

**KONAMI Digital Entertainment, B.V. (KDE-E)**  
**Yu-Gi-Oh! TRADING CARD GAME**  
**Remote Duel Extravaganza FAQ**  
*In Effect as of 10<sup>th</sup> December 2020*

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## **Basic Information**

### **Q: What are Remote Duel Extravaganzas?**

Yu-Gi-Oh! Remote Duel Extravaganzas are 2-day events taking place over a weekend using the TCG Remote Duel format and/or Yu-Gi-Oh! Duel Links.

During the Saturday, Official Tournament Stores (OTS) selected to host a Remote Duel Extravaganza will host a series of Public Events such as Win-A-Mat, Speed Duel tournaments, Structure Deck tournaments and *ATTACK OF THE GIANT CARD!!* tournaments. Duelists will have the opportunity to obtain exclusive prizes such as the 2020 Extravaganza Win-A-Mat!

On the Sunday, Duelists will be able to compete in the Remote Duel Extravaganza Main Event – with top performing Duelists earning an invitation to a Remote Duel Invitational Qualifier, more details about this event soon!

### **Q: What are Remote Duel Extravaganza Celebrations?**

Yu-Gi-Oh! Remote Duel Extravaganza Celebration are 2-day events taking place over a weekend using the TCG Remote Duel format and / or Yu-Gi-Oh! Duel Links.

Similar to the Remote Duel Extravaganza, OTS selected to run Remote Duel Extravaganza Celebration Events will run a variety of Win-A-Mat Tournaments throughout the weekend. Duelists will have the opportunity to obtain exclusive prizes such as the 2020 Extravaganza Win-A-Mat!

On the Sunday, Duelists will be able to compete in the Remote Duel Extravaganza Sunday Win-A-Mat Event with top performing Duelists receiving the 2020 National Championship Game Mat.

### **Q: What is the difference between a Remote Duel Extravaganza and Remote Duel Extravaganza Celebration Events?**

The differences between the 2 events are:

- Event Types offered
- Prizes offered

You can find more information on the event types offered on the [Event Page](#).

### **Q: When and where will the Remote Duel Extravaganza be held?**

Remote Duel Extravaganza events are held remotely – using the Discord app, meaning Duelists compete from the comfort of their own home!

A list of dates and times for events will be available in the [Event Page](#) on yugioh-card.com.

**Duelists from Latin America, North America and Europe, can participate in a Remote Duel Extravaganza that is happening in own their country/regions. Please visit the [links section](#) of this document for more information on Remote Duel Extravaganzas in your territory.**

**Q: Who can participate in a Remote Duel Extravaganza?**

All persons in good standing can participate in a Remote Duel Extravaganza.

Entry to the Remote Duel Extravaganza is open to Duelists who are a resident of participating countries. We also advise Duelists check the hosting Tournament Organiser to check they can ship prizes to the participant's address.

Tournament Organisers retain the right to refuse entry to Duelists, for reasons including but not limited to, those who have engaged in criminal behaviour, such as theft or violent conduct. Tournament Organisers may contact KDE-E Penalty Support [here](#) if they have any questions about a Duelist's eligibility to compete.

Suspended persons may not enter the hosting Discord Server during a Remote Duel Extravaganza event, no exceptions. If a suspended person is discovered in attendance, they may be subject to an extension of their suspension.

Any Tournament Official associated with or working an event cannot play in that specific event. This is including the Judge Staff, Scorekeeper, Event Staff, Store Owner, and Tournament Organiser.

Event Staff or Judge Staff who participate in a tournament for which they are listed as staff will be subject to penalties, that may include suspension from KDE Organised Play.

Suspended persons are required to apply for reinstatement with the KDE Penalty Committee [here](#). Once their applications have been reviewed, their reinstatement accepted, and they have received an email from KDE-E Penalty Support, they are then a Duelist in good standing.

**Q: My country isn't hosting a Remote Duel Extravaganza / Celebration, how can I attend one?**

If a Duelist wishes to participate in a Remote Duel Extravaganza or Extravaganza Celebration and their country of residency is not hosting one of the events, Duelists are encouraged to speak with OTS / Tournament Organisers to ascertain if they can participate in the event.

Duelists must be aware that shipping to foreign countries can:

- Have higher shipping costs
- Have the Duelist incur in Customs Charges
- Take longer to arrive due to shipping delays

Duelists may be responsible for the shipping costs for prize shipping. All Duelists should confirm this information with the hosting OTS / Tournament Organiser.

The list of OTS / Tournament Organisers hosting Remote Duel Extravaganza / Celebration can be seen on the [Event Page](#).

