Lightseekers Tournament Guidelines

Effective Date: 14th of May, 2018

Introduction

Lightseekers events, from Learn-to-Plays all the way up to premier Championship tournaments, are intended to be fun, social experiences that allow people opportunities to engage with the game through friendly competition in a safe and welcoming environment.

This document explains what someone can expect from a Lightseekers tournament, whether they are a player attending a local store event, a store owner hosting a Regional Championship, or Visionary participating as a Tournament Official for an event.

Golden Rules

Events may deviate from this document, at the discretion of the Tournament Organizer.
This is intended as a guideline for running a tournament, and variations to make for a better experience are encouraged. The important thing is that any changes are clearly communicated to players **before** an event starts; this can be accomplished through putting the information in the event description, and by having an announcement made at the start of the event.

At the current time these guidelines seek to provide an entry level tournament experience that caters to players of all skill and experience levels. In future, rules that cater to a more competitive event will be made officially available. This does not mean that event organizers cannot run competitive events now with their own tournament rules.

If a player, spectator or tournament official has issue with the way an event is being run that cannot be addressed by the Tournament Organizer, then they should get in touch with PlayFusion at contact@lightseekers.cards with details of the event they were attending and the issue that arose.

People at a Tournament

Lightseekers tournaments can have people participating in different roles; these can be broken down into three groups. Players, Tournament Officials, and Spectators.

Player

A player is any person who is registered and still active in an event. No assumption is made of player's prior knowledge of Lightseekers and events are an opportunity to not just compete at the game, but also learn more about it.

Players are responsible for their own possessions during an event and are required to bring the appropriate tournament materials along with them. These include things such as a tournament legal deck and will typically be outlined in the details for the event. If a player is wearing offensive clothing, using offensive sleeves or playmats they will be asked to change them; the decision of whether or not something is offensive is at the discretion of the Lead Tournament Official.

It is a player's responsibility to ensure that all of their actions are accurately and clearly communicated so as to avoid any confusion. If you are unsure of anything that has occurred, you should ask their opponent to explain or call over a Tournament Official.

Players should be honest and respectful during games. Players intentionally cheating or displaying poor sportsmanship ruin the enjoyment of others participating.

Players are also encouraged to help other members of the community outside of their matches. They are not responsible nor required for helping their opponent with strategy during the game but are able to provide constructive criticism or helpful advice once it has concluded.

Spectator

Spectators are anyone who is watching a Lightseekers event take place. These might be players in the event that have already finished their matches, or just members of the public.

It is important that spectators do not comment on games in progress or provide any assistance to any players that are playing. If this occurs the spectator should be asked, politely, to move away from the matches in progress and reminded that this isn't acceptable.

If a spectator notices any issues that arise in a match, they should seek out the closest tournament official and alert them, rather than intervene themselves.

Tournament Official

A Tournament Official is someone who is responsible in ensuring that the event is running as safely and efficiently as possible and may also be called upon to resolve game play or tournament policy disputes. They might be store owners or staff, or Visionaries that have volunteered their time; but there are no requirements on specific qualifications to be a

Tournament Official for regular Lightseekers events; at larger, premier events a tournament official must be the appropriate level of Visionary for the event. If there are multiple Tournament Officials involved in running an event then one will be designated as the Lead Tournament Official; if there is only a single Tournament Official then they will be considered the Lead Tournament Official by default.

As part of their role, Tournament Officials will help players with registration, rules questions, and assist in tournament operations. Tournament Officials will also arbitrate any disputes between players in an event and should resolve these in a timely and unbiased manner. If a player is unhappy with a Tournament Official's solution to a dispute, they can appeal to the Lead Tournament Official. They will then take into account the dispute and make the final call which cannot be overturned. If a player is still not satisfied with this they may submit an email to PlayFusion explaining the situation after the event has concluded (as above).

Tournament Officials should make every attempt to fix mistakes when they occur in games, however they should not attempt to prevent a mistake from being made. When helping players with rules questions, care should be taken to not offer any strategic advice. It is perfectly acceptable for Tournament Officials to double check the rules, or other resources if they are unsure of their answer to a question or dispute.

