteção: Artefatos         Ermitão Loxodonte         Escudeiro Leonino         Fulminar         Guia da Imortalidade         Loxodonte Robusto         Permanecer Firme         Portador da Aurora Branca         Presente do Molda-aço         Raksha, Filhote Dourado         Resposta Armada         Retaliar         Rugido de Recuperação         Salvádegos dos Aurioques	Adquirir         Aura de Disrupção         Condescender         Desvanescer         Dobrar em Éter         Elemental de Plasma         Geada Precoce         Guarda-de-Ronda Avançado         Guia dos Amanhãs         Infusão de Moscolumes         Intuição do Artesão         Mago das Quinquilharias         Mudança Espectral         Olhos do Observador         Portador da Aurora Azul         Qumulox         Vedalkeano de Inteligência Superior	Crocodilo do Entulho         Devorar nas Sombras         Diabrete Gargalhante         Dragonete de Ébano         Elemental da Profanação         Encher de Medo         Enxerta-carne         Guia da Inquietação         Imergir em Escuridão         Murioque Aparelhador         Nim Grotesco         Perder a Esperança         Portador da Aurora Preta         Rastejador Cego         Ratos Implacáveis         Sonhos Estilhaçados         Sussurro da Noite         Sussurros Intermináveis         Traição Odiosa         Vampiro de Mefidross	Chuva de Ferrugem Elemental de Centelhas Engenheiros do Clā-de-Krark Feiticeiro Vulshoque Fera Avernal Ferrifarpada Filhote da Fornalha Fúria Gritante Gêiser de Mana Gigante de Magma Granular Guia da Destruição Inversão do Destino Jato de Magma Larva Cósmica Ogre do Clā-de-Krark Portador da Aurora Vermelha Raio Retroalimentado Roubo Magnético Rufião Goblin Tempestade de Íons	Adepto da JunçãoÁspide do EmaranhadoAurora de Todos os SóisBatedor ViridianoCanalizar os SóisCarga FerozDespertar RepentinoElemental do TornadoExplorador SilvoqueFangren DesbravadorGuia da CriaçãoJustiça de Tel-JiladPortador da Aurora VerdePortador da AuroraRito de PassagemSopra-vida de Tel-JiladTestemunha EternaTrasgos VândalosTyrranax
PLAYED ARTIFACT			ARTIFACT	
Anodeto Espreitador Anteparo de Grama Cortante Aracnóide Árbitro Silencioso Armadura de Guerra Enxertada	Arranjo de Pedras Preciosas         Barreira de Relíquia         Bastão da Coragem         Bijuteria do Conjurador         Bijuteria do Viajante         Braceletes Opalinos         Cajado da Dominação         Cálice de Água Límpida	Cubo Duplicador         Destruidor de Dente Serrilhado         Eixo das Eras         Elmo com Chifres         Elmo de Kaldra         Espirais Quiméricas         Estação de Detonação         Estação de Invocação	Golem Amassado Golem Composto Golem Micossintetizador Grilhões dos Vedalkeanos Helio-esmagador Ídolo Guardião Lanterna de Introvisão Manto do Paraíso	Pentaprisma Planetário dos Vedalkeanos Porta para o Nada Portal Possuído Prende-crânio Punho dos Sóis Raia Atinge-céu Relógio de Agouros
PARE BASIC LAND PRAFICE BASIC LAND Floresta Ilha Montanha Pântano Planície	Câmara de Energia         Câmara de Energia         Canhão dos Goblins         Centurião do Sínodo         Chapeamento Craniano         Cimitarra Dotada de Alma         Colar Treinador         Crisol dos Mundos	Estação de Salvados         Estação de Trituração         Explosivos Fabricados         Ferrópede         Flechas Infundidas         Frasco Solar         Fundição do Clã-de-Krark	Marito do Faraliso Mastícora de Juba Cortante Myr Helio-tocado Myr Quadrópode Navegador Térmico Oráculo Daguerreotipado Ovo do Invocador Parasita Espinal	Serviçal Myr         Solarion         Totem da Avareza         Touca do Curandeiro         Vestimentas Furtivas dos Neuroques         Viajante Arconexo         Vingador Lunar



PLAYER REGISTERING DECK

Registrant's DCI Number

Registrant's First Name

Registrant's Last Name

PLAYER USING DECK

User's DCI Number

User's Last Name

User's First Name

DECK CHECKLIST

PLAYED	WHITE	AVEDTAL	BLUE	PLAYED	BLACK	TOTAL	RED	TOTAL	GREEN
	Auriok Glaivemaster		Carry Away		Æther Snap	<u> </u>	Barbed Lightning		Ageless Entity
	Echoing Calm		Chromescale Drake		Burden of Greed		Crazed Goblin		Echoing Courage
	Emissary of Hope		Echoing Truth		Chittering Rats		Dismantle		Fangren Firstborn
	Hallow		Hoverguard Observe	r	Death Cloud		Drooling Ogre		Infested Roothold
	Leonin Battlemage		Last Word		Echoing Decay		Echoing Ruin		Karstoderm
	Leonin Shikari		Machinate		Emissary of Despair		Fireball		Nourish
	Loxodon Mystic		Magnetic Flux		Essence Drain		Flamebreak		Oxidize
	Metal Fatigue		Neurok Prodigy		Greater Harvester		Furnace Dragon		Pulse of the Tangle
	Pristine Angel		Neurok Transmuter		Grimclaw Bats		Goblin Archaeologist		Reap and Sow
	Pteron Ghost		Psychic Overload		Hunger of the Nim		Inflame		Rebuking Ceremony
	Pulse of the Fields		Pulse of the Grid		Mephitic Ooze		Krark-Clan Stoker		Roaring Slagwurm
	Purge		Quicksilver Behemot	h	Murderous Spoils		Pulse of the Forge		Stand Together
	Ritual of Restoration		Reshape		Nim Abomination		Savage Beating		Tangle Spider
	Soulscour		Retract		Pulse of the Dross		Shunt		Tanglewalker
	Steelshaper Apprentice		Second Sight		Scavenging Scarab		Slobad, Goblin Tinkerer		Tel-Jilad Outrider
	Stir the Pride		Synod Artificer		Screams from Within		Tears of Rage		Tel-Jilad Wolf
	Test of Faith		Vedalken Engineer		Scrounge		Unforge		Viridian Acolyte
	Turn the Tables		Vex		Shriveling Rot		Vulshok War Boar		Viridian Zealot
PILTO		~			A DEPENDENCE AND	~	A DITUTA CIT	10	
PLAYED	NONBASIC LAND	TOTAL	ARTIFACT	PLAYED	ARTIFACT	TOTAL	ARTIFACT	TOTAL	ARTIFACT
AVEDIAL	NONBASIC LAND	VED AL	Æther Vial	-LAYED	ARTIFACT Marksteel Colossus	ED AL	Leonin Bola	LED LAL	Spire Golem
		VED TAL			Darksteel Colossus Darksteel Forge				Spire Golem Sundering Titan
	Blinkmoth Nexus		Æther Vial Angel's Feather Arcane Spyglass		Darksteel Colossus Darksteel Forge Darksteel Gargoyle		Leonin Bola Lich's Tomb Memnarch		Spire Golem Sundering Titan Surestrike Trident
	Blinkmoth Nexus Darksteel Citadel		Æther Vial Angel's Feather Arcane Spyglass Arcbound Bruiser		Darksteel Colossus Darksteel Forge Darksteel Gargoyle Darksteel Ingot		Leonin Bola Lich's Tomb Memnarch Mycosynth Lattice		Spire Golem Sundering Titan Surestrike Trident Sword of Fire and Ice
	Blinkmoth Nexus Darksteel Citadel		Æther Vial Angel's Feather Arcane Spyglass Arcbound Bruiser Arcbound Crusher		Darksteel Colossus Darksteel Forge Darksteel Gargoyle Darksteel Ingot Darksteel Pendant		Leonin Bola Lich's Tomb Memnarch Mycosynth Lattice Myr Landshaper		Spire Golem Sundering Titan Surestrike Trident Sword of Fire and Ice Sword of Light and Shadow
	Blinkmoth Nexus Darksteel Citadel		Æther Vial Angel's Feather Arcane Spyglass Arcbound Bruiser Arcbound Crusher Arcbound Fiend		Darksteel Colossus Darksteel Forge Darksteel Gargoyle Darksteel Ingot Darksteel Pendant Darksteel Reactor		Leonin Bola Lich's Tomb Memnarch Mycosynth Lattice Myr Landshaper Myr Matrix		Spire Golem Sundering Titan Surestrike Trident Sword of Fire and Ice Sword of Light and Shadow Talon of Pain
	Blinkmoth Nexus Darksteel Citadel		Æther Vial         Angel's Feather         Arcane Spyglass         Arcbound Bruiser         Arcbound Crusher         Arcbound Fiend         Arcbound Hybrid		Darksteel Colossus Darksteel Forge Darksteel Gargoyle Darksteel Ingot Darksteel Pendant Darksteel Reactor Darksteal Reactor		Leonin Bola Lich's Tomb Memnarch Myr Landshaper Myr Matrix Myr Moonvessel		Spire Golem Sundering Titan Surestrike Trident Sword of Fire and Ice Sword of Light and Shadow Talon of Pain Talon geain
	Blinkmoth Nexus Darksteel Citadel		Æther Vial         Angel's Feather         Arcane Spyglass         Arcbound Bruiser         Arcbound Crusher         Arcbound Fiend         Arcbound Hybrid         Arcbound Lancer		Darksteel Colossus Darksteel Forge Darksteel Gargoyle Darksteel Ingot Darksteel Pendant Darksteel Reactor Death-Mask Duplicant Demon's Horn		Leonin Bola Lich's Tomb Memnarch Mycosynth Lattice Myr Landshaper Myr Matrix Myr Moonvessel Nemesis Mask		Spire Golem Sundering Titan Surestrike Trident Sword of Fire and Ice Sword of Light and Shadow Talon of Pain Tangle Golem Thought Dissector
	Blinkmoth Nexus Darksteel Citadel		Æther Vial         Angel's Feather         Arcane Spyglass         Arcbound Bruiser         Arcbound Crusher         Arcbound Fiend         Arcbound Hybrid         Arcbound Lancer         Arcbound Overseer		Darksteel Colossus Darksteel Forge Darksteel Gargoyle Darksteel Ingot Darksteel Pendant Darksteel Reactor Death-Mask Duplicant Demon's Horn Dragon's Claw		Leonin Bola Lich's Tomb Memnarch Mycosynth Lattice Myr Landshaper Myr Matrix Myr Moonvessel Nemesis Mask Oxidda Golem		Spire Golem Sundering Titan Surestrike Trident Sword of Fire and Ice Sword of Light and Shadow Talon of Pain Tangle Golem Thought Dissector Thunderstaff
	Blinkmoth Nexus Darksteel Citadel		Æther Vial         Angel's Feather         Arcane Spyglass         Arcbound Bruiser         Arcbound Crusher         Arcbound Fiend         Arcbound Hybrid         Arcbound Lancer         Arcbound Rveseer         Arcbound Rveseer		Darksteel Colossus Darksteel Forge Darksteel Gargoyle Darksteel Ingot Darksteel Pendant Darksteel Reactor Death-Mask Duplicant Demon's Horn Dragon's Claw Drill-Skimmer		Leonin Bola Lich's Tomb Mennarch Mycosynth Lattice Myr Landshaper Myr Matrix Myr Moonvessel Nemesis Mask Oxidda Golem Panoptic Mirror		Spire Golem Sundering Titan Surestrike Trident Sword of Fire and Ice Sword of Light and Shadow Talon of Pain Tangle Golem Thought Dissector Thunderstaff Trinisphere
	Blinkmoth Nexus Darksteel Citadel		Æther Vial         Angel's Feather         Arcane Spyglass         Arcbound Bruiser         Arcbound Crusher         Arcbound Hybrid         Arcbound Lancer         Arcbound Ravager         Arcbound Reclaimer		Darksteel Colossus Darksteel Forge Darksteel Gargoyle Darksteel Ingot Darksteel Pendant Darksteel Reactor Death-Mask Duplicant Demon's Horn Dragon's Claw Drill-Skimmer Dross Golem		Leonin Bola Lich's Tomb Memnarch Mycosynth Lattice Myr Landshaper Myr Monvessel Nemesis Mask Oxidda Golem Panoptic Mirror Razor Golem		Spire Golem Sundering Titan Surestrike Trident Sword of Fire and Ice Sword of Light and Shadow Talon of Pain Tangle Golem Thought Dissector Thunderstaff Trinisphere Ur-Golem's Eye
	Blinkmoth Nexus Darksteel Citadel		Æther Vial         Angel's Feather         Arcane Spyglass         Arcbound Bruiser         Arcbound Crusher         Arcbound Hybrid         Arcbound Hybrid         Arcbound Verseer         Arcbound Ravager         Arcbound Reclaimer		Darksteel Colossus Darksteel Forge Darksteel Gargoyle Darksteel Ingot Darksteel Pendant Darksteel Reactor Death-Mask Duplicant Demon's Horn Dragon's Claw Drill-Skimmer Dross Golem Eater of Days		Leonin Bola Lich's Tomb Memnarch Mycosynth Lattice Myr Landshaper Myr Matrix Myr Moonvessel Nemesis Mask Oxidda Golem Panoptic Mirror Razor Golem Serum Powder		Spire Golem Sundering Titan Surestrike Trident Sword of Fire and Ice Sword of Light and Shadow Talon of Pain Tangle Golem Thought Dissector Thunderstaff Trinisphere Ur-Golem's Eye Voltaic Construct
	Blinkmoth Nexus Darksteel Citadel		Æther Vial         Angel's Feather         Arcane Spyglass         Arcbound Bruiser         Arcbound Crusher         Arcbound Fiend         Arcbound Hybrid         Arcbound Lancer         Arcbound Ravager         Arcbound Reclaimer         Arcbound Slith         Arcbound Slith		Darksteel Colossus Darksteel Forge Darksteel Gargoyle Darksteel Ingot Darksteel Pendant Darksteel Reactor Death-Mask Duplicant Demon's Horn Dragon's Claw Drill-Skimmer Dross Golem Eater of Days Gemini Engine		Leonin Bola Lich's Tomb Memnarch Mycosynth Lattice Myr Landshaper Myr Matrix Myr Moonvessel Nemesis Mask Oxidda Golem Panoptic Mirror Razor Golem Serum Powder Shield of Kaldra		Spire Golem Sundering Titan Surestrike Trident Sword of Fire and Ice Sword of Light and Shadow Talon of Pain Tangle Golem Thought Dissector Thunderstaff Trinisphere Ur-Golem's Eye Voltaic Construct Vulshok Morningstar
	Blinkmoth Nexus Darksteel Citadel		Æther Vial         Angel's Feather         Arcane Spyglass         Arcbound Bruiser         Arcbound Crusher         Arcbound Fiend         Arcbound Hybrid         Arcbound Lancer         Arcbound Ravager         Arcbound Reclaimer         Arcbound Slith         Arcbound Slith         Arcbound Worker		Darksteel Colossus Darksteel Forge Darksteel Gargoyle Darksteel Ingot Darksteel Pendant Darksteel Reactor Death-Mask Duplicant Demon's Horn Dragon's Claw Drill-Skimmer Dross Golem Eater of Days Gemini Engine Genesis Chamber		Leonin Bola Lich's Tomb Memnarch Mycosynth Lattice Myr Landshaper Myr Matrix Myr Moonvessel Nemesis Mask Oxidda Golem Panoptic Mirror Razor Golem Serum Powder Shield of Kaldra Skullclamp		Spire Golem Sundering Titan Surestrike Trident Sword of Fire and Ice Sword of Light and Shadow Talon of Pain Tangle Golem Thought Dissector Thunderstaff Trinisphere Ur-Golem's Eye Voltaic Construct Vulshok Morningstar Wand of the Elements
	Blinkmoth Nexus Darksteel Citadel		Æther Vial         Angel's Feather         Arcane Spyglass         Arcbound Bruiser         Arcbound Crusher         Arcbound Hybrid         Arcbound Hybrid         Arcbound Ravager         Arcbound Ravager         Arcbound Slith         Arcbound Slith         Arcbound Slith         Arcbound Worker         Auriok Siege Sled		Darksteel Colossus Darksteel Forge Darksteel Gargoyle Darksteel Ingot Darksteel Pendant Darksteel Reactor Death-Mask Duplicant Demon's Horn Dragon's Claw Drill-Skimmer Dross Golem Eater of Days Gemini Engine Genesis Chamber Geth's Grimoire		Leonin Bola Lich's Tomb Memnarch Mycosynth Lattice Myr Landshaper Myr Matrix Myr Moonvessel Nemesis Mask Oxidda Golem Panoptic Mirror Razor Golem Serum Powder Shield of Kaldra Skullclamp Spawning Pit		Spire Golem Sundering Titan Surestrike Trident Sword of Fire and Ice Sword of Light and Shadow Talon of Pain Tangle Golem Thought Dissector Thunderstaff Trinisphere Ur-Golem's Eye Voltaic Construct Vulshok Morningstar Wand of the Elements Well of Lost Dreams
	Blinkmoth Nexus Darksteel Citadel		Æther Vial         Angel's Feather         Arcane Spyglass         Arcbound Bruiser         Arcbound Crusher         Arcbound Fiend         Arcbound Hybrid         Arcbound Lancer         Arcbound Ravager         Arcbound Reclaimer         Arcbound Slith         Arcbound Slith         Arcbound Worker		Darksteel Colossus Darksteel Forge Darksteel Gargoyle Darksteel Ingot Darksteel Pendant Darksteel Reactor Death-Mask Duplicant Demon's Horn Dragon's Claw Drill-Skimmer Dross Golem Eater of Days Gemini Engine Genesis Chamber		Leonin Bola Lich's Tomb Memnarch Mycosynth Lattice Myr Landshaper Myr Matrix Myr Moonvessel Nemesis Mask Oxidda Golem Panoptic Mirror Razor Golem Serum Powder Shield of Kaldra Skullclamp		Spire Golem Sundering Titan Surestrike Trident Sword of Fire and Ice Sword of Light and Shadow Talon of Pain Tangle Golem Thought Dissector Thunderstaff Trinisphere Ur-Golem's Eye Voltaic Construct Vulshok Morningstar Wand of the Elements
	Blinkmoth Nexus Darksteel Citadel		Æther Vial         Angel's Feather         Arcane Spyglass         Arcbound Bruiser         Arcbound Crusher         Arcbound Hybrid         Arcbound Hybrid         Arcbound Ravager         Arcbound Ravager         Arcbound Stinger         Arcbound Stinger         Arcbound Worker         Auriok Siege Sled         Chimeric Egg		Darksteel Colossus Darksteel Forge Darksteel Gargoyle Darksteel Ingot Darksteel Pendant Darksteel Reactor Death-Mask Duplicant Demon's Horn Dragon's Claw Drill-Skimmer Dross Golem Eater of Days Gemini Engine Genesis Chamber Geth's Grimoire Heartseeker		Leonin Bola Lich's Tomb Memnarch Mycosynth Lattice Myr Landshaper Myr Matrix Myr Moonvessel Nemesis Mask Oxidda Golem Panoptic Mirror Razor Golem Serum Powder Shield of Kaldra Skullclamp Spawning Pit Specter's Shroud		Spire Golem Sundering Titan Surestrike Trident Sword of Fire and Ice Sword of Light and Shadow Talon of Pain Tangle Golem Thought Dissector Thunderstaff Trinisphere Ur-Golem's Eye Voltaic Construct Vulshok Morningstar Wand of the Elements Well of Lost Dreams Whispersilk Cloak

