

Official Tournament Rulings

If a rule on a card contradicts the rules in this document or in the [Viewniverse rulebooks](#) then the rule on the card takes precedence (unless otherwise clarified in the [Viewniverse Frequently Asked Questions](#)).

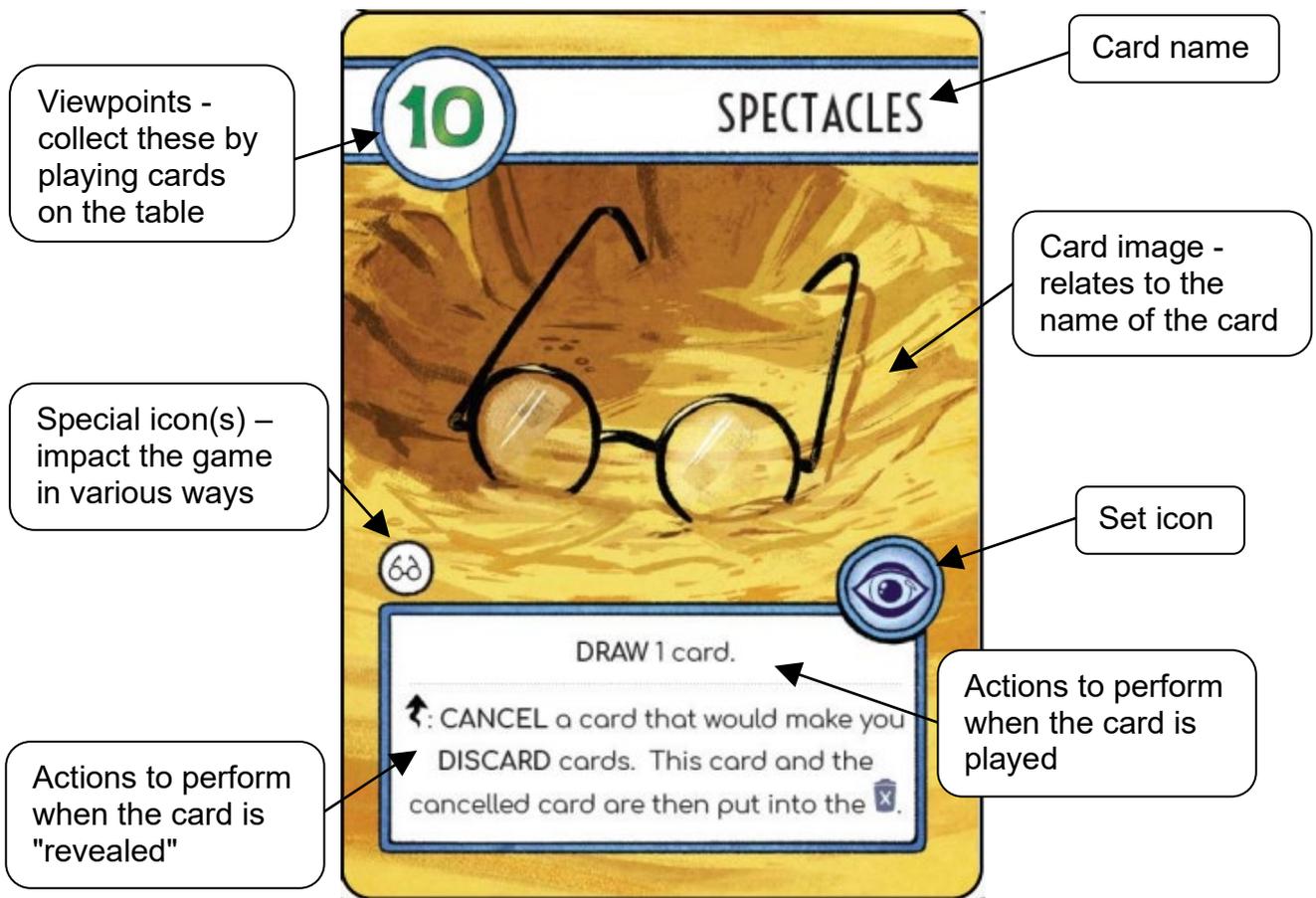
Deck Composition

1. Tournament decks must consist of one or more decks in any combination of the following sets:
 - 1.1. Viewpoint Revisioned
 - 1.2. Eye vs Eye
 - 1.3. Prehistoric Park
 - 1.4. The Winking Dead
2. Each individual Viewniverse deck used in a tournament may only contain the cards in the quantities specified in their respective [Viewniverse rulebook](#).
3. The composition of a deck may be altered during a tournament, but not during a game, so long as the rules above are adhered to. Furthermore, the same deck composition does not need to be used for every game that is played during a tournament. For example, in round one, there can be a game where a Viewpoint Revisioned-only deck is used and a game where an Eye vs Eye-only deck is used. Then, in round two, there can be two games where a combined Viewpoint Revisioned-Eye vs Eye deck is used.
4. The composition of all core decks (i.e. Viewpoint Revisioned, Eye vs Eye, Prehistoric Park and The Winking Dead) should be assessed for correctness prior to use in a tournament. The helps to ensure that no cards are missing or extra cards are present.
5. If a deck is found to have the incorrect composition during a tournament, that deck will be immediately replaced with a properly composed deck after the game in which it is being used is complete. The results of all games played with that deck will stand.

Starting Cards

6. In addition to the Viewniverse deck(s) being played, each player may choose one [Enigma card](#) to begin the game with.
7. The following Enigma cards may be played in sanctioned tournaments:
 - 7.1. *Alumneye*
 - 7.2. *Guardian of the Galaxeye*
 - 7.3. *Mother Lizardtooth*
 - 7.4. *Master of the Viewniverse*
8. Every player using an Enigma card must show their card to all other players before the start of the game.
9. The Enigma card will state what zone (e.g. Field of View, Hand, etc.) the card must be in at the start of the game. The actions on the card are performed as stated.
10. If an Enigma card allows an extra card to be used from outside the game (e.g. *Master of the Viewniverse*), the rules applicable to the set that card is from are applicable to the game being played. For example, if a card from The Winking Dead is used, players can lose the game by being overwhelmed by the Zombeye plague.
