

GenCon Event Guidelines

Event Goals and Most Important Reminders

These events are intended to build community and let everyone have fun playing *Sorcery* together! While some events are competitive, we want all players to remember the silver rule: *be cool*.

This is our second year running *Sorcery* events at GenCon. We have tried our best to make the events as excellent as possible, but there are always opportunities to improve. Please share any feedback (in a constructive way!) in the [#gencon2024](#) channel before, during, and after any events. If there's something that needs to be shared more privately, please DM @Ira or find him at the events.

What to Bring

Draft

- Sleeves (in case you draft a foil!)
- Some method to track your Avatar's life (paper and pen, a d20, etc.)
- We'll provide sites and avatars!

Constructed

- Your deck! (40+ spells, 20+ sites, 1 avatar, no sideboard)
- Some method to track your Avatar's life (paper and pen, a d20, etc.)
- A decklist (please print and complete in advance if possible)
<https://drive.google.com/drive/folders/1Y1QyMdb1Kq8NR050d7hAFut7WAFa8Zfb>

Casual Play and Trade

*NOTE: Everyone is welcome to the Casual Play and Trade event, even though it's showing as **sold out**. Just bring 10 generic tickets and you're guaranteed entry!*

- Anything you want to trade! (optional)
- Decks you want to play! (optional)

Learn to Play

- We'll provide everything you need!

Rules and FAQs

We will be using the official rules on the [SorceryTCG site](#). Individual cards will have FAQ entries on <http://curiosa.io>, and further clarified as needed in the [Unofficial Comprehensive Rulebook and FAQ](#).

Registration Procedures

Before GenCon, please create a free account here: <https://playsorcerytcg.com/events>
Ensure you are logged in, then see below for how to register.

Constructed, Draft, and Learn to Play: If you have a *GenCon event ticket for the appropriate event*, you may register for it in advance by clicking the "**Join Event**" button. If you don't have a GenCon event ticket, please don't register. We will remove you and it will waste everyone's time. These are GenCon's rules, not ours!

Only register if you already have a ticket for these events:

Draft

[Thursday 2pm](#) (please arrive a little early if possible since it's our first big event!)

[Friday 2pm](#)

[Saturday 4pm](#)

Constructed Championship

[Saturday 10am](#) (please arrive a little early so we don't get the whole day started off late!)

Learn to Plays

[Thursday 10am](#)

[Thursday noon](#)

[Thursday 2pm](#)

[Thursday 4pm](#)

[Thursday 6pm](#)

[Thursday 8pm](#)

[Friday 10am](#)

[Friday noon](#)

[Friday 2pm](#)

[Friday 4pm](#)

[Friday 6pm](#)

[Friday 8pm](#)

[Sunday 10am](#)

Casual Play and Trade: If you have a GenCon event ticket for the Casual Play and Trade event, OR if you will bring 10 generic tickets, you may register for this event now. We'll confirm your attendance when you check in at the physical event. *Even though this event is showing as sold out, everyone is welcome to attend as long as you bring generic tickets!*

Register for this event if you already have a ticket, or if you will bring 10 generic tickets:

[Casual Play and Trade - Saturday 8pm](#)

Event Start Procedures

Players should please check-in at the actual venue at least 10 minutes before the event to ensure smooth starts. If you are not present at the event start time, we may fill in your spot with players standing by. Please double check the GenCon event system for the exact event location, but unless something changes last minute, we'll be at the Stadium, on the field, in the Green area, near tables 10-20.

Walk-in players who hope to fill in for any no-shows should be prepared with generic event tickets in-hand (10 generic tickets = \$20), and then will be chosen randomly from among all the walk-in players present until the event is full. Selected walk-in players (if any) will then be able to register for the event, and then we'll start!

The Casual Play and Trade event is intentionally casual, and you may arrive late for that (though it's possible you might miss some door prize opportunities). For all other events, please be at least 10 minutes early (or even 30 minutes early for the Thursday 2pm draft and Sat 10am constructed championship would be great, if you can).

Draft Rules

- After each booster is opened, but before any cards are drafted, players will reveal

- any foils they opened.
- Players only keep cards that they actually draft.
- Between drafting each booster, players will have a little time to review the cards they've drafted so far. While choosing cards during the draft, players should not look at their previously drafted cards.
- Between games, players may freely change their draft deck from among the cards they drafted.
- Your spellbook must include 24 or more spell cards, and your atlas must include 12 or more sites.
- All 15 cards from each booster will be drafted without replacement; if you draft a card that isn't tournament legal (e.g. a curio, or a rubble), you may obviously keep the card for your collection, but it still uses up your draft pick.
- You may not use any Villages, Towers, Deserts, or Rivers, unless you draft them. You will be provided *draft* Ordinary sites as needed (no effect other than threshold).
- You will be provided a Spellslinger avatar, and you may use whatever avatars you draft. You *may not* use Sorcerer or any of the Beta avatars unless you draft them.
- Players will have 15 minutes for deckbuilding after drafting is complete.

