



WORLD OF TANKS

THE CARD GAME



TOURNAMENT DOCUMENT

TOURNAMENT PREPARATION

1. Each player must come to the tournament with a ready-to-play **deck** and all necessary tokens for the game.
2. The deck must be built according to the **current rules** for *World of Tanks: The Card Game*.
3. If a player uses **card sleeves**, they must be the same across all cards in their deck (the same color/design, condition, size, and texture). During a match, a player may ask a judge to inspect their opponent's sleeves. The judge may prohibit the use of sleeves if they determine they are stained, worn, or suspected of being marked.
4. The use of **proxies and substitutes** for cards is prohibited – only original cards may be used in tournaments, unless the judge or organizer permits it and provides proxies only for the duration of the tournament. The provided proxies must not affect the quality of gameplay.
5. Before the tournament begins, the judge/organizer has the right to **review the decks** of selected participants to check for compliance with the regulations and rules.
6. A game is considered to have **started** when all players have performed the **Redraw** procedure. Pre-match procedures may be performed before the official start of the match.
7. Every deck should be **random** before a game. Each player is required to **shuffle** their deck before the start of every game. After shuffling the deck, if the opponent wishes, they may shuffle the deck again and then return it to the owner, who may no longer shuffle or reorder the cards in the deck.

DURING THE TOURNAMENT

The generally available rules of *World of Tanks: The Card Game* apply.

If a player has doubts regarding specific situations or rules, they should **call a judge**, who will clarify the situation. The judge always has the most important and **final word** regarding all rules and disputes.

If a player wishes, they have the right to **concede the match**. In such a situation, the match is considered finished with a loss for the player who concedes.

Players should remember the **triggered effects** of their own cards. Deliberately ignoring these is treated as **cheating**. Players are not obligated to point out their opponent's triggered effects, although they may do so if they wish. Forgotten triggered effects are not considered to be resolved. In disputed situations, the judge has the final say regarding whether or not to resolve forgotten effects, if they do not significantly impact the game.

Players are expected to **consider their options** before making a decision – they are usually not allowed to **reverse an action**

they have informed their opponent of. If a player wishes to change a decision they have made, they may do so provided the opponent has not yet declared any actions, and the judge permits the change. Judges must carefully consider whether the reversal of an action would significantly affect the gameplay. If the judge is unsure, they should not allow the decision to be changed.

Cheating is not tolerated. If there are visible indications that a player is cheating, the judge should decide to **remove** that person from further tournament play.

Contestants must perform their actions and decisions in a **timely manner**, regardless of the complexity of the game situation. Adherence to the **time limits** specified by the tournament rules should be considered by every participant. Contestants must maintain a pace that allows the match to finish within the announced time limit. **Stalling** the decision-making process is unacceptable. If the pace of the game is too slow, participants should ask a judge to observe the game.

Both players should maintain **order in the play area** – components should be arranged in a way that each player knows and is certain to whom they belong and what function they serve in the game.

Unsportsmanlike conduct is unacceptable and will not be tolerated during play. Tournament participants must behave politely and with respect. Judges are obliged to intervene as quickly as possible and take action to prevent such behavior.

GUIDELINES FOR THE ORGANIZER

Depending on the event, it is recommended to run tournaments as **B03** or **B01** (Best-of-Three or Best-of-One), however, the format of the tournament is dependent on the organizer.

The recommended time for one match is approximately **30-40 minutes**.

If a game lasts beyond the time limit set by the organizer, players should be allowed to **complete the currently ongoing round** until the next **"Scoring" phase** and turn over their opponent's bases in that phase.

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