



Comprehensive Tournament Rules

January 11, 2008

This document is tournament legal on **January 9, 2008**. Future changes will be noted in **red**.

This document contains the rules for playing and running sanctioned **Pirates of the Cursed Seas**[™] PocketModel[™] game tournaments. It is designed to compliment the WizKids[®] Approved Play Comprehensive Rules. In the event of any conflict between this document and the WizKids Approved Play Comprehensive Rules, this document takes precedence. WizKids requires that all Sanctioned tournaments be run in compliance with these rules. The most recent version of this document is posted at www.wizkidsgames.com.

Contents

- Section 1: General Tournament Rules**
- Section 2: Sanctioned Game Formats**

Introduction

Welcome to **Pirates of the Cursed Seas** PocketModel game tournaments! **Pirates of the Cursed Seas** PocketModel game events are designed to play fast and feature lots of fun, exciting high-seas action. Players should always have a great time at a sanctioned **Pirates of the Cursed Seas** PocketModel game tournament. Whether they win or lose, their efforts never go unnoticed. Questions about a sanctioned tournament should be directed to the individual organizing the event (most commonly a **WizKids** Envoy known as a “Privateer.” This document assumes that a Privateer is organizing and responsible for a Pirates event).

1.0 General Tournament Rules

1.1 Sanctioned Events

A Sanctioned event is any tournament or demonstration registered through the WizKids website. In order for a **Pirates of the Cursed Seas** PocketModel game event to be sanctioned, it must be created by the deadline for the event creation, be run at a WizKids Approved Venue, and have a Privateer associated with the event before the deadline. For more details, refer to the WizKids Approved Play Comprehensive Rules, found at www.wizkidsgames.com

1.2 Rules

Sanctioned **Pirates of the Cursed Seas** PocketModel game events use the following official rules, except as noted herein: the **Pirates of the Cursed Seas** PocketModel game rules from the most recent release; the **Pirates of the Cursed Seas** PocketModel game Comprehensive Tournament Rules (this document); the WizKids General Tournament Rules (contained in the WizKids Approved Play Comprehensive Rules); and the most recent **Pirates of the Cursed Seas** PocketModel game FAQ / Clarifications document.

1.2.1 “House” Rules

Privateers and Venues may use “House Rules” during sanctioned **Pirates of the Cursed Seas** PocketModel game events. House Rules allow Judges to run special scenarios outside of the normal game experience. House Rules must be part of the event description on the WizKids website and posted in the venue at least one week before the event. House rules cannot alter the format of a Sanctioned event (as presented in **Section 2**), substantially alter the core mechanics of the game, or alter any program rules as presented in the WizKids Approved Play Comprehensive Rules.

1.3 Fleet Point Totals and Build Parameters

The Privateer and Venue determine the fleet point value of the tournament. Unless specified otherwise in the online event description, a **Pirates of the Cursed Seas** PocketModel game tournament is assumed to have a fleet point total of 40 points (this is also known as a “Standard Build”).

A fleet cannot contain more than one of any “named” crew, ship, fort or event (i.e., Calico Cat, the *Black Swan*, etc.).

1.3.1 Substituting Game Pieces

Players must use the same fleet throughout the entire tournament, and may not substitute or “swap” game pieces in or out of their fleet.

1.4 Required Materials

Except where noted otherwise in this document, all players are responsible for bringing the following materials to sanctioned **Pirates of the Cursed Seas** PocketModel game events: a tournament-legal **Pirates of the Cursed Seas** PocketModel game fleet with the appropriate point total; 3 islands; 1 six-sided die; 8 treasure tokens totaling 15 points, containing no duplicate unique treasures; and at least one **Pirates of the Cursed Seas** PocketModel game card for measurement. A copy of the current **Pirates of the Cursed Seas** PocketModel game rules is recommended, but not required. **Rules can be obtained in Game Packs or at www.wizkidsgames.com/pirates/article.asp?cid=39027.**

The rules from the most recently released expansion of the game are the official rules for the purposes of any sanctioned tournament.

1.4.1 Battlefield

Sanctioned **Pirates of the Cursed Seas** PocketModel game tournaments are played on a standard 3-foot-by-3-foot playing surface. Any level, flat surface area that meets these measurements may be used as the battlefield in a **Pirates of the Cursed Seas** PocketModel game tournament. At the Privateer or venue’s discretion, different-sized playing surfaces may be used, as long as all playing surfaces used in the tournament are of a consistent size and shape.

