



OFFICIAL RULES

1. TRADING CARD GAME RULES

1.1. Trading Card Legality

Only official VeeFriends (Series 2) Trading Cards may be used at VeeFriends Trading Card Game Events. Players must ensure that all cards they wish to use during each tournament are:

- Legal for the format in which the tournament is held
- Physically in the possession of the registered player at check-in
 - At this time proxy cards are not allowed

1.2 Disallowed Cards

Cards should remain in essentially the same condition as when it was originally obtained from a VeeFriends TCG Product. A certain amount of wear is acceptable, so long as it is determined by VeeFriends that said wear is not identifiable or memorable in any way.

The following types of cards may not be played at VeeFriends Trading Card Game tournaments:

- Marked cards
 - A card is considered marked if some aspect of the card makes it possible to identify it without seeing its face, including scratches, tears, discoloration, bends, miscuts etc.
- Cards that have undergone post-production alteration
 - Examples of alterations include autographs, artwork, or other such amendments to the back of the card, not including any official stamps applied by VeeFriends if some aspect of the card makes it possible to identify it without seeing its face

1.3 Card Protectors

1.3.1 Card Sleeves

Card sleeves must satisfy the same criteria as the cards themselves with regards to markings and wear. In addition, to be legal for tournament play, all card sleeves within each player's deck must:

- Enclose a single card in its entirety
- Be the same color/design, condition, size, and texture
- Have all edges be a single, solid color (i.e., artwork should not extend to the very edge of the sleeve)
- Not be reflective to the extent that the faces of cards may be clearly determined from looking at their surface

Players may use inner sleeves or over sleeves provided that the above criteria remain satisfied and that this does not affect the player's ability to shuffle their deck.

1.3.2 Top Loaders

Top loaders must satisfy the same criteria as the cards themselves with regards to markings and wear. In addition, to be legal for tournament play, all top loaders within each player's deck must:

- Enclose a single card in its entirety

- Be the same color/design, condition, size, and texture
- Have all edges be a single, solid color
- Not be reflective to the extent that the faces of cards may be clearly determined from looking at their surface

Players may use toppers provided that the above criteria remain satisfied and that this does not affect the player's ability to shuffle their deck.

1.3.3 Card Savers

Card Savers are not permitted at this time.

1.3.4 Card Slabs

A card slab is a transparent box that encapsulates a trading card after it has been graded and/or authenticated. Card slabs must satisfy the same criteria as the cards themselves with regards to markings and wear. In addition, to be legal for tournament play, all card slabs within each player's deck must:

- Enclose a single card in its entirety
- Be the same color/design, condition, size, texture, and grading service (eg. all CGC or all PSA), and not have any pedigree that is different from card to card
- Not be reflective to the extent that the faces of cards may be clearly determined from look at their surface

In order to use slab cards in official VeeFriends play, a player must have a full deck (20 cards) of slab cards.

1.4 Deck Legality

All VeeFriends Trading Card Game official events require that participants complete a deck list detailing the exact contents of the deck they wish to use during the tournament.

These deck lists can later be used by Tournament Organizers, judges, and officials to verify that a deck has not been altered since the outset of a tournament, so players should take care to ensure the clarity and accuracy of their deck lists.

1.4.1 Deck Checks

Deck checks are required to be performed at all official VeeFriends Trading Card Game events.

Deck checks may happen at any time during a tournament, from registration through the final round.

During a deck check, tournament staff will check the following:

- The list is complete and legible
- The deck described is legal for tournament play
- The contents of the deck match the list exactly
- The cards and sleeves are free of features that could cause them to be classified as marked

At any point during the tournament, a player may request a deck check on another tournament player's deck.

1.4.2 Shuffling & Deck Randomization

Each player's deck is expected to be fully randomized at the start of each game and during the game, as card effects require. Randomization must be done in the presence of the player's opponent and must be done in a reasonable amount of time. Care should also be taken to ensure that the cards in the deck are not harmed or revealed during the shuffle.

Once the deck is shuffled, it must be offered to the player's opponent to be cut once. Cutting the deck consists of creating two separate stacks of cards by removing a portion of the top of the deck, and then placing it under the remaining portion. Players should take care to not reveal any of their opponent's cards while cutting.

