

Yu-Gi-Oh! TCG Extravaganza - Frequently Asked Questions



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Yu-Gi-Oh! TCG Extravaganza Series Information:

What happens at a Yu-Gi-Oh! TCG Extravaganza?

A Yu-Gi-Oh! Extravaganza is a fun-filled weekend for Dueling fans of all ages. The entire weekend is comprised of Public Events and activities, such as Win-A-Mat tournaments, WCQ: Regional Qualifiers and Sealed Pack Play tournaments. Duelists can also take part in fun Yu-Gi-Oh!-themed carnival games and compete for a chance to win a Yu-Gi-Oh! Championship Series prize card.

When and where is the Yu-Gi-Oh! TCG Extravaganza?

You can find this information on the corresponding [events page](#).

How much does it cost to enter the Yu-Gi-Oh! TCG Extravaganza?

There is no entry fee to participate at the Yu-Gi-Oh! TCG Extravaganza – however you may need to pay entry to pay entry to the venue. Any information regarding entry will be displayed on the corresponding [events page](#).

What is the format of the Yu-Gi-Oh! TCG Extravaganza?

The Yu-Gi-Oh! TCG Extravaganza consists of multiple events. Please see the schedule on the corresponding [events page](#). For Advanced Constructed events, these will follow the current Advanced Constructed format – which means each Duelist must bring his or her own Deck in order to compete. Decks must be constructed according to the latest Advanced Format guidelines. [Click here for the Forbidden & Limited Cards List](#).

The Advanced Format changed as of July 16th. You will need to make sure your Deck matches the current format, and that all of your cards are currently legal. [Click here for card legality guidelines](#).

What will I need to bring to a Yu-Gi-Oh! TCG Extravaganza event?

For tournaments where a Deck List is required, you should bring a tournament-legal Deck as described above, registration sheet, and a completed Deck List ([which can be downloaded as a fillable PDF here](#)). The registration sheet and Deck List can also be found on-site. You should also bring 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.

To register for a Public Event, you will need a COSSY ID, if you already have a COSSY ID number, you should bring your number and barcode. If you do not have one, you can obtain one at the event. You should also bring money for your incidentals (food, drinks, Public Events, etc.).

What is the schedule for the Yu-Gi-Oh! TCG Extravaganza?

You can find this information on the corresponding [events page](#).

I have never been to one of these events, what should I expect?

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.

You will also need a Deck List. A Deck List is required to participate in some Yu-Gi-Oh! TCG Extravaganza tournaments.

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](#).

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 Organiser.

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 this link](#).

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 Yu-Gi-Oh! TCG Extravaganza event.

Yu-Gi-Oh! TCG Extravaganza events 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 from other countries.

I will be bringing my children to this event, is there anything I should know?

Please know that the tournament staff cannot be responsible for looking after your children, or their possessions. Always make sure your child has a way to contact you, and is provided with any necessities such as food, drink, or extra money if you do not wish to remain in the tournament area.

When your child is preparing for the event, encourage him or her to leave any bulky or expensive possessions at home. Electronics and large collections of cards are hard to keep track of during a big tournament – your child will have a much easier day without having to worry about these kinds of items.

Card trading is a big attraction at large tournaments, but if you are concerned about your child trading away valuable cards, talk to him or her before the event and set some guidelines. You can always have your child check with you before making a trade.

What happens if I am not done with my Match after 40 minutes? (Swiss)

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:

- Continue until the end of the current turn.
- 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.
- 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.
- 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.
- 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 now have the same number of Duel wins, the Match is a Draw.
 - 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.
 - Duelists may not choose to 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.

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? (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:

- Continue until the end of the current turn.
- 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.
- 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.
- If a win condition does NOT occur within these (3) turns, the Duelist who has higher Life Points after the “Extra Turns” wins.
- If both Duelists’ Life Points are the same after the “Extra Turns” are completed, then play will continue on a turn-by-turn basis, with the Duelist with the most Life Points at the end of a turn being declared the winner of that Game.
 - Life Points are checked after the turn has completed but before the opponent’s turn begins.
 - If a Duelist’s Life Points reach 0 or if a win condition occurs during the turn, normal game play rules apply.
- 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, or if time is called in between Games of a Match, they will begin a new Duel with specific guidelines.
 - Neither Duelist may use his or her Side Deck.
 - Duelists must use a random method (die roll, coin flip, etc.) to determine 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 on a turn-by-turn basis, with the Duelist with the most Life Points at the end of a turn being declared the winner of that Game. Please use the same criteria listed above (Step 5).

