

# UFS Turbo Rules

Last Updated: December 1<sup>st</sup>, 2016

Turbo is a fast-paced format geared towards newer players and veterans alike. Compared to the Standard format, players do not need as many cards to play Turbo and the format always consists of the latest four sets. Deck construction notes are listed on the next page.

## 1) Turbo Tournaments

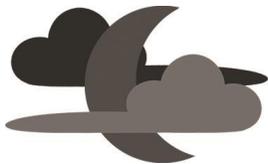
- Tournaments are **double-elimination**. There are two brackets: Winner's [W] and Loser's [L]. All players start in the [W] bracket. As soon as a participant receives a loss, that player moves into the [L] bracket. A loss in the [L] bracket results in elimination from the tournament.
- If a match would result in a tie, both players receive a loss, moving into the [L] bracket.
- The top finisher of the [L] bracket will play the top finisher of the [W] bracket (Grand Finals). The player in the [W] bracket only has to win 1 game to win the tournament. The player in the [L] bracket must win 2 games in order to win the tournament (one win to put the opponent into the [L] bracket and a second win eliminating that player from the tournament)
- The Diversity Rule is not enforced in Turbo tournaments.

## 2) Matches

- Matches are **single games** with a **30 minute time limit**.
- When time runs out in a match, players have **1 minute to report** their game. If there is no report after the allotted time, the match results in a double game loss and both players will be moved into the [L] bracket.
- If both players were in the [L] bracket and did not complete the match when time is called, both players are eliminated from the tournament.
- There is no time limit for Winner's Finals or Grand Finals.

### 3) Deck Construction

- Decks must be exactly **41 cards** (40 main deck + 1 Starting Character)
- Up to 4 copies of any card
- No sideboard
- Only cards with the following watermarks are legal in Turbo. In addition, only cards from their respective sets can be played. This means that no promo cards, including boxtoppers, are playable in Turbo.
  - Darkstalkers Warriors Moon (DS02 Darkstalkers: Warriors of the Night, cards 1 - 144)
  - Indines Relic Hunter Key (IN01 World of Indines, cards 1 - 99)
  - 8-bit Bass (MM03 Mega Man: Battle for Power, cards 1 - 108)
  - Tri-Swords (RH03 Red Horizon: Blood Omen, cards 1 - 162)



#### Turbo Banned List:

A World Lost to Time - World of Indines #73

#### Notes:

- Players may use older versions of cards that were reprinted with the above watermarks, as long as they have the same name and function the same as the most recent printed version.

### 4) Turbo Game Rules

- At the start of the game, each player may elect to take a mulligan.
  - a) The player going first may choose to put all cards in their hand on the bottom of their deck and then draw back up to their starting hand size.
  - b) The player going second may take a **“Turbo Mulligan”**  
Turbo Mulligan- Choose any number of cards from your hand and put those cards on the bottom of your deck. Draw back up to your starting hand size.
  - c) After both players complete the mulligan, each player that took a mulligan shuffles their deck. Their opponent has the option to cut their deck once shuffling is complete.
- When cycling the deck, remove 5 cards from the game.

***All other Standard UFS game rules apply.***