11. Players must retrieve their Enigma card at the end of each game so that it can be used in subsequent games.

Anatomy of a Card



Setting Up and Playing Viewniverse

TOURNAMENT STRUCTURE

12. There is a wide variety of structures that can be used to run a Viewniverse tournament. These include Knock Out, Round Robin, 2-Headed Giant, Double Score Multiple Player, Survival of the Fittest and many more.
13. The most common formats are Knock Out and Round Robin. The rules for setting up a Knock Out or Round Robin tournament are located on the [Viewniverse website](http://www.viewniverse.com).
14. A tournament organiser may use any format to run a tournament so long as they adhere to the rules in this document.
15. For the tournament to be sanctioned, the results from the tournament must be returned to 93 Made Games (info@93madegames.com.au) for ratification (incorporation into the global results database). 93 Made Games will determine the points awarded to each player in the tournament, which are used to determine rankings on the global leaderboard (on the [Viewniverse website](http://www.viewniverse.com)). Points awarded are dependent on the number of players in the tournament, the number of rounds played and the level/tier of the tournament (e.g. club, state, nation, world).
16. As a minimum, the results from a sanctioned tournament must include the player registration details, final player rankings (including any disqualifications or suspensions), date and location the tournament was run and the name and contact details of the tournament organiser.
17. Furthermore, tournaments must have a minimum of 4 players and a minimum of three games must be played during the tournament for it to be sanctioned; however, special dispensation for fewer players and/or games may be granted by 93 Made Games.

DURATION OF ROUNDS

18. Each round should only take 30 minutes to play but the tournament organiser can specify a maximum round time between 30 and 45 minutes depending on the number of games in a round.
19. If a winner has not been determined within a specific game when time is called then the current player finishes their turn and all players take one more turn each (missing a turn is counted as a player taking their turn in this instance). The winner is the player with the highest number of Viewpoints after the last player takes their turn. If there are 2 or more people with the highest number of Viewpoints at this stage, the game continues until only player has the highest number of Viewpoints (checked at the end of each player's turn).
20. Unless otherwise stipulated by the tournament organiser, there is no time limit in the final round or in play-offs.