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

Who should I contact if I have any questions about this event?

If you would like to send us feedback, you are welcome to send an e-mail to yugioh@konami-europe.net.

Registration Information:

When can I register for the Yu-Gi-Oh! TCG Extravaganza events?

You can register for all Public Events at the Registration Desk on the day of that event.

What will I need to bring in order to register?

Make sure you have all of the following, in order to register for a Yu-Gi-Oh! TCG Extravaganza Public Event.

- Your COSSY ID (if you have lost your ID and cannot remember your number, we will be able to look it up on site during registration). If you do not have one, you can get one at the Registration Desk.
- A Completed Deck List is required for some [Public Events](#) ([which can be downloaded as a fillable PDF here](#)).

When will I receive my participation prizes?

Players will receive their prizes at registration in form of a booster chip – this can be exchanged at the booster station for your participation booster packs.

Invitations:

If I earn a WCQ invite in a Public Event, do I get to play the 2016 European World Championship Qualifier?

If you earn a qualification spot from a Public Event, you will qualify for the territory in which you reside in.

If you qualify in an event outside of your country, the invite will be awarded to the WCQ event in which your regional would normally qualify for (North America, Latin America, Europe and Oceania). You will appear on that territories respective invite list.

Public Events:

When do the Public Events take place?

You will be able to find a full list of events on the corresponding [events page](#).

What is a Swiss-Round Tournament?

Players are paired off based on each player's win/loss record. Players are not eliminated when they lose a match during Swiss tournaments – instead, they will continue to be paired against players with similar records for all remaining rounds of the event. If a player wishes to drop out of the tournament at any time, they can do so after any of their Matches.

What is a Single-Elimination Tournament?

Half of the tournament is eliminated after each round – the losing player is out of the tournament, while the winner goes on to the next round. This continues until only one player remains, which is then declared the winner.

What are the rules for the Sealed Pack Play Tournaments?

1. The 8 Duelists are seated in a random order at a table.
2. Each Duelist is then given 5 (or 10, depending on format) sealed Battle Packs.
 - These Battle Packs will not be the ones you play with and belong to another player.
 - You may choose to keep these packs by dropping from the tournament at this point.
3. Duelists then record each card they open on the Battle Pack Checklist.
 - If there are any discrepancies with the packs opened, Duelists must call a Judge for assistance.
4. The Judge for the event gathers each card pool and randomly distributes them among the Duelists.
5. The Duelists verify what cards they receive with the checklist they receive.
6. The Duelists will then be given 10 minutes to look over their cards, build and sleeve their Main Deck (should they choose to sleeve their deck, they must do so with tournament-legal sleeves).
 - Duelists must complete the Check List listing which cards will be played in the Main Deck.
7. Once steps 2 thru 6 are completed the Duelists then will play against their first round opponent in a best 2-out of-3 match.

Deck Construction Rules	
Main Deck Size (Minimum)	5 Pack Format: 20 non-XYZ Monster Cards in Main Deck 10 Pack Format: 30 non-XYZ Monster Cards in Main Deck
Side Deck Size	All non-XYZ Monster Cards not in the Main Deck
Extra Deck Size	All XYZ Monster Cards
Forbidden/Limited List	No Forbidden & Limited Card List is used

What are the rules for the Sealed Pack Play - Booster Draft Tournaments?

