

High Stakes Drifter

Comprehensive Event Rules

Last Updated September 30, 2005

This document is event legal November 9, 2005. Future changes will be noted in red.

Contents

1. Introduction
2. General Event Rules
3. Deckbuilding Rules
4. Limited Events

1. Introduction

Welcome to **High Stakes Drifter** events! **High Stakes Drifter** events are designed to play fast and feature lots of fun. Players should always have a great time at a sanctioned **High Stakes Drifter** event. Whether they win or lose, their efforts never go unnoticed. Players can win prizes and honors at many different types of events and share the good fellowship that comes with playing a great game with great people. Questions about a sanctioned event should be directed to the Sheriff running the event, or to WizKids (the WizKids online support database is accessible at www.wizkidsgames.com/ss).

This document contains the rules for playing and running sanctioned **High Stakes Drifter** events. It is designed to complement the WizKids Approved Play Comprehensive Rules. In the event of any conflict between this document and the WizKids Approved Play Comprehensive Rules, this document takes precedence. WizKids requires that all sanctioned events be run in compliance with these rules. The most recent version of this document is posted at www.wizkidsgames.com.

Registered players can earn exciting prizes for participating in **High Stakes Drifter** events. WizKids provides, free of charge, a Personal Player Web Page that allows players to locate sanctioned events near them. Players can register by visiting www.wizkidsgames.com/register.asp and creating an account. Registered players are encouraged to sign up in advance for sanctioned WizKids events, using the tools on their Personal Player Pages. This helps event officials plan to accommodate all players. Players who sign up for sanctioned events online should bring their user names and player ID numbers to the event. If a player wishes to register or sign up after the event, he or she should contact the Sheriff running the event.

2.0 General Event Rules

2.1 Sanctioned Events

A sanctioned event is one that is registered through the WizKids website. In order for a **High Stakes Drifter** event to be sanctioned, it must be created by the event-creation deadline, be run at a WizKids-approved venue, and have a Sheriff associated with it before the deadline. For more details, refer to the WizKids Approved Play Comprehensive Rules.

2.2 Rules

Sanctioned **High Stakes Drifter** events use the following official rules, except as noted herein: the **High Stakes Drifter** game rules from the most recent **High Stakes Drifter** set, the most recent FAQ document after its effective date, the WizKids General Tournament Rules (contained in the WizKids Approved Play Comprehensive Rules), and the **High Stakes Drifter** Comprehensive Event Rules (this document).

2.3 House Rules

Sheriffs and venues may use "house rules" during certain sanctioned **High Stakes Drifter** events, as described in the event listing. House rules allow Sheriffs to introduce new rules variants. House rules must

be added to the event description on the WizKids website and posted in the venue at least one week before the event.

2.3.1 What House Rules Cannot Do

House rules cannot override Sections 2.1, 2.3, 3.2, 4.3, 4.4, or this section of this document. House rules cannot alter the format of an event, substantially alter the core mechanics of the game, or alter any program rules as presented in the WizKids Approved Play Comprehensive Rules.

2.4 Build Parameters

The Sheriff and venue determine the starting value of each player's stake and the total value of the kicker chips in each player's deck for each tournament. Unless specified otherwise in the event's online description, a **High Stakes Drifter** event is assumed to have a stake of \$100 and a deck of 54 cards and \$50 of kicker chips for each player. Each player's stake is reset to \$100 at the beginning of each round.

2.5 Required Materials

Except where noted otherwise in this document, all players are responsible for bringing the following materials to sanctioned **High Stakes Drifter** events: an event-legal **High Stakes Drifter** deck with 54 cards and up to \$50 of kicker chips, \$100 in betting chips, and a copy of the most-current **High Stakes Drifter** rules.

2.6 Timekeeping

A standard round in a **High Stakes Drifter** event lasts 50 minutes. The Sheriff running the event must announce the time remaining in the round twice during the game: once with between 20 and 30 minutes remaining in the round and once with between 3 and 7 minutes remaining in the round.

