

# TURBO

Welcome to UFS  
Turbo!

Effective: April 5,  
2019

Turbo is a 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 below.

## 1) Turbo Tournaments

- Players will play 60 minute Swiss rounds determined by the number of entrants as per the Swiss Tournament Schedule. Swiss rounds will be decided by a best of three game series. The tournament will be cut to single elimination as per the Swiss Tournament Schedule. Elimination rounds are untimed.
- Swiss Round Schedule
  - 8-16 Players = 4 Rounds
  - 17-32 Players = 5 Rounds
  - 33-64 Players = 6 Rounds
  - 65-128 Players = 7 Rounds
  - 129-256 Players = 8 Rounds
  - 257+ Players = 9 Rounds
- Elimination Rounds
  - 9-16 Players = Cut to Top 4
  - 17-64 Players = Cut to Top 8
  - 65+ Players = Cut to top 16
- The Diversity Rule is not enforced in Turbo tournaments.

## 2) 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 champion cards or promo cards are allowed in Turbo with the exception of Box Toppers.
  - Cowboy Bebop (CB01 Cowboy Bebop, cards 1-145)
  - Mortal Kombat X Dragon (MKX01 Mortal Kombat X, cards 1-189)
  - Street Fighter Vs Darkstalkers (SFvDS01, cards 1-82)
  - SoulCalibur VI (SCVI01, cards 1-109)



### Turbo Banned List:

Liu Kang – Mortal Kombat X #91

Quan Chi - Mortal Kombat X #109

Twinkle Murdock – Cowboy Bebop #109

### 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.

### 3) Turbo Game Rules

- At the start of the game, each player may elect to take a mulligan.
  - 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.
  - 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.
- 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.***