Speed Play Tournament

The idea behind this format: Each player has exactly the same time available for playing. Stalling will be punished automatically.

Additionally needed:
- one Chess Clock for each two players.

Rules:
- Each player has a time pool of 25 minutes.
- Time counting starts, when the first players starts his first turn.
- Time is running for the active player. When a player stops to do anything, he pushes the chess clock, then the time is running for the other player, till he in return pushs when stopping doing anything (look at the turn sample below).
- When a player exhausts his timepool, the game continues till the end of the turn. Then additional Marshalling Points (miscellaneous) are given to the player, whose time pool isn´t exhausted:
  1-30 seconds: 1 MP
  31-60 seconds: 2 MPs
  61-90 seconds: 3 MPs (and so on)
- Normal 2Deck Rules apply.

Turn Sample:
1) At the beginning of the Untap Phase of Player 1:
   PUSH Player 2. Time is running for Player 1.
2) Organisation Phase:
   Time is still running, till Player 1 ends his Organisation Phase (that happens, when he reveals the first site card or declares, that no company is moving): PUSH Player 1
3) Movement/Hazard Phase:
   Time is running for Player 2 (= Hazard Player). After playing his first hazard: PUSH Player 2. Player 1 has the chance to respond. Then PUSH Player 1. Second hazard may be played, and so on till the hazard limit is exhausted and the movement/hazard phase ends.
4) Sitephase:
   time is running for player 1. Player 2 may reveal on-guard cards, take agent actions and/or play ressource cards in response (like Wizard´s Laughter) without pushing (of course he has to take actions immediatedly, otherwise Player 1 may just go on).
5) End of Turn Phase:
   Time is running for Player 1 till he ends his turn: PUSH – and the untap phase for Player 2 has already started.

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