### ΗI DECK CHECKLIST (•)

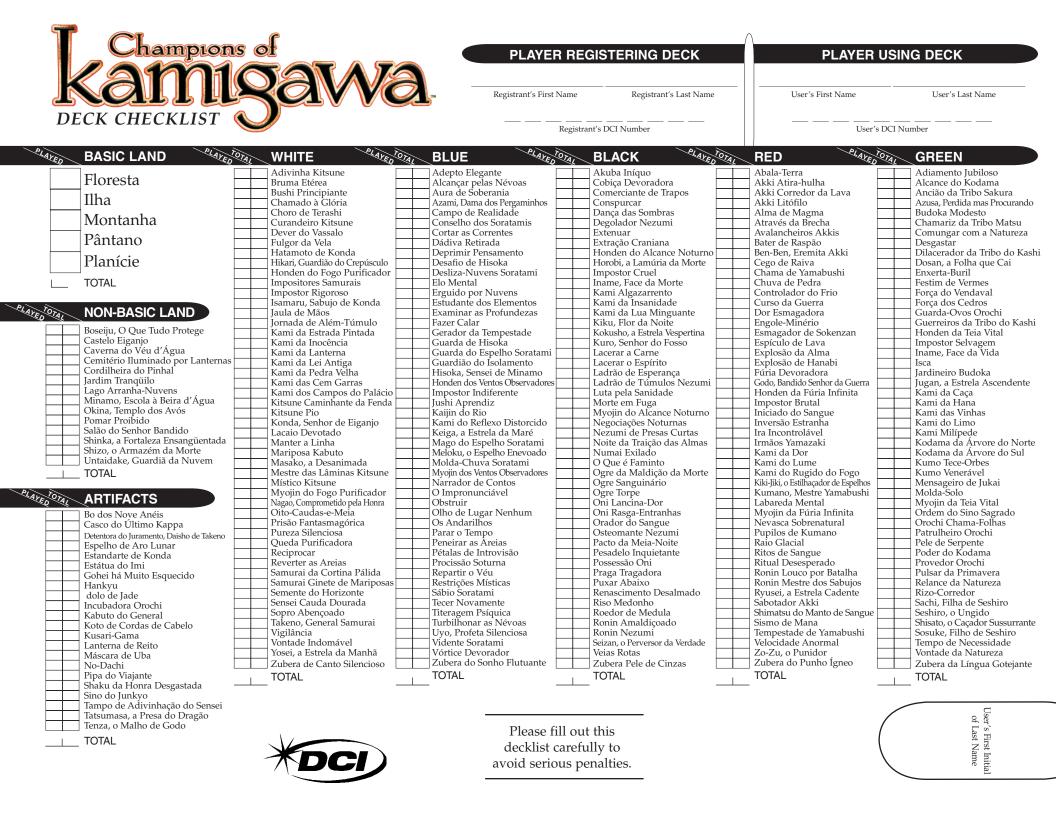
PLAYES	WHITE	PLAYEDTAL	BLUE	PLAYEDTAL	BLACK	TOTAL	RED	AYER	GREEN
	Abuna's Chant		Acquire		Beacon of Unrest		Beacon of Destruction		All Suns' Dawn
	Armed Response		Advanced Hoverguard		Blind Creeper		Bringer of the Red Dawn		Beacon of Creation
	Auriok Champion		Artificer's Intuition		Bringer of the Black Dawn		Cosmic Larva		Bringer of the Green Daw
	Auriok Salvagers		Beacon of Tomorrows		Cackling Imp		Feedback Bolt		Channel the Suns
	Auriok Windwalker		Blinkmoth Infusion		Desecration Elemental		Furnace Whelp		Dawn's Reflection
	Beacon of Immortality		Bringer of the Blue Daw	n	Devour in Shadow		Goblin Brawler		Eternal Witness
	Bringer of the White Day	vn 🗌	Condescend		Dross Crocodile		Granulate		Fangren Pathcutter
	Circle of Protection: Artifa	cts	Disruption Aura		Ebon Drake		Ion Storm		Ferocious Charge
	Leonin Squire		Early Frost		Endless Whispers		Iron-Barb Hellion		Joiner Adept
	Loxodon Anchorite		Eyes of the Watcher		Fill with Fright		Krark-Clan Engineers		Ouphe Vandals
	Loxodon Stalwart		Fold into Æther		Fleshgrafter		Krark-Clan Ogre		Rite of Passage
	Raksha Golden Cub		Hoverguard Sweepers		Lose Hope		Magma Giant		Rude Awakening
	Retaliate		Into Thin Air		Mephidross Vampire		Magma Jet		Sylvok Explorer
	Roar of Reclamation		Plasma Elemental		Moriok Rigger		Magnetic Theft		Tangle Asp
	Skyhunter Prowler		Qumulox		Night's Whisper		Mana Geyser		Tel-Jilad Justice
	Skyhunter Skirmisher		Serum Visions		Nim Grotesque		Rain of Rust		Tel-Jilad Lifebreath
	Stand Firm		Spectral Shift		Plunge into Darkness		Reversal of Fortune		Tornado Elemental
	Stasis Cocoon		Thought Courier		Relentless Rats		Screaming Fury		Tyrranax
	Steelshaper's Gift		Trinket Mage		Shattered Dreams		Spark Elemental		Viridian Lorebearer
	Vanquish		Vedalken Mastermind		Vicious Betrayal		Vulshok Sorcerer		Viridian Scout
PLAYED	ARTIFACT	PLAYED	ARTIFACT	PLAYED	ARTIFACT	TOTAL	ARTIFACT	TOTAL	ARTIFACT
	Anodet Lurker		Battered Golem		Etched Oracle		Lunar Avenger		Skullcage
	Arachnoid		Blasting Station		Ferropede		Mycosynth Golem		Skyreach Manta
	Arcbound Wanderer		Chimeric Coils		Fist of Suns		Myr Quadropod		Solarion
	Avarice Totem		Clearwater Goblet		Gemstone Array		Myr Servitor		Sparring Collar
	Baton of Courage		Clock of Omens		Goblin Cannon		Neurok Stealthsuit		Spinal Parasite
			Composite Golem		Grafted Wargear		Opaline Bracers		Staff of Domination
PLA	BASIC LAND		Conjurer's Bauble		Grinding Station		Paradise Mantle		Summoner's Egg
			Cranial Plating		Guardian Idol		Pentad Prism		Summoning Statior
	Forest		Crucible of Worlds		Healer's Headdress		Possessed Portal		Suncrusher
DRAFTS	Island		Door to Nothingness		Heliophial		Razorgrass Screen		Suntouched Myr
- <u> </u>			Doubling Cube		Helm of Kaldra		Razormane Masticore		Synod Centurion
			Energy Chamber		Horned Helm		Relic Barrier		Thermal Navigator
	Mountain		Energy Chamber						
			Engineered Explosives		Infused Arrows		Salvaging Station		Vedalken Orrery
TS ONLY	Plains Swamp				Infused Arrows Krark-Clan Ironworks Lantern of Insight		Salvaging Station Sawtooth Thresher Silent Arbiter		Vedalken Orrery Vedalken Shackles Wayfarer's Bauble