Tournament Officials may also participate in an event as players. If called upon to resolve a dispute within their own game, they should firstly attempt to have another Tournament Official answer it, if there is not one available then they are expected to arbitrate in a fair and unbiased manner. We recommend that at larger and/or more competitive events that Tournament Officials refrain from participating as players.

A Tournament

Tournament Structures

Modified Swiss

Most tournaments will be run using a Modified Swiss system, this means that each round players will be paired randomly with other players who have the same Match Record where possible. Players who lose a round in this stage are not eliminated from the tournament and are able to continue playing for the remaining rounds. This will continue for several rounds to determine a winner or to see who advances to a Single-Elimination Stage.
If it's not possible to match a player with someone who has the same record, they will be matched with someone whose record is as close to them as possible.

If there is an odd number of players, one player will receive a bye. The players with the bye will be randomly determined from players with the lowest number of match points. No player should get a bye in this way more than once in a tournament. A bye is treated as a win.

If there is a cut, the Single Elimination stage is seeded based on the Swiss ratings, where the top seeded player is paired up against the lowest seed, etc. Additionally, the matches are distributed to delay the top player rematches for as long as possible.

The following table has the suggested number of rounds based on number of players in an event and the suggested number of players to make it to the single elimination stage.

Participants	Rounds of Swiss	Single Elimination
5-8	3	None
9-16	4	Top 4
17-32	5	Top 4
33-64	6	Top 8
65-128	7	Top 8
129-256	8	Top 16
257-512	9	Top 16

Tiebreakers

If 2 or more players have the same number of matches won, their final standing in the event should be determined using the following tiebreakers:
First, compare each players opponent's combined match wins for the event. Players whose opponents did better will be ranked higher than players whose opponents did worse.
Second, compare each players game win percentage for the event. Players who won more matches in 2 games vs 3 games will be ranked higher.
Finally, compare each players opponent's combined game win percentage for the event.
In the unlikely event that all of the above are tied, then the tiebreaker is awarded to the player who registered for the event earliest (This can occur in Swiss events that run with less than 8 players - for this reason we recommend having an additional play-off between tied players in events of less than 8 people).

Single Elimination

In Single Elimination events players are randomly paired each round and then removed from the event upon losing a round. Rounds continue until there is only a single player remaining. Single Elimination format is most often used as the stage for the top cut in a Modified Swiss event.

When doing the pairings for the top cut the bracket should look as below based on the players' seeding at the end of the Swiss rounds:

A Round

A **Round** of Lightseekers consists of a **Match** between two paired players. The **Round** refers to all the **Matches** being played. A **Match** can be either the best of one **Game**, or a best two out of three **Games**.

If a **Match** is a best of one **Game** then the recommended length of time for the round is 30 minutes. If a **Match** is a best two out of three **Games** then the recommended length of time for the round is 50 minutes. See End of Round for what happens when a **Match** goes to time.

For the top cut rounds in an event, we recommend running them untimed, so that the matches are determined through games of Lightseekers and not by end of round procedure.

Decklists

If a tournament is being run using decklists they should be submitted by the players prior to the beginning of the first round's match. Players must play the same deck (or decks) for the duration

of the tournament with no changes. Decklists must be submitted in a clear and legible format (players may use the decklist form available here if they wish)

It is the player's responsibility to ensure that they have submitted a correct decklist, and where a discrepancy is found with an illegal deck matched up to a legal decklist, the deck will be changed to match the list, and vice versa.

Playing/Running a Tournament

Start of Round/Game

At the start of round, players will receive their pairings and assigned seats. Players should aim to reach their seats as soon as safely possible. If a player has not notified a Tournament Official that they will be late to the round, then after 10 minutes have passed they should receive a loss for the round; and if they do not return by the end of the round should be removed from the event.

Once players are seated for the round they should wait before beginning their match, until a Tournament Official announces the round has begun and starts the timer.

Players randomly determine who will go first in the first game of the match. We recommend that for the following games, the first turn alternates between players, i.e. the player who went first in game one will go second in game two, and in the case of a third game they will go first again. If using the official Lightseekers TCG Companion App for the event it will determine this turn order automatically.