1.5 Format

Pirates of the Cursed Seas PocketModel game tournaments typically use 3 or 4 rounds of Swiss pairings. See the “How to Run Swiss Rounds” document on the WizKids website for more details. Each **Pirates of the Cursed Seas** PocketModel game tournament must consist of a minimum of three rounds. (Alternate game formats for the **Pirates of the Cursed Seas** PocketModel game are presented in **Section 2** of this document.)

1.5.1 Timekeeping

A standard round in a **Pirates of the Cursed Seas** PocketModel game tournament lasts 30 minutes. The Privateer running the event must announce the time remaining in the round twice during the game: once with between 10 and 15 minutes remaining in the round and once with between 3 and 7 minutes remaining in the round.

1.6 Tournament Pairing

Pairings in the first round of a **Pirates of the Cursed Seas** PocketModel game tournament are determined randomly. After the first round, the Privateer determines pairings by win-loss record (i.e. the player with the best record faces the player with the second best record, the player with the third best record faces the player with the fourth best record, and so on), taking care to avoid rematches during Swiss rounds. “Rematches” should only be played once Swiss rounds have ended and any championship round has begun.

1.6.1 Byes

A bye is issued when there are an odd number of players in a Swiss-style event. A bye is considered to be a win with the worst possible victory conditions; therefore, each bye is scored as a win with 0 gold. First round byes are assigned randomly unless a player volunteers to take the bye. In subsequent rounds, the bye is assigned to the player with the worst win-loss record.

1.7 Ending the Game

When 30 minutes have elapsed, time should be called by the Privateer running the event. At this point, the player acting finishes his or her turn. If that player was the first player, then play continues until the player to the first player's right finishes his or her turn as well.

The game is over if any one of the following conditions is met:

- Official time has expired & all players have finished their last turn
- A player has more than half of the starting gold total on their home island
- **At the start of any turn if any player no longer has the possibility of giving future actions to any of his or her units.**
- All gold is on the players' home islands.

1.8 Victory

The player with the most gold on his home island at the end of the game is the winner. In the event of a tie in gold count, the player with the most units remaining in play is the winner. If the game is still tied, the players can use any mutually agreed-upon method they wish to break the tie.

1.8.1 Tournament Record Tiebreakers

Tournament win-loss record ties are resolved by the following criteria (in order):

1. Opponent's win-loss record
2. Total gold
3. Opponent's total gold

Tiebreakers 1 and 2 may be switched at the Privateer's discretion. If the Privateer chooses to do this, he must announce the change to all players before any pairings have been made.

1.9 Rules Questions

All rules questions that come up during a sanctioned **Pirates of the Cursed Seas** PocketModel game tournament are to be directed to the head Privateer of the event. Rules questions that come up outside of a tournament should be directed to:

- The **Pirates of the Cursed Seas** PocketModel game Rules forum at www.wizkidsgames.com or

- The **Pirates of the Cursed Seas** PocketModel game Rules Arbitrator at privateer@wizkidsgames.com

If a Privateer is not present to answer a rules question during a sanctioned event or in the event of an unbroken tie or stalemate, use one of the following rules:

- 1) Parley! Both players discuss the rules question and try to come to an equitable solution. During parley, players should ask themselves, “What is the pirate way to handle the situation?”
- 2) The player with the lowest point value unit remaining on the board decides the matter. In case of a tie in value, the player fielding the lowest point value unit from the faction represented by the least number of units on the board decides the matter.

2.0 Sanctioned Game Formats

The format described in the General Tournament Rules is known as the “Standard” or “Constructed” format. **WizKids-sanctioned *Pirates of the Cursed Seas* PocketModel game events can also be set up using the following alternate formats; however, WizKids-supported events (events for which WizKids provides prize support) will use only the Constructed or Sealed format.**

- Junior
- Sealed (including Quick-Play events)
- League

2.1 Junior

Junior **Pirates of the Cursed Seas** PocketModel game tournaments use the Constructed format rules with the exception that only players aged 13 and under may participate in a Junior format event. The following additional rules are in force for Junior events. The following additional qualifications must be met and agreed to for a venue to host a youth event.

- All players must register with the WizKids tournament program. WizKids is fully compliant with COPPA rules and regulations for youth events, and requires that there be a signed parental consent form on file for players 13 years of age and under to participate. (These forms are included as part of the player registration process.)
- No player over the age of 13 is eligible to participate in the event. Youth events are meant to be a safe, friendly environment for younger players to experience the excitement of **Pirates of the Cursed Seas** PocketModel game play.

2.2 Sealed

Sealed events require the purchase of one or more Game Packs or Mega-Packs at the time of the event. Product not purchased at the time of the event is not eligible to be used for Sealed **Pirates of the Cursed Seas** PocketModel game events. Save as noted below, Sealed events use all the same rules as Constructed, or Junior events as described in this document.