**Q: What is the attendance capacity for a Remote Duel Extravaganza?**

Each Yu-Gi-Oh! TCG Remote Duel Extravaganza may have their own individual capacities, and it is advised you check with the OTS / Tournament Organiser directly to see if there is a capacity. It is advised that you log in early enough into your corresponding Discord Server to register for the Yu-Gi-Oh! TCG Remote Duel Extravaganza Main Event so that you can ensure a spot in the event.

If you have any additional questions, please contact the hosting Tournament Organiser directly using their contact information listed under their Extravaganza [Event Page](#) entry.

**Q: What do I need to know regarding a Remote Duel Extravaganza?**

When Remote Dueling, the following practices will help maintain fair and friendly competition between you and your opponent.

- **Communicate clearly with your opponent.** Whatever is happening, let your opponent know! If you are unsure about something your opponent has said or done, ask!
- **Call for a Judge** if you have any concerns about gameplay, or technical difficulties during the Match.
- **Announce your Phases.** “Draw Phase!” “Standby Phase!” “Main Phase!” “Battle Phase!” “Main Phase 2”, and “End Phase!”
- **Announce your actions.** For example: “Normal Summoning **Sangan**”; “Special Summon **Cyber Dragon**”; “Activate **Mermail Abyssmegalo** effect in hand”; “Link Summon **Cross Sheep**”; “In response I’ll activate **Ash Blossom & Joyous Spring**’s Quick Effect”; “Activate **Pot of Desire**”; “Set one card” etc.
- **Allow your opponent the chance to respond.**
- **Confirm to your opponent when their action is okay to resolve.**
- **Allow time for any lag or frozen video to catch up.**
- **Speak clearly and repeat yourself if needed,** if your opponent doesn’t hear or understand you. Ask your opponent to clarify if you cannot hear or understand them.
- **Make sure your hands are always visible.**
- **Make sure your opponent can see how many cards you have in your hand,** without revealing what is in your hand. Holding your cards angled towards you helps with this.
- **If you or your opponent’s video is disconnected, freeze play until the video is returned to normal working order and call a Judge immediately.**

**Before your Match begins:**

You and your opponent must each indicate the left edge of your field.

From there, indicate each Duelist’s “Field Spell Zone” Column to determine the columns from left to right. Ensure both you and your opponent know which column is which, prior to the start of the Match.

**Make sure all the following areas are visible:**

- All Monster Zones (including Extra Monster Zones)
- All Spell/Trap Zones (including Field Spell Zone)
- Your Deck
- Your Graveyard
- Your Extra Deck
- Your Side Deck (placed to the side of an Extra Monster Zone is fine)

**Cutting the Deck**

Ask your opponent how many cards they would like to cut to, counting from the top of the Deck. Then, without changing the order of the cards, count to that number and cut the Deck. Opponents may opt instead to allow the owner of the Deck to choose where to make the cut. When doing so, try to cut the Deck about 50% of the way down to ensure a proper cut.

**Changing Control of a Card:**

Keep blank notecards nearby in case control of a card shifts to the opposite field.

If you would take control of one of your opponent's cards, use a notecard as a placeholder for that card while it is in your control. Write the name of the card on the notecard.

If you would give your opponent control of one of your own cards, turn the card upside down and have it half visible on the top half of your field in the designated column to help indicate where the card is.

**Q: What are the prizes for the Remote Duel Extravaganza?**

To find out all prizing offered at the Remote Duel Extravaganza, please check out the [Yu-Gi-Oh-Card.com Events page](#).

**Q: How do I receive the Remote Duel Extravaganza prizing?**

All prizing, both participation and top finishing, will be shipped out to Duelists who participated, starting approximately one (1) week after the event occurs by the host OTS.

**Prizing will only be shipped to all Duelists who provide an address in the same country where the hosting OTS is located.**

If the country, you live in is not hosting the Yu-Gi-Oh! TCG Remote Duel Extravaganza, you are encouraged to reach out to an OTS / Tournament Organiser from a foreign country / region that is hosting a Remote Duel Extravaganza / Extravaganza Celebration to participate in any of the Public Events being offered as long as the OTS is willing to ship participation and tournament prizing to that country, and that you are aware that getting your prizing can take longer than

expected and might be subject to customs fees. Make sure to check with the OTS prior to registering.

Duelists who are local to the area where the hosting OTS is located may be able to coordinate with the OTS / Tournament Organizer to organise a local collection of their prizing at the OTS location.

**Q: What Formats and Event Structures are on offer at Remote Duel Extravaganza?**

Please check the [Event Page](#) for more information on the Format and Structure of the events offered.

Tournaments will run in accordance to the [KONAMI Tournament Policy](#).

Structure	Description
Swiss	Duelists are paired off based on each Duelist’s win/loss record. Duelists are not eliminated when they lose a match during Swiss tournaments – instead, they will continue to be paired against Duelists with similar records for all remaining rounds of the event. A Duelist may choose to drop from a Swiss tournament at any time by notifying the official Scorekeeper prior to the pairing of the following round.
Single-Elimination	Half of the tournament is eliminated after each round – the losing Duelist is out of the tournament, while the winner goes on to the next round. This continues until only one Duelist remains, who is then declared the winner.