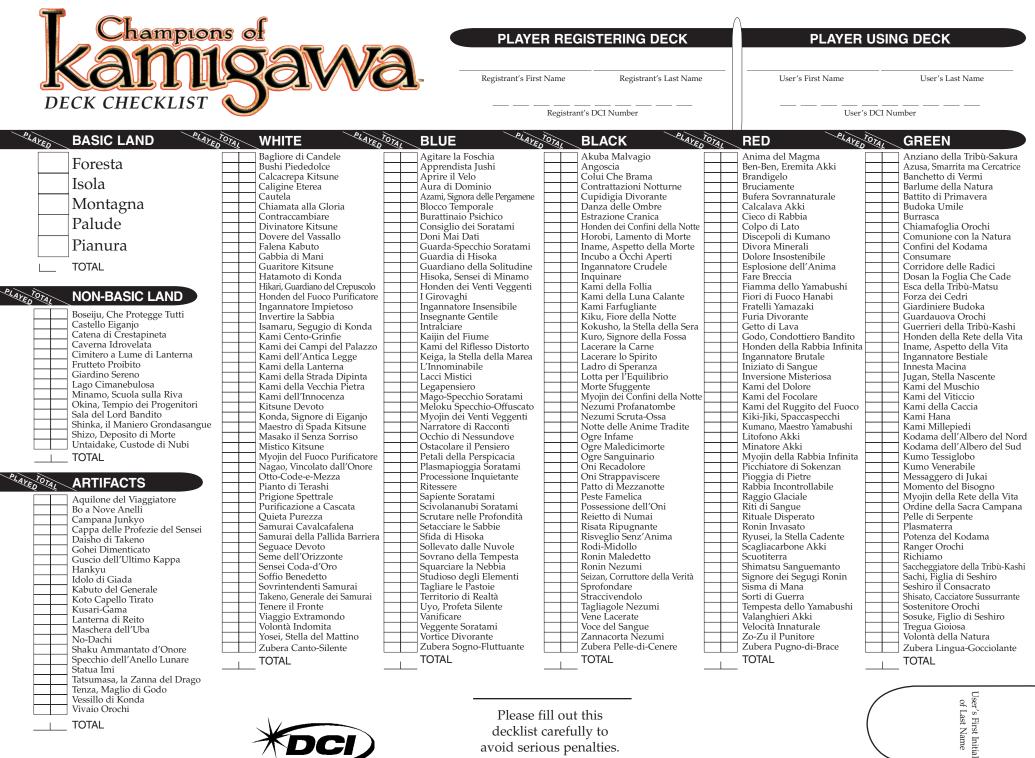


avoid serious penalties.

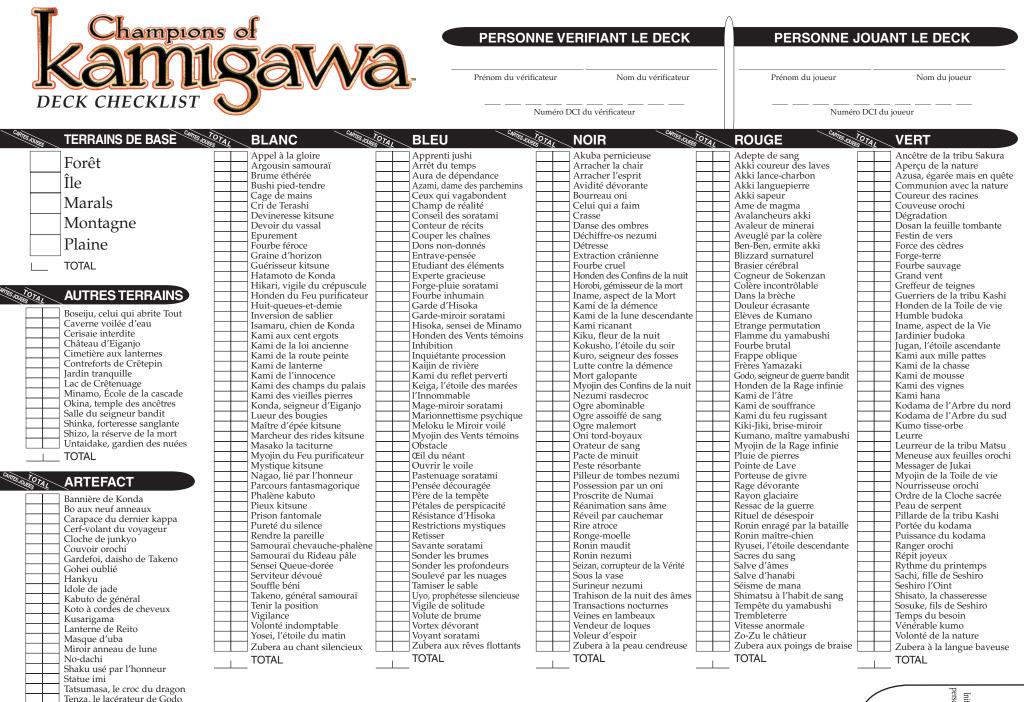


avoid serious penalties.





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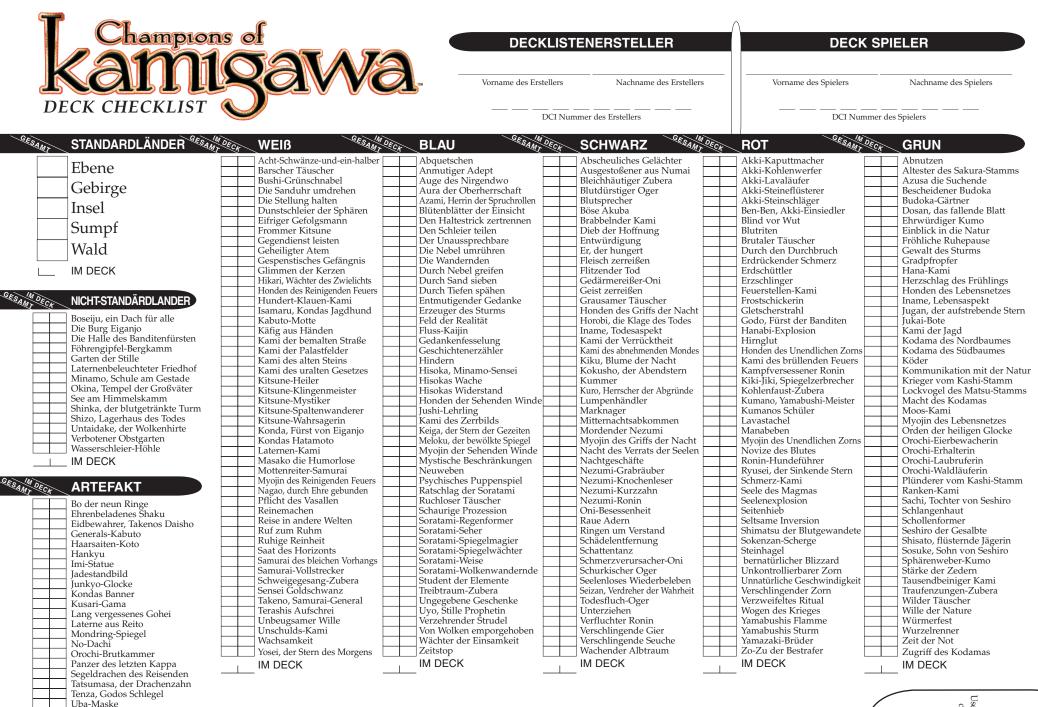


*DCI)

Toupie de divination du sensei

TOTAL

Initiale du nom de la personne jouant le Deck



*DCI)

Weissagekreisel des Senseis

IM DECK

User's First Initial of Last Name

	BAR	Mers	PLAYER REGISTE		PLAYER U	USING DECK
	of kamiga	IWV21-	Registrant's First Name	Registrant's Last Name	User's First Name	User's Last Name
	DECK CH	IE©KLIST <b>*DCI</b>	)			
			Registrant's DCI N	V		DCI Number
AVED	WHITE	NED PLAYED	PTAL BLACK	PLAYED RED	PLAYED	Prat GREEN
	Day of Destiny	Callow Jushi	Bile Urchin	Akki Bliz	zzard-Herder	Body of Jukai
	Empty-Shrine Kannushi	Chisei, Heart of Oceans	Blessing of Leeches	Akki Rai	der	Budoka Pupil
	Faithful Squire	Disrupting Shoal	Call for Blood	Ashen M	lonstrosity	Child of Thorns
	Final Judgment	Floodbringer	Crawling Filth	Aura Bar	:bs	Enshrined Memories
	Genju of the Fields	Genju of the Falls	Eradicate	Bladema	ne Baku	Forked-Branch Garami
	Heart of Light	Heed the Mists	Genju of the Fens	Blazing S	Shoal	Genju of the Cedars
	Hokori, Dust Drinker	Higure, the Still Wind	Goryo's Vengeance	Clash of		Gnarled Mass
	Hundred-Talon Strike	Jetting Glasskite	Hero's Demise	Crack the	e Earth	Harbinger of Spring
	Indebted Samurai	Kaijin of the Vanishing Touch	Hired Muscle	Cunning	Bandit	Isao, Enlightened Bushi
	Kami of False Hope	Kira, Great Glass-Spinner	Horobi's Whisper	First Voll		Iwamori of the Open Fist
	Kami of Tattered Shoji	Minamo Sightbender	Ink-Eyes, Servant of		f the Blood Hand	Kodama of the Center Tree
	Kami of the Honored Dead	Minamo's Meddling	Kyoki, Sanity's Eclip		re	Lifegift
	Kentaro, the Smiling Cat	Mistblade Shinobi	Mark of the Oni	Frostling		Lifespinner
	Kitsune Palliator	Ninja of the Deep Hours	Nezumi Shadow-Wat	Ŭ	he Lowblood	Loam Dweller
	Mending Hands	Patron of the Moon	Ogre Marauder		the Spires	Mark of Sakiko
	Moonlit Strider	Phantom Wings	Okiba-Gang Shinobi	Goblin C		Matsu-Tribe Sniper
	Opal-Eye, Konda's Yojimbo	Quash	Patron of the Nezumi		Hidetsugu	Nourishing Shoal
	Oyobi, Who Split the Heavens	Quillmane Baku	Psychic Spear	In the We	<u> </u>	Patron of the Orochi
	Patron of the Kitsune	Reduce to Dreams	Pus Kami	Ire of Ka		Petalmane Baku
	Scour	Ribbons of the Reikai	Scourge of Numai		Akki Crackshot	Roar of Jukai
	Shining Shoal	Shimmering Glasskite	Shirei, Shizo's Careta		's Blessing	Sakiko, Mother of Summer
	Silverstorm Samurai	Soratami Mindsweeper	Sickening Shoal		i, the Fevered Dream	Sakura-Tribe Springcaller
	Split-Tail Miko	Stream of Consciousness	Skullmane Baku	Ogre Rec	· _	Scaled Hulk
	Takeno's Cavalry	Sway of the Stars	Skullsnatcher	Overblaz		Shizuko. Caller of Autumn
	Tallowisp	Teardrop Kami	Stir the Grave	Patron of		Sosuke's Summons
	Terashi's Grasp	Threads of Disloyalty	Takenuma Bleeder	Ronin Cl		Splinter
	Terashi's Verdict	Toils of Night and Day	Three Tragedies		latekeeper	Traproot Kami
	Ward of Piety	Tomorrow, Azami's Familiar	Throat Slitter	Sowing S		Unchecked Growth
	Waxmane Baku	Veil of Secrecy	Toshiro Umezawa	Torrent o		Uproot
	Yomiji, Who Bars the Way	Walker of Secret Ways	Yukora, the Prisoner	Twist All		Vital Surge
		Walker of Secret Ways		I wist All		Vital Surge
PLAYED	BASIC LAND	REPORT NONBASIC LAND	Prat ARTIFACT	PLAYED ARTIFA	CT PLAYED	
	Forest	Gods' Eye, Gate to the Reikai	Baku Altar	Orb of D		Shuriken
DRAF	Island	Tendo Ice Bridge	Blinding Powder	Ornate K	anzashi	Slumbering Tora
FT	Mountain		Mirror Gallery	Ronin Wa		That Which Was Taken
TS C	Plains	AVED GOLD	Neko-Te	Shuko		Umezawa's Jitte
ONL	Swamp	Genju of the Realm			L	
~	Swamp					