Instead of cutting, the opponent may choose to shuffle the deck. This shuffle should be brief, and when it concludes, the deck's owner may cut the deck once as described above. Cutting into more than two stacks is considered a shuffle.

1.4.2.1 Slab Decks

Slab Decks must be randomized by mixing the slabs face down on the play surface until the order cannot be reasonably predicted. Traditional shuffle methods are not permitted for Slab Decks. After randomization, the deck must be stacked and offered to the opponent for a single cut or brief additional randomization.

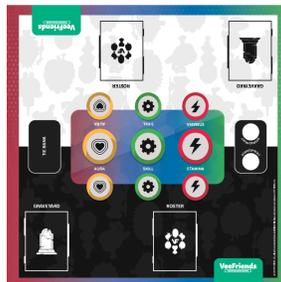
1.5 Constructed Deck Tournament Format

The deck construction rules for Constructed formats are as follows:

- The deck must contain exactly 20 cards
- Decks may not contain more than 1 card of a single character
- Decks may not contain a total of more than 15 Rarity Points (RP)
 - Cards of Rare, Very-Rare, Epic, and Spectacular rarity have Rarity Points equal to the number of icons beneath their rarity type
 - Rare = 2 RP
 - Very Rare = 3 RP
 - Epic = 4 RP
 - Spectacular = 5 RP
- The remainder of your 20 cards will be Core cards
 - Gift Goat cards are counted as a core card

1.6 The Play Area

The Play Area should be kept organized, neat, and easy for opponents and judges to interpret at all times.



1.6.1 Required Game Play Components

- Battle Deck - 20 VeeFriends Trading Card Game cards
- (1) VeeFriends Trading Card Game Mat (if applicable)*
- Gems (if applicable)*
 - (13) Aura (Yellow Gems)
 - (13) Skill (Green Gems)
 - (13) Stamina (Red Gems)
- (1) ScoreSprint Token - this token allows a single-use to challenge the card's total score at any time during the battle*
- (1) Initial Attacking Player Indicator

1.7 Game Set-Up

- 1) Ensure there are 13 gems (if applicable) available in each attribute.
- 2) The tournament organizer will determine a "Home" and "Away" Player
 - i) The Home player will flip the coin and the Away player will call Heads or Tails
 - ii) The winner of the coin flip shall get three choices:
 - (1) Attack
 - (2) Defend
 - (3) Choose Side of the Gameboard
 - iii) Players will take turns flipping and calling in each subsequent game of the same round
 - iv) The winner of each coin toss will have the same 3 options:
 - (1) Attack
 - (2) Defend
 - (3) Choose Side of the Gameboard
- 3) At the start of each game, both players shuffle their deck and place it face down in front of them. Care should be taken to ensure that the cards are not harmed or revealed during the shuffle
- 4) Each Player secretly draws a card from the top of their deck. Once both Players have drawn their cards, the game has begun, and the first-turn attacker may challenge an attribute
- 5) Players should not have any personal electronic devices, food, or drinks at the table
- 6) No memory aids, including but not limited to paper or cell phones, are allowed

1.8 Gameplay

1.8.1 Parts of a Turn

- 1) Both players draw the top card from their battle deck and examine their own card
- 2) Attacker announces a challenge: Aura, Skill, or Stamina
- 3) Defender can choose to accept or decline the Challenge

1.8.1.1 If the Defender Accepts:

- 1) Players reveal their cards
- 2) The player with a higher value in the Challenged attribute wins the Battle
- 3) Winner claims a point from the board matching the challenged attribute

- 4) The defender becomes the attacker for the next round

1.8.1.2 If the Defender Declines:

In the event of any challenge, the winning player collects the amount of gems equal to the amount of challenges in the battle.

