

**Konami Digital Entertainment GmbH (KDE)  
Yu-Gi-Oh! TRADING CARD GAME  
2013 WCQ: Regionals FAQ**

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## Basic Information

### What are WCQ: Regionals?

WCQ: Regionals are Tier 2 tournaments in which Duelists compete to earn invites to the WCQ: Continental Championship, along with exclusive prizes. Participants in WCQ: Regionals are held to the highest standards of sportsmanship and are expected to be fully prepared for the event.

### Where and when are the WCQ: Regionals?

A list of dates and locations for currently scheduled WCQ: Regionals events can be found online at [www.yugioh-card.com](http://www.yugioh-card.com) (section "Events"). New dates will be added to the calendar on a regular basis.

### How much does it cost to enter a WCQ: Regionals?

For WCQ: Regionals using the Advanced Constructed format, entry fee must be between EUR 12 and EUR 20 (or local equivalent). All players entering an Advanced Constructed WCQ: Regionals will receive an appropriate number of boosters as participation prize.

For WCQ: Regionals using the Sealed Pack Play format, entry fee must be between EUR 15 and EUR 20 (or local equivalent).

### Who can participate in a WCQ: Regionals tournament?

Anyone can participate in a WCQ: Regionals event, unless they are suspended from official Yu-Gi-Oh! Organized Play. A list of suspended players can be found at <http://www.yugioh-card.com/>.

WCQ: Regionals are open to players from foreign countries.

WCQ: Regionals are open to players who already hold an invitation to the WCQ: European Championship.

Tournament Organizers retain the right to refuse entry to players who have engaged in criminal behavior, such as theft or violent conduct.

### What is the format for WCQ: Regionals tournaments?

WCQ: Regionals are either run as Advanced Constructed or Sealed Pack (using the 10-booster, 30-card Deck variant).

WCQ: Regionals will be run using Swiss Format, which means all Duelists will play a set number of rounds determined by the number of Duelists enrolled in the tournament. Duelists are not eliminated during the event.

#### Swiss Rounds for the 2013 WCQ: Regionals Season

Number of Participants*	Number of Swiss Rounds
4 – 8	3 Rounds of Swiss
9 – 16	4 Rounds of Swiss
17 – 32	5 Rounds of Swiss
33 – 64	6 Rounds of Swiss
65 – 128	7 Rounds of Swiss
129 – 256	8 Rounds of Swiss
257 – 512	9 Rounds of Swiss
513 – 1024	10 Rounds of Swiss
1025 – 2048	11 Rounds of Swiss

The Tournament Organizer can choose to run a single-elimination playoff after those Swiss rounds, but qualifications and Regionals-specific prizes will always be given out based on standings after Swiss.

### Can I play in more than one WCQ: Regionals?

Duelists can compete in any number of WCQ: Regionals, regardless if they have already earned an invite.

### I would like to provide feedback to Konami concerning the WCQ: Regionals I attended, who should I contact?

If you attended one of our WCQ: Regionals and would like to send us feedback, you are welcome to send us an e-mail to [yugioh@konami-europe.net](mailto:yugioh@konami-europe.net).

### Will there be Public Events?

Some WCQ: Regionals will offer additional Public Events. Check with your Tournament Organizer to find out.

### How long will the WCQ: Regionals tournament last?

The number of Swiss rounds is determined by the number of Duelists enrolled in the tournament. Rounds in the Yu-Gi-Oh! TRADING CARD GAME are 40 minutes long. Since you can play all rounds in a Swiss tournament, you should expect to be at the event for several hours.

### What happens if I am not done with my Match after 40 minutes? (Swiss Rounds – Tier 2 Events)

Sometimes a match will not be finished when the time ends for a round. If this happens, the Duelist should note whose turn it is when time is called, and raise their hands for a judge. The judge should be notified that the match is ongoing and whose turn it is. The judge may or may not stay to supervise the End of Match procedure, but should ensure that both Duelists understand the following procedure.