_ Pl

	of kamigawa		Nombre	Appellido	Nombre	Appellido
	DECK CHE	KLIST <b>KDCI</b>	Numero de DCI	— — — ()	Numero o	de DCI
A	BLANCO	AZUL LISADO	NEGRO	USADO TAL ROJO	USA DOTA	VERDE
<u>*</u>	Apretón de Terashi	Alas fantasmales	Agitar la tumba		lena de cuchillas	Astillar
┢	Baku melena de cera	Baku melena de plumas	Azote de Numai	Bandido		Baku melena de pétalo
┢	Caballería de Takeno	Barremente soratami	Baku melena de cráneos		n de Kumano	Cardumen nutriente
	Cardumen brillante	Caminante de la ruta secreta	Bendición de sanguijuelas		n llameante	Crecimiento descontrolad
╞	Centella de sebo	Cardumen disruptor	Cardumen repugnante		le realidades	Cuerpo de Jukai
	Corazón de luz	Chisei, corazón de los océanos	Chiquillo de la cólera	Cohorte t		Desarraigar
	Depurar	Cometavítrea azabache	Cortagargantas	Cría de es	e	Garami rama bifurcada
┢	Día del destino	Cometavítrea de luz trémula	Erradicar		de la guerra	Genju de los cedros
	Escudero fiel	Contienda del día y la noche	Fallecimiento del héroe	Esparcir s	-	Heraldo de la primavei
F	Genju de los campos	Creainundaciones	Genju de las ciénagas	Espinas d		Hijo de las espinas
	Golpe de cien garras	Escuchar a las nieblas	Kami de pus		e la mano sangrienta	Hilador de vida
	Guarda de piedad	Flujo de conciencia	Kyoki, eclipse de la cordur		angre impura	Invocaciones de Sosuk
	Hokori, bebedor de polvo	Fragmentos de deslealtad	Lanza psíquica		las cimas	Isao, bushi inspirado
	Juicio final	Genju de las cascadas	Llamado de la sangre		u el descorazonado	Iwamori del puño abier
	Kami de la esperanza vana	Higure, el viento quieto	Marca de los oni	Incursor a		Kami trampa de raíces
	Kami de los muertos honorables	Influencia de las estrellas	Matón contratado	Invertir la		Kodama del árbol del cent
_	Kami del shoji desgarrado	Jirones del Reikai	Merodeador ogro	Ira de Ka		Llamaverdor de la tribu Saku
	Kannushi del altar vacío	Jushi inexperta	Mugre reptante		lanzaguijarros akki	Marca de Sakiko
	Kentaro, el gato sonriente	Kaijin del toque desvanecedor	Nezumi vigilasombras		i, el sueño febril	Masa retorcida
	Manos reparadoras	Kanii de la lágrima	Ojos de tinta, sierva de oni		osidad cenicienta	Morador del barro
	Miko Cola-cortada	Kira, hilador de cristal	Protector de los nezumi	Ogro esca		Oleada vital
	Mitigador kitsune	La intromisión de Minamo	Sangrador de Takenuma	Ogro recl		Protector de los orochi
_	Montaraz bajo la luna	Mañana, familiar de Azami	Sangrador de Takendina Secuestracráneos		ventiscas akki	Pupilo budoka
	Ojo de ópalo, yojimbo de Konda	Ninja de las horas tardías	Shinobi de la banda Okiba	Portero de		Recuerdos atesorados
┢	Oyobi, la que parte los cielos	Protector de la luna	Shirei, vigilante de Shizo	Primera d		Regalo de vida
$\vdash$	Protector de los kitsune	Reducir a sueños	Susurro de Horobi		de los akki	Rugido del Jukai
┝	Samurái en deuda	Shinobi hojaniebla	Toshiro Umezawa	Quebrar 1		Sakiko, madre del verano
┢	Samurái tormenta plateada	Sofocar	Tres tragedias		ete de cimas	Shizuko, llamadora del otor
┢	Veredicto de Terashi	Tuercevisión de Minamo	Venganza de Goryo	Sobreque		Tirador de la tribu Matsu
┢	Yomiji, el que impide el paso	Velo de secreto	Yukora, el prisionero	·	de piedra	Titán escamoso
L			· · ·	Torrente d	-	
20	TIERRAS BASICAS	TIERRAS NONBASICAS		USADO TOTAL ARTEFA	ACTOS USADOTA	
	Bosque	Ojo de Dios, portal a Reikai	Altar baku	Jitte de U	Imezawa	Polvo cegador
F	Isla	Puente helado de Tendo	Aquello que fue quitado	Kanzashi	adornado	Shuko
	Llonuro		Galería de espejos	Neko-Te		Shuriken
F	Plains	TAL GOLD	Garrote de guerra ronin	Orbe de l	os sueños	Tora adormecido
F	Swamp	Genju del reino				

	of kamigawa		Registrant's First Name Registrant's	Last Name User's First Name	User's Last Name
	DECK CHE	CALISI DE	Registrant's DCI Number	User's DC	
TAL	WHITE PLAYED	BLUE PLAYED	BLACK	OTAL RED PLAYED	AL GREEN
	Andarilho do Luar	Amanhã, Familiar de Azami	Azucrim de Bile	Akki Pastor de Nevascas	Anunciador da Primave
	Ataque das Cem Garras	Andarilha de Caminhos Ocultos	Baku de Crânios	Akki Salteador	Atirador da Tribo Mat
	Baku de Cera	Asas Fantasmas	Benção de Sanguessugas	Baku de Lâminas	Baku de Pétalas
	Cardume Brilhante	Atentar à Névoa	Capanga Contratado	Bandido Astuto	Brutamontes Escamad
	Cavalaria de Takeno	Avérneo Vítreo Tremeluzente	Cardume Nauseante	Bênção de Kumano	Cardume Nutritivo
	Coração de Luz	Avérneo Vítreo Veloz	Chamado por Sangue	Cardume Flamejante	Convocadora Vernal da Tribo Sak
	Defesa de Piedade	Baku de Penas	Erradicar	Chamas da Mão Ensangüentada	Corpo de Jukai
	Dia do Destino	Cardume Desintegrador	Falecimento do Herói	Choque de Realidades	Crescimento Incontido
	Escudeiro Fiel	Chisei, Coração dos Oceanos	Flagelo de Numai	Congelante	Desenraizar
	Fio de Sebo	Ciladas da Noite e do Dia	Genju dos Brejos	Coorte Goblin	Discípulo de Budoka
Τ	Garras de Terashi	Debelar	Imundície Rastejante	Extravazar em Labaredas	Fiandeiro de Vida
	Genju dos Campos	Fios de Deslealdade	Kami do Pus	Farpas de Aura	Filho de Espinhos
Γ	Hokori, Sorvedor de Poeira	Fitas do Reikai	Kyoki, Eclipse da Sanidade	Fender a Terra	Garami do Ramo Bifurca
Τ	Julgamento Final	Fluxo de Consciência	Ladrão de Crânios	Fidelidade Deturpada	Genju dos Cedros
Γ	Kami da Falsa Esperança	Genju das Cataratas	Lança Psíquica	Fumiko a Sangue Ruim	Habitante da Marga
	Kami do Shoji Esfarrapado	Higure, o Vento Sereno	Marca dos Onis	Genju dos Ápices	Invocações de Sosuke
F	Kami dos Mortos Honrados	Intromissão de Minamo	Nezumi Vigia das Sombras	Hidetsugu Impiedoso	Isao, Bushi Iluminado
	Kannushi do Sacrário Vazio	Jushi Inexperiente	Ogre Saqueador	Ira de Kaminari	Iwamori dos Punhos Aberto
F	Kentaro, o Gato Sorridente	Kaijin do Toque Evanescente	Olhos-de-Tinta, Serva dos Onis	Ishi-Ishi, Akki Tiro Certo	Kami da Raiz-Armadilha
F	Kitsune Paliador	Kami da Lágrima	Patrono dos Nezumis	Mannichi, o Sonho Febril	Kodama da Árvore Centr
T	Mãos Reparadoras	Kira, Grande Vitro-Fiandeiro	Rasga Gargantas	Monstruosidade Cinérea	Lasca
t	Miko da Cauda Fendida	Limpa-Mentes Soratami	Revolver o Túmulo	Na Teia da Guerra	Marca de Sakiko
t	Olho-Opalino, Yojimbo de Konda	Ninja das Horas Tardias	Sangrador de Takenuma	Ogre da Geada	Massa Retorcida
$\uparrow$	Oyobi, A que Rompeu o Céu	Oscilação das Estrelas	Shinobi do Bando de Okiba	Ogre Eremita	Memórias Cultuadas
┢	Patrono dos Kitsune	Patrono da Lua	Shirei, Vigia de Shizo	Patrono dos Akkis	Patrono dos Orochi
┢	Purgar	Portadora do Dilúvio	Sussurro de Horobi	Porteiro de Shinka	Presente de Vida
╈	Samurai da Tempestade de Prata	Reduzir a Sonhos	Toshiro Umezawa	Primeira Saraivada	Rugido de Jukai
t	Samurai Em Débito	Refrator de Minamo	Três Tragédias	Ronin Ginete dos Penhascos	Sakiko, Mãe do Verão
+	Veredito de Terashi	Shinobi da Lâmina de Névoa	Vingança de Goryo	Semear Sal	Shizuko, Convocadora do Out
	Yomiji, O que Barra o Caminho	Véu de Sigilo	Yukora, O Prisioneiro	Torrente de Pedras	Surto Vital
AYED	BASIC LAND	NONBASIC LAND	ARTIFACT	Pia ARTIFACT	
	Floresta	Oculus Deum, Portão ao Reikai	Altar dos Baku	Kanzashi Ornamentado	Pólvora Cegante
-	Ilha	Ponte de Gelo de Tendo	Clava de Guerra do Ronin	Neko-Te	Shuko
	Mantanha		Galeria de Espelhos	O Que Foi Tomado	Shuriken
F	Montanha Playeo	GOLD —	Jitte de Umezawa	Orbe Onírica	Tora Sonolento
			June de Uniczawa		

3	Stra	YERS	PERSONNE VERIF	IANT LE DECK	PERSONNE J	OUANT LE DECK
_	of kamigawa		Prénom du vérificateur	Nom du vérificateur	Prénom du joueur	Nom du joueur
D	ECK CHE	©KLIST <b>*DCI</b>	Numéro DCI du	u várificatour		DCI du joueur
	PI ro				V	,
AVED TAL BLANC	PLAYED			PLAYED ROU		VERT
	rigoureuse	À l'état onirique	Appel au sang		crinelame	Annonciateur du printemps
Baku crin		Ailes fantomatiques	Baku crinecrâne		brûlant	Baku crinefleur
Banc étin		Baku crinepique	Banc maladif		lit rusé	Banc nourricier
	de Takeno	Banc perturbateur	Bénédiction de san		elures d'aura	Carcasse écailleuse
Cœur de l		Cérébreffaceur soratami	Chuchotements d'H	Iorobi Béné	diction selon Kumano	Corps de Jukai
Écuyer fic	dèle	Chisei, cœur des océans	Décès du héros	Berge	er de blizzard akki	Croissance incontrôlé
Emprise d	de Terashi	Demain, familier d'Azami	Éradication rigoure	use Broy	er la terre	Déferlement revitalisa
Enjambeu	ır au clair de lune	Escoufleverre chatoyant	Éveil de la tombe	Chan	gement d'allégeance	Démantèlement rigoureux
Frappe de	es cent ergots	Escoufleverre jaillissant	Gardien des ombres	s nezumi Coho	orte gobeline	Déraciner
Genju des	s champs	Fils d'infidélité	Genju des maremm	les Confi	lit de réalités	Don de vie
Hokori, b	uveur de poussière	Genju des cascades	Gros bras	Dans	la toile de la guerre	Élève budoka
Jour de la	Destinée	Higure, le vent immobile	Kami de pus	Flam	mes de la main de sang	Enfant d'épines
Jugement	ultime	Ingérence selon Minamo	Kyoki, éclipse de la	a raison 🛛 🛛 Fumi	iko la manante	Fileur de vie
Kami des	morts honorés	Jushi novice	Lance psychique	Gard	ien de la porte de Shinka	Franc-tireur de la tribu Ma
Kami du t	faux espoir	Kaijin au toucher évaporant	Maraudeur ogre	Gelbi		Garami à branche fourchue
	shoji en lambeaux	Kami de larme	Marque des oni	Genji	u des cimes	Genju des cèdres
	au reliquaire vide	Kira, grand fileur de verre	Oursin de bile		tsugu le malfaisant	Habitant du terreau
	le chat grimaçant	Marcheuse des voies secrètes	Patron des nezumi		e Kaminari	Isao, bushi éclairé
Mains rép		Ninja des heures noires	Plaie de Numai	Ishi-I	Ishi, tireur d'élite akki	Iwamori du poing ouvert
	eue-scindée	Oppression rigoureuse	Profanateur de crân		nichi, le rêve fièvreux	Kami de racine-piège
	, yojimbo de Konda	Patron de la lune	Saigneur de Takenu		struosité cendreuse	Kodama de l'Arbre central
	e qui fend les cieux	Plieur de vue de Minamo	Shinobi du gang Ol		du gel	Marque de Sakiko
Palliateur	-	Porteuse des crues	Shirei, pourvoyeur		reclus	Masse noueuse
Patron de		Pouvoir des étoiles	Souillure rampante		n des akki	Meneuse du printemps des Sal
	ile de suif	Rets du jour et de la nuit	Toshiro Umezawa		rd akki	Patron des orochi
	garde de piété	Rubans du Reikai	Tranche-gorge		ière volée	Recrutement de Sosu
	argentorage	Se soucier des brumes	Trois tragédies		n cavalier des falaises	Rugissement de Jukai
	redevable	Shinobi brumelame	Vengeance selon G		ge rigoureux	Sakiko, mère de l'été
Verdict de		Source de conscience	Yeux d'encre, servante d		nflammement	Shizuko, Meneuse de l'autor
	elui qui clôt la voie	Voile de mystère	Yukora, le prisonni		ent de pierres	Souvenirs enchâssés
					-	
PLAYED TERRAIN	NS DE BASE PLAVED	AUTRES TERRAINS	ARTEFACT	PLAYED ART	EFACT	ARTEFACT
D Forêt		Œil divin, porte du Reikai	Autel du baku	Kanz	ashi orné	Poudre aveuglante
D Forêt Île		Pont de glace de Tendo	Ce qui fut pris	Mass	sue de guerre de ronin	Shuko
To Marals			Galerie aux miroirs			Shuriken
	PLAYED	GOLD	Jitte d'Umezawa	Orbe	des rêves	Tora endormi
Montagne		Genju du royaume			_	