GROUPING AND SEATING POSITIONS

21. Depending on the type of tournament, players may be grouped randomly or based on their rankings on the global leaderboard.
22. Players' seating positions may be chosen randomly or arbitrarily at the start of each game and the seating positions must not change during the game. It is up to the tournament organiser to decide which method for determining seating positions will be used.
23. More information on how to group and seat players is contained in the Viewniverse Tournament Organiser Pack and other tournament resources, which may be downloaded from the [Viewniverse website](#).

SHUFFLING AND DEALING

20. The dealer is chosen at random between the players in each game.
21. The dealer shuffles the deck and deals 5 cards (face down) to each player starting with the player on the dealer's left.
22. The remaining cards are placed in the centre of the table and form the **Draw Pile**.
23. The player to the left of the dealer takes the first turn and play continues clock-wise around the table.
24. If multiple games are being played in a match (a series of games in the same round between the same players) then the winner of each game will be the dealer in the next game in that match.

TAKING A TURN

25. Each player performs the following actions during their turn:
 - 25.1. Draw cards. At the start of their turn, the player must draw one card from the top of the **Draw Pile** and put it into their **Hand**. No other actions may occur until this action takes place unless there are no cards to be drawn. The player may draw additional cards at any point during their turn if they have the *Visionary* card (or "cop(ies)" of the *Visionary* card or similarly functioning card) in their **Field of View**. The number of additional cards that may be drawn and the point at which they may be drawn is dependent on the number of *Visionary* cards (original, "cop(ies)" or similarly functioning card) in the player's **Field of View** during their turn.
 - 25.2. Play cards & perform the actions on those cards. After drawing one card, the player must play one card from their **Hand** into their **Field of View**. The player must then perform the actions on that card. The player may play additional cards at any point during their turn if they have the *Shadow* card (or "cop(ies)" of the *Shadow* card or similarly functioning card) in their **Field of View**. The number of additional cards that may be played and the point at which they may be played is dependent on the number of *Shadow* cards (original, "cop(ies)" or similarly functioning cards) in the player's **Field of View** during their turn.
After drawing one card, the player may also perform the actions on cards that allow them to perform additional actions on subsequent turns, including cards like *Second Sight*, which allows a "free" REPLACE action per turn.
 - 25.3. End the turn. After the player has drawn and played cards, the player adds up the number of Viewpoints on the cards in their **Field of View**. If they have less than 100 Viewpoints, the game continues with the next player's turn. If they have 100 or more Viewpoints, they win the game.

SPECIAL CONDITIONS

26. A player does not have to draw a card if there are no cards in the **Draw Pile**.
27. A player does not have to play a card if there are no cards in their **Hand**.
28. If no player has reached 100 or more Viewpoints when the **Draw Pile** runs out of cards, the game continues.
29. If no player has reached 100 or more Viewpoints and the **Draw Pile** and all players' **Hands** are empty, the game ends at the end of the current player's turn. The winner(s) are the players with the most Viewpoints at this point.
30. On extremely rare occasions, the only card(s) left in a player or players' **Hands** might be the *Hindsight* card. If no player has reached 100 or more Viewpoints and the **Draw Pile** is empty and a player uses *Hindsight* to return another *Hindsight* card to their **Hand**, any player may ask the player who did so to show the cards in their **Hand** to all players. If they have *Hindsight* or *Mirror Image* cards in their **Hand**, for the remainder of the game the *Hindsight* cards they play no longer have an effect. i.e. When played, they do not return cards to that player's **Hand**. This rule also applies if *Mirror Image* has been used to "copy" the actions of a *Hindsight* card or return another *Mirror Image* card to a player's **Hand**. This is known as the 'Hindsight Loop' rule.