2.2.1 Point Totals

The standard fleet build total for a **Pirates of the Cursed Seas** PocketModel game Sealed format event is 40 points. At the Venue’s discretion, an alternate build total greater (or smaller) than 40 points may be used for the event. This build total and the number of Game Packs that must be purchased for the event must be listed in the online event description and announced before any players have purchased product or paid an entry fee for the event. WizKids recommends that Sealed format events require the purchase of one Game Pack for every 10 points in the event’s fleet build total. (i.e, a standard Sealed event would require the purchase of 4 Game packs. For purposes of Sealed Play, one Mega Pack counts as two regular Game Packs)

2.2.2 Opening Game Packs

Game Packs may be from any **Pirates of the Cursed Seas** PocketModel game release, provided that each player receives the same combination of packs (certain events may be scheduled to use product from a single release only: this will be included in the event description as required for event Sanctioning). When instructed to do so, each player should open each pack and count the pieces in each to confirm they are tournament legal (see the WizKids General Tournament Rules). Players may not open their packs until directed to do so by the Privateer.

2.2.2.1 Defective Game Pieces

If a player receives a defective game piece in a Sealed event, the player may choose to continue without the defective piece or to replace the entire game pack by purchasing another. Partial replacements cannot be made. If a player receives an incorrect number of game pieces or an illegal piece, he or she must immediately notify the Privateer, who will assist in the replacement of the pack with a new one. If no packs are available of the exact release, it is permissible to substitute another release as available,

Incomplete or incorrect game packs or pieces may be replaced after the event by contacting whereismyfigure@wizkidsgames.com, as described in the WizKids Approved Play Comprehensive Tournament Rules found on www.wizkidsgames.com

2.2.3 Fleet Construction

After the above procedure is concluded, players have 15 minutes to create a tournament-legal fleet. Basic crew can be used on any ship of any nationality. Players may not trade game pieces or Game Packs. Following this construction period, players follow the procedures noted under “Preparing to Play” in the official **Pirates of the Cursed Seas** PocketModel game rulebook.

2.3 Quick-Play Format

Pirates of the Cursed Seas PocketModel game Quick Play format events are a variant of the Sealed format designed to play with the purchase of a single Game Pack (or Mega Pack) per player. **Pirates of the Cursed Seas** PocketModel game Quick Play format events follow the same rules as Sealed format events with the exception of the following:

2.3.1 Rules Changes

Pirates of the Cursed Seas PocketModel game Quick-Play format events do not use the following game mechanics:

- Crew
- ramming
- pinning
- boarding
- towing
- unique treasure
- exploring opponents’ ships

2.3.2 Pairing

Before any player has opened his or her game pack, the Privateer randomly assigns the pairings for the first round.

2.3.3 Ready Fleets

Once pairings have been made and players have been seated across the table from their opponents, each player rolls a die. The player with the highest roll (re-roll ties until this is determined) is player 1. Both players open their Game Packs and construct their game pieces. Punch out all treasure tokens with numbers on them (unique treasure is not used in this format) and give all remaining cards that do not contain ships (or creatures) to the event's Privateer. Player 1 chooses the first unit. Alternate until all units have been selected.

2.3.3 Set Up the Table

Place one wild island at the center of the table. Set up home islands (use empty punch cards from ships to represent islands if there are not enough cardboard islands available) on opposite sides of and 2L away from the wild island. Place all treasure tokens face down in a pile. Select 9 treasure tokens to place on the wild island, keeping them face down.

2.3.4 Winning the Game

The game ends when one of the following conditions is met:

- All treasure tokens are on players' home islands.
- Only one player has a unit remaining on the table.

The winning player is the player with the most gold on his home island. If both players have an equal amount of gold on their home islands, the winning player is the player with the most playable game pieces remaining on the board. Once the winner is determined, the Privateer records the amount of gold on each player's home island, then divides the 12 original treasure tokens evenly between both players for use in the next round.

2.3.5 Prizes

Once the pre-determined number of rounds is completed, the Privateer determines player ranking based on each player's gold totals. The Privateer then displays all cards that were pulled from game packs in the event but were not used in game play. Beginning with the player with the highest net gold total and proceeding to the next highest net gold total in turn, each player selects a card as a prize until all cards have been selected.

2.4 League Format Rules

A league is a special type of tournament that extends game play throughout an entire month. At this time, the **Pirates of the Cursed Seas** PocketModel game League format rules are under review, and will be presented again later this year. For details on how to schedule and administer a **Pirates of the Cursed Seas** PocketModel game league event, please contact approvedplay@wizkidsgames.com for assistance.