Number of Participants	Number of Swiss Rounds
4 – 8 Duelists	3 Rounds
9 – 16 Duelists	4 Rounds
17 – 32 Duelists	5 Rounds
33 – 64 Duelists	6 Rounds
65 – 128 Duelists	7 Rounds
129 + Duelists	8 Rounds

\*The Number of Participants is based on how many total participants are enrolled in the tournament once Registration closes. All Duelists added to the event after registration closes should not affect the number of Swiss Rounds.

- *Example: After registration closes, 63 Duelists have registered for the tournament. This means that the tournament will have 6 Rounds of Swiss, with no Playoff cut. Two Duelists register late, beginning the tournament with a Round 1 Match Loss. Even though this brings the attendance total to 65, only 6 Rounds of Swiss are played, with no Playoff cut.*

Format	Description
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Advanced Constructed	Duelists may compete using their Constructed Format Deck. This deck must adhere to the current <a href="#">Forbidden and Limited list</a> .
Sealed	Duelists compete using an unmodified version of the product associated with the program.

**Q: What happens if I am not done with my Match after the time limit?**

Sometimes a Match will not be finished when the time ends for a round. If this happens, it is both Duelists' responsibility to note whose turn it is when time is called. Duelists who require assistance with the End of Match procedures, should raise their hand and call 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 procedures.

End of Match procedures should follow these three (3) rules:

**Rule #1:** If time is called while Duelists are in the middle of a Game, the current Game must have a decision (Win, Loss, or Draw).

**Rule #2:** Once the current Game has concluded with a decision, determine the winner of the Match by determining the number of Game Wins (or Game Losses) each Duelist has for the current Match. The Duelist with the most Game Wins will win the Match.

Swiss Rounds: If both Duelists have the same number of Game Wins, or if time was called in between games of a Match when both Duelists had the same number of Game Wins, then the Match is a Draw.

Single-Elimination Rounds: If both Duelists have the same number of Game Wins, or if time is called in between Games of a Match while both Duelists have the same number of Game Wins, they will begin a new Duel with specific guidelines.

- Neither Duelist may use his or her Side Deck. If time was called in between Games of a Match and at least one Duelist has already accessed his or her Side Deck, then both Duelists may use their 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 four (4) turns, two (2) turns for each Duelist, unless a Duelist manages to win the Duel before the four (4) turns have concluded.
- A "turn" is defined as the start of the Draw Phase until the end of the End Phase for a single Duelist.
- Once the four (4) 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 four (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.

**Rule #3:** If a win condition occurs during End of Match Procedures, that Duelist wins the current Game.

Keeping these three (3) rules in mind, please follow these instructions when proceeding to End of Match procedures:



- **Continue with the current Phase of the Game. Once the Phase is over, stop the game.**
- Determine a Game Winner at this point, with the Duelist with the most Life Points winning the Game.
- During Swiss Rounds, if both Duelists' Life Points are the same, the Game is a Draw. Compare Game Wins with the Duelist with the most Game Wins winning the Match. If the Game Win totals are the same, the Match is a Draw.
- During Single-Elimination, **if both Duelists' Life Points are the same at the end of the current Phase (Step 1 above), finish the current turn.** If both Duelists' Life Points are the same at the end of the turn, then play will continue 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.

**Match Draws cannot occur during Single-Elimination Rounds.**

**Q: Will I need to complete and provide a Deck List?**

For the Yu-Gi-Oh! TCG Remote Duel Extravaganza Main Event and select Public Events a Deck List will be required at registration. This means that you must have a completed Deck List when you register for the Main Event or select public events.

Deck Lists can be created and shared using the [Official Card Database](#) or [NEURON](#). The [Tournament Policy](#) includes information on how to use NEURON to create a Deck list. Duelists may also submit a scan or image of a physical Deck List. Duelists may find a digital version of the Official KDE-E Deck List [here](#). The accepted method is to be decided by the hosting OTS and communicated to Duelists prior to registration. If Duelists submit a Deck list via NEURON or the Official Card Database, they must ensure they clearly identify themselves as the owner of the Deck List.

**Once a Deck List has been submitted it can no longer be changed.**

**Q: Can I get a CARD GAME ID number (previously referred to as COSSY ID) at a Remote Duel Extravaganza, or will I need to have one before I attend the event?**

A CARD GAME ID is required to participate. If you previously had a COSSY ID, that same number will carry over as your CARD GAME ID. You will still need to register online at [cardgame-network](#). If you do not remember your previous 10-digit ID, a registration staff member on-site could be able to assist in finding your CARD GAME ID, provided you have visited the OTS before. Duelists should avoid acquiring new CARD GAME IDs if the previous ID can be found.