Officiating Sanctioned Tournaments

The following protocols are used when participating in and officiating sanctioned tournaments. A sanctioned tournament is any tournament where the results are to be returned to 93 Made Games (info@93madegames.com.au) for ratification (incorporation into the global results database).

STRICT RULINGS

The following rulings must be adhered to when participating in a sanction tournament.

31. If asked, a player must declare how many cards they have in their **Hand**.
32. If asked, a player must declare how many Viewpoints they have in their **Field of View**.
33. A player does not have to show or disclose the cards in their **Hand** unless a specific rule, such as STEAL, requires them to do so. The player "viewing" the STOLEN cards cannot show or disclose those cards to another player.
34. The onus is on each player to not let other players to see the cards in their **Hand**; however, a player may show or disclose the cards in their **Hand** to any other player. Players receiving the information should beware of other players "bluffing", which is perfectly acceptable. However, players may not "bluff" information they are required to disclose, such as the number of cards in their **Hand** or the number of Viewpoints in their **Field of View**.
35. A player must layout the cards in their **Field of View** so that every card can be seen by all players and, if requested, must disclose the details of the cards in their **Field of View**.
36. Players may collude; however, all players should beware that allegiances can be rather tenuous in a game of Viewniverse.
37. Players may not look at or rearrange the cards in the **Draw Pile** unless a specific rule allows them to do so.
38. Players may look at and rearrange the card in the **Discard Pile**.
39. Players must keep track of the cards that they have "targeted" with their *Mirror Image* (or similarly functioning) card(s).
40. Players (or observers) that are watching a game they are not playing in must not provide advice or insight about the game they are watching.
41. If an action can affect more than one player, the order that the players must do those actions in is clock-wise starting from the player who played the action (or is first affected by the action). e.g. If Player A plays *Shared Perspective* then Player A draws the first card, the player to the left of Player A draws the next card and so on.
42. Players must draw a card at the start of their turn (if there are still cards in the **Draw Deck**). If a player has forgotten to draw a card, their opponents may remind them to do so and may also request that they immediately draw a card (even if it is not their turn).

43. Players must play a card after drawing their first card for their turn (assuming there were any cards to be drawn) only if they have cards in their **Hand**. If a player has forgotten to play a card, their opponents may remind them do so.
44. A card that has been played may not be returned to the player's **Hand** if it was a valid card play. i.e. A player may not return a "tabled" card to their **Hand**, even if they didn't mean to play the card in the first place. However, they must return it to their **Hand** if they were not allowed to play it. e.g. If it wasn't their turn.
45. A card that has been revealed may only be returned to the player's **Hand** if:
 - 45.1. Another player revealed a card that would make revealing a subsequent card obsolete. e.g. If Player A reveals *Spectacles* to cancel *Wild-eyed* and Player B then reveals their own *Spectacles*, Player B must return their *Spectacles* to their **Hand**.
 - 45.2. The actions associated with the reveal cannot take place. e.g. Player A plays *Mirage* and Player B reveals *Spectacles* in an attempt to cancel it, Player B must return *Spectacles* to their **Hand** as it cannot be used to cancel *Mirage*.
46. A card is considered to be in a **Field of View** as soon as it is played. This means that if a card is used to cancel a card being played, it cancels a card that is in a **Field of View**. Therefore, if the cancelled card would be moved from the **Field of View** to the **Discard Pile**, a card which could cancel this from happening could cancel the original cancelling card.
47. Players may only respond to a card play with a reveal action after "target(s)" have been chosen. i.e. If a card play is being used to affect one or more players then the player playing the card must select the players to be affected before any player can respond to it with a reveal action. e.g. Player A plays *Skewed View* and "targets" a card in Player B's **Field of View** and a card in Player C's **Field of View**. Only after the "targets" have been chosen can Player B or Player C respond by cancelling *Skewed View* with *Persistence of Vision* (or similarly functioning card).
48. Players may only use a non-conditional reveal action (i.e. one that can be performed at any time during any players' turn) after the player whose turn it is has drawn a card at the start of their turn.
49. Players may only use an ongoing action (i.e. one that can be performed on a turn-by-turn basis, such as *Shadow*, *Visionary*, *Second Sight* and *Grim Reaper*) after they have drawn a card (if possible) at the start of their turn.
50. Players must give their opponents enough time to respond to their card draw, play or reveal. e.g. If a player has *Shadow* in their **Field of View** and plays two cards in quick succession then they must allow their opponents to respond to the first card play before following through with the actions of the second card play. In this case, the second card is returned to the player's **Hand** as it is not a valid card play until their opponents are allowed enough time to respond to the first card play. Five seconds is considered to be a reasonable amount of time to respond to a card play or reveal but the tournament judge might allow for longer periods of time (not longer than 30 seconds) depending on the circumstances in the game.
51. After a player plays a card, all players get the chance to cancel the card being played (if they are able to do so). In clock-wise order starting with the player who played the card, players must either decline the chance or take the opportunity to cancel the card. After a player declines the chance, they cannot renege on their choice. If no one cancels the card, the actions on the card happen as normal. Note that this rule is most relevant when the opportunity to cancel a card that affects more than one player occurs. e.g. If *Wild-eyed* is played and more than one player has *Spectacles* in their **Hand**.
52. Players must not intentionally delay, slow down or stall a game. e.g. If a game is supposed to end within a certain time frame with the player on the most Viewpoints at the end of the time frame declared the winner, no player is allowed to "stall" to protect their points lead. It is at the judges' discretion to decide whether or not a player is "stalling" and it is the onus of the players in the game to highlight any "stalling" indiscretions to the judges if the judges have not noticed.
53. Players are encouraged to arrive on time to all matches in which they are required to play; however, from time-to-time players may be tardy for reasons that are beyond their control. Therefore, players may arrive up to 5 minutes late for a match they are required to play in and still be allowed to play in that match. The players that are ready to play will be

