## What’s Changing?

For convenience, the newest versions of the documents are linked in the headings below, but they may also be found in the document repository, <https://drive.google.com/drive/folders/1pQdZjfWR782z4LQZxDwP5eJIFLWtscmK?ths=true>

[Supplement pack 5’s announcement](https://docs.google.com/document/d/1d25silf-owE1IVpGxvJHCq4xgkYNLFhQ1I3LOh1i1Hw/edit) has links to the image packs

[**Official Card Reference v15**](https://drive.google.com/file/d/1k_CbXMpT0F1XFyZn5LD4nBtoZv2GmroT/view?usp=share_link)

* Added Supplement Pack 5 cards
  + Prize Wheel Increment 2

[**Tournament Floor Rules v3.20**](https://drive.google.com/file/d/1rmVgJMFn3YsxKQhnJOt5seCEJKHm6ViP/view?usp=share_link)

* Regenerated all ban lists to correct some cards where the collector number didn’t match the card name  
  *You’d think I’d have learned to just trust the automation by now, but nooooo…*
* Changes to elimination rounds’ handling of ties and end of round procedures

In elimination rounds, hard time no longer exists. You’ll now continue play through the end of round procedures. This removes the time pressure from difficult decisions that often come up at the end of the game, however players are still expected to proceed in a timely manner to avoid disrupting the tournament progression for others.

For best-of-three matches, the current game ending in a tie won’t cause the match to end in a tie if one player has more games won than the other.

If the match would end in a tie after end of round procedures, another turn cycle will happen and then scores are checked. This can happen for up to three additional turn cycles and is expected to resolve the majority of ties.

If that doesn’t resolve the tie, players will start another short game that goes for five turn cycles before checking the scores. While this still favors aggro, it doesn’t do so to the same degree as sudden death and gives slower archetypes a chance to do their thing.

If that still hasn’t resolved the tie, we go back to the current solution of a sudden death game. This isn’t a great resolution to the issue, but *some* result is needed so the tournament can proceed.