

Star Wars™ : The Card Game World Championship

Day 1

Date: Wednesday, May 2nd

Location: Fantasy Flight Games Center

Check-In: 11:00 - 11:30 AM

Required Components: 1 legal light side deck, 1 legal dark side deck, completed deck list, and required tokens

Swiss Rounds: 6 rounds

Round Length: 70 minutes

Break: 1-hour break after Round 3

Leaderboard Posted: After Rounds 4, 5, and 6

Size of Cut: Top 16 players advance to Elimination Rounds

Report to Flight Control by 1:00 PM Thursday, May 3rd

Elimination Rounds

Players must have qualified for Elimination Rounds during Day 1 of the *Star Wars: The Card Game* World Championship.

Date: Thursday, May 3rd

Location: Fantasy Flight Games Center

Check-In: 12:30 - 1:00 PM

Required Components: The same light side and dark side decks used on Day 1 and required tokens

Elimination Rounds: 16-player, double-elimination bracket

Round Length: 40 minutes (60 minutes for the final match)

Additional Notes: Prior to each game, each player will be provided with his or her opponent's deck list for a short review. Deck lists will not be available for reference during the game.

Army lists are required at check-in for the World Championship tournament. The *Imperial Assault* Tournament Regulations, FAQ, and other support documents can be found at FantasyFlightGames.com/OP/Games/SW.

Time Topics

- When pairings are posted, the round start time will be announced approximately 3 minutes later.
- When a round starts, it will be announced along with the round end time. You can find the round end time at each pairings location and near the result slip basket. If you need to leave, be sure to return by that time.
- If you are assigned a bye for a round you must report to and wait at Flight Control until 5 minutes have passed in the round. This allows proper correction of any pairings and ensures that you receive any associated prizes.
- If a player is less than 5 minutes late, please call a judge when they arrive; a corresponding time extension will be given.
- If a player does not arrive at their table by 5 minutes after the start of a round, they will be dropped. Their opponent must raise their hand and call a judge at that time and will receive a win. The dropped player can report to Flight Control to be re-enrolled.

Result Slip & Records

- Each round, you will receive a result slip. Always verify your table number, name, and current tournament points and Margin of Victory.
- At the conclusion of your game, next to your name, mark how many times you won, mark draw if the final game ended in a draw, and initial. Only write in or mark the last column if you are dropping! The winning player must immediately bring the slip to Flight Control and place it in the basket.
- Leaderboards will be posted after certain rounds. Check and verify your tournament points and Margin of Victory. Mistakes cannot be corrected after a leaderboard becomes final.

Prizes

Information on prizes for the *Star Wars: The Card Game* World Championship can be found online at FantasyFlightGames.com/OP/World-Championships-May.

Star Wars: The Card Game Side Event

2v2 Team Event

Day: Thursday, May 3rd

Location: Radisson Hotel

Check-In: 8:00 - 8:30 AM

Required Components: 1 legal light side deck and 1 legal dark side deck, per player, and required tokens

Swiss Rounds: 2 rounds

Round Length: 120 minutes

Additional Notes: Players will use the 2v2 rules as outlined in the *Balance of the Force Deluxe Expansion*.

Sign-up for all *Star Wars: The Card Game* side events begins at 2 PM the day before the event and is located at the Info Booth in the Games Center. Waitlist spots will be announced 15 min after check-in for the event closes. The game's Tournament Regulations, FAQ, multiplayer rules, and other support documents can be found at FantasyFlightGames.com/OP/Games/SW.