Constructed Rules

- In the unlikely event that we don't have a sole 6-0 undefeated player after 6 rounds, we will make arrangements to play a playoff event with all players who have the best score after 6 rounds.
- Spellslinger is legal. Draft ordinary sites are legal, but still limited to 1 for Pathfinder.

Sportsmanship and Etiquette

We expect all community members to treat each other with respect. Please be polite to your opponent and the judges, even if there is a disagreement. We are all here to have fun and play some *Sorcery* together!

Start of Round Procedure

- 1) Promptly find your proper table, using your phone and the appropriate event page on <http://play.sorcerytcq.com>.
- 2) Introduce yourself to your opponent and confirm that you're properly paired.
- 3) Randomly determine which player will take the first turn, and write it down!
 - a) If you are tracking life with a paper and pen, you could circle the name of the player who goes first. This is relevant for tiebreaks and it will be requested by the tournament software when reporting results!
- 4) Shuffle your decks, then present them to your opponent for additional shuffling and/or cutting.
- 5) Reveal your avatar. Draw your starting hand.
- 6) The player taking the first turn takes their mulligan, then the player taking the second turn takes their mulligan. Reminder: A player must mulligan all spells and sites at the same time; you cannot mulligan your sites, then decide to mulligan spells after seeing the new sites.
- 7) Play begins. Have fun!
 - a) Note: You do not need to wait for the official round timer to begin play; you may start as soon as you and your opponent are both ready, but no later than the round timer.

Takebacks

Before the start of your game, discuss with your opponent how you'd like to handle takebacks, e.g. strict no takebacks, takebacks are OK as long as no new information has been revealed, etc. If you don't agree, assume **takebacks are OK until the first one of these occur:**

- New information is revealed by your opponent (e.g. decision to Defend or not)
- A random event resolves
- You gain information (drawing a card or looking at a card)
- So many actions have resolved that a judge deems it too complicated to easily revert the gamestate (call a judge if you are uncertain)
- A turn ends

Particularly when experienced players are playing against newer players, please be lenient with takebacks! That said, excessive takebacks can slow down play; if you are concerned, simply talk with your opponent politely and/or call a judge.

Example: No new information revealed

I announce that I'm casting Common Sense, and place it in my cemetery. Before searching my deck, I change my mind and take it back. I return Common Sense to my hand, and have not cast the spell.

Example: New information revealed

I announce that I'm attacking your site with my Petrosian Cavalry. You could Defend with your Vile Imp, but you decline. Once you decline to Defend, I can no longer take back my attack (or anything that occurred prior to that attack), since you revealed the information that you wouldn't Defend, which was previously unknown to me.

Example: Mandatory Triggered Abilities

I announce that I'm summoning my Apprentice Wizard to my Colour out of Space. The spell resolves, and before I draw my spell, you alert me that your Shark is going to come fight my Wizard, since the Colour out of Space is a water site in your Shark's body of water. No new information has been revealed, since that is a mandatory trigger. I would be allowed to take back my casting of the Apprentice Wizard, and perhaps summon it to a different location or not at all. Note: If I had drawn a spell and then we realized the Shark issue, the players should call a judge, since a game rule was broken (the Shark resolves before the card draw). The judge would then talk with both players and decide how to fix the rules error (potentially giving both players a warning, since both players are responsible for properly following the game rules).

Example: Passive Abilities, No new information

I place my Tower nearby a Smokestacks of Gnaak, then I try to cast a spell requiring an extra mana. You alert me that I don't have that much mana, because the Smokestacks negated the genesis ability. I take back my spell, and I can also take back my Tower, playing it in a different square, or playing a different site entirely.

Takeback Rule Design Philosophy

These takeback rules are intentionally designed to be reasonably lenient while maintaining a good speed of play. We want to encourage a fun, relaxed environment, even when playing competitively and minimize the number of "gotcha" plays.

Clarity of Game State

Part of good sportsmanship and etiquette is keeping the game state very clear.

Both players are responsible for keeping a clear game state:

- Your sites should be placed on your half of the grid square, facing you.
- Your units should be placed on (or under) sites, on your half of the grid square, facing you.
- Carried artifacts should be kept with the unit that is carrying them.
- Your sites and spells should have visibly different sleeves (so your opponent can see how many of each type of card you have in your hand).
- Flooded sites should be marked with a Flooded token if not obviously affected by an aura. Wildfire burned locations should be clearly marked, etc.

These simple layout rules will not only help avoid confusion, but also allow the game to proceed more efficiently.