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	BARA	MARS	PLAYER REGISTERING DEC	CK PLAYER U	SING DECK
	of kamigawa	R-	Registrant's First Name Registrant's Las	st Name User's First Name	User's Last Name
	DECK CHE	KLIST <b>TOCI</b>	Registrant's DCI Number		CI Number
	·····			V	
AVEDIAL		AL BLUE PLAYED			
	Baku Crinecera	Ali Fantasma	Baku Crineteschio	Aura Spinata	Abitatore dell'Argilla
	Branco Scintillante	Allagatrice	Beneficio delle Sanguisughe	Baku Crinelama	Araldo della Primavera
	Candeletto	Ascoltare la Foschia	Branco Nauseante	Bandito Scaltro	Baku Crinepetalo
	Cavalleria di Takeno	Baku Crinepenna	Estirpare	Benedizione di Kumano	Branco Nutriente
	Colpo dei Cento Artigli	Branco Smembrante	Flagello di Numai	Branco Fiammeggiante	Cecchino della Tribù-Matsu
	Cuore di Luce	Chisei, Cuore degli Oceani	Genju dei Pantani	Calcarupe Ronin	Colosso Squamato
	Genju dei Campi	Colui Che Va per Vie Segrete	Kami della Putrefazione	Collera di Kaminari	Corpo di Jukai
	Giorno del Destino	Domani, Famiglio di Azami	Kyoki, Declino della Ragione	Conduci-Bufere Akki	Crescita Incontrollata
	Giudizio Finale	Fili di Infedeltà	Lancia Psichica	Coorte di Goblin	Discepolo Budoka
	Guardia della Pietà	Flusso di Coscienza	Morte dell'Eroe	Custode di Shinka	Dono di Vita
	Hokori, Suggipolvere	Frammenti del Reikai	Occhi di Pece, Serva di Oni	Doppia Vampata	Evocazioni di Sosuke
	Kami della Falsa Speranza	Genju delle Cascate	Patrono dei Nezumi	Eremita Ogre	Fanciullo di Spine
	Kami della Morte Onorevole	Higure, Il Vento Immobile	Razziateschio	Fendere la Terra	Garami Ramo-Biforcuto
	Kami dello Shoji Strappato	Influenza delle Stelle	Razziatore Ogre	Fiamme della Mano Infuocata	Genju dei Cedri
	Kannushi del Santuario Vuoto	Ingerenza di Minamo	Riccio di Bile	Fumiko Sanguepovero	Impeto Vitale
	Kentaro, il Gatto Sorridente	Jushi Inesperta	Richiamo del Sangue	Gelifero	Isao, Bushi Illuminato
	Mani Curatrici	Kaijin dal Tocco Evanescente	Risvegliare il Sepolcro	Genju delle Guglie	Iwamori della Mano Aperta
	Miko Coda-Divisa	Kami delle Lacrime	Salassatore di Takenuma	Hidetsugu lo Spietato	Kami Radicetranello
	Mitigatore Kitsune	Kira, Grande Tessivetro	Scagnozzo	Invertire le Alleanze	Kodama dell'Albero Centrale
	Occhiopale, Yojimbo di Konda	Ninja della Notte Fonda	Segno degli Oni	Ishi-Ishi, Tiraspacca Akki	Memorie Preservate
	Oyobi, Che Squarcia i Cieli	Patrono della Luna	Shinobi della Banda Okiba	Mannichi, Sogno Delirante	Moltitudine Contorta
	Patrono dei Kitsune	Ridurre ai Sogni	Shirei, Custode di Shizo	Mostruosità Cinerea	Patrono degli Orochi
	Ramingo Illunato	Shinobi Foscalama	Sudiciume Strisciante	Nella Rete della Guerra	Primifero della Tribù-Sakura
	Samurai Argentovivo	Spazzamente Soratami	Sussurro di Horobi	Ogre di Ghiaccio	Ruggito di Jukai
	Samurai Vincolato	Stroncare	Tagliagole	Patrono degli Akki	Sakiko, Madre dell'Estate
	Scrostare	Trappola di Notte e Giorno	Toshiro Umezawa	Predone Akki	Scheggia
	Scudiero Fedele	Velo dei Segreti	Tre Tragedie	Prima Salva	Segno di Sakiko
	Stretta di Terashi	Vetronibbio Fulmineo	Veglia-Ombre Nezumi	Scontro di Realtà	
	Verdetto di Terashi	Vetronibbio Scintillante		+	Shizuko, Richiamo d'Autunno
			Vendetta di Goryo	Seminare Sale	Svellere
	Yomiji, Che Sbarra la Via	Volgisguardo di Minamo	Yukora, il Prigioniero	Torrente di Pietre	Tessivita
PLAYED	BASIC LAND	NONBASIC LAND	ARTIFACT		ARTIFACT
DF	Foresta	Occhio Divino, Porta Reikai	Altare dei Baku	Kanzashi Decorato	Sala degli Specchi
DRAF	Isola	Ponte di Ghiaccio di Tendo	Ciò Che Fu Preso	Mazza da Guerra Ronin	Shuko
ETS	Montegne		Globo dei Sogni	Neko-Te	Shuriken
	Palude	Stat GOLD	Jitte di Umezawa	Polvere Accecante	Tora Dormiente
ONLY	Pianura	Genju del Reame		·	

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	BERAN	Mers -	DECKLISTENERSTELLE	R	DECK SPIELER
	of kamigawa		Vorname des Erstellers Nachname d	es Erstellers Vorname des Sp	elers Nachname des Spielers
	DECK CHE	CKLIST <b>TOCI</b>	DCI Nummer des Erstellers	)	DCI Nummer des Spielers
IM DE	WEIß	BLAU SEEAMTE		ROT	GRUN
MT CK					
	Finales Urteil	Auf Träume reduzieren	Ableben des Helden	Akki-Blizzardrufer Akki-Plünderer	Bewahrte Erinnerungen
	Flickende Finger	Bänder der Reikai	Angeheuerter Muskelprotz		Blütenmähnen-Baku
	Gabelschweif-Miko	Bewusstseinsquelle	Ausrotten	Aschfahle Monstrosität	Budokaschüler
	Genju der Felder	Chisei, Herz der Ozeane Die Nebel beachten	Das Grab aufwühlen	Aurazacken Die Erde aufbrechen	Dornenkind
	Gläubiger Junker Herz aus Licht	Einfluss der Sterne	Drei Tragödien Eiter-Kami	Erste Salve	Entwurzeln
	Hokori Staubtrinker	Einkassieren			Gabelzweig-Garami
		Fäden der Untreue	Galliger Balg Geißel Numais	Flammen der blutigen H	Iand Genju der Zedern Geschenktes Leben
	In Schuld stehender Samurai Kami der falschen Hoffnung	Flutbringer	Genju der Marschen	Frostling Frostoger	Geschuppter Moloch
	Kami der verehrten Toten	Genju der Wasserfälle	Goryos Rache	Fumiko, die Tiefgebore	
	Kami des zerfetzten Shoji	Higure, der laue Wind	Horobis Geflüster	Gefolgschaftswechsel	Ivamori von der Offenfaust
	Kannushi des leeren Schreins	Kaijin des Verschwindenlassens	Kehlenschlitzer	Genju der Bergspitzen	Jukais Geräusche
	Kentaro, die Grinsekatze	Kenner der geheimen Pfade	Krankmachender Schwarm	Gesalzene Erde	Jukais Körper
	Kitsune-Linderer	Kira, Großer Glaskreisel	Kriechender Schwarm	Goblinkohorte	Kodama des Mittelbaumes
	Nächtlicher Wanderer	Minamo-Blickebieger	Kyoki, Verstandsverdunkler	Hidetsugu der Herzlose	Lebenskreisel
	Opalauge, Kondas Yojimbo	Minamo-Bickebieger	Mal der Oni	In den Kriegswirren	Lebenswoge
	Oyobi, die Himmelsteilerin	Nebelklingen-Shinobi	Nezumi-Schattenbeobachter	Ishi-Ishi, Akki-Meisterschütze	
	Patron der Kitsune	Ninja der späten Stunden	Ogermarodeur	Klingenmähnen-Baku	Lenzrufer des Sakura-Stamms
	Säuberung	Patron des Monds	Patron der Nezumi	Kumanos Segen	Mürrische Masse
	Schimmernder Schwarm	Phantomflügel	Psychischer Speer	Leuchtender Schwarm	Nährender Schwarm
	Schlag mit hundert Krallen	Schimmernder Glashüller	Ruf nach Blut	Listiger Bandit	Patron der Orochi
	Schützling der Frömmigkeit	Schleier der Verborgenheit	Schädelmähnen-Baku	Mannichi, der Fiebertra	
	Silbersturm-Samurai	Schlingen von Tag und Nacht	Schädelschnapper	Ogereinsiedler	Sakiko, Mutter des Sommers
		Schwebender Glashüller	Segen der Blutegel	Patron der Akki	Sakikos Iviai Schütze des Matsu-Stamms
	Tag des Schicksals Takenos Kavallerist	Soratami-Gedankenlöscher	Shinobi der Okiba-Bande		
		Stachelmähnen-Baku	Shirei, Verwalter von Shizo	Ronin-Klippenreiter Shinka-Torwächter	Shizuko, Ruferin des Herbsts
	Talgwisch Terashis Griff	Störender Schwarm	Takenuma-Ausbluter	Steinerner Sturzbach	Sorgfältige Zerstörung
		Tomorrow, Azamis Vertrauter	Tintenauge, Diener der Oni	Überlodern	Sosukes Beschwörungen Ungehemmtes Wachstum
	Terashis Richtspruch Wachsmähnen-Baku	Tränen-Kami	Toshiro Umezawa	Zorn der Kaminari	Vorbote des Frühlings
		Unerfahrener Jushi			
	Yomiji, der den Weg versperrt		Yukora, der Gefangene	Zusammenprall der Realitäter	Wurzelfallen-Kami
GESAMT	STANDARDLÄNDER	NICHT-STANDÄRDLANDER	ARTEFAKT		GESAMT DECK ARTEFAKT
	Ebene	Götterauge, Tor zu den Reikai	Baku-Altar	Ronin-Kriegskeule	Spiegelgalerie
DRAFTS	Gebirge	Tendo-Eisbrücke	Blendepulver	Schlummernde Tora	Traumsphäre
ET C	Incol		Es, das genommen wurde	Shuko	Umezawas Jitte
	Sumpf	EG GOLD	Neko-Te	Shuriken	Verzierte Kanzashi
ONL	Wald	Genju des Reiches	<u> </u>	<b>I</b>	

