D E C I P H E R   I N C .

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www.decipher.com

Kendrick Summers- Marketing Manager

20 November 1998

Welcome to the Championship

Dear *Star Wars*™ Customizable Card Game™ Finalist,

Welcome to the third Official *Star Wars* CCG World Championship! We are all proud to have you here with us for this world-class event. The 56 finalists competing in this event represent Jedi from all over the galaxy. They are all exited to be here. So are we.

Please find enclosed a package of information on this weekend's activities. Your package includes: a complete airport schedule, an event schedule, an update of all current game rulings, your own name tag, an alphabetized list of each finalist and a tournament outline, as well as an overview of the Code of Conduct.

We appreciate you coming to join us this weekend, and we hope you have a wonderful time.

Sincerely,

Kendrick Summers and the entire Decipher team
Decipher Inc.

Star Wars™ Customizable Card Game™
World Championship Event Schedule

Friday, November 20th-

1:00am - 6:00pm:	Finalists check into Cavalier Hotel
6:30pm - 8:30pm:	reception for Finalists in Ballroom C
8:30pm - 10:00pm:	Q & A period for Finalists in Ballroom B

Saturday, November 21st-

6:30 am- 8:30am:	breakfast in Ballroom C
8:00am - 6:00pm:	Preliminary tournament in Ballroom A

     *All players involved must be prepared by 7:45am

12:00pm - 2:00pm:	lunch buffet in Ballroom C
7:00pm - 10:00pm:	Banquet in Orion's Lounge

Sunday, November 22nd-

6:30am - 8:30am:	breakfast in Ballroom C
8:00am - 3:00pm:	Finals tournament in Ballroom A

     *All players involved must be prepared by 7:45am

8:00am - 1:00pm:	Sealed Deck tournament in Ballroom B

     *All players involved must be prepared by 7:45am

12:00pm - 2:00pm:	lunch buffet in Ballroom C
3:15pm -3:45pm:	Awards Ceremony
4:00pm -	Departure for Finalists

Star Wars CCG World Championship player's event list:

Friday evening	6:30pm-	Reception for all players in **Ballroom C**
	8:30pm-	FAQ meeting for players in **Ballroom B**
Saturday morning	6:30am-	Breakfast in **Ballroom C**
	7:45am-	**Players must be prepared to begin tournament Ballroom A**
Saturday evening	7:00pm-	Banquet for players and their guests in the **Orion's lounge** (11th floor)
Sunday morning	6:30am-	Breakfast in **Ballroom C**
	7:45am-	**Players must be prepared to begin tournament Ballroom A**
Sunday afternoon	4:00pm-	Departure for players

STAR WARS™ CUSTOMIZABLE CARD GAME™ CHAMPIONSHIP TOURNAMENT FORMAT

SATURDAY – 21ST

THE FIRST STAGE OF THE STAR WARS CCG WORLD CHAMPIONSHIP DECIPHER-SWISS TOURNAMENT:

All players will compete in 4 rounds (eight games) of the Decipher Swiss format (players will be paired randomly at the start of this event). The completion of these rounds will decide who will move on to Sunday's final rounds (and who will play in Sunday's Sealed Deck tournament). The top twelve players from the day's event, based on victory points first followed by total differential, will determine this. Saturday's scores will not carry over into Sunday. **Important note: these players will be allowed to change their decks on Saturday night if they wish.** This is the only time during the tournament that players may make adjustments to their decks.

All players with scores outside of the final 12 spots will play in a specially designed Sealed Deck tournament on Sunday. (Saturday's scores will not carry over into this event either).

SUNDAY – 22ND

THE SECOND STAGE OF THE STAR WARS CCG WORLD CHAMPIONSHIP DECIPHER SWISS TOURNAMENT:

On Sunday morning all 12 semi-finalists will start at "0". This stage will consist of four 60-minute games run in the Decipher Swiss format. To begin, players will be paired randomly just as in the start of Saturday's rounds. After the four games are completed; the top two players will be determined. Victory points followed by differential will again determine the top two players of the weekend.

