

STAR TREK™

CUSTOMIZABLE CARD GAME™

WARP SPEED!

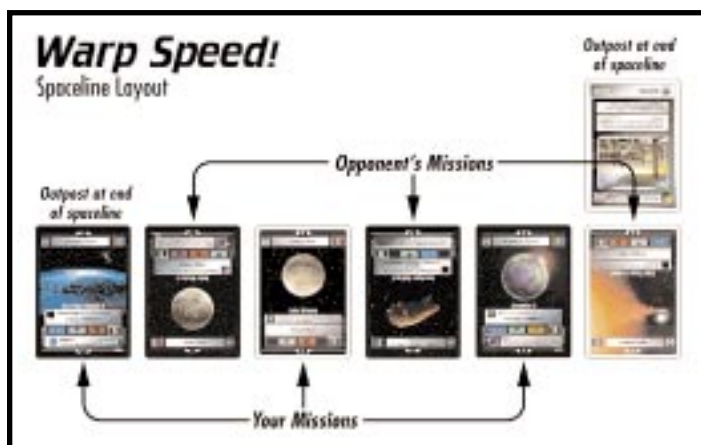
An easy, streamlined, and fun sealed deck and constructed deck format for playing Star Trek Customizable Card Game.

Deckbuilding — Each player may have up to three missions (mission selection will typically include at least one planet and one space mission; see Winning, below). Decks must follow a **10/20** rule: no more than 10 cards in the seed deck (missions do not count against this limit), and no fewer than 20 cards in the draw deck. If you wish, your 10 seed cards may include **one** Personnel, Ship, or Equipment card (your choice), to be seeded face up aboard your outpost — or a ship to be seeded at the Caretaker's Array — but not both. Each player may seed only **one** outpost (of any kind); additional outposts may be built during the play phase by including Outpost cards in the draw deck and/or flipping over a "face-down" Mission II.

Constructed deck play: Each player brings a customized deck using any cards with a Star Trek: Voyager property logo (including those found in First Anthology, the Official Tournament Sealed Deck, Blaze of Glory, and Mirror, Mirror) as well as any Delta Quadrant missions.

Sealed deck play: Each player has 30 minutes to customize a deck from the contents of one Voyager starter deck (plus Voyager expansion packs as specified by the Tournament Director), or the contents of one individual box of Enhanced Premiere. (Enhanced Premiere boxes must be distributed randomly and face down. If a player brings their own box, to preserve randomness the Tournament Director should mix it in with the others before distribution.)

Seed Phase — Missions are not shuffled; instead, players choose the sequence. The first player seeds one mission at his or her own left end of the spaceline; this **must** be that player's initial outpost location (if any; in other words, either it must be a "face-up" Mission II with outpost, or the player must seed an Outpost card there in the facility phase, or the player must seed no outpost). Players then take turns alternating missions toward the other end of the spaceline. The second player **must** save their outpost location (if any) to seed last. The spaceline will thus have the outposts at opposite ends (unless the second player seeds only two missions). In Warp Speed, your missions can go in



any order (ignoring regions) and duplication between players is allowed (in other words, do not overlap duplicated mission locations).

"Batch seeding" of dilemmas and artifacts is mandatory. Each player may seed up to four different cards under each mission. For each location, take all of the cards you want to seed face down there and place them in a stack on your side of that mission (your opponent will be doing likewise at the same time). When all the stacks are ready, slide them underneath the appropriate missions (if both players have stacks for the same mission, the owner of the mission slides their stack underneath first).

Each player who chooses to seed a single Personnel, Ship, or Equipment card face-up at their outpost (or a ship at the Caretaker's Array) does so during the facility phase.

Play Phase — Warp Speed adds the following rules:

- Each player may make up to **two** normal card plays at the start of each turn.
- All affiliations are allowed to mix and cooperate as if there were a universal treaty in effect. (A matching personnel is still required for mission attempts, ship staffing, etc.)
- There are no affiliation attack restrictions.
- Ignore quadrant reporting restrictions, Alternate Universe icons, and holographic re-creation icons. Holographic personnel are treated as normal personnel.
- A player may not attempt their opponent's missions.
- If either player has Red Alert! in play, it applies to both players.
- At the end of each of your turns, you must draw one card (plus any extra draws allowed or required by a card such as The Traveler: Transcendence or Ancestral Vision). Then, if you do not hold exactly seven cards in your hand, you must "even up" by drawing or discarding cards to bring your hand back to seven (if possible).
- If necessary, each player will "regenerate" their draw deck once per game. The first time you need to draw a card and cannot, take all the cards from your discard pile that **report for duty** (personnel, ships, and equipment) and reshuffle them to replenish your draw deck. (Leave the non-reporting cards in your discard pile.)

Winning — Each round of play lasts 30 minutes. If within that time limit you solve one of your planet missions and one of your space missions, you score a Full Win.

If no player achieves a Full Win (either because time runs out or because both players exhaust their draw decks again after regenerating), then a Modified Win is awarded to the player who solved the most missions. If the players have solved the same number of missions, then a Modified Win goes to the player with the most points. (If players are tied for both missions and points, this is a True Tie.)

Differential is calculated normally (as stated in the Tournament Guide). However, in Warp Speed format it is possible to achieve a Full Win with a lower score than your opponent; in this case your differential is +1 and your opponent's is -1.

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