GES

of kamig	awa™	PLAYER REGISTERING D	Last Name User's First Name	USING DECK
Jeck CHE	ECKLIST *DCI			's DCI Number
AL WHITE		· · · · · · · · · · · · · · · · · · ·	V	GREEN
Æther Shockwave	Cloudhoof Kirin	Akuta, Born of Ash	Adamaro, First to Desire	Arashi, the Sky Asunder
Araba Mothrider	Cut the Earthly Bond	Choice of Damnations	Akki Drillmaster	Ayumi, the Last Visito
Celestial Kirin	Descendant of Soramaro	Death Denied	Akki Underling	Bounteous Kirin
Charge Across the Araba	Dreamcatcher	Death of a Thousand Stings	Barrel Down Sokenzan	Briarknit Kami
Cowed by Wisdom	Erayo, Soratami Ascendant	Deathknell Kami	Burning-Eye Zubera	Dense Canopy
Curtain of Light	Eternal Dominion	Deathmask Nezumi	Captive Flame	Descendant of Masumar
Descendant of Kiyomaro	Evermind	Exile into Darkness	Feral Lightning	Dosan's Oldest Chant
Eiganjo Free-Riders	Freed from the Real	Footsteps of the Goryo	Gaze of Adamaro	Elder Pine of Jukai
Enduring Ideal	Ghost-Lit Warder	Ghost-Lit Stalker	Ghost-Lit Raider	Endless Swarm
Ghost-Lit Redeemer	Ideas Unbound	Gnat Miser	Glitterfang	Fiddlehead Kami
Hail of Arrows	Kaho, Minamo Historian	Hand of Cruelty	Godo's Irregulars	Ghost-Lit Nourisher
Hand of Honor	Kami of the Crescent Moon	Infernal Kirin	Hidetsugu's Second Rite	Haru-Onna
Inner-Chamber Guard	Kiri-Onna	Kagemaro, First to Suffer	Homura, Human Ascendant	Inner Calm, Outer Streng
Kataki, War's Wage	Meishin, the Mind Cage	Kagemaro's Clutch	lizuka the Ruthless	Kami of the Tended Gard
Kitsune Bonesetter	Minamo Scrollkeeper	Kami of Empty Graves	Inner Fire	Kashi-Tribe Elite
Kitsune Dawnblade	Moonbow Illusionist	Kemuri-Onna	Into the Fray	Masumaro, First to Li
Kitsune Loreweaver	Murmurs from Beyond	Kiku's Shadow	Jiwari, the Earth Aflame	Matsu-Tribe Birdstalk
Kiyomaro, First to Stand	Oboro Breezecaller	Kuon, Ogre Ascendant	Oni of Wild Places	Molting Skin
Michiko Konda, Truth Seeker	Oboro Envoy	Kuro's Taken	Path of Anger's Flame	Nightsoil Kami
Moonwing Moth	Oppressive Will	Locust Miser	Rally the Horde	Okina Nightwatch
Nikko-Onna	Overwhelming Intellect	Maga, Traitor to Mortals	Ronin Cavekeeper	Promised Kannushi
Plow Through Reito	Rushing-Tide Zubera	Measure of Wickedness	Shinen of Fury's Fire	Reki, the History of Kamiga
Presence of the Wise	Sakashima the Impostor	Neverending Torment	Skyfire Kirin	Rending Vines
Promise of Bunrei	Secretkeeper	One with Nothing	Sokenzan Renegade	Sakura-Tribe Scout
Pure Intentions	Shape Stealer	Pain's Reward	Sokenzan Spellblade	Sasaya, Orochi Ascenda
Reverence	Shifting Borders	Raving Oni-Slave	Spiraling Embers	Seed the Land
Rune-Tail, Kitsune Ascendant	Shinen of Flight's Wings	Razorjaw Oni	Sunder from Within	Seek the Horizon
Shinen of Stars' Light	Soramaro, First to Dream	Shinen of Fear's Chill	Thoughts of Ruin	Sekki, Seasons' Guide
Spiritual Visit	Trusted Advisor	Sink into Takenuma	Undying Flames	Shinen of Life's Roar
Torii Watchward	Twincast	Skull Collector	Yuki-Onna	Stampeding Serow
BASIC LAND	Pray ARTIFACT	Pray ARTIFACT	ARTIFACT	NON-BASIC LAND
Forest	Ashes of the Fallen	Ebony Owl Netsuke	Pithing Needle	Mikokoro, Center of the Se
Island	Blood Clock	Ivory Crane Netsuke	Scroll of Origins	Minen, the Moaning Wel
Mountain		Manriki-Gusari	Soratami Cloud Chariot	Oboro, Palace in the Cloud
Plains	GOLD	O-Naginata	Wine of Blood and Iron	Tomb of Urami
Swamp	Iname as One			

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of kamig DECK CH		Nombre	STRANDO EL MAZO	Nombre	JSANDO EL MAZO
			o de DCI		ero de DCI
BLANCO         Acobardado por la sabiduría         Arar atravesando Reito         Carga a través de Araba         Cola-runa, ascendente kitsune         Corrigehuesos kitsune         Corrigehuesos kitsune         Corrigehuesos kitsune         Corrigehuesos kitsune         Corrigehuesos kitsune         Corrigehuesos kitsune         Corrigehuesos kitsune         Corrigehuesos kitsune         Guardia de luz         Descendiente de Kiyomaro         Guardia atenta del torii         Guardia de la cámara interna         Hoja aurora kitsune         Ideal perenne         Intenciones puras         Jinete de polillas de Araba         Jinetes libres de Eiganjo         Kataki, el precio de la guerra         Kirin celestial         Kiyomaro, primero en oponerse         Lluvia de flechas         Mano de honor         Michiko Konda, busca verdad         Nikko-Onna         Onda expansiva de éter         Polilla ala lunar         Presencia de los sabios         Promesa de bunrei         Redentora luz fantasmal         Reverencia         Shinen de la luz estelar         Tejedor de c	AZULAtrapasueñosConsejero fiableCortar el vínculo terrenalCuida pergaminos de MinamoCustodio luz fantasmalDescendiente de SoramaroDominio eternoEnviado de OboroErayo, ascendente soratamiFronteras cambiantesGuardasecretosIdeas liberadasIlusionista arco lunarIntelecto abrumadorJugada gemelaKaho, historiadora de MinamoKami de la luna crecienteKirin cascosnubososKiri-OnnaLadrón de formaLiberado de lo realLiberado de lo realMurmullos del más alláSakashima el impostorShinen de las alas del vueloSoramaro, el primero en soñarVoluntad opresiva	NEGRO           Agarre de Kagem           Akuta, nacido de           Ávido de langosta           Ávido de mosquit           Coleccionista de d           Elección de maldi           En armonía con la           Esclavo de oni de           Exilio a la oscurio           Huellas de los Go           Hundir en Takenu           Kagemaro, el prim           Kami de las tumb           Kami tañido de m           Kemuri-Onna           Kirin infernal           Kuon, ascendente           Maga, traidor a lo           Mano de crueldad           Medida de perver           Muerte negada           Muerte por mil pi           Nezumi máscara do           Oni quijada filosa           Recompensa del o           Shinen del frío de           Sirviente de Kuro           Sombra de Kiku	la ceniza       Adamar         as       Agrupa         tos       Brasas         cráneos       Camino         iciones       Colmill         a nada       Cuesta         lirante       Cuidaci         lad       Fuego i         oryo       Hojahe         uma       Homura         ero en sufrir       Iizuka d         as vacías       Incurso         nuerte       Jiwari,         vogro       Llamas         orgo       Llamas         sión       Milicia         sión       Partir d         de muerte       Pensam         asmal       Segund         dolor       Renega         datasmal       Segund	talla ro, el primero en desear r la horda en espiral o de la llama del furor lo reluciente abajo por Sokenzan uevas ronin interno chizo de Sokenzan a, ascendente humano el despiadado or luz fantasmal la tierra ardiente uegoceleste cautiva inmortales o de instrucción akki nos de Godo de Adamaro lugares salvajes esde adentro nientos de destrucción pago feral do de Sokenzan lo rito de Hidetsugu del fuego de la furia erno akki	VERDE           Aluvión sin fin           Arashi, el cielo desbaratado           Ayumi, la última visitante           Buscar el horizonte           Cabras en estampida           Calma interna, fuerza externa           Caza aves de la tribu Matsu           Descendiente de Masumaro           El canto más antiguo de Dosat           Élite de la tribu Kashi           Enramada densa           Exploradora de la tribu Saku           Guardia nocturna de Okina           Haru-Onna           Kami del jardín cuidado           Kami hoja de helecho           Kami koja de helecho           Karni zarzatejida           Kannushi prometida           Kirin dadivoso           Muda de piel           Nutriente luz fantasmal           Pino anciano de Jukai           Reki, la historia de Kamigawa           Sasaya, ascendente orochi           Sekki, guía de las estacioned
Visita espiritual	Zubera marea torrencial	ARTEFACTOS	nable Zubera	ojo ardiente	Shinen del rugido de la vid
$ \begin{array}{c c}                                    $	Aguja medular Carro de nubes soratami	Cenizas de los cat Manriki-Gusari Netsuke de búho Netsuke de grulla	ídos O-Nagi Pergam de ébano Reloj d	_	Mikokoro, centro del mar Miren, el pozo de los lamento Oboro, el palacio en las nubes Tumba de Urami

	DECK CHE WHITE Day of Destiny Empty-Shrine Kannushi Faithful Squire Final Judgment Genju of the Fields Heart of Light Hokori, Dust Drinker Hundred-Talon Strike Indebted Samurai Kami of False Hope Kami of Taltered Shoiji			Registrant's DCI Numb BLACK Bile Urchin Blessing of Leeches Call for Blood Crawling Filth Eradicate Genju of the Fens		RED Akki Blizzard-Herder Akki Raider Ashen Monstrosity	r's DCI Nu	Body of Jukai Budoka Pupil Child of Thorns
	Day of Destiny Empty-Shrine Kannushi Faithful Squire Final Judgment Genju of the Fields Heart of Light Hokori, Dust Drinker Hundred-Talon Strike Indebted Samurai Kami of False Hope	Callow Jushi Chisei, Heart of Oceans Disrupting Shoal Floodbringer Genju of the Falls Heed the Mists Higure, the Still Wind Jetting Glasskite		Bile Urchin Blessing of Leeches Call for Blood Crawling Filth Eradicate		Akki Blizzard-Herder Akki Raider Ashen Monstrosity		Body of Jukai Budoka Pupil
	Day of Destiny Empty-Shrine Kannushi Faithful Squire Final Judgment Genju of the Fields Heart of Light Hokori, Dust Drinker Hundred-Talon Strike Indebted Samurai Kami of False Hope	Callow Jushi Chisei, Heart of Oceans Disrupting Shoal Floodbringer Genju of the Falls Heed the Mists Higure, the Still Wind Jetting Glasskite		Bile Urchin Blessing of Leeches Call for Blood Crawling Filth Eradicate		Akki Blizzard-Herder Akki Raider Ashen Monstrosity		Body of Jukai Budoka Pupil
	Empty-Shrine Kannushi Faithful Squire Final Judgment Genju of the Fields Heart of Light Hokori, Dust Drinker Hundred-Talon Strike Indebted Samurai Kami of False Hope	Chisei, Heart of Oceans Disrupting Shoal Floodbringer Genju of the Falls Heed the Mists Higure, the Still Wind Jetting Glasskite		Call for Blood Crawling Filth Eradicate		Akki Raider Ashen Monstrosity		Budoka Pupil
	Faithful Squire       Final Judgment       Genju of the Fields       Heart of Light       Hokori, Dust Drinker       Hundred-Talon Strike       Indebted Samurai       Kami of False Hope	Floodbringer Genju of the Falls Heed the Mists Higure, the Still Wind Jetting Glasskite		Call for Blood Crawling Filth Eradicate		· · · · · · · · · · · · · · · · · · ·		Child of Thorns
	Final Judgment Genju of the Fields Heart of Light Hokori, Dust Drinker Hundred-Talon Strike Indebted Samurai Kami of False Hope	Genju of the Falls Heed the Mists Higure, the Still Wind Jetting Glasskite		Eradicate				CHILL OF THOMS
	Genju of the Fields Heart of Light Hokori, Dust Drinker Hundred-Talon Strike Indebted Samurai Kami of False Hope	Heed the Mists Higure, the Still Wind Jetting Glasskite		Eradicate		Aura Barbs		Enshrined Memories
	Heart of Light Hokori, Dust Drinker Hundred-Talon Strike Indebted Samurai Kami of False Hope	Higure, the Still Wind Jetting Glasskite		Conju of the Fone		Blademane Baku		Forked-Branch Garan
	Hundred-Talon Strike Indebted Samurai Kami of False Hope	Jetting Glasskite		Genju of the rens		Blazing Shoal		Genju of the Cedars
	Indebted Samurai Kami of False Hope			Goryo's Vengeance		Clash of Realities		Gnarled Mass
	Kami of False Hope	Kajijin of the Vanishir - Th		Hero's Demise		Crack the Earth		Harbinger of Spring
	· · · –	Kaijin oi me vanisning touch	ı	Hired Muscle		Cunning Bandit		Isao, Enlightened Bus
	Kami of Tattered Shoii	Kira, Great Glass-Spinner		Horobi's Whisper		First Volley		Iwamori of the Open Fist
	Rann of Tattered Shoji	Minamo Sightbender		Ink-Eyes, Servant of Oni	i 🗌	Flames of the Blood Hand		Kodama of the Center Tree
	Kami of the Honored Dead	Minamo's Meddling		Kyoki, Sanity's Eclipse		Frost Ogre		Lifegift
	Kentaro, the Smiling Cat	Mistblade Shinobi		Mark of the Oni		Frostling		Lifespinner
	Kitsune Palliator	Ninja of the Deep Hours		Nezumi Shadow-Watche	r	Fumiko the Lowblood		Loam Dweller
	Mending Hands	Patron of the Moon		Ogre Marauder		Genju of the Spires		Mark of Sakiko
	Moonlit Strider	Phantom Wings		Okiba-Gang Shinobi		Goblin Cohort		Matsu-Tribe Sniper
	Opal-Eye, Konda's Yojimbo	Quash		Patron of the Nezumi		Heartless Hidetsugu		Nourishing Shoal
	Oyobi, Who Split the Heavens	Quillmane Baku		Psychic Spear		In the Web of War		Patron of the Orochi
	Patron of the Kitsune	Reduce to Dreams		Pus Kami		Ire of Kaminari		Petalmane Baku
	Scour	Ribbons of the Reikai		Scourge of Numai		Ishi-Ishi, Akki Crackshot		Roar of Jukai
	Shining Shoal	Shimmering Glasskite		Shirei, Shizo's Caretaker	r 📃	Kumano's Blessing		Sakiko, Mother of Summe
	Silverstorm Samurai	Soratami Mindsweeper		Sickening Shoal		Mannichi, the Fevered Dream	1	Sakura-Tribe Springcaller
	Split-Tail Miko	Stream of Consciousness		Skullmane Baku		Ogre Recluse		Scaled Hulk
	Takeno's Cavalry	Sway of the Stars		Skullsnatcher		Overblaze		Shizuko, Caller of Autumr
	Tallowisp	Teardrop Kami		Stir the Grave		Patron of the Akki		Sosuke's Summons
	Terashi's Grasp	Threads of Disloyalty		Takenuma Bleeder		Ronin Cliffrider		Splinter
_	Terashi's Verdict	Toils of Night and Day		Three Tragedies		Shinka Gatekeeper		Traproot Kami
	Ward of Piety	Tomorrow, Azami's Familiar		Throat Slitter		Sowing Salt		Unchecked Growth
_	Waxmane Baku	Veil of Secrecy		Toshiro Umezawa		Torrent of Stone		Uproot
	Yomiji, Who Bars the Way	Walker of Secret Ways		Yukora, the Prisoner		Twist Allegiance		Vital Surge
PLAYED	BASIC LAND	A NONBASIC LAND	TOTAL		PLAYED		TOTAL	ARTIFACT
	Forest	Gods' Eye, Gate to the Reikai		Baku Altar		Orb of Dreams		Shuriken
RA -	Island	Tendo Ice Bridge		Blinding Powder		Ornate Kanzashi		Slumbering Tora
· · · · · · · · · · · · · · · · · · ·	Mountain			Mirror Gallery		Ronin Warclub		That Which Was Tak
	Plains	data GOLD		Neko-Te		Shuko		Umezawa's Jitte