THE FINAL STAGE OF THE STAR WARS CCG WORLD CHAMPIONSHIP DECIPHER-SWISS TOURNAMENT:

This final conflict will consist of two final games between the top two players from stage two. These players will again start at "0" for the beginning of this final conflict. The round will consist of two games (each player using light & dark decks). The player with the highest total score from the previous four games will determine his allegiance in the first game of the Final Conflict. At the end of the two games the player with the highest score will win the title of 1998 World Champion. In the event of a tie (both points and differential), the finalists will play a one-game play-off with the allegiance determined randomly.

THE SPECIAL SEALED DECK TOURNAMENT

This tournament will consist of four 45-minute games and one final game between the top Dark side player and the top Light side player. The four 45-minute games will be run in the Swiss format (with a random pairing at the beginning). The final game will feature one winner-take-all game. The scores from the previous four games will not carry on to the final game.

Star Wars™ Customizable Card Game™
Current Rulings

This document is an official supplement to the Glossary Version 2.0; it contains updates and new rulings made since the release of the Glossary. Player feedback is crucial to the maintanance of this document. Please share your questions, comments and opinions with us and we will use them to improve subsequent versions of this document.
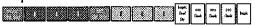
Ben Kenobi - This Rebel may not revive your opponent's characters.

Cane Adiss - Errata:

If opponent just initiated a Force Drain at a non-shielded planet location, deploy on that location. Your characters, vehicles and starships may deploy here regardless of presence and location deployment restrictions. (Immune to Control.)

Carbon Chamber Testing - The Rebel deployed to the Carbonite Chamber as a prisoner may do so regardless of deployment restrictions listed in that Rebel's game text.

Cloud City location deployment – All Cloud City sites are related to Bespin and thus may be deployed even if the Bespin system and the Bespin: Cloud City sector are not on table. The Bespin system layout is shown below.

Bespin

Exterior sites are placed between the first docking bay site (either East Platform or Platform 327) and the exterior sectors. If the second platform is deployed, it is placed at the "far" end of the interior sites so there are docking bays at both ends of the interior Cloud City sites. You may use docking bay transit to go from one platform to the other.

cloud sectors – Cloud sectors deploy to any planet system (except a "blown away" planet system). They are placed between the system location and its related sites, and represent various "altitudes" of airspace above the planet's surface.

Starfighters, shuttle vehicles, cloud cars and patrol craft may deploy, battle and move at cloud sectors. (Capital starships, except those that deploy and move like a starfighter, may not.) Three types of *regular moves* (each requiring 1 Force) are allowed:
- System to sector – A starfighter may move from a planet system location to the cloud sector next to it (or vice versa).
- Sector to sector – A starfighter, shuttle vehicle, cloud car or patrol craft may move up to two cloud sectors at a time (for 1 Force).
- Sector to site – A starfighter, shuttle vehicle, cloud car or patrol craft at the lowest-altitude cloud sector (the one closest to the sites) may land at or take off from any related exterior site.

Cloud sectors effectively increase the cost of landing, taking off and shuttling:
- Starships may not land or take off directly between the system and its related sites (they must "fly through" the cloud sectors).
- Each cloud sector cumulatively adds 1 to the cost of shuttling between the planet system and its related sites.

Cloud sectors are related to the planet system where they are deployed and to that planet's sites. They are part of the planet and thus take on its name (i.e., cloud sectors at Tatooine are Tatooine locations, effectively becoming "Tatooine: Clouds"). If the planet is "blown away," cloud sectors there are destroyed (lost).

Darklighter Spin - When targeting a starfighter's maneuver number with this Interrupt, use all applicable modifications to that number.

deploys like a starfighter - Cards that deploy like a starfighter (e.g., squadrons, Hound's Tooth or Medium Transport) may deploy anywhere that a card or rule allows starfighters to deploy, but they are not targeted as starfighters. For example, a Medium Transport may deploy to the Dagobah: Bog Clearing, but it is immune to Awwww, Cannot Get Your Ship Out (which targets only starfighters).

Don't Tread On Me - If your starting location, (or a location you have deployed with an objective) was a battleground when deployed, but is converted into a non-battleground, you may still play this interrupt.

Dark Side Counterpart: Surface Defense.

