

# Tournament Guide

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The STREET WARriorS Collectible Card Game Tournament Guide v1.0

***Note : The STREET WARriorS CCG Tournament Guide contains valuable information. Please make sure to read over this document carefully.***

## **Introduction**

This guide will provide instructions and rules that you should use when Hosting, Judging, or playing in an approved STREET WARriorS CCG tournament.

## **Scoring Cards**

STREET WARriorS CCG tournaments will use a standard Scoring Card. This Scoring Card can be downloaded from the Tournament section of [www.thestreetwars.com](http://www.thestreetwars.com).

The Scoring Card is used to keep track of the player's score during the tournament.

Only the Host or Judge should write on a player's Scoring Card. Hosts and Judges should make sure that all writing is clear and legible on all Scoring Cards.

## **Time Limit**

STREET WARriorS CCG tournament games have a time limit of 50 minutes. Once time is called, the players may finish the current turn. If the game is not completed, it is considered a draw.

## **Tournament Scoring**

The following scoring system should be used in STREET WARriorS CCG tournaments.

- Win in Time: 3 Tournament Points
- Draw if Time Runs Out: 1 Tournament Point
- Loss in Time: 0 Tournament Points
- Pass: 3 Tournament Points

## **Event Formats**

*LETHAL* recommends that Hosts use the "Swiss With A Final Cut" Event Format as the primary Event Format for the STREET WARriorS CCG. However, Hosts may use the "Swiss" or "Single Elimination" Event Formats if they are, for whatever reason, unable to use the "Swiss With A Final Cut" Event Format.

Swiss When using the Swiss Event Format, every player in the tournament will have the opportunity to play a game in every round of the tournament. At the end of the tournament, the player with the most Tournament Points will be the winner. When using the Swiss Event Format, you must first determine the number of rounds the tournament will last. LETHAL recommends that the following table be used to determine the number of rounds for a Swiss style event.

Number of Players Enrolled	Number of Rounds
8	3
9-16	4
17-32	5
33-64	6
65-128	7
129-256	8

Once you have determined the number of rounds, you must pair the first round's games. The first round's games are paired randomly. If there are an odd number of players, one player will randomly receive a PASS.

Once all first round games are completed, you must pair the second round's games.

Second round pairings and all subsequent round pairings can be completed using the following steps.

First, divide the players' Scoring Cards into piles with like Tournament Points. For instance, divide all players with 6 points into one pile, all players with 3 points into another pile, and all players with 0 points into a final pile.

Second, you should put these piles in order from the highest Tournament Points to the lowest Tournament Points.

Third, randomly pair those players in the pile with the highest number of Tournament Points.

From then on, you should randomly pair each pile in descending order of Tournament Points.

If there are an odd number of Scoring Cards in any pile, one random player in that pile will be paired down. This means that his or her Scoring Card should be placed in the next highest pile.

For instance, after the first round of a 10-player Swiss tournament, there are 5 Scoring Cards in the 3 Tournament Points pile and 5 Scoring Cards in the 0 Tournament Points pile. Since there are an odd number of Scoring Cards in the 3

Tournament Points pile, one of those Scoring Cards should be randomly placed in the 0 Tournament Points pile.

If there are an odd number of players in the final pile of Scoring Cards, one random player in this pile should receive a PASS. If the final pile of Scoring Cards includes a Scoring Card that was paired down, the paired down Scoring Card may not be PASS.

During a Swiss style tournament, no player will play the same opponent twice. While randomly pairing Scoring Cards in the same pile, if two players, who have already played one another, are chosen to play one another again, re-pair all of the Scoring Cards in that pile until there are no opponents playing a second game against one another.

During a Swiss style tournament, no player should receive more than one PASS. While randomly pairing players in the final pile, if a player, who has already had a PASS, is randomly chosen to receive a second PASS, re-pair all of the Scoring Cards in that pile until a player with 0 PASSES receives the PASS.

If all players in the final pile have received a PASS, randomly choose a Scoring Card in the penultimate pile to receive the PASS. Then, re-pair the Scoring Cards in the penultimate pile (pairing down one Scoring Card, if needed) and pair the final pile.

