

GUNSLINGER'S CODE OF HONOUR

OFFICIAL DOOMTOWN DCI FLOOR RULES

1999-2000 TOURNAMENT SEASON

Effective October 1, 1999

Introduction

Following the law and playing fair are the keys to building your standing in the community, and these Floor Rules--combined with the DCI Universal Tournament Rules--will help you follow the etiquette of Doomtown tournaments anywhere in the world. Just as you wouldn't enter a shootout unprepared, you don't want to step into a tournament without knowing these rules. Players who violate sections of the Floor Rules will be subject to the appropriate provisions of the DCI penalty guidelines.

Note: Key words and phrases are defined in the appendix of the Universal Tournament Rules--
Definition of Terms.

400. General Tournament Rules

400.1 Knowledge Responsibilities--Fear Level

Players are responsible for knowing the latest Fear level in effect. The Fear level can be found in the latest Doomtown rulebook. For example, upon the release of the Mouth of Hell expansion, the Fear level was 4. The Reaping of Souls expansion raised it to 5. Revelations has raised it to 7

401. Tournament Sanctioning and Rating Types

A variety of formats are available for players to participate in, and organizers are encouraged to use their creativity when planning their tournaments. While creativity often helps identify new and exciting ways to play, any format featured at a DCI event must be fair to all participants. The formats listed below are only suggestions--they are not required. In general, using these formats helps players know what to expect when they attend those events. See Section 420 - Tournament Formats, for more information on suggested formats.

Suggested Formats:

- Open
- Kansas City
- Poker
- Revolver
- Sealed Deck
- Multiplayer

Rankings:

Player rankings are calculated based on the Outfit affiliations of their decks. In addition to players being ranked by Outfit, they each receive an overall ranking which includes points from all Outfits with which their tournament decks have been affiliated. For more information, see the Universal

Tournament Rules, Appendix B--Point-Accumulation Rankings.

402. Required Materials

This optional rule is in addition to the necessary tournament materials listed in section 3.0 of the Universal Tournament Rules.

402.1 Poker Chips as Counters

Poker chips are the preferred method of keeping track of ghost rock, Influence, and Control Points. The Gomorra Town Council (and the DCI) recommend that Control-Point poker chips be blue, Influence poker chips be red, and ghost rock be white or green. If tournament organizers choose to require the use of poker chips to count point totals, they must announce this before the tournament begins and in all event advertising.

402.2 Dice as Counters

If dice are used to maintain point totals, they must be easy to read and understand. While certain colors are not required, they must be different from each other. The Gomorra Town Council and the DCI recommend that players using dice attempt to match the color of poker chips usually used.

402.3 Denoting Wanted Dudes

In addition to denoting "Wanted" Dudes as the Doomtowntown rulebook states, "Wanted" status can be indicated by the same method used to count ghost rock, as the opponent is entitled to a bounty of 1 ghost rock if the "Wanted" Dude is aced.

402.4 Where's Your Allegiance?

The tournament organizer may ask players to wear or display a particular Outfit shirt or other Outfit-specific material as part of the contest. Organizers must announce this requirement before the tournament begins, and organizers must make the required Outfit-specific items available to all participants as part of the entry fee.

403. Before Play Begins

When entering a match, players first reveal their allegiance by showing their Outfit's Home card to their opponent. Players then take a reasonable amount of time to choose their starting posses. They reveal posses, determine ownership of Unique Dudes, then shuffle their deck and present it to their opponent for further shuffling or cutting. Once both players have received their decks back from their opponents, they collect starting ghost rock, determine starting Influence, ante, and draw their Play hands.

404. Deck Construction

A Doomtowntown deck consists of exactly fifty-two cards, and up to two Jokers that do not count toward a player's deck limit.

405. Reviewing and Touching Opponents' Cards

When Play hands are revealed, they can be viewed and read by opponents for a reasonable amount of time. However, players should ask for permission to touch their opponents' cards before doing so.

410. Stages of Play

A number of fundamental rules govern the structure, tempo, and other parts of a Doomtowntown tournament.

411. Play Structure

The DCI recommends forty-minute rounds consisting of one game per match. Tournament organizers may change this time limit or number of games per match at their discretion, but they must announce

the round time limits and number of games per match before the tournament begins.

412. Tardiness

Players are expected to be in their seats when the judge announces the beginning of the round. Players who arrive in their seats after the announcement should be penalized by having their top ten cards removed from play. For each additional ten minutes a player is late, an additional ten cards are removed from play. Players who fail to arrive in their seats by the end of the first round are run outta town (ejected from the tournament).

413. Forgetting Mandatory Actions

Players who forget beneficial mandatory actions lose those actions. Players who forget detrimental mandatory actions must immediately take those actions. In addition, players who forget detrimental actions must discard a card from their Play hands as soon as possible.

414. Ending Lengthy Matches

If the end of a round is called for time, any shootouts may be completed, but otherwise play stops immediately. Use the following victory conditions, in order, to determine who wins:

Total Control Points

Total Influence

Gomorra Sloe Draw--for more information, see the appendix, section A

420. Constructed Tournament Formats

Players must construct decks prior to the tournament, and compete using only the cards included in their decks. These decks must comply with section 404 (Comin' into Town--Deck Construction).

Suggested Doomtown Constructed formats include the following:

Open

Kansas City

Poker

Revolver

421. New Releases

New Doomtown card sets are allowed in Constructed formats thirty days after their official release date.

422. Promo Cards

Promo cards are allowed in sanctioned tournaments when the next released set is allowed into play. A promo card's legality in each format follows the same card-type restrictions placed on the set with which the promo entered tournament play.