Fallen Portal -

Target one creature or up to two characters present that just initiated an attack or battle against you at Back Door, Rancor Pit, Tatooine: Jabba's Palace or any docking bay. Draw destiny. Target(s) immediately lost if destiny +2 > defense value or total ability.

Hunt Down And Destroy The Jedi - You do not have to lose 2 Force to deploy Visage Of The Emperor when deploying that Effect with this Objective.

Interrupts - targeting - Initiating an action (such as the play of an interrupt) has three requirements: (1) meeting conditions, (2) choosing targets and (3) paying costs. If all requirements for playing an interrupt cannot be met, that interrupt may not be played.

Targets include, for example:
- a group of characters and a destination site for Nabrun Leids;

- a starfighter for Dark Maneuvers (or A Few Maneuvers);
- a Revolution in play for Evader (Used);
- a card or cards in the opponent's hand for Scanning Crew; and
- a location with a scomp link for Shocking Revelation (or Shocking Information).

Also, an interrupt that cancels another interrupt may only be played as a response. For example, Those Rebels Won't Escape Us (Used) may not be played unless a Nabrun Leids was just played.

Interrupts such as these may not be played if a target specified in their game text as a requirement is not in play. Note that an interrupt such as Ommni Box that targets only a pile (and not the cards in that pile) is always playable.

Jabba The Hutt - The phrase "to move requires +2 Force" on this alien applies only when Jabba is using his own landspeed.

objective cards - Whenever you are prevented from deploying the cards in the "deploy section"(in italics on the front) of the Objective Card, then that Objective is placed out of play leaving you with no starting location and no Objective.

Overwhelmed - This interrupt ignores a concealed starfighter attached with a Landing Claw.

Power Pivot - During a battle, the first function of this interrupt allows you to reduce the power of one opponent's starship for the remainder of the battle only.

Scum and Villainy - You may not receive any of the benefits of this Effect if you do not already have ability on table provided by an alien or a pilot of an independent starship.

Shot In The Dark - Errata:

Deploy on your side of table. Once per turn, you may lose 1 Force to draw the top card of your Reserve Deck into your hand. If that card is a space creature, you may immediately deploy it for free."

Sienar Fleet Systems - Deploying TIE Assault Squadron with Atmospheric Assault allows you to retrieve 3 Force.

Surface Defense - See Light Side Counterpart: Don't Tread On Me.

Their Fire Has Gone Out Of The Universe - When checking this card can flip (because Light Side's Jedi or Skywalker is at a battleground), you do not consider the game text on this card which prevents a Jedi or Skywalker from battling (preventing it from being a battleground).

