

Pair Tournament

Normal tournament rules apply with the following additions and exceptions:

- 1) Two players are playing together against two further players. Players playing together must play the same alignment, but they are not allowed to play the same avatar.
- 2) The player sitting opposite is his direct opponent.
- 3) At the beginning of a game each player rolls dice. The player with the highest result begins. The opponent with the highest roll is his direct opponent.
- 4) The characterpool may contain up to 20 characters for each player.
- 5) The phases of a turn maintain, but also the playing partner and the not-direct opponent have the chance to interfere:
 - the playing partner may play 1 resource card per turn, as if it is coming from the hand of the active player.
 - the not-direct opponent may play hazard cards during the movement/hazard phase, if the direct opponent doesn't want/cannot play any more and the hazard limit is still not met. Passing the play of hazards to your partner costs one against the hazardlimit.

Verbal arrangements are not allowed!

- 6) If a player has to draw/discard cards, each player does so. All players are allowed to discard 1 card at the End-of-Turn-phase.
- 7) Permanent and long events in play apply to all players.
- 8) Winning conditions are as for 1Deck games, but both playing partners together must have 40 MPs to call the council. The council is automatically called, if all players have finished their play deck. Time limit is set at 110 minutes. If you are playing 2Deck games, a team needs 50 MPs to call the council, and the game ends after every playdeck is finished two times. Time limit is 170 minutes.
- 9) At the end of a game you add the MPs of a pair and you compare it to the MPs of the opposing pair. To get tournament points, the known rules apply.
It is sufficient, that one player of a pair has MPs in an MP-category, so that the opponent's MPs in that category do not double. If both players of a pair do not have MPs in an MP-category, the sum of both opposing players doubles.
- 10) Tournament points are not given to single players but to the pair.

If you are playing Sealed Deck, normal Sealed Deck rules apply with the following additions:

- You put together all cards and build 2 decks.
- You share the sideboard and sitedeck. You can add 2 sites per team
- 35 MPs to call the council.