If you do not have a CARD GAME ID number, you can get one by asking the hosting OTS for a CARD GAME ID card, using our Duel support app [NEURON](#) or online at [cardgame-network](#).

**Q: Can I attend and participate in more than one Remote Duel Extravaganza?**

Duelists can participate in more than one Remote Duel Extravaganza, provided they have confirmed with the OTS / Tournament Organiser they are able to ship prizes to the Duelist's address. Additional to this, here is a bit more information about participating in tournaments taking place during the Remote Duel Extravaganza.

#### **A. Public Events**

- Each Duelist may enter one Remote Duel Extravaganza Public Event at a time
- Duelists can purchase entries to different Public Events taking place over the weekend, while stocks last
- Duelists must ensure they are able to participate in the Public Events they have purchased entry to
- Duelists are not allowed to participate in multiple Public Events at the same time
- Duelists that purchase entries to multiple events are responsible for participating in those tournaments
  - If a Duelist purchases an entry to a Public Event and does not respond the call for that event, they may be unable to participate in another event of the same type or may be unable to get a refund – Duelists should confirm with the OTS what can be done in this situation

#### **B. Main Event**

- Duelists that win free entry to a Remote Duel Extravaganza Main Event from a Saturday Public Event can only participate in the Remote Duel Extravaganza Main Event of the location they are participating at
- Invites are non-transferable
  - Invites cannot be transferred from one person to another
  - Invites cannot be transferred from one location to another
- If a Duelist does not have an invite to a Remote Duel Extravaganza Main Event, they can purchase entry to this event.
  - Duelists cannot purchase more than 1 entry to this event
  - The Participation Fee for this event can be found on the Event Schedule for the [Remote Duel Extravaganza](#)

#### **Q: Will the events have a live coverage?**

OTS may wish to live stream their events on Social Media, please contact the OTS to find out more. If an OTS is doing coverage of the event and you do not wish to be featured in their coverage, please contact them to find out more, prior to registration in the event.

### **Tournament Rules and Information**

#### **Q: What is Speed Duel?**

Speed Duel is a fast-paced way to play the physical card game. Following on the success of the Yu-Gi-Oh! Duel Links Mobile app, Speed Duel allows Duelists to bring that style of play to the table. Whether you are new to the game or a long-time fan, Duelists will be able to enjoy this version of Yu-Gi-Oh! Speed Duel using fewer cards and a smaller playing field to enjoy quick matches that are focused on characters from the show and uses Skill Cards to represent those Character's effects on their matches. Whether you are a fan of the show, the mobile app, or the physical card game, Speed Duel can be enjoyed by experienced Duelists and those new to the hobby!

For more information on Speed Duel click [here](#).

### **Q: What are the Rules for Speed Duel Constructed?**

Duelists can bring their own Speed Duel Deck and play in a Constructed Speed Duel event.

- Each Duelist begins the game with 4000 Life Points.
- Each Duelist begins the game with four (4) cards as their starting hand.
- Skill Card effects **do not** use the chain.
- Each Duelist has three (3) Main Monster Zones, three (3) Spell & Trap Zones, and one (1) Field Zone.
- The Duelist going first does not draw a card on their opening turn.
- The hand size limit is six (6) cards.
- Each Duelist may have an active Field Spell Card.

To build your own Constructed Speed Duel Deck, you will need to follow these requirements before entering an event.

- Only cards with a Speed Duel Logo can be used in your Deck.
- Your Deck includes the Main Deck and may include a Side Deck and/or Extra Deck.
- You may not have more than three (3) copies of any card included in your Main Deck, Side Deck, and Extra Deck combined.
- Your Main Deck must have a minimum of 20 cards, and a maximum of 30 cards (cards in the Side and Extra Decks do not count towards this total).
- In a Constructed tournament, you may use a Side Deck consisting of 0 to 6 cards in addition to your Main Deck. Skill Cards can be included in your Side Deck.
- If you choose not to use a Skill Card during the first Duel of a Match and you have Skill Cards in your Side Deck, you may use a Skill Card from the Side Deck as part of the Side Deck process for Game 2 or Game 3.
- If you choose to use a Skill Card during the first Duel of a Match, you may opt not to use a Skill Card for subsequent Duels in the Match.
- In a Constructed Tournament, you may use an Extra Deck consisting of 0 to 6 Extra Deck Monsters.

### **Q: What are the Rules for Structure Deck?**

- In order to participate, each Duelist will need to already have a copy of the Structure Deck being used for the event
- Duelists are not allowed to swap out cards for different versions of the same cards. Duelists should play with the Deck as released
- The Duelists should already be familiar with their Decks prior to registering for the event. Duelists should sleeve their main Deck and Extra Deck, should they choose to do so, with tournament-legal sleeves, prior to registering for the event

<b>Deck Construction Rules</b>	
Main Deck Size	All Main Deck Cards
Extra Deck Size	All Extra Deck Cards
Forbidden/Limited List	The Advanced Format list does not apply.