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Date	Name	Arrival Time	Airline	Flight Number	Arriving From
11/12	Terry Lyons	9:53 PM	United	532	Chicago
11/13	Jon Vandermeer	3:27 PM	Delta	640	Atlanta
11/18	Sander Dijst	5:01 PM	US Airways	622	Philadelphia
11/19	Jaroslaw Moc	6:30 PM	United	6432	Washington
11/19	Jason Kilby	8:45 PM	Delta	552	Cincinnati
11/19	Lucas Hernandez	8:45 PM	Delta	552	Cincinnati
11/19	Stuart Jones	9:53 PM	United	532	Chicago
11/19	David Destfanis	5:46 PM	TWA	7757	New York
11/20	Jeremy Lamere	8:00 AM	Delta	1422	Atlanta
11/20	Michael Girard	8:00 AM	Delta	1422	Atlanta
11/20	Chris Janiak	11:00 AM	US Airways	461	Philadelphia
11/20	Tomoya Suzuki	11:25 AM	United	6392	Washington
11/20	Jared Lockwood	12:56 PM	US Airways	1894	Pittsburgh
11/20	Tim Harvey	12:56 PM	US Airways	1894	Pittsburgh
11/20	Clint Hayes	1:13 PM	US Airways	1802	Pittsburgh
11/20	Chris Akins	1:13 PM	US Airways	1802	Pittsburgh
11/20	Michael Fitzgerald	1:44 PM	US Airways	1194	Charlotte
11/20	TJ Holman	2:27 PM	US Airways	1783	Philadelphia
11/20	Steve Brentson	2:27 PM	US Airways	1783	Philadelphia
11/20	Matt Sokol	2:27 PM	US Airways	1783	Philadelphia
11/20	Meredith Frost	2:27 PM	US Airways	1783	Philadelphia
11/20	Hayes Hunter	2:27 PM	US Airways	1783	Philadelphia
11/20	Tyler Franks	2:41 PM	Delta	718	Cincinnati
11/20	Michael Bergum	3:19 PM	Northwest	1224	Detroit
11/20	Matt Potter	3:19 PM	Northwest	1224	Detroit
11/20	Philipp Jacobs	3:20 PM	Continental	3417	New York
11/20	Steven Lewis	3:27 PM	Delta	640	Atlanta
11/20	Jeff Holmes	3:27 PM	Delta	640	Atlanta
11/20	Chris Wooten	3:27 PM	Delta	640	Atlanta
11/20	Joshua Andersen	3:27 PM	Delta	640	Atlanta
11/20	Shelby Abercrombie	4:13 PM	US Airways	245	Charlotte
11/20	Adam Ankrum	4:15 PM	US Airways	3158	Pittsburgh
11/20	Hak Soo Kim	4:19 PM	TWA	338	St. Louis
11/20	Nicholas Burke	4:23 PM	United	1032	Chicago
11/20	James Lafferty	4:23 PM	United	1032	Chicago
11/20	Ben Vanbuskirk	4:23 PM	United	1032	Chicago
11/20	Joe Alread	4:23 PM	United	1032	Chicago
11/20	Cristian Orellana	4:23 PM	United	1032	Chicago
11/20	Eric Orellana	4:23 PM	United	1032	Chicago
11/20	David Nanninga	4:23 PM	United	1032	Chicago
11/20	Steve Greenberg	4:23 PM	United	1032	Chicago
11/20	Patrick Newman	4:23 PM	United	1032	Chicago
11/20	Jean-Baptiste Naudet	4:30 PM	Delta	7679 (TWA)	New York
11/20	David Reimaker	4:30 PM	Delta	6979	New York
11/20	Evan Ferguson	4:41 PM	Delta	718	Cincinnati
11/20	Martin Akesson	5:00 PM	Continental	3417	New York
11/20	Jan Savron	5:00 PM	Continental	3417	New York
11/20	Hendrick Kokulinsky	5:00 PM	Continental	3417	New York
11/20	Dominick Probst	5:00 PM	Continental	3417	New York
11/20	Enrique Pascual	5:00 PM	Continental	3417	New York
11/20	Matthew Lush	5:01 PM	Continental	1550	Houston
11/20	Steven Cannon	5:01 PM	Continental	1550	Houston
11/20	Francis Savaria	5:01 PM	US Airways	622	Montreal
11/20	Michael Riboulet	5:01 PM	US Airways	622	Philadelphia
11/20	John Shields	5:01 PM	US Airways	622	Philadelphia
11/20	Sebastian Vaillancourt	5:01 PM	US Airways	622	Montreal