## **SAVIORS** of kamigawa

- 1

DECK CHECKLIST

AVEDTAL BLACK RED GREEN PLAYEDTAL PLAYED PLAYED Adamaro, First to Desire Æther Shockwave Cloudhoof Kirin Akuta, Born of Ash Arashi, the Sky Asunder Araba Mothrider Cut the Earthly Bond Choice of Damnations Akki Drillmaster Avumi, the Last Visitor Akki Underling Celestial Kirin Descendant of Soramaro Death Denied Bounteous Kirin Charge Across the Araba Dreamcatcher Death of a Thousand Stings Barrel Down Sokenzan Briarknit Kami Dense Canopy Cowed by Wisdom Erayo, Soratami Ascendant Deathknell Kami Burning-Eye Zubera Curtain of Light Eternal Dominion Deathmask Nezumi Captive Flame Descendant of Masumaro Descendant of Kiyomaro Evermind Exile into Darkness Feral Lightning Dosan's Oldest Chant Eiganjo Free-Riders Freed from the Real Footsteps of the Goryo Gaze of Adamaro Elder Pine of Jukai Ghost-Lit Warder Ghost-Lit Stalker Ghost-Lit Raider Enduring Ideal Endless Swarm Ghost-Lit Redeemer Ideas Unbound Gnat Miser Glitterfang Fiddlehead Kami Kaho, Minamo Historian Hand of Cruelty Hail of Arrows Godo's Irregulars Ghost-Lit Nourisher Hand of Honor Kami of the Crescent Moon Infernal Kirin Hidetsugu's Second Rite Haru-Onna Inner-Chamber Guard Kiri-Onna Kagemaro, First to Suffer Homura, Human Ascendant Inner Calm, Outer Strength Kataki, War's Wage Meishin, the Mind Cage Kagemaro's Clutch Iizuka the Ruthless Kami of the Tended Garden Inner Fire Kitsune Bonesetter Minamo Scrollkeeper Kami of Empty Graves Kashi-Tribe Elite Kitsune Dawnblade Moonbow Illusionist Kemuri-Onna Into the Fray Masumaro, First to Live Kitsune Loreweaver Murmurs from Beyond Kiku's Shadow Jiwari, the Earth Aflame Matsu-Tribe Birdstalker Kiyomaro, First to Stand Oboro Breezecaller Kuon, Ogre Ascendant Oni of Wild Places Molting Skin Michiko Konda, Truth Seeker Path of Anger's Flame Oboro Envov Nightsoil Kami Kuro's Taken Oppressive Will Moonwing Moth Locust Miser Rally the Horde Okina Nightwatch Nikko-Onna Overwhelming Intellect Maga, Traitor to Mortals Ronin Cavekeeper Promised Kannushi Plow Through Reito Rushing-Tide Zubera Measure of Wickedness Shinen of Fury's Fire Reki, the History of Kamigawa Presence of the Wise Sakashima the Impostor Neverending Torment Skyfire Kirin Rending Vines Promise of Bunrei Secretkeeper One with Nothing Sokenzan Renegade Sakura-Tribe Scout Pure Intentions Shape Stealer Pain's Reward Sokenzan Spellblade Sasaya, Orochi Ascendant Shifting Borders Raving Oni-Slave Spiraling Embers Seed the Land Reverence Rune-Tail, Kitsune Ascendant Shinen of Flight's Wings Razoriaw Oni Sunder from Within Seek the Horizon Shinen of Stars' Light Soramaro First to Dream Shinen of Fear's Chill Sekki Seasons' Guide Thoughts of Ruin Shinen of Life's Roar Spiritual Visit Trusted Advisor Sink into Takenuma Undying Flames Torii Watchward Twincast Skull Collector Yuki-Onna Stampeding Serow PLAYED PLAYED PLAYER BASIC LAND ARTIFACT ARTIFACT NON-BASIC LAND ARTIFACT Ebony Owl Netsuke Ashes of the Fallen Pithing Needle Mikokoro, Center of the Sea Forest Blood Clock Ivory Crane Netsuke Scroll of Origins Miren, the Moaning Well Island AFTS Manriki-Gusari Soratami Cloud Chariot Oboro, Palace in the Clouds Mountain GOLD O-Naginata Wine of Blood and Iron Tomb of Urami Plains Iname as One Swamp

	<b>AVIC</b> of kamigaw		PLAYER REGISTERING DEC	P	LAYER USING DECK
	DECK CHE		Registrant's First Name Registrant's Las	t Name User's First	t Name User's Last Name
L کھر WHITE			BLACK	— U ——	User's DCI Number
	Através de Reito	Apanhador de Sonhos	Afundar em Takenuma	Adamaro, O Primeiro a	
-	través de Araba	Conjuração Dupla	Akuta, Nascido das Cinzas	Akki Mestre Perfurad	
	ina, Ascendente Kitsune	Conselheiro Confiável	Caçador da Luz Fantasmal	Caminho da Chama d	
Cortina		Convocadora da Brisa de Oboro	Colecionador de Crânios	Chama Cativa	Caçador de Aves da Tribo Mat
	lente de Kiyomaro	Descendente de Soramaro	Escolha de Danações	Chamas Espiraladas	Calma Interna, Força Exterior
	e Mariposas de Araba	Enviado de Oboro	Escravo Oni Desvairado	Chamas Imortais	Copas Densas
	Autônomos de Eiganjo	Erayo, Ascendente Soratami	Exílio na Escuridão	Dentro da Luta	Descendente de Masumarc
	da Câmara Interna	Fronteiras Mutáveis	Gafanhoto Avaro	Expectativa de Ruína	Elite da Tribo do Kashi
Ideal Du	ırador	Guarda-Pergaminhos de Minamo	Garra de Kagemaro	Fogo Interior	Enxame Interminável
Intençõe	es Puras	Guardião dos Segredos	Kagemaro, O Primeiro a Sofrer	Homura, Ascendente Hu	umano Haru-Onna
Intimida	ndo pela Sabedoria	Idéias Soltas	Kami das Tumbas Vazias	Iizuka o Implacável	Kami de Urze-branca
Kataki,	Soldo de Guerra	Ilusionista Arco da Lua	Kami do Repicar Fúnebre	Investindo Sokenzan	Abaixo 📃 Kami do Jardim Guarda
Kirin Co	elestial	Intelecto Avassalador	Kemuri-Onna	Jiwari, a Terra em Ch	amas Kami do Solo Noturno
Kitsune	Espada do Alvorecer	Kaho, Historiadora de Minamo	Kirin Infernal	Kirin Fogo Celeste	Kami Fronde de Samamba
	o, O Primeiro a Resistir	Kami da Lua Crescente	Kuon, Ascendente Ogre	Lacaio Akki	Kannushi Prometida
Mão de	Honra	Kirin Pata de Nuvem	Maga, Traidor para os Mortais	Lâmina Mágica de So	okenzan Kirin Generoso
Maripos	sa Asa de Lua	Kiri-Onna	Mão de Crueldade	Olhar de Adamaro	Masumaro, O Primeiro a Viv
Michiko	Konda, a Busca-Verdade	Ladrão de Formas	Medida de Maldade	Oni dos Lugares Selv	vagens Nemorredo Debandado
Nikko-O	Dnna	Libertos da Realidade	Morte de Mil Ferrões	Presa Brilhante	Nutriz da Luz Fantasma
Onda de	e Choque de Éter	Meishin, a Prisão da Mente	Morte Recusada	Rachar por Dentro	O Canto Mais Antigo de Dos
	ista Kitsune	Mente Eterna	Muriçoca Avara	Raio Brutal	Pele Descascada
-	a do Sábio	Murmúrios do Além	Nezumi da Máscara da Morte	Renegado de Sokenza	an Pinheiro Antigo de Juka
	sa de Bunrei	Romper o Elo Mundano	Oni Mandíbula-de-Navalha	Reunir a Horda	Procurar o Horizonte
Redentor	a da Luz Fantasmal	Sakashima, o Impostor	Passos de Goryo	Ronin Guarda-Caverr	na Reki, a História de Kamigav
Reverên	cia	Sentinela da Luz Fantasmal	Prisioneiro de Kuro	Salteador da Luz Fan	
Saraiva	la de Flechas	Shinen das Asas do Vôo	Recompensa da Dor	Segundo Rito de Hide	
Shinen	da Luz das Estrelas	Soberania Eterna	Shinen do Arrepio de Medo	Shinen do Fogo da Fú	
Tecelão d	le Sabedoria Kitsune	Soramaro, O Primeiro a Sonhar	Sombra de Kiku	Tropas Irregulares de	
Torii Vi	gilante	Vontade Opressiva	Tormento Interminável	Yuki-Onna	Vigias Noturnos de Okin
Visita E	spiritual	Zubera Maré-Impetuosa	Um com o Nada	Zubera Olho Flameja	nte Vinhas Despedaçadas
AVED BASIC	LAND	ARTIFACT	ARTIFACT		PLAYED NONBASIC LAND
Floresta		Agulha Medular	Cinzas dos Caídos	O-Naginata	Mikokoro, Centro do Mar
Ilha		Carruagem de Nuvens Soratami	Manriki-Gusari	Pergaminho das Origo	
Montan	ha		Netsuke de Coruja de Ébano	Relógio de Sangue	Oboro, Palácio nas Nuven
Pântan	AV. OT	a GOLD	Netsuke de Grou de Marfim	Vinho de Sangue e Fe	
- untuill	e	Iname como Uma			