- 1) The defender Challenges the attacker with one of the two remaining attributes
- 2) The attacker chooses to either accept the second attribute, or counter the third attribute
- 3) The Defender chooses to either accept the third attribute or counter to Total Score
- 4) If Total Score is challenged, both players reveal their cards and compare the Total Score, the highest score wins. (If a card is Rare or higher, use its Total score)
 - If the Battle finishes with Aura, the winner collects Aura gems equal to the amount of challenges
 - If the Battle finishes with Skill, the winner collects Skill gems equal to the amount of challenges
 - If the Battle finishes with Stamina, the winner collects Stamina gems equal to the amount of challenges
 - If the Battle finishes with "Score" (Total), the winner collects 1 gem of each color
 - Cards must be shown at the end of a turn
- 5) Both players place their card in the "Graveyard" pile face down. The defender becomes the attacker for the next round
 - Once a card is placed in the graveyard, is it not able to be reviewed or referenced by either player

For Example: Both players secretly draw a card from the top of their deck. The attacker (Jen) examines their card and challenges "Aura." The defender (Corso) counters, and challenges "Skill." The attacker accepts "Skill." Both players reveal their cards. The defender possesses the higher "Skill," and collects 2 "Skill" gems because it was the second challenged attribute.

1.8.2 If the challenged Attribute scores are Equal

If the challenged attribute scores are equal:

- Set aside the gems that would have been won
- Continue to play rounds with the same player as the attacker until there's a winner
- Continue setting aside the points each time there's a tie
- The winner of that Battle scores the points for all the tied Battles before it

1.8.3 ScoreSprint Token

Once per game, when it's a player's turn to make a Challenge, instead of making an Aura, Skill, or Stamina Challenge, they can spend their ScoreSprint Token. If they do, the Challenge becomes "Total Score" and there can be no more Challenges in this Battle.

You can only use this token if you are holding a Rare or higher card.

1.8.4 Win VeeFriends Trading Card Game

Acquire 7 or more gems in any single attribute.

1.9 Disclaimers

All tournament rules (printed and digital), must contain or display the following disclaimers:

- *“By participating in this event, to the extent permitted by applicable law, players agree to release and hold harmless Vee Friends, LLC, its licensors, its and their parent companies and affiliates, and its and their employees, officers, directors, agents, contractors, and other representatives from all claims, demands, actions, losses, liabilities, and expenses related to the event.”*

2. TOURNAMENT STRUCTURE

Official VeeFriends TCG tournaments follow a Swiss + Single Elimination (Top Cut) format designed to ensure fair competition and clear determination of a tournament winner.

Each match throughout the tournament is played as a Best-of-3 series, meaning the first player to win two games wins the match.

Tournament play consists of three stages:

- Swiss Rounds
- Single Elimination (Top Cut)
- Third Place Match
- Final Showdown (Championship Match)

2.1 Swiss Rounds

The tournament begins with five (5) rounds of Swiss play. During Swiss rounds:

- Players are paired against opponents with the same match records
- Players do not get eliminated during Swiss rounds, and are required to play all five rounds
- Each match is played as a Best-of-3 series

At the conclusion of the five Swiss rounds, players are ranked based on their match results and tournament tiebreakers.

The Top 16 players will advance to the Single Elimination (Top Cut) stage of the tournament.

2.2 Single Elimination (Top Cut)

After Swiss rounds conclude, the Top 16 players advance to a single elimination bracket. During Top Cut:

- Matches continue to be played as Best-of-3
- The loser of each match is eliminated from the tournament
- Winners advance to the next round until the Final Showdown is determined

The two players who lose in the semifinal round will advance to the Third Place Match. The final two players advance to the Final Showdown.

2.3 Third Place Match

The two players eliminated in the Top Cut semifinal round will compete in a Third Place Match to determine third and fourth place standings in the tournament. The Third Place Match:

- Is played as a Best-of-3 series
- Determines 3rd and 4th place final rankings

2.4 Final Showdown (Championship Match)

The Top 2 players compete in the Championship Match to determine the tournament winner. The Championship Match:

- Is played as a Best-of-3 series
- Determines the official tournament champion

2.5 Game Time Limits

Each individual game within a match has a time limit depending on the stage of the tournament.

2.5.1 Swiss Rounds

15-minute time limit per game

2.5.2 Top Cut Rounds

20-minute time limit per game

2.5.3 Third-Place Match and Final Showdown (Championship)

25-minute time limit per game

2.6 End of Time Procedure

If a game reaches the time limit before a winner is determined:

Players immediately stop play

- Each player counts the number of gems currently earned
- The player closest to reaching 7 gems in a single attribute is declared the winner of that game
- The match proceeds to the next game in the Best-of-3 series

If both players have the same number of gems, tournament judges may apply additional tiebreaker procedures as defined in the Gameplay Operations section (1.8).

