

TGW YGO WIN RULES

When we give the match pairings we will start a 40min timer, 5min to get ready and 35min to play up to 3 duels.

When the timer finishes, the results will be taken as follows:

Unfinished duel:

Player with the highest life points wins that duel.

If both players have same life points that duel is a draw.

Once unfinished duels have been resolved:

3 Duels Played:

Player who won 2 duels, wins that match.

If both players won a duel each, and last duel was draw, the match is a draw.

2 Duels Played:

Player who won 2 duels, wins that match.

Player who wins one and draws one duel, wins that match.

If both players have won a duel each, the match is a draw.

1 Duel Played:

Player who wins duel, wins match.

If duel is draw, match is draw.

The above method is what we think is the fairest method, it also helps us stick to a schedule, other options we have looked at and the reasons against them are:

First Blood:

Unfair, almost roll dice on a single duel.

Can take too long if neither player can do damage.

Five turn rule:

Eats into the days draws, people stall, and even with a time-limit on turn, it is extra time other players have to wait between matches.

If you think you can win in 5 turns, you should have done it 5 turns ago!

NOTES:

- The timer will be on the big TV screen in the room for all to see, only the TGW staff are allowed to start, stop, and reset the timer, anyone else caught "tampering" with the timer may be disqualified and asked to leave the shop.
- Anyone caught purposely taking too long to make their turn (time stalling), may at the TGW staff discretion be forced to forfeit that duel.