

10:01:42 am - Daniel Lee:

Hello, and welcome back to First Week series for November. My name is Daniel Lee. I am your rules and policy champion. And today with us, we have Maxime Emond, a Level 2 judge from Montreal Maxime, go ahead and introduce yourself. Tell us a little bit out your background and what we're talking about today.

10:01:59 am - Maxime Emond:

Hello everyone. Well, I like Daniel said, I am a level, Two judge from Montreal started, judging a little bit in 2017. I got certified for L1 in 2017 then quickly made my way to L2, and 2018. I do not recommend speeding through that as fast as I did, but that was a, An exigent circumstances I'm based out of Montreal. Quebec Canada, I have been traveling in the US at some points and I'm also being judging all over Canada. Not as much as our friends Tobias Besari which is everywhere in anywhere. But I'm also Judging quite frequently frequently out of Montreal. And I used to play Starcraft 2 competitively as well. Just a little fun tidbit out there for people that might be having fun with starcraft as it is, coming back up with the recent online events. I have been playing that as well.

10:02:53 am - Daniel Lee:

I mean, I I know a little bit about competitive starcraft 2 myself enough to know, to know terms, like six pool and whatnot, right?

10:03:01 am - Maxime Emond:

Well, the sex pull used to be a thing but now you start with 12 workers so it's not a thing anymore.

10:03:04 am - Daniel Lee:

Thought, right? So I'm just dating myself as all that is right.

10:03:07 am - Maxime Emond:

That is accurate.

10:03:08 am - Daniel Lee:

Yeah, okay, right. Okay, right. All right. So give us a little Yeah, okay, right. Okay, right. All right, so give us a little bit of Yeah, okay, right. All right, so give us a little bit of what you're gonna Yeah. Okay, right. All right, so give us a little bit of what you're gonna be talking about today in terms of our topic.

10:03:14 am - Maxime Emond:

Sure, we'll get, we're going to do a quick overview of the Instruction, Procedure guide, taking a focus on the gameplay, errors and looking at the philosophy of the gameplay errors. So what do we mean by philosophy? The philosophy or at least my definition of philosophy for this specific presentation is going to be the reason behind whatever we're doing so It's either the reason behind a particular fix or a particular upgrade or down. Great path that we are going to have Throughout this quite this presentation, I'm also going to be asking questions to the audience, whether you are watching this live or you are watching this on the video on demand, feel free to positive deal with your own video on demand or to think it through in the short little time. We

are going to be providing you to try to get to the answer. I do believe that getting to the answer yourself or at least having an idea of what your answer would be, is a lot better in the In the alerting process. I'm also monitoring the chat. So if you see me looking out to my right, this is exactly what I'm doing. I'm looking at this at the twitch chat. Ultimately, what philosophy is it's

10:04:27 am - Daniel Lee:
so,

10:04:29 am - Maxime Emond:
the embodiment of what we're trying to accomplish.

10:04:31 am - Daniel Lee:
Right. So it's let's say it's less than emphasis on what the what the policy is for things. And a little bit more of a. Why is it this way, right?

10:04:41 am - Maxime Emond:
Exactly.

10:04:42 am - Daniel Lee:
Yeah.

10:04:42 am - Maxime Emond:
Because what the Because what the policy are can easily be found in the available documents online. We in this specific presentation, we really want to go into the, why, why did we build the infractions this way? And why do we now have infractions, like hitting card errors? And we no longer have infractions like drawing extra cards.

10:05:03 am - Daniel Lee:
Right. For example, it's funny. remember all the way back to remember all the way back to procedural error, severe was a there's some some archaic things that there's some some archaic things that we are Welsh. We are well shot of that. We no longer have in there. So but that means Right. I'm I've been doing this long as I I'm I've been doing this long as I remember all the way back to penalty that we had and there's this there's some some archaic things that there's some some archaic things that we are Welsh. We no longer have in there. So, but that means that there were decisions that guided that there were decisions made to say, Hey we want policy to accomplish this particular goal, the current policy doesn't do that. How do we change it in order to get closer to what we're aiming for?