### Q: What are the Rules for Duel Links?

Duelists will need to have the latest Duel Links application installed on their chosen device and reached Stage 4 or higher to participate in the event.

Duelists enrolling in a Yu-Gi-Oh! Duel Links event will not need a webcam or other setup in order to participate. A special Duel Room (accessible within the PvP Arena menu in game) will be created by the Tournament Organiser within the Yu-Gi-Oh! Duel Links application. Instructions on how the competitors can connect to the in-game Duel Room should be provided once the event is ready to begin.

- Rounds will be played best of five (5) Duels.
- Rounds will be 45 minutes long.

Between each Duel, the Duelist may use their Side Deck to alter their Deck for the next Duel.

- The Side Deck is every card in their collection.
- Any changes can be made to the Deck between Duels of a Match, including the following:
  - Adding Cards
  - Subtracting Cards
  - Changing Legendary Duelist
  - Changing Character Skill
- The Deck must be legal for play (appropriate number of cards in the Main and Side Deck, complies with the Forbidden and Limited list available within the Duel Links app).
- If the Duelist believes there is an error or other issue with their Deck, they should contact a Judge immediately.
- Failure to do this by the 5-minute mark may result in appropriate penalties.
- Duelists are not required to revert their Deck back to its original Deck prior to the start of each Match. Duelists must have a Duel Links legal-for-play Deck prior to each played Game/Match.

In case of a disconnect, win/loss will be determined by the result given in-game. If the app crashes, or both Duelists disconnect simultaneously and a win is not decided, the Duelists will restart that Duel using the same Decks. Side Decking will not be allowed for that specific Duel.

### Q: How long will Tournament Rounds last?

Card Game	Games Played	Time Limit
Yu-Gi-Oh! TRADING CARD GAME (TCG)	Best 2-out-of-3	50 Minutes
Yu-Gi-Oh! Speed Duel	Best 2-out-of-3	40 Minutes
Yu-Gi-Oh! Duel Links	Best 3-out-of-5	45 Minutes

## Card Legality

### **Q: What Cards are legal for play?**

Please check the “Products” page on [Yu-Gi-Oh!-Card.com](http://Yu-Gi-Oh!-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.**

Duelists should read the Remote Duel [Best Practices guide](#), which also includes a list of cards Duelists cannot use during Remote Duel events.

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

Constructed Decks for Yu-Gi-Oh! TCG tournaments must meet specific guidelines for use in the event. Duelists must ensure that their Decks meet these requirements before entering an event. A Duelist’s Deck includes their Main Deck and may include a Side Deck and/or an Extra Deck.

A Duelist may not have more than three (3) copies of any card included in their Main Deck, Side Deck, and Extra Deck combined.

Cards that have been altered from their original appearance with surface decoration may be used for play only if the alterations do not obscure any portion of the card text, make the illustration difficult to recognise, or make the card distinguishable from other cards in the Deck while it is face-down.

If a card’s surface decoration renders the card unrecognisable at first glance, then the card is not allowed for tournament play.

The Head Judge of the event has the final decision on whether altered cards may be used at the tournament. Duelists are responsible for determining whether their altered cards are acceptable for use before the start of the tournament.

### **Q: Can I use OCG cards in my Deck?**

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

### **Q: 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, your opponent, Judge or Tournament Official may use the official Card Database for card translations. NEURON may also be used for card translations. When used for this purpose, the device must be in offline mode.

## Preparing for the Event

### **Q: What do I need to know or have for the Remote Duel Extravaganza?**

- Have a CARD GAME ID number (obtainable at the event) and be in good standing.
- Have read and understood the following documents, these documents can be found at the link section [below](#)
  - KDE-E Official Yu-Gi-Oh! TRADING CARD GAME Tournament Policy
  - KDE-E Official Tournament Infractions and Penalties Policy
  - Yu-Gi-Oh! TRADING CARD GAME Official Rulebook
- Have a functional Remote Duel setup
- Have reached Stage 4 and have the most updated version of the Yu-Gi-Oh! Duel Links application. (If an event is using Yu-Gi-Oh! Duel Links in any capacity)

### **Q: What will I need for the Remote Duel Extravaganza?**

You should have any Dueling supplies you will need, such as pen and paper to track Life Points, dice or counters, extra sleeves to replace any that become damaged, and so forth. If you have a CARD GAME ID number, you should bring your number in case the OTS will need it. You'll also need the registration fee for the Remote Duel Extravaganza, as well as money for any incidentals (food, drink). We recommend the use of our Duel support app [NEURON!](#)

### **Q: If I've never participated in a Remote Duel Extravaganza, what can I expect?**

Remote Duel Extravaganzas are Tier 2 tournaments for both Casual and Competitive Duelists. There are several things you can do to make sure you are prepared for the Remote Duel Extravaganza. Read over the list of things you will need for the event, and make sure you have everything.