		PLAYER REGISTERING DE		JSING DECK
Jof kamigav DECK CH	ECKLIST	Registrant's First Name Registrant's L	ast Name User's First Name	User's Last Name
		BLACK		DCI Number GREEN
Carica Attraverso l'Araba	BLUE Played	Affondare Takenuma	Adamaro, Primo a Desiderare	Antico Canto di Dosan
Cavalcafalene di Araba	Carceriere Lumifero	Akuta, Nato dalla Cenere	Braci Turbinanti	Arashi, lo Squartacielo
Cavalieri Liberi di Eiganjo	Confini Cangianti	Cacciatore Lumifero	Brillafauci	Ayumi, l'Ultima Presenza
Coda-Runa, Antenato Kitsune	Consigliere Fidato	Collezionista di Teschi	Fiamma Prigioniera	Cacciatore della Tribù-Kas
Discendente di Kiyomaro	Curapergamene di Minamo	Culice Arraffone	Fiamme Imperiture	Calmo Dentro, Forte Fuori
Falena Aladiluna	Desiderio Opprimente	Esilio nelle Tenebre	Fulmine Brutale	Carica di Capricorni
Guardia della Stanza Interna	Discendente di Soramaro	Indicatore di Malevolenza	Fuoco Interiore	Cercare l'Orizzonte
Guardiana del Torii	Dominio Eterno	Kagemaro, Primo a Soffrire	Guardacaverne Ronin	Discendente di Masumarc
Ideale Perpetuo	Doppio Lancio	Kami dei Sepolcri Vuoti	Homura, Antenato Umano	Divoratrice Lumifera
Intenzioni Pure	Erayo, Antenata di Soratami	Kami del Rintocco Funebre	lizuka lo Spietato	Elite della Tribù-Kashi
Intimidito dalla Saggezza	Evocabrezza di Oboro	Kemuri-Onna	Irregolari di Godo	Fronde Intricate
Kataki, Frutto della Guerra	Guardasegreti	Kirin Infernale	Jiwari, la Terra Che Arde	Guardia Notturna di Okin
Kirin Celestiale	Idee in Libertà	Kuon, Antenato Ogre	Kirin Bruciacielo	Haru-Onna
Kiyomaro, Primo ad Alzarsi	Illusionista Arcodiluna	Locusta Arraffona	Mastrotrivella Akki	Kami del Giardino Gentile
Lama dell'Alba Kitsune	Intelletto Superiore	Maga, Traditore dei Mortali	Nella Mischia	Kami del Ginepraio Spina
Mano dell'Onore	Inviato di Oboro	Mano della Crudeltà	Oni dei Luoghi Selvaggi	Kami del Suolo Notturno
Michiko Konda, Cercaverità	Kaho, Storica di Minamo	Morte dei Mille Pungiglioni	Pensieri di Rovina	Kami Testa-di-Violino
Nikko-Onna	Kami della Luna Crescente	Morte Negata	Predone Lumifero	Kannushi Promessa
Onda d'Urto Eterea	Kirin Zampanube	Nezumi Maschera di Morte	Radunare l'Orda	Kirin Munifico
Presenza del Saggio	Kiri-Onna	Ombra di Kiku	Rinnegato di Sokenzan	Liane Dirompenti
Promessa di Bunrei	Libero dalla Realtà	Oni Zannalama	Secondo rito di Hidetsugu	Masumaro, Primo a Viver
Redentrice Lumifera	Meishin, la Gabbia Mentale	Passi del Goryo	Sentiero dell'Ira Bruciante	Mutapelle
Rivoltare Reito	Menteterna	Prole di Kagemaro	Sguardo di Adamaro	Pino Antico di Jukai
Salva di Frecce	Recidere i Legami Terreni	Ricompensa del Dolore	Shinen della Furia del Fuoco	Reki, la Storia di Kamigav
Segaossa Kitsune	Rubaforma	Scelta della Dannazione	Sokenzan Spianato	Sasaya, Antenato Oroci
Shinen della Luce di Stelle	Sakashima l'Impostore	Schiavo Delirante degli Oni	Spadamagia Sokenzan	Sciame Infinito
Telo di Luce	Shinen delle Ali del Volo	Shinen della Paura Infantile	Spezzare da Dentro	Scout della Tribù-Saku
Tessitradizioni Kitsune	Soramaro, Primo a Sognare	Sottoposto di Kuro	Tirapiedi Akki	Sekki, Guida delle Stagio
Venerazione	Sussurro Infernale	Tormento Senza Fine	Yuki-Onna	Seminare la Terra
Visita Spirituale	Zubera Scaglia-Marea	Tutt'uno con il Nulla	Zubera Occhio di Brace	Shinen del Ruggito di Vita
KED BASIC LAND	TOTAL ARTIFACT	Pian ARTIFACT	RATIFACT	
Foresta	Ago Spinale	Cocchio di Nubi Soratami	Netsuke Gufo d'Ebano	Mikokoro, Centro del Mare
Isola	Ceneri dei Caduti	Manriki-Gusari	O-Naginata	Miren, il Pozzo Che Geme
Montoono		Mantello di Sangue	Pergamena delle Origini	Oboro, Palazzo nelle Nuvo
Palude	ED GOLD	Netsuke della Gru d'Avorio	Vino di Sangue e Ferro	Tomba di Urami
Pianura	Iname Come Unico			

	<b>SAVIC</b>		DECKLISTENERSTELLER	DECK S	PIELER
	Jof kamigaw		Vorname des Erstellers Nachname des E	rstellers Vorname des Spielers	Nachname des Spielers
	WEISS		DCI Nummer des Erstellers	ROT	*
'* <u>`</u>	Abkömmling Kiyomaros	Abkömmling Soramaros	Akuta, aus Asche geboren	Ab in den Kampf	Abkömmling Masum
	Andauerndes Ideal	Erayo, Vorfahr der Soratami	Belohnung des Schmerzes	Adamaro, als Erster begehrend	Älteste Föhre Juka
$\vdash$	Ansturm durch die Araba	Erinnerimmer	Eins mit dem Nichts	Adamaros Blick	Arashi, der Himmelste
	Anwesenheit der Weisen	Ewige Herrschaft	Exil in Dunkelheit	Akki-Einpauker	Ayumi, die letzte Besu
	Araba-Mottenreiter	Geheimnisbewahrer	Fußstapfen der Goryo	Akki-Handlanger	Das Land bestellen
	Äther-Schockwelle	Geisterlicht-Wärter	Geisterlicht-Schleicher	Blitzaugen-Zubera	Den Horizont absu
	Bunreis Versprechungen	Irdische Bindungen trennen	Grabgeläute-Kami	Die Horde zusammentrommeln	Dichtes Blätterdach
$\vdash$	Durch Reito pflügen	Kaho, Historikerin von Minamo	Hand der Grausamkeit	Durch Sokenzan preschen	Dorngeflecht-Kam
	Durch Weisheit eingeschüchtert	Kami des zunehmenden Mondes	Heuschreckengeizhals	Funkenfänger	Dosans Ältester Ge
	Ehrerbietung	Kiri-Onna	In Takenuma eindringen	Gefangene Flamme	Elite des Kashi-Sta
$\vdash$	Eiganjos Freiheitsreiter	Losgelöste Ideen	Kagemaro, als Erster leidend	Geisterlicht-Plünderer	Endloser Schwarm
	Geisterlicht-Erlöser	Meishin, der Gedankenkäfig	Kagemaros Zugriff	Gewundene Funken	Farnwedel-Kami
	Hand der Ehre	Minamo-Spruchbewahrerin	Kami der leeren Gräber	Godos Freischärler	Flüchtende Serow-G
$\vdash$	Himmlischer Kirin	Mondbogen-Illusionist	Kemuri-Onna	Hidetsugus zweites Ritual	Freigebiger Kirin
	Kataki, Preis des Krieges	Oboro-Abgesandter	Kikus Schatten	Homura, Vorfahr der Menschen	Geisterlicht-Ernäh
$\vdash$	Kitsune-Erzähler	Oboro-Brisenrufer	Kirin der Unterwelt	Izuka der Mitleidslose	Haru-Onna
$\vdash$	Kitsune-Knochenrichter	Rauschen aus dem Untergrund	Kuon, Vorfahr der Oger	Inneres Feuer	Häutende Haut
	Kiyomaro, als Erster aufbegehrend	Sakashima der Hochstapler	Kuros Besessene	Jiwari, die erflammte Erde	Innere Ruhe, Äußere
-	Lichtvorhang	Schikanöser Wille	Maga, Verräter der Sterblichen	Kirin des Himmelfeuers	Kami der gehüteten (
	Michiko Konda, Wahrheitssucherin	Shinen der Schwungfedern	Maßstab der Bosheit	Oni der wilden Orte	Masumaro, als Erster
	Mondflügel-Motte	Sich verschiebende Grenzen	Massab del Boshert	Pfad der Flamme des Zorns	Nachtsudel-Kami
-	Nikko-Onna	Soramaro, als Erster träumend	Mückengeizhals	Ronin-Höhlenhüter	Okina-Nachtwach
-	Pfeilhagel	Springflut-Zubera	Schädelsammler	Ruinöse Gedanken	
-	Reine Absichten			Shinen des Zornesfeuers	Reki, die Geschichte Kar
$\vdash$		Traumfänger	Shinen des Angstschweißes Sklave des tobenden Oni		Sasaya, Vorfahr der Oroc
-	Runenschwanz, Vorfahr der Kitsune	Überwältigender Intellekt		Sokenzan-Haudegen	Sekki, Lenker der Jahres
-	Schimmerklingen-Kitsune	Umrissentreißer	Tod durch tausend Stiche	Sokenzan-Renegat	Shinen des Urschre
	Shinen des Sternenlichts	Vertrauenswürdiger Berater	Todesmasken-Nezumi	Unvergängliche Flammen	Späher des Sakura-S
-	Spiritueller Besuch	Vom Reellen befreit	Unendliche Qualen	Von innen zerteilen	Versprochener Kann
-	Torii-Aufpasser	Wolkenhuf-Kirin	Verweigerter Tod	Wilde Blitze	Vogelfänger des Matsu-
	Wache der inneren Gemächer	Zwillingszauber	Wahl der Verdammungen	Yuki-Onna	Zerreißende Ranke
MT		ARTEFAKT			
	Ebene	Asche der Gefallenen	Eulen-Netsuke aus Ebenholz	O-Naginata	Mikokoro, Mitte des l
	Gebirge	Blutuhr	Kranich-Netsuke aus Elfenbein	Pergament der Ursprünge	Miren, der klagende H
	Insel	GOLD	Lähmungsnadel	Soratami-Wolkenwagen	Oboro, Palast in den V
	Sumpf		Manriki-Gusari	Wein aus Blut und Eisen	Uramis Gruft

	Jof kamigav DECK CHE		Prénom du vérificateur Nom du vérific	cateur Prénom du joueur	Nom du joueur
			Numéro DCI du vérificateur	V	DCI du joueur
AL .	BLANC			ROUGE	
_	Aubelame kitsune	Attrapeur de rêves	Akuta, né des cendres	Adamaro, premier à désirer	À la recherche de l'horizo
+	Charge sur l'Araba	Conseiller indéfectible	Avare aux moucherons	Braises tourbillonnantes	Arashi, le ciel déchiré
-	Chevauche-phalène d'Araba	Couper les liens terrestres	Avare aux sauterelles	Chemin des flammes de la colère	Ayumi, la dernière visiteuse
+	Descendant de Kiyomaro	Descendant de Soramaro	Bruits de pas du goryo	Désagrégation du dedans	Calme intérieur, force extérieu
_	Garde d'appartement	Domination éternelle	Choix de damnation	Descente du Sokenzan	Canopée dense
_	Gardeveille des torii	Erayo, ascendante soratami	Collecteur de crânes	Deuxième rite selon Hidetsugu	Chant le plus ancien de Dosa
_	Idéal perpétuel	Frontières changeantes	Déni de la mort	Éclair sauvage	Chassoiseau de la tribu Mats
+	Intentions pures	Garde nimbé de fantômes	Emprise de Kagemaro	Entrée en lice	Descendant de Masumaro
_	Intimidé par la sagesse	Gardien des parchemins de Minamo	Esclave-oni délirant	Feu intérieur	Éclaireuse de la tribu Sakura
+	Kataki, tribut de la guerre	Gardien des secrets	Exil dans les ténèbres	Flamme captive	Élite de la tribu Kashi
+	Kirin céleste	Idées délivrées	Fusion avec le néant	Flammes inextinguibles	Ensemencement de la terr
	Kiyomaro, premier à tenir	Illusionniste lunarc	Immersion dans Takenuma	Homura, ascendant humain	Garde de nuit d'Okina
	Libres-cavaliers d'Eiganjo	Intelligence irrésistible	Kagemaro, premier à souffrir	Iizuka l'impitoyable	Haru-onna
	Main d'honneur	Jumelance	Kami des tombes vides	Irréguliers de Godo	Kami de crosse
	Michiko Konda, chercheuse de vérité	Kaho, historienne de Minamo	Kami du glas	Jiwari, la terre incendiée	Kami de ronces
	Nikko-onna	Kami du croissant de lune	Kemuri-onna	Kirin du feu du ciel	Kami de terre nocturne
	Onde de choc d'Æther	Kirin aux sabots de nuage	Kirin infernal	Lamesort du Sokenzan	Kami du jardin entrete
	Phalène à ailes de lune	Kiri-onna	Kuon, ascendant ogre	Maître-recruteur akki	Kannushi promise
	Pluie de flèches	Libéré du réel	Maga, traître envers les mortels	Oni des lieux sauvages	Kirin de générosité
	Présence du sage	Meishin, la cage cérébrale	Main de cruauté	Pensées de ruine	Masumaro, premier à vivre
	Promesse du bunrei	Mènebrise d'Oboro	Mesure de vilenie	Pillard nimbé de fantômes	Nourrisseuse nimbée de fantôn
	Queue-de-runes, ascendant kitsune	Murmures de l'au-delà	Mort aux mille piqûres	Ralliement de la horde	Nuée interminable
	Rebouteux kitsune	Représentant d'Oboro	Nezumi masquemort	Regard d'Adamaro	Peau en mue
	Rédemptrice nimbée de fantômes	Sakashima l'imposteur	Ombre de Kiku	Renégat du Sokenzan	Pin ancestral de Jukai
	Rideau de lumière	Shinen des ailes du vol	Oni aux mâchoires de rasoir	Ronin gardien des cavernes	Reki, l'Histoire de Kamigav
	Shinen de la lumière stellaire	Soramaro, premier à rêver	Pisteur nimbé de fantômes	Scintillecroc	Ruée de serows
	Tisseur de légendes kitsune	Souvenir éternel	Récompense de la souffrance	Shinen du feu de la fureur	Sasaya, ascendant orochi
$\top$	Traversée de Reito	Voleur de forme	Serf de Kuro	Sous-fifre akki	Sekki, le guide des saisons
	Vénération	Volonté oppressante	Shinen du froid de la peur	Yuki-onna	Shinen du rugissement de la
	Visite spirituelle	Zubera aux marées impétueuses	Tourment sans fin	Zubera à l'œil brûlant	Vignes déchiqueteuses
YED	TERRAINS DE BASE	ARTEFACT	ARTEFACT		AUTRES TERRAINS
	Forêt	Aiguille à sectionner	Char des nuages soratami	Netsuke de hibou en ébène	Mikokoro, Centre de la mer
	Île	Cendres des déchus	Horloge de sang	O-naginata	Miren, le puits gémissant
			Manriki-gusari	Parchemin des origines	Oboro, le palais dans les nuag
	Marais Nontagne	GOLD	Netsuke de grue en ivoire	Vin de sang et de fer	Tombe d'Urami

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