### **Single Elimination**

When using the Single Elimination Event Format, players are placed in a Single Elimination bracket. Once a player loses his first game, he or she is eliminated from the tournament. The winner is the player who finishes the tournament undefeated.

The first thing that you must do when running a Single Elimination style tournament is determine the bracket. There are brackets for 8 or fewer players, 16 or fewer players, 32 or fewer players, 64 or fewer players, 128 or fewer players, and 256 or fewer players. You should use the bracket that corresponds to the number of participants in your event.

Next, you should randomly place players into the brackets and they should be paired for their first game according to the brackets. As games end, players will receive 3 points for a win and 0 points for a loss on their Scoring Cards. If the time limit is reached in a Single Elimination game, players should cease playing their game, and the following tiebreakers should be used.

1<sup>st</sup> tiebreaker – The player who won the most number of matches within the game wins this tiebreaker.

2<sup>nd</sup> tiebreaker – The player who has the highest power points remaining wins this tiebreaker.

3<sup>rd</sup> tiebreaker – The player who has the most matching faction cards in his deck to his BOSS wins this tiebreaker.

4<sup>th</sup> tiebreaker – The player with the least cards in his discard pile wins this tiebreaker.

5<sup>th</sup> tiebreaker - Both players discard the top card of their deck (if possible). The player who discarded the card with the lowest card number wins this tiebreaker (repeat as needed). If a player doesn't have a card available to discard, he loses the tiebreaker.

6<sup>th</sup> tiebreaker – Both players compete in games of Rock, Paper, Scissors until one player wins.

### **Swiss With A Final Cut**

The Swiss With A Final Cut Event Format is one that combines a Swiss style event with a Single Elimination style event. To run a Swiss With A Final Cut tournament, you should run a Swiss tournament followed by a Single Elimination tournament. The players who finished highest in the Swiss tournament should contest the Single Elimination tournament.

The Swiss portion of a Swiss With A Final Cut tournament should be run exactly like the Swiss Event Format described above.

Once the Swiss portion is completed, there should be a final cut to determine the players of the Single Elimination portion. Use the following table to determine the number of players who make the final cut.

#### Total Number of Players Final Cut

8	2
9-16	4
17-32	8
33-64	16
65-128	32
129-256	64

To determine which players should make the final cut, please refer to the section below entitled, "Swiss Tiebreakers".

The Single Elimination portion of a Swiss With A Final Cut tournament should be run exactly like the Single Elimination Event Format described above.

The winner of a Swiss With A Final Cut tournament is the player who finishes undefeated in the Single Elimination portion of the tournament.

### **Swiss Tiebreakers**

When using either the Swiss or Swiss With A Final Cut Event Formats, you will often need a way to break ties between players that end the tournament with the same number of Tournament Points. Please use the following tiebreakers.

1<sup>st</sup> tiebreaker – Add the Tournament Points of the opponent(s) that each player defeated. The player with the highest total wins this tiebreaker.

2<sup>nd</sup> tiebreaker – Add the Tournament Points of the opponent(s) that each player lost to and/or drew with. The player with the highest total wins this tiebreaker.

3<sup>rd</sup> tiebreaker – Compare the round number of each player's first loss or draw. The player who lost or drew in the latest round wins this tiebreaker.

4<sup>th</sup> tiebreaker – Both players compete in games of Rock, Paper, Scissors until one player wins.

### **Tournament Ratings**

Players who participate in tournaments conducted by LETHAL Approved Hosts will receive a player rating. The player ratings will be updated periodically at [www.thestreetwars.com](http://www.thestreetwars.com).

In order for a tournament to be rated, it must have 8 or more participants. After the tournament is over the Host should complete the Tournament Overview form included with the prize kit then mail the completed form along with each participants' Scoring Card within 7 days to:

The STREET WARriorS Tournament Results  
LETHAL ENTERTAINMENT, INC.  
484 Lakepark Ave., Suite #57, Oakland, CA 94610

If a tournament has 7 or fewer participants, Hosts do not need to mail the Tournament Overview form and Scoring Cards to LETHAL ENTERTAINMENT. Hosts should still hand out prizes, but the tournament will not be rated.