Duelists should contact the hosting OTS ahead of time to learn how the OTS's Remote Duel registration will work. You will need to be familiar with the hosting OTS's Discord server setup, to ensure you do not miss any announcements and understand how to compete in the event. Duelists are responsible for paying attention to information from Judges and/or Tournament Staff 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 OTS.

You will need to register to participate in the Remote Duel Extravaganza. Please check with a Staff member from the OTS for instructions regarding event registration. We recommend you are present for the event early to avoid any issues with registration for the event. If you will be late for the event, please contact the OTS using the contact information listed on the [Event Page](#) on yugioh-card.com.

Before participating in the event, all Duelists should read over the [KDE-E Tournament Policy](#) and [Penalty Guidelines](#) carefully. These documents provide information on what you can and cannot do at an event (even if the event is being held remotely) and give you a good idea of what to expect.

When you compete in a Remote Duel Extravaganza, either in Public Events or in the Main Event. You'll be held to high standards of play and sportsmanship. You should know how the cards in your Deck work. 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 the Remote Duel Extravaganza or any other Official or Sanctioned event.

**Q: I want to Judge at a Remote Duel Extravaganza, instead of competing as a Duelist - How can I apply?**

Remote Duel Extravaganzas will have Official KONAMI Judges to supervise them. If you're interested in Judging, you should contact the OTS hosting as soon as possible (use the contact number provided on the [Event Page](#) on yugioh-card.com). Most OTS are always on the lookout for Judge Staff, so be prepared to provide your full name, contact information, including e-mail and phone number, and a description of your previous Judging experience.

To register, Judges must first pass the online Level 1 Rulings Comprehension test available [here](#). Following their successful completion of the test, they must then follow the instructions in their confirmation e-mail and send in a completed application to join the KDE-E Judge Program. After Judges have passed the RC1 we recommend they also complete the [Policy Comprehension](#) (PC1) test as well. For more information about the KONAMI Judge Program, please refer to the [KONAMI Judge Program Overview](#).

**Q: Whom should I contact for more information about a specific Remote Duel Extravaganza Event?**

Your best resource for answers about a specific Remote Duel Extravaganza event is the OTS contact information listed on [Event Page](#) on yugioh-card.com. KONAMI won't be able to answer questions such as "How do I operate your Discord Server?," "How can I pay for registration and product?," "When does registration start?," and so forth. For questions such as these, you will need to contact the hosting OTS directly.

If you have more general questions about the Remote Duel Extravaganza, you can send them to us [here](#). Please be as detailed as possible so we can try to provide you with the answers you're seeking!

## **Saturday Public Events Information**

### **Q: What are Public Events?**

Public Events such as Win-A-Mats, Extravaganza Win-A-Mat Tournaments, Speed Duel Tournaments, Structure Deck tournaments, and ATTACK OF THE GIANT CARD!! tournaments that are held in addition to the Main Event.

### **Q: What Public Events will be on offer at the Remote Duel Extravaganza (Saturday)?**

For a full breakdown of what Public Events will be on offer at the Remote Duel Extravaganza, including prizes, Registration Fee and other information. Please visit the Remote Duel Extravaganza [Web Page](#).

### **Q: How long will Public events last?**

Public Events duration may vary depending on which Tournament is on offer, what format the event is using and how many Duelists are participating.

Please use the event breakdown on the [Event Page](#) and the “[Formats and Event Structures](#)” in this document as a guide.

## **Sunday Main Event Information**

### **Q: What is a Remote Duel Extravaganza Main Event?**

The Yu-Gi-Oh! TCG Remote Duel Extravaganza Main Event is a larger tournament that will occur across various countries in Latin America, North America and Europe where each participating region will have its own Yu-Gi-Oh! TCG Remote Duel Extravaganza Main Event. This event will give Duelists the chance to compete for exclusive prizes, including invites to the Remote Duel Invitational Qualifier event to take place in the first quarter of 2021!

### **Q: Does the Remote Duel Extravaganza Celebration also have a Main Event?**

The Remote Duel Extravaganza Celebration Event will be hosting a different Win-A-Mat Tournament taking place on the Sunday, December 20<sup>th</sup>. Please check the schedule on the [Event Page](#) for this information.

### **Q: How much does it cost to enter the Remote Duel Extravaganza Main Event?**

The Main Event is free to Duelists who earned an invite to the Yu-Gi-Oh! TCG Remote Duel Extravaganza Main Event by winning at least one of the select Public Events held on Saturday. Please see the event schedule for more information. Free entry is limited to the Extravaganza and is not transferable to an event run by another OTS, or to a different Extravaganza weekend. In addition, where free entry is claimed, no participation packs are awarded. Duelists who have won Free Entry to the Remote Duel Extravaganza Main Event may wish to pay a Registration Fee to receive 3 booster packs. Please check with the OTS the Registration Fee.

