

Progression Polls Rules Document

Section A: General Structure

- 1) Both Players open 24 packs (or the equivalent of one booster box, should the contents be historically different).
- 2) A deck is constructed using only the cards opened from that pack, as well as any previous packs opened during this challenge.
- 3) Both Players have a single 2 out of 3 match, using the most appropriate rule set and errata of the time.
- 4) Once the match is completed, viewers are given the option to vote for One Ban, and One Add to the card Pool.
- 5) After 24 hours, the votes are tallied. Out of the Top 3 Ban voted cards, the winner of the previous episode chooses to Veto that ban, keeping it from being added to the ban list. However, a card cannot be protected by a Veto more than once, regardless of who applied the Veto. The Loser will also get to choose a card from among the Top 3 Add voted cards, and 3 copies of that card are added to both player's card pool.
 - As of the GX Era packs, The Loser chooses one of the remaining Top 3 Ban voted cards to add to the Limited List.
 - As of the 5Ds Era packs, The Loser can choose to either have the audience vote to Add or Unban a card.
- 6) Note that Polymerization cannot be Banned, as it is the baseline card required to access the Fusion Mechanic. Any other card, included cards previously Added by vote, are eligible for banning.

Section B: Frequently Asked Questions

Q: What happens if a card is both Added and Banned at the same time?

A: In this case, Bans overwrite Adds. It might help to think of these as not two sides of the same coin, but affecting two different aspects of the game. Adding removes some of the randomness of pulls, but doesn't otherwise affect the game, whereas the Ban List decides what we can and cannot play.

Q: Is there a way to Unban cards?

A: Not at this time. However, we do like to shake things up a little at the beginning of each Era, so if we find there's a way to do that which isn't going to make things more complicated, we'll update you all on it in the future!

Q: Can we coordinate with other viewers to try and swing the vote one way or the other?

A: Certainly! In fact, it's encouraged, as no political party gets anywhere without teamwork! We highly recommend you join either Noajenk's or GoldenNova's discord server, as they both have wonderful communities that are ready to talk about the most recent events and strategies.

Q: Can a Card Be Limited After A Veto has been used on it?

A: Yes. Effectively, a Veto keeps it from being moved to the Ban List, but aside from being known as a Veto'd card, there aren't any other modifiers on it. Someone who lost one week could, effectively, use a Limit to keep a card available one more week, if only at a single copy. But if it's voted to be banned again, it will be Banned.

Q: What happens when a Limited card gets the Veto? Does it go back to a full 3 copies?

A: If a Limited card gets the veto, it will remain in the card pool at a single copy. The Veto only keeps the card from being moved to the ban list, and does not modify it in any other way.

Q: If a card is unbanned via voting, how does it affect the Vetoes/Limits used on it previously?

A: In this scenario, a card does not regain the ability to be saved by Vetoes/Limits. It retains all the maximum amount of saves it had previously, so if a card become a problem again, it does not take multiple episodes to remove it from the format.