Please follow these instructions when proceeding to End of Match procedures during the **Swiss** portion of the tournament:

1. Continue until the end of the current turn.
2. If the Duel is not over at the end of the turn, go to “Extra Turns.”
  - Extra Turns = Conduct (5) additional turns starting from the opponent’s turn.
3. If a win condition (a Duelist’s Life Points is reduced to 0 or an instant win condition such as the effect of **Exodia the Forbidden One** or **Final Countdown**) occurs within these (5) turns, the Duel ends as normal.
4. If a win condition does NOT occur within these (5) turns, the Duelist who has higher Life Points after the “Extra Turns” (5 turns) wins.
5. If both Duelists’ Life Points are the same after the “Extra Turns” are completed, the Duel is considered a Draw.
  - After the Duel is concluded, the Duelist who has won the most Duels is declared the winner of the Match.
  - If both Duelists won one Duel and the third Duel ends in a Draw, the Match is considered to be a Draw.

- If time is called before a Duel begins (during Side Decking, before drawing their opening Hands), and both Duelists have won the same number of Duels, the Match is considered to be a Draw.
- If time is called before a Duel begins (during Side Decking, before drawing their opening Hands), and one Duelist has won more Duels, the Duelist with more wins is declared the winner of the Match.

Draws may only occur during the Swiss portion of a tournament and only during End of Match procedures. **Duelists may not intentionally end a Match in a Draw. Intentionally ending a Match in a Draw, or stalling to have a Match end in a Draw, is against tournament policy and could result in a Disqualification.**

### What happens if I am not done with my Match after 40 minutes? (Swiss Rounds – Tier 1 Events and Single-Elimination)

During Single-Elimination rounds, if Duelists have not completed their matches during their allotted time limit, proceed to End of Match procedures. Please follow these instructions when proceeding to End of Match procedures during the **Single-Elimination** portion of the tournament:

1. Continue until the end of the current turn.
2. If the Duel did not end at the end of the turn, go to “Extra Turns.”
  - Extra Turns = Conduct (3) additional turns starting from the opponent’s turn.
3. If a win condition (a Duelist is reduced to 0 Life Points or an instant win condition such as the effect of **Exodia the Forbidden One** or **Final Countdown**) occurs within these (3) turns, the Duel ends as normal.
4. If a win condition does NOT occur within these (3) turns, the Duelist who has higher Life Points after the “Extra Turns” wins.
5. If both Duelists’ Life Points are the same after the “Extra Turns” are completed, then play will continue until the first change in Life Points – an increase or a decrease – and the Duelist with the highest Life Point total becomes the winner.
  - If Life Points are changed as a chain is being created, the Duelist with the higher Life Points wins the moment the change in Life Points is made.
  - If Life Points are changed as a chain is resolving, all effects that are already on the chain should be resolved before comparing Life Points for the purpose of checking which Duelist has more Life Points.
  - If a Duelist’s Life Points reach 0 or if a win condition occurs while resolving the chain, normal game play rules apply.
6. Once the winner has been determined for the current Duel, the match winner is determined.
  - If a Duelist has more wins than his or her opponent, that Duelist wins the Match.
  - If both Duelists have the same number of Duel wins, they will begin a new Duel with specific guidelines.
    - Neither Duelist may use his or her Side Deck.
    - Whichever Duelist that lost the previous Duel chooses who will go first.
    - The Duel will continue for a total of (4) turns, two turns for each Duelist, unless a Duelist manages to win the Duel before the (4) turns are up.
    - Once the four turns are completed, Life Point totals are compared and the Duelist with the highest Life Point total wins the Match.
    - If both Duelists’ Life Points are the same after the (4) turns are completed, then play will continue until the first change in Life Points – an increase or a decrease – and the Duelist with the highest Life Point total becomes the winner. Please use the same criteria listed above (Step 5).

Draws cannot occur during Single-Elimination. There must always be a winner.

## Preparing for the event

### Can I get a COSSY ID number at the WCQ: Regionals tournament, or will I need to have one before I attend the event?

If you do not have a COSSY ID number, you can get one at the event. If you already have a COSSY ID number but do not remember the 10-digit ID, a registration staff member on-site should be able to assist in finding your correct ID. Duelists should avoid acquiring new COSSY IDs if the previous ID can be found.

### Will I need to complete and turn in a Deck List?

For all WCQ: Regionals run in Advanced Constructed format, Duelists must turn in a completed Deck List in order to participate. Please check with the onsite Tournament Organizer for additional information in regards to the Deck List collection process. Duelists can download the official KDE Deck List at [http://www.yugioh-card.com/uk/gameplay/rulings/constructed\\_deck\\_list.pdf](http://www.yugioh-card.com/uk/gameplay/rulings/constructed_deck_list.pdf).

Duelists are encouraged to complete their Deck List before arriving at the tournament.