Date	Name	Departure Time	Airline	Flight Number
11/22	Cristian Orellana	5:08 PM	United	1947
11/22	Eric Orellana	5:08 PM	United	1947
11/22	Steve Greenberg	5:08 PM	United	1947
11/22	Nicholas Burke	5:08 PM	United	1947
11/22	James Lafferty	5:08 PM	United	1947
11/22	Ben Vanbuskirk	5:08 PM	United	1947
11/22	Joe Alread	5:08 PM	United	1947
11/22	Patrick Newman	5:15 PM	United	1947
11/22	Enrique Pascual	5:25 PM	Continental	3420
11/22	Evan Ferguson	5:25 PM	Delta	255
11/22	Jaroslaw Moc	5:30 PM	United	6386
11/22	Steven Cannon	5:40 PM	Continental	1403
11/22	Matthew Lush	5:40 PM	Continental	1443
11/22	Sander Dijst	5:43 PM	US Airways	350
11/22	Steve Brentson	5:43 PM	US Airways	350
11/22	Meredith Frost	5:43 PM	US Airways	350
11/22	Hayes Hunter	5:43 PM	US Airways	350
11/22	Michael Riboulet	5:43 PM	US Airways	350
11/22	John Shields	5:43 PM	US Airways	350
11/22	Jason Kilby	5:45 PM	Delta	255
11/22	Hak Soo Kim	6:00 PM	TWA	535
11/22	Jared Lockwood	6:15 PM	US Airways	1565
11/22	Tim Harvey	6:15 PM	US Airways	1565
11/22	Adam Ankrum	6:15 PM	US Airways	1565
11/22	Clint Hayes	6:15 PM	US Airways	1565
11/22	Shelby Abercrombie	6:22 PM	US Airways	2173
11/22	Chris Akins	6:22 PM	US Airways	2173
11/22	Jon Vandermeer	6:25 PM	Delta	1803
11/22	Chris Wooten	6:25 PM	Delta	1803
11/22	Jeremy Lamere	6:25 PM	Delta	1803
11/22	Michael Girard	6:25 PM	Delta	1803
11/22	David Nanninga	6:55 PM	United	6346
11/22	TJ Holman	7:15 PM	US Airways	1050
11/22	Matt Sokol	7:15 PM	US Airways	1050
11/22	Francis Savaria	7:15 PM	US Airways	1050
11/22	Chris Janiak	7:15 PM	US Airways	1050
11/22	Steven Lewis	8:35 PM	Delta	909
11/22	Jeff Holmes	8:35 PM	Delta	909
11/22	Michael Fitzgerald	6:22 PM	US Airways	2173
11/22	Sebastian Vaillancourt	7:15 PM	US Airways	1050
11/22	Joshua Andersen	8:35 PM	Delta	909
11/23	Tomoya Suzuki	7:05 AM	United	499
11/23	Jean-Baptiste Naudet	6:25 PM	Delta	1803
11/23	Michael Bergum	6:30 AM	Northwest	244
11/23	Tyler Franks	9:00 AM	Delta	376
11/23	Stuart Jones	12:25 PM	United	1198
11/23	Hendrick Kokulinsky	1:55 PM	Continental	1406
11/23	Philipp Jacobs	1:55 PM	Continental	1406
11/23	David Destefanis	4:50 PM	TWA	7678
11/23	David Reimaker	3:22 PM	Delta	6918
11/23	Terry Lyons	5:15 PM	United	1947
11/23	Lucas Hernandez	5:45 PM	Delta	255
11/24	Martin Akesson	1:55 PM	Continental	1406
11/24	Matt Potter	4:00 PM	Northwest	1459
11/27	Jan Savron	1:55 PM	Continental	1406
11/27	Dominick Probst	1:55 PM	Continental	1406

