REVISED TOURNAMENT FORMAT

MARCH 2013 - VERSION 8.2

1. RULE OF FOUR
No more than 4 copies of any card may be included in a deck. The game text on any card can not be used more than 4 times during a single turn.

2. SEED DECK LIMIT
No more than 2 copies of any card may be seeded during the seed phase.

3. DILEMMA PHASE BATCH SEEDING
The dilemma phase is broken into 4 steps.

I. OPPONENT"S MISSIONS
Both players place all cards they wish to seed under missions they did not seed in front of that mission, creating a stack of cards in the order they are to be encountered. Once both players have placed all cards they wish to seed under opponent's missions, all stacks are "seeded" (slide the stack under the mission in the same order).

II. SHARED MISSIONS
Both players now create stacks in front of missions seeded by both players. Once all stacks are created, players alternate seeding cards. The player who owns the bottom seeded mission card seeds the first card (the one encountered first) then their opponent places a card on top of that card. Repeat until all cards have been seeded then move on to the next shared mission.

III. YOUR MISSIONS
Both players now create stacks in front of missions that they seeded. Once both players have placed all cards they wish to seed under their own missions, all stacks are "seeded" (place each stack on top of any existing cards under the mission to be encountered last).

IV. EVERYTHING ELSE
Starting with the player who will go first, players alternate seeding any cards that may seed during the dilemma phase but do not seed under missions.

If you have no cards remaining to seed, you may pass. Once you pass, you may not seed any more cards during this step, and your opponent may seed their remaining cards immediately.

4. DILEMMA REMOVAL
Any time a dilemma would be placed in a discard pile from play, that dilemma is removed from the game instead. If a card would allow you to seed (or reseed) a dilemma from your discard pile, you may seed (or reseed) your dilemma previously removed from the game instead.

5. INTERRUPT REMOVAL
Any non-Referee interrupt card discarded from play is instead removed from the game.

6. MOVEMENT BETWEEN QUADRANTS
Any ship my use its full range to move from the end of a spaceline in one quadrant to either end of a spaceline in another quadrant, then is "stopped".

7. CARD CONVERSIONS
All Second Edition cards listed in the OTF Conversion List receive erratum to exactly match their First Edition counterparts. These cards are considered copies of each other.