1. The 8 Duelists are seated in a random order at a table.
2. Each Duelist will open two packs and count the cards face down to ensure there are 5 cards in each pack. If there are more or less than 5 cards in either pack, or there are any damaged cards: the Duelist must call over a Judge to exchange the defective pack for a new pack.
3. Each Duelist will then pick up the cards from those packs and select one card to keep, placing it face down in front of them; and then passing the remaining cards in the pack face down to the Duelist on their **left**.
4. Duelists should count out the cards face down after each pick to ensure that the appropriate number of cards remain in the packs.
5. The previous two steps continue until each Duelist has 10 cards in front of them.
6. Each Duelist will then open their next two packs and count the cards face down to ensure there are 5 cards in each pack. If there are more or less than 5 cards in either pack, the Duelist must over a Judge to exchange the defective pack for a new pack.
7. Each Duelist will then pick up the cards from those pack and select one card to keep, placing it face down in front of them, and then passing the remaining cards in the pack face down to the Duelist on their **right**.
8. The previous two steps continue until each Duelist has 20 cards in front of them.
9. Each Duelist will then open their last two packs and count the cards face down to ensure there are 5 cards in each pack. If there are more or less than 5 cards in either pack, the Duelist must call over a Judge to exchange the defective pack for a new pack.
10. Each Duelist will then pick up the cards from those packs and select one card to keep, placing it face down in front of them, and then pass the remaining cards in the pack face-down to the Duelist on their **left**.
11. Duelists should count out the cards face down after each pick to ensure that the appropriate number of cards remain in the packs.
12. The previous two steps continue until each Duelist has 30 cards in front of them.
13. The Duelists will then be given 20 minutes to look over their cards, build and sleeve their Main Deck (should they choose to sleeve their Deck, they must do so with tournament-legal sleeves).
14. Duelists then will Duel against their first-round opponent in a best 2-out of-3 match.

Deck Construction Rules	
Main Deck Size (Minimum)	20 non-XYZ Monster Cards in Main Deck
Side Deck Size	All non-XYZ Monster Cards not in the Main Deck
Extra Deck Size	All XYZ Monster Cards
Forbidden/Limited List	No Forbidden & Limited Card List is used

Card Legality:

What cards are legal for play?

[Please check the “Products” page online](#) for the most current legality dates of Yu-Gi-Oh! TCG product releases, prior to preparing your Deck for the event.

[Also check this link for the current legality of all promotional cards.](#)

Can I use foreign language cards in my Deck?

You may 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 when asked to do so by an opponent or tournament official.

Translations do not have to be a local language version of the card. An official translation written down or printed is acceptable. If you want to use a local language version of the card as your translation, you must keep that card outside of your Deck box. For **English** language cards, you are **not** required to have an official translation.

Can I use OCG cards (cards printed for use in Japan and other Asian territories) in my Deck?

No, cards printed for Asian markets are **not** legal for play in TCG tournaments, even if you have a translation available.

Travel:

What is the closest airport to the tournament venue?

You can find this information on the corresponding [events page](#).

What is the best way to get to the venue from the airport?

You can find this information on the corresponding [events page](#).

Are there any nearby hotels?

You can find this information on the corresponding [events page](#).

Other Questions:

I want to judge at the Yu-Gi-Oh! TCG Extravaganza instead of competing as a player, how can I volunteer?

Application Calls for upcoming events are provided through our Judge Program. If you have not joined the Judge Program yet and wish to do so, [please click here for more information](#).

Any people wishing to work at an event as a Judge or Staff member must be an officially recognised member of the Konami Judge Program and at least 18 years of age. Further information on the application process (and deadlines) can be found on the official Konami Judge Forum.

It is recommended that you check the Judge Forum as soon as an event is announced, as the application periods are short and teams tend to get chosen quickly.

Will there be vendors on-site so that I can buy supplies and product?

There will be a Konami shop present selling sealed product, and card supplies such as sleeves and other merchandise.

Can I buy and sell from other people at the event?

Cards can only be bought and sold when dealing with official event vendors at their on-site trade stands.

The buying and selling of cards between individuals is strictly prohibited at the tournament location (including outdoor areas). Any player who is seen to be buying and/or selling cards will be asked to leave the venue.

Can I get a COSSY ID at the event, or will I need one beforehand?

If you do not remember your COSSY ID number for the Main event, or Public Event, we will be able to retrieve it for you at registration. Please have a valid photo ID with you at time of registration.

If we are unable to locate your existing COSSY ID number, we will be able to provide you with a new one at the Event.

Where can I get food and drinks at the venue?

There will be catering available at the venue.

What if I lose my personal belongings while at the event?

If you misplace one of your possessions at the event, please head to the information point and inform a member of staff. You will be asked to describe in detail, the item you have lost, and if an item matching that description has been handed in, it will be returned to you.

Am I allowed to record in the venue?

Please consult the Tournament Organiser and Konami Digital Entertainment in advance of the event if you are wishing to record inside the venue.