WCQ: Regionals run in Sealed Pack Play format will use Deck Swap and Deck Registration. Please check with the Tournament Organizer for additional details.

### What cards are legal for play?

Please check the “Products” page online at <http://www.yugioh-card.com> for an updated look at the legality dates of Yu-Gi-Oh! TRADING CARD GAME product releases, **prior to preparing your Deck for the event.**

In addition to checking the tournament legality of a product, please check the current Advanced Format Forbidden/Limited list. Certain cards in products with tournament-legal dates can sometimes be excluded from the current format.

### Can I use OCG cards in my Deck?

No. Cards printed for Asian markets are not legal for play in TCG tournaments.

### Can I use foreign language cards in my Deck?

You can use foreign-language copies of legal-for-play cards printed for the TCG market, as long as you can show an official translation of the card, kept outside of your Deck, when asked to do so by an opponent or tournament official.

### If I've never been to a WCQ: Regionals tournament, what should I expect?

WCQ: Regionals are large tournaments, and attract competitive Duelists who are attempting to earn World Championship Qualifier invites, Regional prizes and keeping their Dueling skills honed.

There are a lot of things you should do to make sure you are prepared before heading to the tournament.

Read over the list of things you will need for the tournament, and make sure you have everything. You'll have a better time at the event if you don't have too many bulky or heavy possessions to carry around, as it can get crowded there on the floor. Think ahead while you are planning what to bring with you.

When you get to the event, you will need to register in order to play. You will also need a COSSY ID card – this is the ID number used to track you in the tournament. If you don't already have one, you will be able to get one at the tournament.

If you have a COSSY ID and have lost or forgotten it, you can ask the Registration station to look it up for you. If you've played in a previous event, they may be able to retrieve your number.

Please arrive at least 30 minutes before the Regional Qualifier is scheduled to start to ensure you will be properly registered for the tournament.

You will also need a Deck List. A Deck List is required to participate in the Regional Qualifier. You can get a Deck List form at the event when you register, or you can download one to fill out ahead of time by clicking on this link: [http://www.yugioh-card.com/en/events/forms/KDE\\_DeckList.pdf](http://www.yugioh-card.com/en/events/forms/KDE_DeckList.pdf). Write the name of each card in full, and write down how many copies you have in your Deck.

- Make sure your name and COSSY ID are on your Deck List.
- Make sure your Deck List exactly matches your Deck.
- Write legibly and do not use abbreviations for card names.

Please check with the Head Judge for additional instructions on the Deck List collection process.

Duelists are responsible for paying attention to information from judges and/or tournament staff in order to understand what is going on. If Duelists have questions about the event either beforehand or while they are there, they should check with the Tournament Organizer.

Before heading to the event, all Duelists should read over the KDE Tournament Policy and Penalty Guidelines carefully. These documents tell you what you can and cannot do at an event, and give you a good idea of what to expect. You may find these Guidelines at <http://www.yugioh-card.com/uk/gameplay/>.

When you compete in a WCQ: Regionals tournament, you'll be held to high standards of play and sportsmanship. You should know how the cards in your Deck work, and should take great care to prepare your Deck, sleeves, and Deck List. Duelists must pay attention to information from judges and/or tournament staff in order to understand what is going on. Duelists are expected to know and understand the information provided in the above policies and guidelines while at a Regional Qualifier or any Sanctioned event.

WCQ: Regionals are excellent places to test your skills, learn more about deck-building and strategy, and see how well you match up against the other Duelists in your area.

### **What will I need to bring to a WCQ: Regionals tournament?**

You should bring a tournament-legal Deck as described above, along with any tournament supplies you will need, such as paper and pen to track Life Points, dice or counters if you are using cards which require them, extra sleeves to replace any that become damaged, and so forth. If you have a COSSY ID number, you should bring your number and barcode. You'll also need the entry fee for the tournament, as well as money for your incidentals (food, drink, Public Events, etc.). If you win a qualification to the WCQ: Continental Championship, the Tournament Organizer might require you to provide a form of legal identification, so bring a passport, school ID, driver's license or similar.

## I want to judge at a WCQ: Regionals, how can I volunteer?

If you're interested in judging, you should contact the Tournament Organizer for the WCQ: Regionals as soon as possible. Most Tournament Organizers are always on the lookout for judge staff, so be prepared to provide your full name, contact information including email and phone number, and a description of your previous judging experience.

