STAR TREK
CUSTOMIZABLE CARD GAME™
FIRST EDITION
THE CONTINUING COMMITTEE

OFFICIAL TOURNAMENT FORMAT
MARCH 2016

1. BATCH SEEDING

The seed phase is adjusted to take place as follows:

Doorway Phase – Both players seed all cards which seed during this phase at the same time. Then, starting with the player who will go first, each player announces the title of all cards they seeded and carries out any immediate downloads they incur.

Mission Phase – This phase takes place as described in the official rulebook and glossary.

Dilemma Phase – The dilemma phase is broken into 4 steps.

1. 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).

2. 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.

3. 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).

4. 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.

Facility Phase – Starting with the player who will go first, players alternate seeding Facility cards as well as any remaining cards that may seed during the facility phase. Players may not "pass" during this phase until they have no more cards they can currently seed. (Some cards may later become seedable, such as sites for an opponent's Nor.) Once a player has no remaining cards to seed, their opponent may immediately seed the rest of their cards and the seed phase is over.

You do not have to announce the title of a card seeded face down, but you do have to announce how many face down cards you seeded in the phase you seeded them.

2. 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.

3. DILEMMA SEED LIMIT

No more than 2 copies of any card may be seeded like a dilemma during the seed phase. Copies of that card that are not seeded like a dilemma do not count toward this limit.

Example: A player who seeds 2 copies of the Q-Flash doorway to be encountered as a dilemma may seed an additional copy to open their Q-Continuum side deck without violating this seed limit.

4. MISSION STEALING

Players may not attempt, scout, or complete missions they did not seed unless that mission is universal ❖ or shows at least 40 points.

5. PERSONNEL DOWNLOAD LIMIT

Players may download personnel into play only once every turn.

Example: A player uses Ferengi Conference to download Leeta and Lumba. Because it is all done as single action, the player is allowed to download multiple personnel. That player may immediately use Leeta's ▼ to get Dabo, because Dabo is not a personnel, but must wait until the opponent's turn to use Lumba's ▼ of Nilva, because Nilva is a personnel and the player has already downloaded personnel this turn.

6. BANNED CARDS

All cards on the **First Edition OTF Ban List** are banned from **Official Tournament Format** play.

7. VICTORY CONDITIONS

The game continues until one player wins the game by having at least one hundred (100) points (except as modified below).

Each player who has not completed (or scouted) at least two (2) missions, including one 🔵 Planet mission and one 🔲 Space mission, must score an additional 40 points to win.

Each player who has not completed (or scouted) at least one (1) mission in the Alpha Quadrant must score an additional 40 points to win, unless neither player seeded any Alpha Quadrant missions.

If any player has more bonus points than non-bonus points, the excess bonus points do not count toward winning.

If, at any time, both players' draw decks are empty, or if both players simultaneously achieve victory conditions, the player with the most points is the winner.

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EST. 2007