TRADING CARD GAME UNION ARENA ユニオンアリーナ

Union Arena Five Pack Battle Rules

Five Pack Battles are played using only the cards contained in five unopened booster packs from your favorite title.
Even players without their own decks can readily enjoy playing Union Arena with this exciting battle format!

■ Requirements for Play

・ 5 booster packs, all belonging to the same source material to create as close to a 60 card deck as possible.
・ 3 action point cards (AP cards)

■ Deck Construction

・ Open five booster packs. All of the cards contained within them will become your deck. (If the booster packs contain AP cards, use them as AP cards during game play.)
・The deck can contain more than four cards with the same card number.
・The deck can contain more than four of each of the Special, Color, and Final trigger types.

■ Game Rules

Basic rules for game play are the same as the latest official rules for Union Arena.

◇ Win Conditions

・ A player wins when one of the following situations occur.
Their opponent has zero life in their life area.
Their opponent has zero cards in their deck and cannot draw a card during their start phase.

◇ Energy

・ Ignore the indicated required energy color when using cards.
(Ex: A card with Red×4 required energy may be used if you have four or more energy generation, regardless of their color. The combinations listed below would allow you to use the card in this example.)
- Four blue energy generation.
- Two yellow and two purple energy generation providing a combined total of four energy generation.

・ Color requirements specified in card and trigger abilities must be fulfilled.
(Ex: Only purple character cards can be selected for the purple Color trigger that reads "Play one purple character card with 2 or less required energy and 1 AP cost from your sideline set to active onto your front line.")

■Frequently Asked Questions

Q: Can I battle using booster packs from different titles?
A: No. All five packs must belong to the same title.
Q: Are there any restrictions on which cards I can use?
A: No, there are not. You may use all of the cards contained in the five booster packs.
Q: Can I reduce the number of cards in my deck?
A: No, you cannot. With the exception of AP cards, use all of the cards contained in the five booster packs.
Q: Can I perform Raid using cards with two different colors?
A: Yes, you can.
Q: Can I include five Special triggers in my deck?
A: Yes, you can.

◇ Event Rules

・ Follow the latest version of the official rules during this event. Refer to them when necessary.

・ Follow established regulations when deciding the end of a game, as well as its outcome.

・ A game's result cannot be overturned once it has been reported or confirmed by a staff member.

・ If unfair play is discovered, that player immediately forfeits the game.

・ With the exception of unfair play, any misapplications of the rules which are discovered after game play has progressed beyond their occurrence are considered accepted gamestate and play will continue.

・ Please be aware that unfair play or other breaches of etiquette that interfere with how the tournament is conducted may result in disqualification or expulsion from the venue at the discretion of the store holding the event.

・ If a question about the rules or some other point of confusion occurs during a game, immediately seek out a staff member's judgment by raising your hand, then follow their ruling. Be aware that a ruling for a question cannot be made once game play has progressed beyond the point it occurred. In addition, be aware that while rulings will be valid on the day of the tournament, changes to that ruling may occur in the official rules or elsewhere at a later date. All rulings made by staff members during this event take precedence.

◇ Cards and Card Sleeves Usable During Game Play

・ Only cards from the unopened booster packs can be used. No other cards are allowed.

・ Decks cannot be reconstructed during the tournament.

・ There are no card limits on cards with the same card number and no restrictions on playing banned cards.

・ Sleeve use is required. Remember to bring your own.

・ Cards with damage that prevents them from being recognized cannot be used.

・ When using sleeves, all the cards in the deck must be inserted into the same style of sleeve with the same card orientation, one card per sleeve. Using up to two sleeves per card is allowed, in which case all cards must be inserted into the same number of sleeves, and those sleeves must be layered in the same order. Staff members may at their discretion prohibit the use of any sleeves which noticeably restrict the ability to determine a card's contents.

◇ Game Duration: 35 minutes

・ Although the time limit for standard official tournaments is 30 minutes, please enforce a 35 minute time limit for this tournament.