Judges are encouraged to take the Level 1 Rulings Comprehension test available at <http://www.yugioh-card.com/uk/gameplay/judges.html>. Following their successful completion of the test, they should follow the instructions at the above link and register as a judge with KDE.

## Whom should I contact for more information about a specific WCQ: Regionals?

Your best resource for answers about a specific WCQ: Regionals event is the contact listed in the list of WCQ: Regionals dates and locations, as posted on [www.yugioh-card.com](http://www.yugioh-card.com). Konami won't be able to answer questions such as "How do I get to the venue?," "Where should I park?," "When does registration start?," and so forth. For questions such as these, you will need to contact the Tournament Organizer directly.

If you have more general questions about WCQ: Regionals, you can send them to [yugioh@konami-europe.net](mailto:yugioh@konami-europe.net). Please be as detailed as possible, so we can try to provide you with the answers you're seeking!

## Prizes and qualifications to the WCQ: Continental Championship

### What are the prizes for WCQ: Regionals?

In addition to the participation prize each Duelist receives upon entering the tournament, prize distribution will be as follows:

- Top 8 Duelists each receive a 2012 WCQ: Regionals Game Mat.
- Top 4 Duelists also receive a Yu-Gi-Oh! TCG Deck Box.
- At the Tournament Organizer's discretion, the above prizes may be supplemented with additional Yu-Gi-Oh! TCG product or accessory.
- Qualifications for 2012 WCQ: Continental Championship, depending upon the total registration of the event.

### How and when will I receive my invite?

A list of Duelists who have earned qualifications to a WCQ: Continental Championship is posted online. You can find the list here: <http://www.yugioh-card.com/uk/events/ec2013.html>.

- You will not receive an invite or certificate in the mail.
- You will not receive an invite or certificate via email.
- You will not be required to present any kind of certificate in order to enter a WCQ: Continental Championship.
- Your name and information will be added to the list of qualified players, and that is proof that you qualified.

If you have a question about your qualification status, you can email [yugioh@konami-europe.net](mailto:yugioh@konami-europe.net) and ask. Please provide your **full name**, **COSSY ID number**, and the **date** and **location** of the event at which you qualified, along with your question, so we can answer you quickly and efficiently.

Please remember that qualification status information isn't automatically or instantly updated, so you should allow approximately 2-8 weeks after the conclusion of your event for results to be posted from your tournament.

### How many Duelists will earn invites at a WCQ: Regionals?

Qualifications to the 2013 WCQ: Continental Championship are awarded after the final round of Swiss. Qualifications are awarded to the first place finisher and extend down to the specified number of places based on attendance (1 qualification for every 8 participants, rounded up).

# of players	qualifications	# of players	qualifications
4-8	1	89-96	12
9-16	2	97-104	13
17-24	3	105-112	14
25-32	4	113-120	15
33-40	5	121-128	16
41-48	6	129-136	17
49-56	7	137-144	18
57-64	8	145-152	19
65-72	9	153-160	20
73-80	10	161-168	21
81-88	11	...	...

Qualification notifications are not mailed out. Duelists who earn a qualification will be able to see their name on the list of qualified players for their WCQ: Continental Championship within 2-8 weeks after the completion of the event they qualified in. A list of qualified Duelists can be found at <http://www.yugioh-card.com/>.

### Will WCQ: Regionals qualifications “pass down” if someone who has already earned an invite earns another one?

Yes! If a Duelist who already holds a qualification would earn another one, it passes down to the next Duelist in final standings.

### How do qualifications to the WCQ: Continental Dragon Duel Championship work?

If a player born 2000 or later earns an invite at a WCQ: Regionals, he can choose to participate in **either** the 2013 WCQ: Continental Championship **or** the 2013 WCQ: Continental Dragon Duel Championship, which will both take place on the same weekend in the same location. Those players do not need to decide in which to participate when earning the qualification; instead, they will announce their decision when enrolling for either of the two Championships.

### Is travel or hotel included with my qualification?

Travel and/or lodging are not included with qualifications earned at a WCQ: Regionals – the expenses incurred in attending a WCQ: Continental Championship tournament will be the responsibility of the Duelist.

### Do I have to qualify in my own country?

You can earn a WCQ invite through WCQ: Regionals in any country. No matter where you qualify, you will always qualify towards the Continental Championship of your home country. For example, if a Duelist from Mexico qualifies in Italy, he or she will still play in the Central American World Championship Qualifier.