TCG Side Event

3v3 Team Tournament

Format: *Standard/ Swiss / Best-of-One (4 rounds)*

At this tournament, players face each other as Teams!

Every team consist of **3 players A, B, C** and register together as a team. When two out of three players won their game, it is a match win and can be reported as such.

We will play 4 rounds of Swiss independent of the actual number of registered teams.

How do we play?
Team BLUE vs Team RED:
Player BLUE A vs Player RED A
Player BLUE B vs Player RED B
Player BLUE C vs Player RED C

Player B is always seated between A and C. A special rule in this team tournament is that player B may talk to player A and player C of their own team. (Player A and C are not allowed to talk to each other!)

(Each game is their own game. There are no prize cards, Pokémon or other parts of a game shared.)

Booster Battle

Deckbuilding:

Open your Booster Pack and add 10 energy cards, so your deck contains 20 cards in total. Basis energy cards provide every type of energy but only one energy at a time.

Evolving:

Players can perform regular Evolutions, for example Pikachu -> Raichu. If you don't have the exact Pokémon Evolution, you may use a Transformation Marker and follow the Transformation Rules. A Transformation Marker and the ability can only be used and placed once per turn. Please note that no effect can stop players from placing the marker or using the ability.

Beginning of the Game:

Players follow the current standard format setup except for having only 2 prize cards.

End of the Game:

Players follow the current standard format win conditions with the exception that players don't loose upon having no cards left in the deck (you continue playing without drawing).

Results & Prize Distribution

Players note the outcome of every match on the tournament paper. Once all matches are noted, all 4 players check with a judge to receive prize tickets.