

The Brothers' War Showdown

Seattle-Tacoma Area Old School Magic Spring 2019 Meetup

Conflict rages between the brothers Urza and Mishra, shaking the continent of Terisiare and even the whole of Dominaria to its core. Urza, possessing the powerful Mightstone, has assembled an army of powerful men and machines, while Mishra, wielding the enslaving Weakstone, has opened a portal to Phyrexia and enlisted the aid of the demonlord Gix and his dragon engines to aid his cause. Decades of conflict have sapped the mana from the land and, seeing that the conflict must finally come to a head, the brothers now prepare to deploy their forces in one final, epic showdown: The Brothers' War Showdown.

TLDR

- **WHO:** Old School fans, of course! Registration capped at 32 (?)
- **WHAT:** An Old School Magic tournament! The tournament consists of a Main Event centered on individual performance, plus a simultaneous Team Event intended for fun.
- **WHEN:** March 16, 2019, from 7PM to ????. Start arriving as early as 6PM. This is the Saturday of Emerald City Comic Con. Date is still flexible for alternative suggestions
- **WHERE:** Raygun Lounge in Seattle's Capitol Hill Neighborhood. If the date is changed such that the event is decoupled from ECCC, Terracrux Games in Tacoma has been suggested as a good choice.
- **WHY:** For fun, adventure, prizes, and beer!

Main Event Tournament Format

Rules

The main event shall be a standard single-elimination, 3 games per match tournament following normal Eternal Central Old School 93-94 rules (<http://www.eternalcentral.com/9394rules/>). Byes will be randomly determined as needed to balance the tournament bracket.

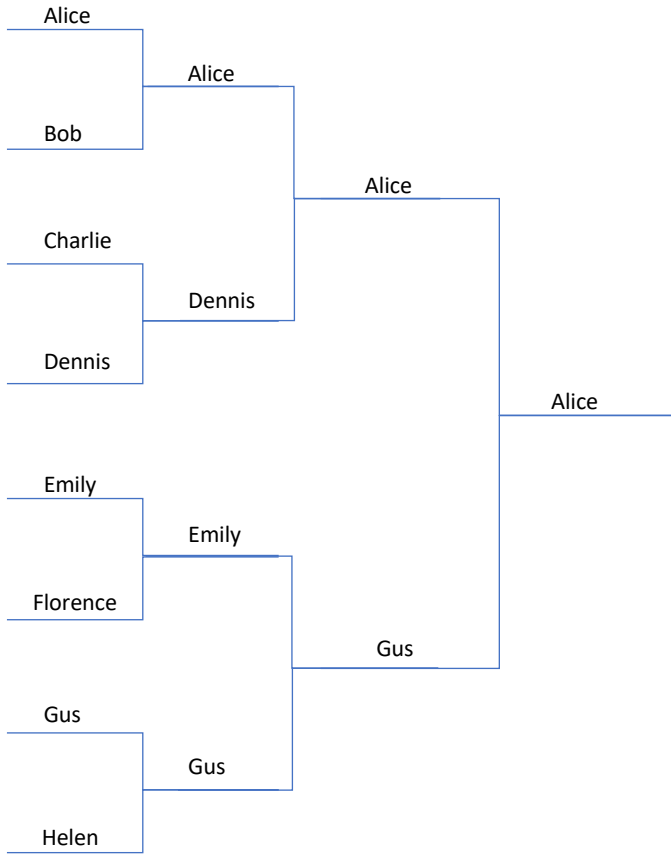
Entry Fee

Players are expected to provide an approximately \$10 of Old School cards ("goody lots") as an entry fee. All food and drink during the event are the responsibility of the players (i.e., it's a cash bar). Each goody lot will be kept separate as prizes will be awarded by allowing people the choice of one or more goody lots based on their performance. Providing an extra \$5 donation to help defray other tournament costs is a nice gesture too 😊

Prizes

Winning a match or having a bye during the Main Event entitles a player to a goody lot of their choosing, except that a player may not choose a goody lot they provided unless they have no other choice. Goody lots will be chosen by winners in reverse order of the Main Event, sorted by the winner's final place in the Main Event (using tiebreakers to separate people into a

specific position). Additionally, one extra goody lot will be awarded to the main event champion. For example, consider this tournament result:



Alice has won 3 matches including the championship, Gus won 2, and Dennis and Emily each won 1 (assume for the sake of simplicity that Dennis is ahead of Emily on tiebreakers). Additionally, there were 8 players, so there are 8 goody lots to award. First, Alice chooses 2 goody lots for winning the tournament's final round. Then, Alice followed by Gus choose 1 goody lot for winning the semifinals. Finally, Alice, then Gus, then Dennis, then Emily choose 1 goody lot for winning the quarterfinals.

Additionally, all tournament players will receive a door prize provided by tournament organizers, as described in the rules for the Team Event.

Team Event Tournament Format

The Main Event is not the only event! The final outcome of The Brothers' War and the very fate of Terisiare are on the line, and just because a mage is defeated in the Main Event does not mean they have nothing left to play for!