Playing a Round

Players are responsible to accurately keep track of the state of the game. A player must be honest about anything considered to be public knowledge. Elements of the game that are public knowledge are as follows:
- Number of cards in deck, side deck, hand, discard pile and field.
- The details of any card on the field.
- The details of the last card in either players discard pile.
- The details of any card discarded during either player's last turn.

During a game of Lightseekers, players are not permitted to take notes relating to anything other than health totals.
Example: Players may write out health totals and write reasons next to them; e.g. 30 - 22 Prism Cannon is acceptable.

Players may always concede a game or match at any point, for any reason. Players are also able to withdraw from a tournament at any point, if choosing to do so, they must inform a Tournament Official of their decision.

Players must not determine the outcome of their match by any means other than playing Lightseekers. This means that players may not use random means, such as rolling dice or flipping a coin to determine the winner.

End of Round

Once players have completed their round they should report their results to a Tournament Official. This can also be done through the Lightseekers TCG Companion app if it is being used to run the event. Scorekeeping must be completed and confirmed by both players. If any player suspects an incorrect score or pairing it is their responsibility to report this before they participate in their next round.

If a match is unfinished at the end of the round then it moves to the end of round procedure. Beginning with the current turn player, each player takes 3 more turns (the current turn counting as turn 1 for that player). At the end of those turns, the player with the highest life total wins the game. If both players are still on the same life, then play continues until the first change of life total; once all cards are resolved whichever player is then on the highest life wins the game.

If this leaves both players tied on game score (1 win each), then a third game is played, with each player taking 3 turns and then using the same rules above to determine the winner.

Issues

Nobody is perfect, and we fully expect participants in events to make mistakes or forget things. The following is a list of common issues that may arise during a Lightseekers event and the recommended ways to handle them. They are broadly split into two groups, minor issues that can be quickly resolved by a Tournament Official and major issues that will require the involvement of the Lead Tournament Official.

The important thing when resolving issues is making sure that players are clear on what the issue was, and how it is being fixed. Whilst many of the issues will be resolved differently depending on the situation and will vary from event to event it is important that they be resolved consistently within an event.

Important Concepts

Backing Up: Sometimes when resolving an issue it will be necessary to move the game back to the point where the mistake occurred to fix it. This should never be done if more than a turn has passed for each player has happened; and should be avoided if information has been revealed

that has a major impact on the game. This will be determined at the discretion of the handling Tournament Official.

Extra Time: Sometimes it will take some time to work through an issue and apply a solution, if this is the case then players should be awarded additional time in the round equal to the amount of time spent resolving the issue or answering the question.

Reasonable Time: Some of the following fixes for minor issues will call out whether or not they have happened within a reasonable time. This reasonable time is typically one full turn, that is to say, if a player starts their turn and realises they made a mistake the turn before it is typically too late for a fix to be applied. This reasonable time however is decided at the discretion of the Tournament Official so may vary.

Minor Issues

A player forgets to rotate their buffs during their buff phase or forgets to apply an effect.
If a player forgets to rotate their buffs, and it is caught within a reasonable time then the game should be backed up to the buff phase and their buffs rotated and effects applied as appropriate. The same applies for any forgotten effects, that is to say, they should be applied with the board and lingering effects as they were when the effect was missed.

A player draws an incorrect number of cards.
If a player draws more cards than is appropriate, then work out how many extra cards were drawn and return that many cards, at random from their hand to the top of the deck.
If a player had drawn less cards than appropriate then they should immediately draw them.

A player sees cards in a deck that they shouldn't have.
If a player sees cards in either deck that they should have not, e.g. they reveal an extra card to a card effect than they should have or accidentally drop cards while shuffling, then shuffle those cards into part of the deck that was unseen. That is to say, make sure that any cards in known positions stay in those positions, so if a player knows the bottom three cards of their deck from a card effect those cards should be unchanged.

A player takes an action that they could not take.
If a player takes an action they could not take and it is caught in a reasonable time then the game should be backed up to the point where the action was taken and then play should continue from that point.
Some Examples:
- Plays a card or activates an ability they did not have Elemental access to.
- Activates a second ability in the same turn.
- Plays a second copy of a card they had played in the same turn.