Speed of Play

Because we are sharing a physical venue with many other events, we must have a time limit on games. We have chosen **45 minutes per game**, which should be ample for the vast majority of *Sorcery* games played at a reasonable speed. A little thinking is fine, but please ensure you are playing reasonably quickly so that the game doesn't reach the time limit. (As of 12:15am on 7/30, the organized play events list 30 minutes as the round time limit, but that's incorrect. All games will have a **45 minute time limit**.)

Reaching the Time Limit

Hopefully zero games will reach the time limit! But if you are still playing when time is called for the round, we will resolve it as follows:

- 1) **Three** bonus turns will be played, at most. Complete the current turn, then start counting turns. For example, if time is called on your turn, you'll finish your turn. Then, your opponent will take a turn (1), then you (2), then your opponent (3).
- 2) If the game still isn't over after the bonus turns, whoever has more life wins.
- 3) If players are tied for life, the player who went second wins.

No Draws

For these events, we will not allow draws. If two avatars would be dealt a death blow simultaneously, continue the game instead.

Erik's Curiosa and Chaos Twister

Due to the atypical mechanics of these cards, players must call a judge before resolving either of these cards. For Erik's Curiosa, if you rip yours, you will play the rest of the tournament with a 39 card deck.

Public Information and Note Taking

The following information is known: number of cards in hand (and which type), cards in the cemetery, number of cards in deck and atlas.

Players may make brief notes during the game (e.g. you play a River, look at the top card, put it on the bottom, and then write a note about which card it is. OR, your opponent plays Common Sense and gets a Grapple Shot, so you write that they have Grapple Shot in their hand). Note taking must not delay the game.

You may bring a copy of your decklist to look at during the game, but otherwise you may not bring any other pre-written notes to the game. (You may take new notes during the game, as described above.)

Spectating

Players may watch other games, but they must not comment or communicate with the players in any way. If they notice a rules mistake, they should alert a judge.

Prizes

Prizes may be modified prior to the start of the events, but this gives some sense of the current prize plan.

Draft

Each player will keep all the cards they draft (3 boosters, drafted), plus a booster per win*, plus dust through the play network.

**The player who goes 0-3 still gets 1 bonus booster. The player who goes 3-0 gets the dust code from the booster box instead of a 3rd bonus booster.*

This distribution totals exactly 36 boosters per 8-person pod:

3-0 = 3 drafted boosters, 2 bonus boosters, the dust code from the booster box, TBD dust

2-1 = 3 drafted boosters, 2 bonus boosters, TBD dust

1-2 = 3 drafted boosters, 1 bonus booster, TBD dust

0-3 = 3 drafted boosters, 1 bonus booster, TBD dust

Dust awarded will be at least equal to a normal 8 person pod, but may be more than that.

Constructed

Each player automatically gets 2 boosters, plus 1 bonus booster per win. There are also substantial dust rewards via the play network, because we anticipate this being a 64 person event.

6-0 = 8 boosters, special [Frazetta champion mat](#), 3070 dust. (1 player)

5-1 = 7 boosters, 70 dust (6 players) (2nd: +1500 dust, 3rd-4th: +750 dust)

4-2 = 6 boosters (15 players), 70 dust

3-3 = 5 boosters (20 players), 70 dust

2-4 = 4 boosters (15 players), 70 dust

1-5 = 3 boosters (6 player), 70 dust

0-6 = 3 boosters (1 player), 70 dust

Casual Play and Trade

Everyone will get 3 boosters automatically, and there will be randomly drawn door prizes. Everyone registered for the event on the play network will also get 30 participation dust (though remember it's limited to 100 per month).

Learn to Play

The learn to play events are not tournaments, so wins and losses don't matter. Each player will get a sealed Beta preconstructed deck, and one booster, and 30 participation dust.

No Offers

You cannot offer a player any inducement to concede the game to you, or determine the outcome of the game randomly. For example, you can't say "I'll give you XYZ if you concede" or "Let's flip a coin to decide who wins." The intent is that players play the game!

Tricky Judging Situations

There are some judging situations that are straightforward; the rulebook, FAQ, or unofficial FAQ have the answers. But there are other judging situations that are much trickier, usually related to a game rule being accidentally broken (e.g. casting a spell without the proper threshold and realizing it several turns later, forgetting to lose life from a buried Devil's Egg, etc.).

Both players are responsible for correctly following the game rules, regardless of who controls the card or effect! Please check threshold when you or your opponent casts spells, keep track of passive and triggered effects, etc.

Nonetheless, sometimes there might be honest mistakes that are only caught later in the game. In such situations, call a judge as soon as you realize the mistake. They will use their judgment to make the situation fair, applying the following philosophy:

- Rewind the gamestate to the point of the error, when possible.
- If rewinding is not possible, the **head judge** will use their judgment to apply a gamestate modification for appropriate compensation.
- A player who unintentionally broke the rules should not get an advantage. If they did get an advantage, the judge modifies the gamestate to balance out the advantage.

