



OFFICIAL IN-STORE EVENT RULES

1. OVERVIEW

These rules govern organized play for Compile events. They apply to all events using the Compile Event Kit and are intended to ensure fair, consistent, and enjoyable play for all participants.

Two formats are supported: Standard for single-kit events (8 players) and Extended for multi-kit events (16 or more players). Both formats use the same core game rules as published in the official Compile rulebook.

2. EVENT FORMATS

	STANDARD	EXTENDED
Players	8 (1 kit)	16, 24, or 32 (2-4 kits)
Structure	Single Elimination	Swiss rounds + top cut
Match Format	Best of 1	Best of 1 (Swiss) Best of 3 (top cut)
Rounds	3	See Swiss table
Approx. Duration	2-2.5 hours	6 hours
Recommended for	Weekly/Casual events	Special or seasonal events

Standard Format

Single elimination bracket. 8 players, 3 rounds, Best of 1 per match. Each player plays with the cards from their own Event Booster. Only one kit required.

Extended Format

Swiss pairings are used for the initial rounds. Players are paired against opponents with the same win/loss record each round. After Swiss rounds are complete, the top 8 players advance to a single-elimination top cut. Top cut matches are Best of 3. Each player uses their own booster cards throughout the entire event

PLAYERS	SWISS ROUNDS	TOP CUT (single elim.)	TOTAL ROUNDS
16	4	Top 8	7
24	4	Top 8	7
32	5	Top 8	8

Event organizers may adjust the number of Swiss rounds and the top cut size to fit the time available. Use the tables in this Section as a baseline; note that reducing Swiss rounds increases reliance on tiebreakers.

3. REGISTRATION

1. Players must register before the event begins. Late registrations are not accepted once the first round has started.
2. The minimum number of players to run an event is 4.
3. Each participant receives 1 Event Booster upon registration. Boosters are not opened until the start of Round 1.
4. Players must provide their name to the Event Organizer for bracket recording purposes.

4. GAME SETUP

1. Each player opens their Event Booster and separates their 3 Protocol cards from their 18 Command cards.
2. Players place their 3 Protocol cards face-up in the center of the field, "Loading..." side up, from left to right in the order they choose. This order cannot be changed once the game begins.
3. Players shuffle their 18 Command cards to form their deck and place it to the side of the field with a designated space for their trash.
4. Each player draws a starting hand of 5 cards.
5. For the first game of a match, the youngest player takes the first turn. The control component starts in a neutral position.

5. MATCH PROCEDURE

Best of 1 (Standard Format and Extended Format)

1. The game is played to completion. The first player to compile all 3 of their Protocols wins the match.
2. Recommended time limit: 30 minutes per match. If time is called, the player with the most compiled Protocols wins. If tied on compiled Protocols, the player with control wins. If still tied, the player with the higher total field value wins. If still tied, the player with more cards in hand wins. If still tied, the player with more cards in their deck and trash combined wins. If still tied, the player who went second wins.

Best of 3 (Extended Format Top Cut)

1. Both players use the same booster cards for all games in the match. Cards are not replaced or exchanged between games.
2. For Game 1, the youngest player goes first.
3. For Games 2 and 3, the loser of the previous game chooses who goes first.
4. The first player to win 2 games wins the match.
5. Recommended time limit: 50 minutes per match. If time is called, mid-game, finish the current game. If no player has reached 2 wins, refer to the tiebreaker procedure in the Best of 1 and apply it to the current game state.

6. CORE GAME RULES REFERENCE

The following is a summary of key rules for quick reference. The full rulebook takes precedence in all cases.

Win Condition

The first player to compile all 3 of their Protocol cards wins the game. To compile a Protocol, you must have 10 or more total value in that line AND more value than your opponent in that same line.

Turn Order

- **Start:** Perform any Start effects on your side of the field.
- **Check Control:** If you have a total value higher than your opponent in at least 2 lines, you gain the Control Component.
- **Check Compile:** If you meet the compile conditions, you must compile. This is your only action for the turn.
- **Action:** Either play 1 card from your hand into a line, or refresh your hand. If you have no cards to play, you must refresh.
- **Check Cache:** If you have more than 5 cards in hand, discard down to 5.
- **End:** Perform any End effects on your side of the field.

Key Terms

- **Compile:** Delete all cards in a line (both sides) and flip your Protocol to its "Compiled" side.
- **Covered:** A card with another card on top of it. Only the uncovered card in a line can be manipulated, unless specified otherwise.
- **Delete:** Move a card from the field to the trash.
- **Flip:** Change a card from face-down to face-up, or face-up to face-down.
- **Line:** The area of play passing through 2 opposing protocols. The field has 3 lines.
- **Refresh:** Draw until you have 5 cards in hand. If your deck is empty, shuffle your trash to reform it first.
- **Stack:** The cards in a line on one player's side.

7. PRIZE DISTRIBUTION

Prizes are distributed at the end of each round as players advance. All prizes come from the Event Kit and require no additional purchases.

ROUND	PRIZE	RECIPIENTS	NOTES
1	Event Booster	All players	Distributed at the start of the event
2	1 Random Enamel Pin	Top 4	Players advancing from Round 1
3	1 Metal Control Token	Top 2	Players advancing from Round 2
4	Prime Variant Playmat	Winner	Grand Prize, awarded to event champion

In Extended format events using multiple kits, prize quantities scale with the number of kits used. The Event Organizer may choose to pool collectibles for a single prize table or distribute them per-bracket at their discretion.

8. PLAYER CONDUCT

1. Players are expected to treat all participants, opponents, and store staff with respect throughout the event.
2. All players are responsible for knowing the basic game rules.
3. Players must keep their hand, deck, and trash counts as public information. Players may not misrepresent the number of cards in any zone.
4. Card sleeves are permitted. All cards in a deck must use identical sleeves. Marked or damaged sleeves that could identify a card must be replaced before the match.
5. Players may not look at the face of any face-down cards on their opponent's side of the field, except when a card effect explicitly allows it.
6. Intentional drawing of games, collusion, or unsporting conduct will result in immediate disqualification.
7. If a player believes their opponent has made an error, they must raise it immediately.

9. EVENT ORGANIZER RESPONSIBILITIES

- Manage registration and confirm player count before the event begins.
- Generate and display the bracket at the start of the event and update it after each round.
- Announce the start and end of each round clearly.
- Resolve all rules disputes fairly and consistently. When in doubt, consult the official rulebook.
- Distribute prizes at the correct rounds as outlined in Section 7.
- Maintain a welcoming environment for players of all experience levels.
- Keep time for matches and call time clearly.