A player makes a mistake in a game that wasn't covered above.
Following on from the above fixes, if a player makes a mistake (a mistake that breaks rules, not just a mistake in their play or decisions), and it is caught within a reasonable time rewind the

game actions to before the mistake occurred and proceed from there. If during this time window, information was revealed by players that would affect gameplay decisions think carefully before doing this. Otherwise leave the game the way it is, and educate the players involved so that they are aware of the rules.

A player has an incorrect deck.
If a player has issues with their deck (incorrect number of cards, disallowed cards, forgot to de-sideboard) attempt to fix it with the minimum effort as possible. Disallowed cards includes cards that are banned from a certain format, cards that are in excess of the limit of 3 Action cards or 1 Combo card, or can include 'proxy cards' (cards or photocopies used to represent other cards in the game).

If using the optional decklist rules then the deck should be fixed to as closely resemble the decklist where possible. If a player does not own the appropriate cards, or the decklist itself is incorrect then it should be updated to match the deck.

Marked Sleeves
If a player has issues with their sleeves (some are easily identifiable from the others) they should seek to change them once they have completed their match, if possible. If the issue is very noticeable then the match should be paused while the player switches out the offending sleeves.

Major Issues

The following are a list of major issues that will result in the immediate removal of a player from an event. This removal should always involve the Lead Tournament Official and a member of staff at the tournament venue if relevant. Depending on the severity of the issue it may also lead to a suspension from participating in Lightseekers events for a period of time; if this is the case the player in question will receive an email relating the details of this suspension.

Verbal or Physical Abuse

Lightseekers events are welcoming and fun environments for all players; at no point should any player, spectator or Tournament Official feel unsafe or threatened. Under no circumstances will any form of verbal of physical abuse be acceptable at an event and will result in immediate removal. It is at the Lead Tournament Official's discretion to determine when this has occurred.

Cheating

Cheating is when a player intentionally breaks the rules (either game or tournament) or lies about something that happens in a game. This is not tolerated under any circumstances and will

result in immediate removal from the event. It is at the Lead Tournament Official's discretion to determine when this has occurred.

Bribery/Gambling/Coercion

It is important that the results of matches of Lightseekers are determined by playing the game and not through any other means. This is not tolerated under any circumstances and will result in immediate removal from the event - it is also the area that a new player may stumble in the most; for that reason we recommend that the Lead Tournament Official make an announcement reminding players that this is not allowed at the beginning of the event. Players must also not gamble on the outcomes of a match, whether it be their own, or another player's.

It is at the Lead Tournament Official's discretion to determine when any of these have occurred.

Issues such as:
- The end of the round happens and both players have won one game each and decide to roll a dice to determine who wins the match instead of playing.
- Player A, tells Player B that they will let them win if they hand over some of their prize packs after event.
- Two Players in the tournament who have finished their match take bets on who will win out of their two friends playing another match in the event.

Are all unacceptable and will result in removal from the event.

Deck Construction Rules

Constructed - Basic

A Basic Constructed Deck is made up of a Main Deck and an optional Side Deck.
A Main Deck contains 36 cards which is broken down as follows:
- 1 Hero Card
  - This is kept separate from the other cards.
- 5 Combo Cards
  - A deck may not contain any duplicates across the Main Deck and Side Deck. (i.e. it must contain five *different* combo cards).
- 30 Action Cards
  - A deck may include up to 3 copies of any given action card, but no more, across the Main Deck and Side Deck.

A Basic Constructed Deck may also have a Side Deck of up to 9 cards which is broken down as follow.

- Any combination of Combo cards & Action cards following the above rules for number of copies.
- Hero cards are not permitted in the Side Deck
- Item cards are not permitted in the Side Deck

You must play with the same Main Deck and Side Deck for the duration of a tournament.

