

Prizing: Store credit

Participation: 2x MTG Secret Lair Raffle

\$25 Entry fee

- Rounds are 80 min
- No Proxy Maximum
- Proxy checks required
- Decklists must be submitted via Moxfield and Archidekt link (Proxies must be tagged if applicable)
- Concessions (scooping) may only be done at sorcery speed/ on the players own turn
- 5 points awarded per win, 1 point given per draw
- No misrepresentation of game state (lying about game state, state of board, cards and effects, etc)
- Collusion or “Kingmaking” (working together secretly or illegally to deceive, cheat, or gain an unfair advantage over others) is forbidden.

- For non deterministic wins (combos/loops that do not progress the game state in a meaningful way), a judge will be called and a timer will be set for 10 min. The player will have 10 min to solidify a game winning position from said combo. The match timer is NOT suspended during this time. If that time (10min) expires/player fails, their turn ends immediately. (Combos like this include Gitrog, Breakfast, etc).
- Once a target is selected, that target may NOT BE CHANGED. This is a competitive mode. You need to read your cards and your opponents cards, paying attention to both.
- No Replays/Take backs. Actions may not be rolled back except by a judge/host.