

Quick rules for players (actors)

You are two players: Player A & Player B.

You and another actor should receive a set of 4 cards:

- One "Type of tournament" card
- One "Scenario" card
- Two "Player cards", one for each actor

Decide who is player A (player committing the infraction) and player B (player calling the judge). In some cases, player A might be calling the judge as well. Please note additional instructions for specific infraction scenarios.

Card descriptions

- Type of tournament – describing tournament (e.g. FNM, GPT, GP)
- Scenario – only relevant for player A
- Player card
 - Identity – is player more on casual or competitive spectrum
 - Behavior – is player more on shy or obnoxious spectrum
 - Player A – Did you do infraction on purpose or not?
 - Player B – Do you believe opponent did infraction accidentally?

Note: All cards except for tournament are not shown to the responding judge.

You are two players: Player A & player B.

You and another player should receive a set of 4 cards:

- One "Type of tournament" card
- One "Scenario" card
- Two "Player cards", one for each actor

Decide who is player A (player committing the infraction) and player B (player calling the judge). In some cases, player A might be calling the judge as well. Please note additional instructions for specific infraction scenarios.

Card descriptions

- Type of tournament – describing tournament (e.g. FNM, GPT, GP)
- Scenario – only relevant for player A
- Player card
 - Identity – is player more on casual or competitive spectrum
 - Behavior – is player more on shy or obnoxious spectrum
 - Player A – Did you do infraction on purpose or not?
 - Player B – Do you believe opponent did infraction accidentally?

Note: All cards except for tournament are not shown to the responding judge.

Quick rules for players (actors)

Player: Identity description

Casual players are not expected to have a good grasp of tournament documents and customs, and are likely here for the Magic experience itself.

Example : You're a new player and this is your first tournament ever. You registered because it was organized in your local game shop. You're the best player amongst your playgroup, and came here to play your famous tribal turtle deck.

Competitive players usually have experience of various tournaments and are often engaging in them in order to compare themselves to other players, attaching more importance to the actual result of the matches.

Example : You're a PTQ grinder, actively playing to any tournament you can reach. So far, you've been out of luck.

Famous Pro Player: You're a platinum level player know for his online articles on a famous Magic website. You have several Pro Tour top 8 under your belt. You already signed cards for three different people today.

Example : You can either make-up a Pro Player character or impersonate a famous player that the audience will likely know : LSV, PVDDR, Finkel, etc.

Judge: You're playing your own character, with the twists added by the other cards. Note that you're here as a player, even if you're a certified judge.

Example : No need for example, you're playing as yourself !

Casual players are not expected to have a good grasp of tournament documents and customs, and are likely here for the Magic experience itself.

Example : You're a new player and this is your first tournament ever. You registered because it was organized in your local game shop. You're the best player amongst your playgroup, and came here to play your famous tribal turtle deck.

Competitive players usually have experience of various tournaments and are often engaging in them in order to compare themselves to other players, attaching more importance to the actual result of the matches.

Example : You're a PTQ grinder, actively playing to any tournament you can reach. So far, you've been out of luck.

Famous Pro Player: You're a platinum level player know for his online articles on a famous Magic website. You have several Pro Tour top 8 under your belt. You already signed cards for three different people today.

Example : You can either make-up a Pro Player character or impersonate a famous player that the audience will likely know : LSV, PVDDR, Finkel, etc.

Judge: You're playing your own character, with the twists added by the other cards. Note that you're here as a player, even if you're a certified judge.

Example : No need for example, you're playing as yourself !

Player: Identity description

Player: Behavior description

Nervous: This whole thing is stressing you and it shows in your behavior.

Depending on your character, the stress could come from the problem, the presence of a judge, the questions asked, your opponent's behavior... You act nervous.

Arrogant: You know better than anybody else involve in this situation.

This judge guy is certainly not able to deal with the situation and your opponent isn't able to understand anything. You won't shut up until they agree with you.

Cool: You take this whole thing in a quite relaxed way.

Whatever happens here, it won't ruin your day. Maybe you don't care that much about this game or this tournament anyway. Maybe you don't think you can convince anybody. Maybe you're just a cool guy in general.

Rules Lawyer: You put to much importance on the letter of the rule than on its spirit, and hope you can « game » the judge.

Maybe you think you found a loophole in the rules. Maybe you think you could talk the judge out of this. Maybe you start calling out your opponent on things he done before and want them penalized too.

Lost:

You're clueless. This could be genuine or on purpose.

You have no idea what is happening here. Worst : you don't understand a thing about what is explained to you. Who is this guy in black? Alternatively, you don't understand (yet) what is the mistake your opponent is talking about.

Obnoxious: You're the most unpleasant player you can think of.

You're here to crush little kid's dreams and ruin the fun of every people involved in this tournament. You're making his day a hell. You use every tactic you know to make your opponent (or the judge) tilt.

Nervous: This whole thing is stressing you and it shows in your behavior.

Depending on your character, the stress could come from the problem, the presence of a judge, the questions asked, your opponent's behavior... You act nervous.

Arrogant: You know better than anybody else involve in this situation.

This judge guy is certainly not able to deal with the situation and your opponent isn't able to understand anything. You won't shut up until they agree with you.

Cool: You take this whole thing in a quite relaxed way.

Whatever happens here, it won't ruin your day. Maybe you don't care that much about this game or this tournament anyway. Maybe you don't think you can convince anybody. Maybe you're just a cool guy in general.

Rules Lawyer: You put to much importance on the letter of the rule than on its spirit, and hope you can « game » the judge.

Maybe you think you found a loophole in the rules. Maybe you think you could talk the judge out of this. Maybe you start calling out your opponent on things he done before and want them penalized too.

Lost:

You're clueless. This could be genuine or on purpose.

You have no idea what is happening here. Worst: you don't understand a thing about what is explained to you. Who is this guy in black? Alternatively, you don't understand (yet) what is the mistake your opponent is talking about.

Obnoxious: You're the most unpleasant player you can think of.

You're here to crush little kid's dreams and ruin the fun of every people involved in this tournament. You're making his day a hell. You use every tactic you know to make your opponent (or the judge) tilt.

Player: Behavior description