Name	Phone	City	State/Province	Country	Winning Event
Adam Ankrum		Little Canada	Minnesota	US	Bespin St. Anthony
Ben VanBuskirk		San Diego	California	US	Alderaan Mountain View
Chris Akins		Carrollton	Texas	US	Open GenCon Milwaukee
Chris Janiak		Webster	New York	US	Coruscant Penn State
Chris Wooten		Franklin	Tennessee	US	Yavin IV Richmond
Clint Hays		Mt. Juliet	Tennessee	US	Yavin IV Nashville
Cris Orellana		Winnipeg	Manitoba	Canada	Hoth Calgary
Dave Nanninga		Naperville	Illinois	US	Open Origins Columbus
David Destefanis		Milano	----------------	Italy	Chandrila Milan
David Riemaker		Gent	Oost-Vlaanderen	Belgium	Tierfon Koksijde
Dominik Probst		Essen	----------------	Germany	Ralltiir Munich
Enrique Pascual		Madrid	----------------	Spain	Ithor Madrid
Eric Orellana		Winnipeg	Manitoba	Canada	Open Winnipeg
Evan Ferguson		Escondido	California	US	Open ComiCon San Diego
Francis Savaria		Laval	Quebec	Canada	Hoth Montreal
Hak Soo Kim		San Francisco	California	US	Coruscant Rochester
Hayes Hunter		Boxboro	Massachusetts	US	Kashyyyk Boston
Hendrick Kokulinsky		Bochum	----------------	Germany	Ralltiir Berlin
James Lafferty		San Diego	California	US	Alderaan Santa Barbara
Jan Savron		Muenster	----------------	Germany	Ralltiir Cologne
Jared Lockwood		Churubusco	Indiana	US	Corellia Garden City
Jaroslaw Moc		Bielsko-Biala	----------------	Poland	Sullust Budapest
Jason Kilby		Monmouth	Oregon	US	Endor Missoula
Jean-Baptiste Naudet		Chester	----------------	UK	Concord Dawn Paris
Jeff Holmes		Lawrenceville	Georgia	US	Dagobah Samford U.
Jeremy Lamere		Phoenix	Arizona	US	Tatooine Salt Lake City
Joe Alread		Normal	Illinois	USA	Open Tidewater
John Shields		Chtenham	Gloucesterhsire	UK	Kiffex Blackpool
Jon VanderMeer		San Antonio	Texas	US	Dantooine Houston
Joshua Andersen		Sandy	Utah	US	Tatooine Denver
Lucas Hernandez		Monmouth	Oregon	US	Endor Redmond
Martin Akesson		Vasteras	Vastmanland	Sweden	Toola Malmoe
Matt Lush		Killeen	Texas	US	Dantooine Little Rock
Matt Potter		Duluth	Minnesota	US	Bespin St. Charles
Matt Sokol		Ballston Lake	New York	US	Coruscant New York
Meredith Frost		Hanover	New Hampshire	US	Kashyyyk Burlington
Michael Bergum		Duluth	Minnesota	US	Bespin Lincoln
Michael Fitzgerald		Jupiter	Florida	US	Dagobah Tampa
Michael Riboulet		Bristol	Bristol	UK	Kiffex Euro GenCon
Mike Girard		Apache Junction	Arizona	US	Tatooine Tempe
Nicholas Burke		Vancouver	British Columbia	Canada	Hoth Vancouver
Patrick Newman		Anchorage	Alaska	US	Hoth Anchorage
Philipp Jacobs		Dortmund	----------------	Germany	97 World Champion
Sander Dijst		Uithoorn	----------------	Netherlands	Ryloth Amsterdam
Sebastien Vallancourt		Cap De La Madeleine	Quebec	Canada	Hoth Toronto
Shelby Abercrombie		Enterprise	Alabama	US	Dagobah Mobile
Steve Brentson		Ledyard	Connecticut	US	Corellia Chicago
Steve Greenberg		Santa Clara	California	US	Alderaan Sacramento
Steven Cannon		San Antonio	Texas	US	Dantooine Oklahoma City
Steven Lewis		Nashville	Tennessee	US	Yavin IV Taylors
Stuart Jones		Melbourne	Victoria	Australia	Calamari Brisbane
T.J. Holman		Coatesville	Pennsylvania	US	Open DragonCon Atlanta
Terry Lyons		Ormond	Victoria	Australia	Calamari Melbourne
Tim Harvey		Fort Wayne	Indiana	US	Corellia Indianapolis
Tomoya Suzuki		Kokubunji-shi	Tokyo-To	Japan	Ord Mantell Tokyo
Tyler Franks		Bozeman	Montana	US	Endor Seattle

20 November 1998

Code of Conduct issues

Dear Star Wars ™ Customizable Card Game™ World Championship finalist,

The weekend is finally upon us! We feel proud to have you with us for this year's Championship as representatives of our community of players and collectors. We know that you have worked very hard to be here, and we certainly want this to be a weekend to remember. Please enjoy the journey through this event, and remember: you are a champion! Here are a few important points regarding the way the tournaments will be run, and how we expect our players to conduct themselves:

- Please revisit your Code of Conduct documents contained in this package. They have changed slightly to clarify what was stated in your previous Code of Conduct document. The clarifications will also be covered in the Q & A session tonight.

- Within the tournament environment we hold very dear to us the ideals of fair play and integrity. One of the few things that we will demand of you is commitment to these high standards. Poor sportsmanship risks your seat in the tournament.

- The schedule this weekend will be tight. For all events, please make yourself available at least fifteen minutes before the start time. This means that for Saturday's tournament, all players should be prepared to play at 7:45am.