2.7 Match Completion

A match ends when:

- A player wins two games, or
- The match result is otherwise determined through official tournament procedures

3. PENALTIES

3.1 Reversing Actions

Players are expected to consider their options, then take actions intentionally and commit to them. Players are not permitted to reverse a complete action that has been communicated.

3.2 Disqualification

Disqualification is the most serious penalty that can be issued at a tournament. Its use is reserved for the most extreme cases, where a player's actions (whether intentional or unintentional) have significantly and negatively impacted the integrity or operation of the entire event. Players who receive this penalty are removed from the tournament and become ineligible to receive any prizes.

3.3 Cheating

All instances of cheating are regarded as severe, and merit disqualification. Cheating is when a player breaks these rules, ignores someone breaking these rules, or lies to a tournament judge, in order to gain an advantage in the tournament. This includes, but is not limited to, intentionally drawing extra cards, reusing cards from the discard pile, and swapping deck cards at any point during the event.

4. PLAYER CONDUCT AND TOURNAMENT ETIQUETTE

All players participating in Official VeeFriends TCG tournaments are expected to maintain a fair, respectful, and distraction-free playing environment. The following guidelines apply to all tournament matches.

4.1 Phones and Smart Devices

The use of electronic devices during gameplay is restricted.

- Phones, smart devices, or any other electronic equipment may not be placed on the table or play mat during a match
- Players may not use, wear, or access any technology that could provide a gameplay advantage, including devices capable of providing strategic assistance, memory aids, or outside communication

Tournament judges or officials may request that a player remove or put away any device that could interfere with fair gameplay.

4.2 Food and Beverage

To protect cards and maintain a clean playing area:

- No food or beverages are permitted on the table or play mat at any time during a match

Players may step away from the table between rounds if necessary.

4.3 Behavior at the Table

Players must maintain a fair and focused play environment.

- Notes, written materials, or reference documents are not permitted during gameplay
- Visual, audio, or memory aids may not be used while playing a match
- Players must rely solely on their own knowledge and memory of the game state

4.4 Distractions and Delays

Players are expected to begin matches promptly and play at a reasonable pace.

4.4.1 Start of Round

Players must be seated and ready to begin play at the start of the round. If a player is not present and ready to play within five (5) minutes of the round start time, that player forfeits the game.

- In a Best-of-3 match, the absent player will forfeit Game 1, and the opponent will be awarded the win for that game.

4.5 Pace of Play

Each stage of the tournament (Swiss Rounds, Top Cut, Third Place Match, and Final Showdown) has established game time limits - please refer to Section 2.5 for exact limits. Players are expected to maintain a pace of play that allows games to be completed within these limits.

Players must take their turns in a timely and reasonable manner.

If a player believes their opponent is taking an excessive amount of time to make a decision:

- The player may request a judge to monitor the match
- A judge may issue a decision timer

Judges may observe the match and determine whether a player is delaying gameplay or not maintaining an appropriate pace of play. If necessary, the judge may intervene and instruct the player to make a decision in order to keep the match progressing.

If a player continues to delay gameplay or fails to make a decision within a reasonable time frame, the judge may rule that the opponent receives the points for the current challenge attribute.

4.6 Outside Assistance

Gameplay must remain strictly between two players involved in the match.

- No player, spectator, or third party may assist a player during a match

- Players may not provide guidance, strategy, or rules clarification to players involved in a match they are not participating in
- Any rules questions must be directed only to an official tournament judge

Violation of this rule may result in penalties determined by tournament judges.

5. TOURNAMENT JUDGE AUTHORITY AND DISPUTE RESOLUTION

5.1 Judge Authority

Tournament judges are responsible for ensuring that all matches are conducted fairly and in accordance with the Official VeeFriends TCG Rules. Judges have the authority to:

- Interpret and enforce all tournament rules and procedures
- Monitor gameplay and ensure fair play
- Issue warnings or penalties when necessary
- Resolve disputes between players
- Pause or stop a match if a rules issue or irregular game state occurs
- Request players to clarify or explain game actions

All decisions made by a designated tournament judge during an event are considered final for that match. Players are expected to respect and comply with judge instructions at all times.