required to wait for 5 minutes (from the scheduled match start time or other reference time as stipulated by the judges(s)) for the tardy player(s) before commencing the first game in that match. A tardy player that arrives within the 5 minutes will be allowed to play in the match and will receive a warning (see 71) for the first game in that match. A tardy player that does not arrive within the 5 minutes will be considered to have forfeited all games in the match. The first game in the match will commence as normal as soon as all players arrive or when the 5-minute period ends (whichever comes first).

54. A player that forfeits a game, either voluntarily or if required to do so by a specific ruling, may continue to play in later games in the same tournament as long as playing in the forfeited game wasn't a prerequisite to playing in subsequent games. e.g. If it is a Knock Out tournament.
55. A player that forfeits a game will be considered to have lost that game. Their opponents will continue to play until a winner is declared in that game and continue playing in the tournament as normal. The player that forfeited will receive zero Viewpoints (or the number of Viewpoints they had at the time of the forfeit if they had less than zero), zero wins and one loss for every game they forfeit. If the forfeited game was a 2-player game (or all players except one has forfeited), the player that didn't forfeit receives 100 Viewpoints (or the number of Viewpoints they had at the time of the forfeit if they had more than 100), one win for every game the other player forfeited and no losses.
56. A player may forfeit all remaining games in the tournament. This is known as "dropping". It is up to the tournament organiser to decide how to determine the tournament statistics of a player who has dropped. e.g. their ranking, wins, losses, cumulative Viewpoints, etc. In smaller tournaments it is typical to allow the player to retain the wins, losses and cumulative Viewpoints they had at the time they dropped from the tournament. However, in larger tournaments, a player that drops will be deemed to have received zero wins, zero cumulative Viewpoints, no prize and a ranking of last (or equal last if more than one played dropped) behind any other player(s) that completed the tournament.
57. Players may not "intentionally draw" by all players in the same game agreeing not to play each other during that game. If all players in a game forfeit under these conditions, those players will be considered to have dropped from the tournament. It is at the judge(s) discretion to decide whether or not this rule will be strictly enforced.
58. Players may not take notes during a game other than keeping track of scores. e.g. Players may not write down which cards they have or had in their **Hands** or what cards they observe in other players' **Hands**.