- It is mandatory that you hand in a deck list by Saturday morning before game play begins, otherwise you will risk forfeiting your place in the tournament. This also applies again on Sunday morning, if you have progressed to the final 12.

Good luck to all of you, and above all else, have fun and enjoy the weekend!

Sincerely,
Kendrick Summers and the entire Decipher crew

Star Wars ™Customizable Card Game™
Code Of Conduct

This Code of Conduct will be in effect for the 1998 *Star Wars*™ Customizable Card Game™ World Finals. Any conduct rules contained here can be extended to sanctioned tournament play outside of the Finals, but is not mandated to be so.

1. We insist that everyone count their opponent's cards before and after each game. It may seem discourteous to your opponent, but there have been instances where people have accidentally left cards out of their decks. It is also easy in this game to misplace a card on your opponent's side of the Force and forget to retrieve it after a game. It is of benefit to everybody to have his or her decks double-checked. If it is discovered that a player does not have 60 cards in their deck, a penalty may be levied at the judge's discretion.

2. Distracting your opponent during play will not be tolerated.

3. Opaque protector sleeves will not be allowed at any time during the tournament. Normal, clear protector sleeves will be allowed. However, any logos on the sleeves must be on the face-side of the cards.

4. In most cases, both players in a game will have the opportunity to see any card that is played, or taken to or from the lost pile before another action can take place. This is in order for either player to be able to appropriately respond to the play of that card or cards.

5. After a game, players must remain at their seats with their hands raised. This will inform the judges that the game is completed. All score sheets must be filled out by the tournament score keeper and the results signed by each player.

6. After a game is completed and that game's score has been recorded, both players are required to turn their decks over to one of the judges. The decks will be relocated to the scoring table where they will stay until the next game.

7. After completion of a game, players are not allowed to "view" other games in progress. Players must leave the designated playing area immediately after each game is scored.

8. Once Saturday's rounds begin, players will not be allowed to adjust their decks for that entire day. In fact, after each game, all decks must be left at the scoring table. However, after the first day of preliminary rounds, the final 12 players will be   allowed to take their decks and make any kind of changes they like for the semi-final rounds on Sunday.

9. No writing is allowed during play. The only exception to this rule will be in the case of a hearing-impaired player.

10. Stalling is not allowed. A penalty may be levied at the judge's discretion.

11. Forfeiting is not a strategic option. The only time players may be excused from a game will be in the case of an unavoidable situation (medical, etc.). In the case of a forfeit, that game will be scored according to the judge's discretion.

12. If any form of misplay (accidental or intentional) is suspected, it is up to the player to call over a judge immediately. The only opportunity to correct an error is to catch it during play. Complaints raised after a game or several turns after the incident are too late. Once a game is finished, the result stands.

13. Regarding warnings from a judge:
A judge has the right to issue a warning to any player for violating any of the above conduct rules. If a judge deems it necessary, they may disqualify a player from their current game, issuing a victory to that player's opponent with a differential determined upon the judge's discretion. If a judge deems it necessary, they may disqualify a player from the tournament if they continue to violate any of the above conduct rules after having received previous warnings. A judge may also disqualify a player from the tournament if that player is deemed to have violated any of the above conduct rules deliberately and to the detriment of the tournament environment.

14. It is mandatory that all players competing in the World Championships have fun! This is a game that we will gather together to celebrate. The above rules are in place only to maintain the integrity of the tournament environment.

*Regarding the activation of Life Force: Activation will take place in the following manner- Players will not be allowed to pick up their Reserve decks during activation. One unit of Life Force will be taken from the top of the Reserve deck and placed in the Active Force pile. This process is repeated until Activation is complete. This convention should be used in all forms of play, but will be strictly enforced during the 1998 World Championship weekend. Also, and more importantly, if a player has an insert card in their Reserve deck, that player must announce at the beginning of their activation action exactly how much Life Force they intend to activate. If that player encounters an insert card while activating the stated amount of Life Force, they then have the opportunity to continue activating up to the total amount allowed to that player as indicated by the number of Force icons on their side of the Force (after resolving the insert card, of course).