Summary

Players will be divided into two teams: Team Mishra and Team Urza. Each team accumulates points for all games won at the event. At the end of the event, the team with the most points wins the team prize.

Assigning Players to Teams

Any player who is participating in the Theme Deck competition (see below) may choose to be on the corresponding team. Should these choices result in a situation where the teams cannot have an equal number of players, or a number of players differing by one if there are an odd number of players, choices shall be adjusted to achieve that first by attempting amicable voluntary resolution, and second by random die rolls if voluntary resolution is not possible.

All remaining players shall choose a card at random consisting of a number of Antiquities Weakstone cards representing the open number of player seats on Team Mishra and Mightstone cards representing the open number of player seats on Team Urza. Players shall choose cards in the order they are signed up on the tournament registration sheet.

After all teams have been chosen, all tournament participants will be ensured to have both a Mightstone and a Weakstone card. These cards are the door prize for the tournament. It's intended that people will sign the cards for each other, signing the card for the appropriate team!

Team Points

Each team receives one point per game won at the tournament, with games in the Main Event worth double. Additionally, if a player goes 2-0 in a round of the Main Event, their team receives 2 bonus points, for a total of 6 points in the match.

Players eliminated from the Main Event may continue playing each other in additional games. If both players are on different teams, are using the decks they registered for the Main Event, and agree to, their game may count as a Theme Game. Theme Games follow the same rules as games in the Main Event, except:

- The time limit for a Theme Game is 30 minutes, at which point Chaos Orb flips are used to decide the game.
- Players may play a single Theme Game, or multiple Theme Games in a row, based on mutual agreement.
- Players may sideboard in between Theme Games if neither of them were each other's opponent in their last Theme Game. Otherwise, they must both use unsideboarded decks. Examples:
 - Alice sits down to play a Theme Game with Bob. Both players use unsideboarded decks. After Alice defeats Bob, they decide to play another Theme Game, and they sideboard their decks.
 - Alice plays a Theme Game with Bob. Then she plays a Theme Game with Charlie and Bob plays a Theme Game with Dennis. After those games, Alice sits down to play a Theme Game with Bob again. They do NOT sideboard their decks for this

second Theme Game with each other, because both of them previously had each other as their last Theme Game opponent.

- Alice sits down to play a Theme Game with Bob. Alice wins, and Bob goes to get a drink and take a break. Alice plays a Theme Game with Charlie while he does. After that, Bob comes back and challenges Alice to another Theme Game, which she accepts. They do NOT sideboard their decks because while Alice was Bob's last Theme Game opponent, Charlie was Alice's last Theme Game opponent, not Bob.

A player who wins a Theme Game earns one point for their team. Once a champion has been declared in the Main Event, no new Theme Games may begin, and those in progress have 15 minutes to conclude.

After all Theme Games end, points are tallied up for each team. If there is a tie, each team will select one player to represent the team in a final, unsideboarded Theme Game.

Prizes

The team with the most points wins the Team Event. The prize for the Team Event is a secret, but will be exciting, thematic, and not monetarily significant.

Flavorful Side Event: Best Theme Decks

Players may choose to enter their Main Event deck in the one of two Theme Deck competitions: Most Flavorful Urza Deck and Most Flavorful Mishra Deck. These competitions are intended to reward great usage of The Brothers' War lore in the deck entered for the Main Event, and secondarily to factor in creative deck design.

Eligibility

A deck is eligible for the competition if its maindeck (i.e., sideboard excluded) meets two criteria:

- At least 20% of its cards, rounded up, come from the appropriate Flavor List below.
- At least one copy of the "Keystone Card" for in the appropriate Flavor List.
- A deck entering for Most Flavorful Urza Deck may not include cards from the Mishra Flavor List below, and vice versa

URZA FLAVOR LIST – FOR MOST FLAVORFUL URZA DECK

- Keystone Card: Mightstone.
- Any card with "Urza," "Tawnos," "Korlis," "Sardia," "Yotia," or "Argive," or any derivatives thereof, in the card's name.
- Any card which refers to Urza in its flavor text.

URZA FLAVOR LIST – FOR MOST FLAVORFUL MISHRA DECK

- Keystone Card: Weakstone.

- Any card with “Mishra,” “Ashnod,” “Phyrexia,” or “Gix,” or any derivatives thereof, in the card’s name.
- Any card which refers to Mishra in its flavor text.

BOTH FLAVOR LIST – COUNTS AS FLAVOR AND ALLOWED IN EITHER DECK

- Any card with “Argoth,” or any derivatives thereof, in the card’s name.
- Golgothian Sylex

Choosing the Winners

Before the semifinals of the Main Event, the decklist for each Theme Deck entrant will be read aloud to the group by tournament organizers, in the order players registered for the tournament. Following their decklist being read, each entrant may have 2 minutes to make their case why they should win.

After all entered decklists have been read and entrants have had their chance to speak, vote by applause will be used to determine the winner of each Theme Deck contest. Tournament organizers will judge applause levels.

Prizes

The winner of each Theme Deck competition will receive a paperback copy of The Brothers’ War by Jeff Grubb.