Tournament organizers may choose to ban promo cards from a Constructed event. However, they must give players ample notice regarding which promo cards are banned so participants can fix their decks if necessary before the event begins.

423. Open Format

Any card from any episode or release is considered legal and can be included in the players' decks, once it qualifies under section 421 (Gamblin' in Gomorra--New Releases).

424. Card Count

As the game rules state, up to four of each card may be included in an Open tournament deck.

However, tournament organizers may choose to run events using the Double Barrel or Derringer card counts listed below.

424.1 Double Barrel

Double Barrel uses the rules for Open format but can only include up to two of any one card. Any tournament organizer who wishes to use the Double Barrel card limit must announce its use before the tournament begins.

424.2 Derringer

Also called Highlander, Derringer events use the rules for Open format, but players may only use one of any card. Any tournament organizer who chooses to use the Derringer card limit must announce its use to players before the tournament begins.

425. Kansas City

Players construct their decks using the rules for Open format. Any Draw Hand that would be considered "Cheatin'" when revealed results in an automatic loss for that player. ("Cheatin'" refers to a hand of cards in which two or more cards have identical suits and poker values. For example, a player's hand that includes two Aces of Spades would be a Cheatin' hand.)

426. Poker

Also called Bicycle or Hoyle format, players build their decks for Poker events using Open-format deck-construction rules. Each poker value, however, may only be used once. In short, each deck would be legal for a standard poker game.

427. Revolver

The Revolver format requires the player to build six different decks for use at the event. No two Outfits may share an icon. No cards may be shared between decks. Six rounds are played, with each round requiring a new deck. Players choose their deck order before play starts, and it cannot be changed. A player may choose which deck to use in any playoffs, before the first round starts.

Unless otherwise specified by the tournament organizer before the event begins, Revolver events follow the rules for Open tournaments.

427.1 Outfit Selection--Revolver

Each Outfit a player selects for a Revolver event must be from the basic ten Doomtowntown Outfits. Though there may be more than one version of an Outfit available, each Revolver deck must have a different Outfit symbol.

427.2 Coalition Decks at Revolver Events

Players choosing the Coalition as an Outfit within a Revolver event cannot use decks from either the Agency or Texas Rangers.

430. Sealed-Deck Format

Players compete using only decks and boosters they receive from the tournament organizer for that contest. Before the contest begins, players must be given time to construct their decks from the cards provided. A typical Sealed-Deck contest includes one deck and one or two booster packs for each player.

440. Multiplayer Events

There are currently no specific tournament rules for multiplayer games. Any of the above formats can be used in multiplayer games.

450. Storyline Events

Contests denoted as storyline events are considered Open format unless otherwise specified. The results of storyline contests have direct impact on the Doomtowntown story. Because the contest is supposed to reflect the storyline, some special rules not found in other events are invoked for storyline play.

451. Outfit Affiliations at Sealed-Deck Storyline Events

Players in a Sealed-Deck storyline contest must list which Outfits they're playing for in addition to what affiliation their decks feature. Affiliations that players list for themselves affect the storyline. Players' deck affiliations affect their ranking points appropriately. The Outfit a player plays and the Outfit with which he or she affiliates need not be the same in Sealed-Deck storyline events.

460. Good Manners in a Bad Town

Remember you didn't always know how to play. Offer to teach someone. And remember, players represent the game itself while playing in a contest. Their actions and conduct directly influence how those nearby perceive the game.

Veteran of the Weird West--The next Dude you meet may be your friend or your end. Do you want someone to be able to watch your back, or shoot you in it?

Appendix A--Gomorra Sloe Draw Explanation

If players involved in a match are still tied after comparing their Control Points and Influence, each player takes the following steps to determine a winner:

Discard your Play hand.

Reshuffle your discard pile into your deck. Do not shuffle in your Boot Hill cards or your cards already in play. Draw a five-card Play hand. Set it aside. Neither player gets an extra card, as each player should have the same amount of Influence.

Draw a five-card Gomorra Sloe Draw hand.

Take up to a three-card draw on the Sloe hand, paying 1 ghost rock for each card you draw.

Reveal the Sloe Draw hand. Highest wins, unless Reactions create a different winner.

Using Reactions in Gomorra Sloe Draw

If players have any cards in their Play hands that can be used as Reactions (to Cheatin' hands or other applicable circumstances) the players may use these cards. Note: Players are not involved in a shootout and it isn't Noon, so Reactions that key on these factors cannot be used.

If a Reaction card changes a player's Control-Point or Influence totals, revert back to that tiebreaker and award the victory based on the revised totals.

Example 1: Max has a Cheatin' Full House, and Patti has a legal Two Pairs. Patti plays Foreclosure from her Play hand, causing Max to lose 1 Control Point. Patti wins the match (based on the revised number of Control Points).

Example 2: Max has a Cheatin' Flush, and Patti has a legal Two Pairs. Patti starts to play Take You With Me from her Play hand, and realizes it reacts to a Shootout hand being revealed. Given the players are not involved in a shootout, Max wins the match on the Sloe Draw hand.

Example 3: Max has a Cheatin' Flush, and Patti has a legal Two Pairs. Patti plays Git a Rope from her Play hand. They resolve the card as it is written, each losing one Dude. Max loses 1 Influence, but Patti loses 2. Patti tries to raise her hand to a Full House by using Ace in the Hole, but Max has already won (as he has the most Influence).

Example 4: Max has a Cheatin' Flush, and Patti has a legal Two Pair. Patti plays Bluff from her Play hand. Amazingly, she draws a Full House! Patti wins the match.