Card Legality & Banlist

Card sets that may be used include:
- Lightseekers Wave 1: Awakening Beta
  - The card Cogwheel Cleaver is treated as though its name was [Spinblade 3000](#)
  - Decks with cards from Beta, must use opaque card sleeves to cover the backs.
- Lightseekers Wave 1: Awakening
  - This includes the Starter Deck cards and Booster Pack cards.
- Lightseekers Wave 1: Toy Exclusives
- Lightseekers Wave 2: Mythical

The following cards are banned in Basic Constructed Decks. They may not be played in the Main Deck or the Side Deck.
- [Moon Song](#)
- [Pollen Weaver](#)
- [Skyrider](#)
- [Shadow Wraith](#)

Constructed - Advanced

An Advanced Constructed Deck consists of 3 Main Decks.

A Main Deck contains 36 cards which is broken down as follows:

- 1 Hero Card
  - This is kept separate from the other cards.
  - Each Main Deck must use a Hero of a different Order to the other Main Decks.

  Example: If one of the Heroes is Zuna, then the other two Heroes cannot be Tech.

  - If a Hero is of multiple Orders, they count as the one they have the most Elements from.

  Example: Overseer Tuskrage is Explosive, Forest and Time, so they would count as your Tech Hero.

- 5 Combo Cards
  - A single Main Deck may not contain any duplicates(i.e. it must contain five *different* combo cards).
  - You may include the same Combo cards in different Main Decks.
- 30 Action Cards
  - A single Main Deck may include up to 3 copies of any given action card.
  - You may include the same action cards in different Main Decks.

You must play with the same 3 Main Decks for the duration of a tournament.

Card Legality & Banlist

Card sets that may be used include:

- Lightseekers Wave 1: Awakening Beta
  - The card Cogwheel Cleaver is treated as though its name was [Spinblade 3000](#)
  - Decks with cards from Beta, must use opaque card sleeves to cover the backs.
- Lightseekers Wave 1: Awakening
  - This includes the Starter Deck cards and Booster Pack cards.
- Lightseekers Wave 1: Toy Exclusives
- Lightseekers Wave 2: Mythical

The following cards are banned in Advanced Constructed Decks. They may not be played in any of the Main Decks.

- [Moon Song](#)
- [Pollen Weaver](#)
- [Skyrider](#)
- [Shadow Wraith](#)

Drafting

In Booster Draft, players assemble their decks out of cards picked out of booster packs. Players are divided into equally sized groups of up to 8 people and each group is seated in a circle.

At the current stage, each player brings three Mythical booster packs and two Awakening booster packs. When new sets of Lightseekers are released, this guide will be updated.

- Each player opens one of their Awakening booster pack first.
- Pick 1 card from the booster pack and place it face down in front of you.
- Once everyone has picked 1 card, pass it to the player on the left.
- Pick 1 card from the booster pack you were handed and add it to your pile, then pass the remaining cards to the left again.
- Repeat this until all cards have been taken by a player.
- Then repeat the process for the second Awakening booster pack and then for each of the Mythical booster packs. The direction the booster pack is passed around the table changes with each booster (left, right, left, right, left).

Draft Deck Construction

A Draft Deck contains between 30 - 32 cards which are broken down as follows:
- 0 - 2 Hero Cards
  - These are kept separate to other cards.
  - If using 2 Heroes they must be different.
  - See below for special rules on using 0 or 2 Heroes.
- 30 Non-Hero Cards
  - Of this 0-5 can be Combo Cards. The remainder are Action cards
  - There are no limits to the number of duplicate Combo or Action cards that can be played in the deck.
- The remainder of the cards that were drafted become the player's Side Deck

Banned Cards:
Some cards are not allowed in Limited Booster Draft competitive play. A deck containing any of the cards listed below is not allowed and is not considered a valid deck.
- Cessilia (Lightseekers: Awakening)

Rules Differences

In Booster Draft, each player has basic access to *all* Elements, regardless of what Hero (if any) they play. They can use up to 2 Heroes. A player may opt to not play a Hero; in which case they will start the game on 30 health with no hero trait. If they do have a Hero or two, they gain those

heroes' superior Elements, their hero traits, and the greater of the two starting health values (but it cannot go lower than 30, even if the heroes' health are both less).

When playing a combo, any card of the same *Order* can be used as payment. For example, a Death card can pay for a Poison Element, but a Lightning card could *not*. The same applies if a combo pays for another combo (any Elements of the same Order can pay for each other).