2.7 Determining the First Player

Choose a player to go first by a method acceptable to all participants (cutting for "high" card, coin toss, etc.).

2.8 Ending the Game

When 50 minutes have elapsed, time will be called by the Sheriff running the event. At this point, the dealer finishes his or her turn. The game is over when either of the following conditions is met:

- Official time has expired and the dealer has finished his or her last turn
- A player can not cover an ante

2.9 Victory

The players total up their stakes at the end of each game, and then add this total "score" to their scores from previous rounds of the event. This running score is used for the purposes of tournament pairing and determining the overall winner of the event. The player with the highest score after all rounds are complete is the winner.

2.10 Rounds

High Stakes Drifter events must consist of at least three rounds, though they may consist of more.

2.11 Tournament Pairings

Seating in the first round of a standard **High Stakes Drifter** event is determined randomly, with the Sheriff determining how many players are seated at each table. Each table should have no more than eight players and no fewer than four. After the first round, the Sheriff determines seating by the players' scores, with the players with the highest total scores seated at the same table.

2.11.1 Tournament Record Tiebreakers

If two or more players have the same score at any point in the tournament, and a determination must be made between them, they break the tie by cutting a deck. The card with the highest chip value in the bottom

right corner wins. If more than one player ties for the high value, repeat until you have a winner. Dude cards have a value of \$0 for this purpose.

2.12 Rules Questions

All rules questions that come up during a sanctioned **High Stakes Drifter** event should be directed to the head Sheriff of the event. Rules questions that come up outside of an event should be directed to the **High Stakes Drifter**: Rules forum at www.wizkidsgames.com or to the **High Stakes Drifter** rules arbitrator at sheriff@wizkidsgames.com. If a Sheriff is not present to answer a rules question, use the following rules:

1. All involved players discuss the rules question and try to come to an equitable solution. The players should ask themselves “How would a Sheriff handle the situation?”
2. If the players cannot come to a decision, the involved player with the lowest current stake decides the matter. In case of a tie, the player with the lowest current stake to the left of the dealer decides.

3.0 Deckbuilding Rules

3.1 Variant Rules

The Sheriff and venue may choose to use one or more of the official variant rules for Unrestricted events (i.e., Cold Hand, Deuces Wild, Draw, High-Low, Last Man Standing, Lowball, On Your Lonesome, Riding Shotgun, Stud, Tombstone, Tres Amigos, or Whirlwind). The variant or variants being used must be listed in the event description on the WizKids website, announced to all players at the start of the event, and posted at the venue before the event.

3.2 Substituting Game Pieces

Players must use the same deck (including kicker chips) throughout the entire tournament; they may not substitute or “swap out” game pieces.

4.0 Limited Events

4.1 Sealed and Draft Events

Limited events consist of Sealed or Draft events. Sealed events are played using the Stud variant. Draft events are played using the Draw variant.

4.2 Pulling Game Pieces from Boosters

Each player creates a 54-card deck using only pieces he or she pulls from the sealed **High Stakes Drifter** Boosters provided for the event. The Sheriff provides each player with six unopened **High Stakes Drifter** Boosters; players receive these Boosters as part of the event registration fee. Players may not open their Boosters until directed to do so by the Sheriff. Boosters may be from any **High Stakes Drifter** set, provided that each player receives the same combination of Boosters. When instructed to do so, each player should open Boosters and count the pieces in each to confirm they are event legal (see the WizKids General Tournament Rules).

4.3 Buying Product for Limited Events

The venue sells all Boosters for Limited events. Players may not bring sealed Boosters from other venues or stores. Gaming clubs and military venues are exceptions to this rule, and players here may provide Boosters, if necessary.

4.4 Defective Game Pieces

If a player receives an incorrect number of game pieces, a defective piece, or an illegal piece, he or she must immediately notify the Sheriff, and the entire Booster will immediately be replaced.