Failure to comply with a judge's ruling may result in additional penalties, including game loss or disqualification from the tournament.

5.2 Calling a Judge

If a player believes a rule has been violated, a game state is unclear, or assistance is needed regarding tournament procedures, they should immediately call for a judge.

Players may call a judge by raising their hand and clearly stating "Judge." When a judge is called:

- Players should pause gameplay immediately
- Players must not alter the game state
- Players should clearly explain the situation when the judge arrives

Judges may ask questions to both players in order to determine the correct ruling.

5.3 Dispute Resolution

In the event of a disagreement between players regarding gameplay, rules interpretation, or tournament procedures, a judge will review the situation and determine the appropriate resolution. The judge may:

- Clarify the correct rule interpretation
- Restore the game state if an error occurred
- Apply an appropriate penalty if a rule violation occurred
- Allow gameplay to continue if no violation occurred

Players must accept the judge's ruling and resume play as directed.

5.4 Game State Corrections

If a gameplay error is discovered, judges may take action to restore the game to the most accurate and fair state possible. Depending on the situation, a judge may:

- Rewind the game state to a previous point
- Correct the error without rewinding the game
- Issue a warning or penalty if the error resulted in an unfair advantage

Judges will use their discretion to determine the best resolution that maintains fairness and tournament integrity.

5.5 Unsporting Conduct

Judges may intervene if a player demonstrates behavior that disrupts the tournament environment, including but not limited to:

- Disrespect toward opponents or tournament staff
- Intentional stalling or delaying gameplay
- Attempts to gain an unfair advantage
- Harassment or disruptive behavior

Such behavior may result in warnings, game penalties, or removal from the tournament, depending on severity.

5.6 Appeals

If a player believes a ruling was made in error, they may respectfully request that the ruling be reviewed by the Head Judge or Tournament Organizer, if available.

The Head Judge or Tournament Organizer will review the situation and issue a final ruling. All final rulings must be respected and followed by the players.

6. SPECTATOR GUIDELINES AND RULES

Spectators are welcome at Official VeeFriends TCG tournaments. Spectators help support the competitive environment and community experience; however, they must follow specific guidelines to ensure fair play and prevent interference with active matches.

6.1 Spectator Conduct

Spectators must behave respectfully toward players, tournament staff, and other attendees at all times. Spectators may:

- Watch matches from a respectful distance
- Observe gameplay quietly
- Move freely around the tournament area without disrupting matches

Spectators may not:

- Distract players during gameplay
- Comment on game actions or strategy
- Provide guidance, coaching, or assistance to any player
- Attempt to influence the outcome of a match

Any spectator behavior that interferes with gameplay may result in the spectator being asked to step away from the match area.

6.2 Communication with Players

Spectators are not permitted to communicate with players during an active match. This includes, but is not limited to:

- Strategic advice
- Commentary on the game state
- Reminders about abilities or game actions
- Warnings about missed opportunities

Players must make all decisions independently without outside assistance.

If a spectator notices a potential rules issue or game error, they should not address the players directly. Instead, they should notify a tournament judge.

6.3 Spectator Distance

Spectators must remain at a reasonable distance from the match table and must not lean over or crowd the play area. Spectators may not:

- Touch cards, tokens, or game components
- Point at cards or the play area
- Physically interfere with gameplay in any way

Tournament staff or judges may ask spectators to move back or relocate if the viewing area becomes too crowded.

6.4 Photography and Recording

Photography and video recording may be permitted at the discretion of tournament organizers. Spectators must ensure that:

- Recording does not disrupt gameplay
- Flash photography is not used near active matches
- Recording devices are not placed on or near the play surface

Tournament officials may restrict photography or recording in certain areas of the event.

6.5 Judge Authority over Spectators

Tournament judges and event staff have the authority to manage spectator behavior. If a spectator violates tournament guidelines, a judge or tournament official may:

- Issue a warning
- Ask the spectator to step away from the match area
- Remove the spectator from the tournament floor

Spectators must follow all instructions from tournament officials.

6.6 Maintaining a Fairplay Environment

The purpose of spectator guidelines is to ensure that all players compete in a fair, distraction-free environment.

Players and spectators alike share responsibility for maintaining a respectful and competitive tournament atmosphere.