The registration fee for Duelists whom did not earn an invite is three (3) booster packs.



Does the Duelist own an invite?	Registration Fee
Yes	No registration fee Duelist's may choose to pay the registration fee to get participation prizing(see below)
No	3 Booster Packs

**Q: How long will the Remote Duel Extravaganza Main Event be?**

The length of a Remote Duel Extravaganza Main Event will vary. Remote Duel events may take a little longer than normal due to their nature. The number of matches and tournament round length will be the following:

- Remote Duel Extravaganza Main Event - TCG Swiss rounds will consist of a best 2-out-of-3 game Match, with a 50-minute time limit.

Since you can play all rounds in a Swiss tournament, you should expect to take part in the event for several hours. Please contact the OTS for additional details using their details listed on the [Event Page](#) on yugioh-card.com. (Opening Times, if there is a lunch break, etc)

**General Event Information**

**Q: Can I buy and sell at a Remote Duel Extravaganza?**

Each Remote Duel Extravaganza OTS may have different buying, selling, or trading policies. Duelists should contact the hosting OTS and inquire about their OTS's policy regarding buying, selling, and trading.

**Q: I would like to provide feedback to KONAMI (KDE-E) concerning a Remote Duel Extravaganza I Attended, who should I contact?**

If you attended a Remote Duel Extravaganza and would like to send KONAMI feedback, you can send us an e-mail about the specific event by clicking [here](#). All feedback, including comments about the hosting OTS, the Judges, Event Staff, or the event itself, will be welcome!

All feedback is always kept confidential. Please make sure your e-mail includes which Remote Duel Extravaganza you attended, including the OTS name, date and location.

## Resource Links and Contact Information

### A. Contact information

For questions please e-mail:

Topic	E-mail
Organised Play	<a href="mailto:eu-opsupport@konami.com">eu-opsupport@konami.com</a>
KDE-E Penalty Support	<a href="mailto:eu-penaltysupport@konami.com">eu-penaltysupport@konami.com</a>
KDE-E Judge Support	<a href="mailto:eu-judgesupport@konami.com">eu-judgesupport@konami.com</a>

### B. Resources

Topic	Link
Official Yu-Gi-Oh! Website (Yu-Gi-Oh!-Card.com)	<a href="https://www.yugioh-card.com/">https://www.yugioh-card.com/</a>
Official Yu-Gi-Oh! Events web page	UK: <a href="https://www.yugioh-card.com/uk/events/">https://www.yugioh-card.com/uk/events/</a> FR: <a href="https://www.yugioh-card.com/fr/events/">https://www.yugioh-card.com/fr/events/</a> DE: <a href="https://www.yugioh-card.com/de/events/">https://www.yugioh-card.com/de/events/</a> IT: <a href="https://www.yugioh-card.com/it/events/">https://www.yugioh-card.com/it/events/</a> ES: <a href="https://www.yugioh-card.com/es/events/">https://www.yugioh-card.com/es/events/</a> OC: <a href="https://www.yugioh-card.com/oc/events/">https://www.yugioh-card.com/oc/events/</a> US/LATAM: <a href="https://www.yugioh-card.com/en/events/index.html">https://www.yugioh-card.com/en/events/index.html</a>
OTS Store Locator	UK: <a href="https://www.yugioh-card.com/uk/storelocator/">https://www.yugioh-card.com/uk/storelocator/</a> FR: <a href="https://www.yugioh-card.com/fr/storelocator/">https://www.yugioh-card.com/fr/storelocator/</a> DE: <a href="https://www.yugioh-card.com/de/storelocator/">https://www.yugioh-card.com/de/storelocator/</a> IT: <a href="https://www.yugioh-card.com/it/storelocator/">https://www.yugioh-card.com/it/storelocator/</a> ES: <a href="https://www.yugioh-card.com/es/storelocator/">https://www.yugioh-card.com/es/storelocator/</a>
KDE-E Official Yu-Gi-Oh! TRADING CARD GAME Tournament Policy:	<a href="https://img.yugioh-card.com/ygo_cms/ygo/all/uploads/KDE-E_TCG_Tournament_Policy_2_1.pdf">https://img.yugioh-card.com/ygo_cms/ygo/all/uploads/KDE-E_TCG_Tournament_Policy_2_1.pdf</a>
Official Yu-Gi-Oh! Rule Book	<a href="https://img.yugioh-card.com/uk/gameplay/detail.php?id=789">https://img.yugioh-card.com/uk/gameplay/detail.php?id=789</a>
Welcome to Speed Dueling! Web Page	UK: <a href="https://img.yugioh-card.com/uk/gameplay/detail.php?id=5618">https://img.yugioh-card.com/uk/gameplay/detail.php?id=5618</a> FR: <a href="https://img.yugioh-card.com/fr/gameplay/detail.php?id=5678">https://img.yugioh-card.com/fr/gameplay/detail.php?id=5678</a> DE: <a href="https://img.yugioh-card.com/de/gameplay/detail.php?id=5676">https://img.yugioh-card.com/de/gameplay/detail.php?id=5676</a> IT: <a href="https://img.yugioh-card.com/it/gameplay/detail.php?id=5677">https://img.yugioh-card.com/it/gameplay/detail.php?id=5677</a> ES: <a href="https://img.yugioh-card.com/es/gameplay/detail.php?id=5675">https://img.yugioh-card.com/es/gameplay/detail.php?id=5675</a>
Tournament Infractions and Penalties Policy:	<a href="https://img.yugioh-card.com/ygo_cms/ygo/all/uploads/Official_KDEE_Tournament_Infractions_Penalties_Policy_V2.pdf">https://img.yugioh-card.com/ygo_cms/ygo/all/uploads/Official KDEE Tournament Infractions Penalties Policy V2.pdf</a>
KONAMI Card Game Network	<a href="https://cardgame-network.konami.net/">https://cardgame-network.konami.net/</a> .
NEURON Webpage	<a href="https://www.konami.com/yugioh/neuron/en/">https://www.konami.com/yugioh/neuron/en/</a>

