

# Nom Nom Verse TCRPG

## Official Tournament Rules and Guidelines

**Greetings Explorers and LGS!** Preparing for your first tournament? We've got you covered. The following comprises the NomNom Verse TCRPG Official Rules of Play and Tournament Guidelines for both **Casual** and **Sanctioned Events**. **NomNom Verse** was designed to inspire in-person play that can be easily learned, so many of these Rules and Guidelines may seem like common sense— but we believe running a successful event should be easy! If you have any questions, [join our Discord](#), post in our #gameplayquestions channel and a **Researcher** will get back to you shortly with an answer.

**Casual Events** comprise the majority of NomNom Verse Gameplay Events and may be hosted anywhere that will support gameplay, officially or unofficially. Format for these events is left up to the host, but will typically use the **Timed Format** (see below), with points given to the winners. Point system, whether **Single Elimination**, **Swiss** or **Game Point Swiss** (see below) will be left up to the host. **Official Casual Events** will be required to follow the **NomNom Verse TCRPG Official Rulebook** as well as our **Official Tournament Rules and Guidelines** listed here. If no Justicar is present at a Casual Event, the Host is responsible for all approvals and questions and may contact the NomNom Verse Team Researchers on Discord for assistance.

**Unofficial Casual Events** are welcome to modify the game rules as desired, but must still follow our **Official Tournament Rules and Guidelines** for fair play. **Casual Events** are meant to be fun, lighthearted and creative, for the love of the game. Occasionally, prizes will be provided by the **NomNom Verse Team** along with distribution instructions. If prizing is not provided, prize distribution is left up to the host as they see fit.

**Sanctioned Events** are special tournaments hosted and provided by the NomNom Verse team and/or their Partners. Format for these events is up to the host, but will typically use the **Timed Format** (see below) as well as **Game Point Swiss**, a modified Swiss elimination system that rewards **1pt for a Draw, 2pt for a Game Win, and 3pt for a Boss or Total Party KO**. These tournaments will strictly follow the **NomNom Verse TCRPG Official Rulebook** as well as all **Tournament Rules and Guidelines** listed here. Prizes will be provided and distributed by the **NomNom Verse Team** and their Partners during and/or after the event.

**Explorers planning to participate in any event, especially Sanctioned Events**, should plan to show up **at least 30 minutes early** in order to have adequate

time to prepare their deck. All decks must be sleeved and checked by a staff member to confirm that Per Deck limits have been followed and no identifiable marks or damage is visible on card backs or sleeves. **Explorers may use any sleeves, dice, and other accessories they prefer**, as long as all accessories are checked and approved by staff before start time. Offensive or lewd accessories will not be acceptable. If no Justicars are on site, i.e. an Unofficial Casual Event, all approvals are left up to the Host and their staff. **Minimum deck size is 46 cards** (40 main deck, 5 Sectors and a Boss), **Maximum deck size is 100 cards**. Make sure to bring water, snacks, and any other items to stay hydrated and healthy throughout the day!

**If a staff member rejects an Explorer's deck, card, sleeve, or accessory**, they are required to provide the Explorer with a reason why and suggest a solution, then it will be up to that Explorer to fix the issue adequately and undergo an additional check before start time. If an Explorer cannot adequately fix the issue before start time, they will be removed from the event and match-ups will be reassigned (if necessary).

**Mistakes happen, even at Sanctioned Events.** It is the responsibility of both Explorers to oversee their game fairly and report any misplays or errors to the local **Justicar**. Just raise your hand, and a staff member will be with you shortly to assist. Justicars are encouraged to simply reset or rewind the game state and reinitiate play when possible, but if the error is severe, a game loss may be issued to one or both Explorers. Hypothetical questions ("*What if...<x>*") are not permitted and Actions may only be rewinded with the permission of a **Justicar**. An Explorer's first offense will be a verbal warning, followed by more severe consequences including game loss and disqualification if the mistakes continue.

**Cheating and manipulation of any kind is unacceptable** and will be met without sympathy, earning disqualification from the event and possibly a permanent ban from future events, depending on severity. **We are all here to have fun in a fair and welcoming environment.** There are many different kinds of cheating and manipulation including but not limited to; lying during gameplay, not correcting the opponent when they make a mistake, intentional misplays, illegitimate shuffling and/or card sneaking, intentional manipulation of the rules and/or your opponent's understanding thereof (aka "sharking"), distracting other Explorers, and anything else that a Justicar or Host considers cheating or manipulation. **If you suspect that an Explorer is cheating or manipulating, stop play and raise your hand for a Justicar immediately.** If you believe that a Justicar has ruled incorrectly against you or your opponent, you may request a second ruling from the **Head Justicar** at that event (if applicable). The Head Justicar's ruling is typically final and may only be challenged by other Justicars. Explorers that incur a permanent ban will be added to the **Ban List** and will be barred

from all Official events in the future. If no Justicars are present, i.e. it's an **Unofficial Casual Event**, it is up to the host to enforce the rules as they see fit.

**Be respectful in the Dungeon.** NomNom Verse TCRPG is a family-friendly game and atmosphere, so please be respectful and appreciative of your fellow Explorers; to their culture, religion, ideas, health and otherwise. We want everyone to have a great time at our events, feeling comfortable and knowing that they are in a safe environment. Offensive or inappropriate behavior of any kind is unacceptable in our community and will be met with firm consequences.

**We're here to help you have a good time.** When it comes to **Sanctioned Events**, our Justicars and staff members are here to assist you in any way you might need. Even if it doesn't apply to gameplay, feel free to ask for help. We want you to enjoy our events and will try and provide anything we can to improve your experience.

## **Game Point Swiss/Timed Format (Official)**

Most **NomNom Verse TCRPG** events will utilize the new **Timed Format** for gameplay. **Timed Format** was designed in order to guarantee that each tournament finishes in a reasonable amount of time, so our Explorers are not waiting too long for the rounds to end.

Rounds will last **55 minutes**, with a 5 minute warning given after 50 minutes have passed. **Timed Format** introduces the **Game Point Swiss** system (see below); a modified Swiss elimination system with an alternative way to win a game of NomNom Verse!

### **Game Point Swiss**

**Game Point Swiss** is an in-game point system combine with a modified Swiss elimination system that works as follows; each time an **Ally** (Champion or Nomster) successfully KO's an **Enemy** (Champion or Nomster), that **Ally's controller will gain Game Points equal to the Calling Cost of the KO'd Enemy** (*example: Sabregryph has a Calling Cost of 2, therefore you'd earn 2 Game Points for successfully KOing an Enemy Sabregryph with an Ally*).

**Relics and Items** are not Allies or Enemies, so they will not generate Game Points when Destroyed. **KO's earned by the effects of an Event, Relic, or Sector Effect** will not generate Game Points. After time has been called, if there is no Boss KO or Total Party KO, the Explorer with the most Game Points will be declared the

round winner and be rewarded on the leaderboard; **0pt for a loss, 1pt for a Draw, 2pt for a Game Win, 3pt for a Boss KO or Total Party KO.**

Finally, we'd just like to say thank you from the bottom of our hearts for being here at the beginning – collecting and playing NomNom Verse TCRPG. Be sure to join our Discord community for all the latest updates and news, check out our [official website](#) as well as our [official wiki](#) to learn more about the World of NomNom!

– *World of NomNom LLC*