OFFICIATING GAME PLAY

The following rules exist to protect the integrity of the tournament structure and gives consistent guidelines to judges and score keepers.

59. There must be at least one judge in a sanctioned tournament. If there is more than one judge, one of the judges must be designated the role of head judge.
60. Judges may not play in a tournament in which they are officiating.
61. All rulings are at the discretion of the judge(s) and all judges' rulings are final. However, if there is a dispute between judges' rulings, the head judge's rulings are final.
62. A player has the right request a rules clarification from a judge, who must then provide the clarification.
63. A player has the right to appeal a ruling to the head judge who will then make the final decision.
64. There must be at least one score keeper in a sanctioned tournament. This may be a judge, tournament organiser, player or independent person. If it is a player, the scores after each round must be verified by a judge or independent person.
65. Score keepers may play in a tournament in which they are keeping score only if they are not also performing the duties of a judge.
66. The score keepers must ensure the results of the tournament are returned to 93 Made Games so they may be ratified.

INDISCRETIONS AND PENALTIES

67. Judges may assign penalties for indiscretions committed by players in sanctioned tournaments.
68. Players must be verbally notified of penalties they receive and the cautions, warnings and disqualifications must be noted next to their entries in the player registration sheet or database for the tournament.
69. When a player commits an indiscretion, the player or judge must immediately rectify that indiscretion (if possible, and within the next player's turn).

CAUTIONS, WARNINGS AND DISQUALIFICATIONS

70. A **caution** is a verbal notification that an indiscretion has occurred. **Penalty:** No penalty and the indiscretion must be corrected.
71. A **warning** is a verbal notification that a large indiscretion or repeat indiscretions have occurred in a single game. **Penalty:** The player receives a "-50 Viewpoints" token for that game (cumulative).
72. A **disqualification** is a verbal notification that the player has committed a dangerous, illegal or severe indiscretion. **Penalty:** The player is removed from the tournament without prize and can be asked to leave the venue. All cards in that player's **Hand** and in their **Field of View** are removed from the game.
73. Disqualifications can result in suspension from playing in a sanctioned tournament for a minimum of 2 years. The exact period of suspension will be determined by 93 Made Games after consultation with the judge(s). All the global leaderboard points the player has accrued and the player's global ranking are nullified.
74. The head or sole judge must report the disqualification of a player from a tournament to 93 Made Games.
75. The following indiscretions attract a **caution**:
 - 75.1. Player does not draw or play a card as required or misplays a card (see 41, 42, 43, 44).
 - 75.2. Player performs an action out of order (see 41). e.g. if they draw out of turn from a *Shared Perspective*.
 - 75.3. Player takes notes during a game (excluding score-keeping) (see 58).
 - 75.4. Player does not keep track of the cards they have "targeted" with their *Mirror Image* (or similarly functioning) card(s) (see 39).
 - 75.5. Player does not perform their actions in a timely manner (see 48, 52).
76. The following indiscretions attract a **warning**:
 - 76.1. Player refuses to disclose information as required (see 31, 32, 33, 34, 35).
 - 76.2. Player looks at or rearranges the cards in the **Draw Pile** when they are not allowed to do so (see 37).
 - 76.3. Player arrives up to 5 minutes late for a match (see 53).
 - 76.4. Player has received 3 cautions in the same game.
 - 76.5. Player has received 6 cautions in the tournament.
 - 76.6. Player acts in a minor unsportsmanlike manner. e.g. swearing.
77. The following indiscretions attract a **disqualification**:
 - 77.1. Player verbally or physically abuses another player.
 - 77.2. Player acts in a major unsportsmanlike manner. e.g. stealing, arguing with the head judge after they have made their final ruling, stalling (see 52).
 - 77.3. Player attempts to bribe a tournament official or participant.
 - 77.4. Player cheats in any other manner not described in this document.

Extra Information

Visit www.viewniverse.fun for the latest information on Viewniverse games, including alternative ways to play, tournament events, FAQs and news on upcoming Viewniverse releases.

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