Forbidden and Limited List	UK: <a href="https://img.yugioh-card.com/uk/gameplay/detail.php?id=1155">https://img.yugioh-card.com/uk/gameplay/detail.php?id=1155</a> FR: <a href="https://img.yugioh-card.com/fr/gameplay/detail.php?id=1170">https://img.yugioh-card.com/fr/gameplay/detail.php?id=1170</a> DE: <a href="https://img.yugioh-card.com/de/gameplay/detail.php?id=1166">https://img.yugioh-card.com/de/gameplay/detail.php?id=1166</a> IT: <a href="https://img.yugioh-card.com/it/gameplay/detail.php?id=1172">https://img.yugioh-card.com/it/gameplay/detail.php?id=1172</a> ES: <a href="https://img.yugioh-card.com/es/gameplay/detail.php?id=1168">https://img.yugioh-card.com/es/gameplay/detail.php?id=1168</a> OC: <a href="https://img.yugioh-card.com/oc/gameplay/detail.php?id=1155">https://img.yugioh-card.com/oc/gameplay/detail.php?id=1155</a>
Card Legality Page	UK: <a href="https://img.yugioh-card.com/uk/gameplay/detail.php?id=426">https://img.yugioh-card.com/uk/gameplay/detail.php?id=426</a> FR: <a href="https://img.yugioh-card.com/fr/gameplay/detail.php?id=307">https://img.yugioh-card.com/fr/gameplay/detail.php?id=307</a> DE: <a href="https://img.yugioh-card.com/de/gameplay/detail.php?id=405">https://img.yugioh-card.com/de/gameplay/detail.php?id=405</a> IT: <a href="https://img.yugioh-card.com/it/gameplay/detail.php?id=368">https://img.yugioh-card.com/it/gameplay/detail.php?id=368</a> ES: <a href="https://img.yugioh-card.com/es/gameplay/detail.php?id=344">https://img.yugioh-card.com/es/gameplay/detail.php?id=344</a> OC: <a href="https://img.yugioh-card.com/oc/gameplay/detail.php?id=1386">https://img.yugioh-card.com/oc/gameplay/detail.php?id=1386</a>
KDE-E Official Constructed Deck List	<a href="https://img.yugioh-card.com/ygo/cms/ygo/all/uploads/YGO%20Constructed%20Decklist%20EN.pdf">https://img.yugioh-card.com/ygo/cms/ygo/all/uploads/YGO Constructed Decklist E N.pdf</a>
KONAMI Judge Program Overview	<a href="https://img.yugioh-card.com/uk/gameplay/detail.php?id=783">https://img.yugioh-card.com/uk/gameplay/detail.php?id=783</a>
Remote Duel Best Practice Guide	<a href="https://img.yugioh-card.com/ygo/cms/ygo/all/uploads/Remote-Duel-Best-Practice-Guide.pdf">https://img.yugioh-card.com/ygo/cms/ygo/all/uploads/Remote-Duel-Best-Practice-Guide.pdf</a>
Remote Duel Set Up Guide	<a href="https://img.yugioh-card.com/ygo/cms/ygo/all/uploads/Remote-Duel-Set-Up-Guide.pdf">https://img.yugioh-card.com/ygo/cms/ygo/all/uploads/Remote-Duel-Set-Up-Guide.pdf</a>