"Advantage" is broadly defined, including obvious things like drawing extra cards, dealing extra damage, or avoiding taking damage, but also more subtle things like cards in your opponent's hand, causing your opponent to take a certain line of play that they otherwise wouldn't have, etc.

Modifying the gamestate can include basically anything, including but not limited to adding or removing cards, changing or randomizing the order of cards in decks, adding or removing life, giving extra turns or losing turns, immediate game win or loss, etc.

The key idea is that the judge will use their judgment to try and make things fair, so that no one gets an advantage for unintentionally breaking the game rules, but also isn't overly punished for an honest mistake. Note: If you knowingly break game rules to gain an advantage, that's cheating, and you will be DQ'ed and likely banned from future events. The judge will use their judgment!

Example

These are not definitive answers, and anything that arises in this category will necessarily be very tricky to handle. Please do your best to **avoid such situations entirely** by following the game rules and ensuring your opponent is following the game rules too!

If such a situation arises, the judge will use their judgment. Here is an example.

Casting Grandmaster Wizard Without Sufficient Threshold

Ira casts Grandmaster Wizard with only 1 air threshold. Neither player notices the mistake. Ira draws three cards, and ends his turn. Adam takes his turn, doing several things, including killing the Grandmaster Wizard. Ira starts his next turn, draws a card, plays a Tower, and then realizes the mistake. The players call a judge.

At this point, some tournament rules might try to give a definitive answer, but GenCon Sorcery tournament rules say simply that "the judge uses their judgment to make things fair." Most importantly, the judge would **talk to the players** to find out what they think is fair, and what they would want to happen. After that discussion, the judge might decide any of the following:

- Since Ira knows what 4 cards he drew (3 from Grandmaster + 1 from start of this turn), and Adam's actions are easy enough to revert, it's possible to rewind. Therefore, the game is rewound to the point where Ira illegally played Grandmaster Wizard, life totals are updated, sites are returned to hand, etc. Ira's four extra cards are shuffled into his deck. The judge decides that Adam gets to keep the card he drew at the start of his turn as compensation for all the information he revealed on his turn. Play continues from Ira's turn just before playing the Grandmaster Wizard. Both players are given a warning.
- Since Ira had the Tower in hand last turn, the judge rules that Ira retroactively played the Tower last turn instead. The Tower is placed in the location of the previous site, and the previous site is returned to Ira's hand. Ira continues with his current turn and is able to play a site normally now. Even though Ira would have had 1 extra mana last turn from the Tower, he is not allowed to use it retroactively because it might have changed Adam's whole turn. Both players are given a warning.
- The players think it would be too hard to rewind, and Ira didn't have a Tower in hand last turn. But, he did have an Apprentice Wizard, as well as an Apprentice Wizard in the cemetery that he could have cast as Deathspeaker. Therefore, the judge rules that instead of casting the Grandmaster Wizard (drawing 3), Ira actually cast an Apprentice Wizard + Apprentice Wizard, drawing 2. Ira's most recently drawn card is shuffled into his deck. The Apprentice Wizard in the cemetery is banished. The Apprentice Wizard in Ira's hand is placed in the cemetery (since Adam killed it on his turn). The Grandmaster Wizard in the cemetery is returned to Ira's hand. Both players are given a warning.
- After Adam killed Ira's Grandmaster Wizard, he played Pillars of Zeiros to banish it. This is such significant information revealed, that trying to rewind would be too difficult. Therefore, the judge rules that nothing is rewound, but as compensation to Adam, he gets to immediately draw an extra card. Both players are given a warning.
- Same as the previous bullet point, but the judge decides that the appropriate compensation is for Adam to draw a site and may immediately play it for free.
- Same as previous, but instead the judge decides that the appropriate compensation is for Adam to be able to ignore threshold requirements on his spells for the rest of the game.
- Same as previous, but instead the judge decides that the appropriate compensation is for Adam to have 3 extra mana available to him next turn.
- Same as previous, but instead the judge decides that the appropriate compensation is for Ira to discard a random card from his hand and lose 3 life.
- Etc.

The point of all these examples is that there isn't a single, definitive way to handle the situation. Any of the bullets above would be correct, if that's what the judge decided, having listened to the players and used their judgment.

There are so many different possibilities about what happened, what can be easily rewound, how the players feel, how much information was gained, how much advantage was received, etc. In the end, we rely on the judge to use their judgment, since we believe that will yield the most fair and fun results.

To avoid all of this, please pay attention to the game and ensure you and your opponent are

both following the rules!

Judge Intervention In Case of Illegal Play

If a judge notices an illegal play, the judge should proactively alert the players and help to resolve the situation; they need not (and should not) wait for a player to call them. Of course, a judge should never give play advice, merely alert players to the rules of the game.