10:05:34 am - Maxime Emond:
That. And there's also a shift in policy that often happens as time goes on. I do believe that everyone in this room would agree that when we first started the policy in the philosophy behind it was more stringent on technically. Correct play as of now. We're more depends on my kind of

10:05:52 am - Daniel Lee:
True.

10:05:55 am - Maxime Emond:

swimming back the other way where we're a little bit more leading with technically. Correct. And we're more a little bit more ruling by intent. To call back that specific article from like 20 years ago.

10:06:06 am - Daniel Lee:

It's funny because like every time I try to reference that because I'm very familiar with the article you're referring to a lot of people are like okay. But like we don't so much do that. We didn't specific circumstances. Like when we talk about not technically correct play, we're talking about things like proposing shortcuts, we're talking about out of order sequencing and things like that. So like it's There is a degree to which we say like Yeah, what the players trying to do is fine even if it is not technically correct or like it doesn't follow the exact procedure that it's the sort of supposed to. But it's we know what they're trying to do and there's a legal way to do that. So let's let them do that, right?

10:06:44 am - Maxime Emond:

There there's definitely that there's also the the agile that Hey Judge can I spell Skype this? Or can I put the needle this our answers to that? I've been, I've shifted. However, this is way beyond the scope of what I of what I had prepared

10:06:57 am - Daniel Lee:

Yeah, but we have an idea of what we

10:06:58 am - Maxime Emond:

today.

10:06:59 am - Daniel Lee:

mean when we talk about the philosophy of of tournament policy shifting,

10:07:05 am - Maxime Emond:

Exactly.

10:07:06 am - Daniel Lee:

All right, let's go.

10:07:07 am - Maxime Emond:

so, Quick example, Before we step into it, why do we have tournament that Retardedness as a? As an infraction, I'm going to give you guys 10 seconds. To. To just think of your answer and corollary. Why do we have a downgrade to a warning down from a game loss? If the offending player is late by less than a minute? All right, so let's get out the let's get the simple one out of the way first. Why do we have a tournament error tardiness? That's because we are needed an infraction to be able to keep the players accountable. And on time, we all have been in events where the events run super deep super long because of many delays. And adding delays to the event just because the players are late is not generally something.

10:08:06 am - Daniel Lee:
Okay.

10:08:06 am - Maxime Emond:
What we want however, and this is where the philosophy bit comes into play. We have a downgrade for to a warning if it's less than a minute. The reason why we have this, this was actually in Cornwall policy before, even it was even written down. We had most of the toes. The tournament organizer would say, The policy is zero 10 with a heart. Meaning, if we were seeing the player

10:08:27 am - Daniel Lee:
Yeah.

10:08:29 am - Maxime Emond:
going to this to their seats, when we call time, And I do mean the beginning of the round, not the end of the round.

10:08:36 am - Daniel Lee:
Right.

10:08:36 am - Maxime Emond:
Then we would just be fine that we would just let this players take off and not have a penalty.

10:08:42 am - Daniel Lee:
It was it was good enough, right? That they were just 90 to their seat

10:08:44 am - Maxime Emond:
Yeah.

10:08:46 am - Daniel Lee:
at when the round started as opposed to actually needing to be in their seat. Ready to begin their match.

10:08:51 am - Maxime Emond:
Exactly, and philosophically. And philosophically. That's because they're not a threat to Exactly and philosophically. That's because they're not a threat to delaying our event. They are Exactly and philosophically. That's because they're not a threat to delaying our event. They are there, they'll be there in less than a minute. It's not, they're not going to Exactly. That's because they're not a threat That's because they're not a threat They are there, they'll be there in less than a minute. less than a minute. It's not, they're not going to

10:09:03 am - Daniel Lee:
Right.

10:09:03 am - Maxime Emond:
event. Therefore, we don't need to have that heavy of a penalty of a game loss for somebody that's coming back from the bathroom instance. Like it's like

10:09:12 am - Daniel Lee:
Exactly.

10:09:13 am - Maxime Emond:
So ultimately, our goals are with policy, a fix that addresses, the potential the potential for advantage. We also want a something that is appropriate to the situation. We talked about a game loss for somebody that's late 10 seconds, that's not appropriate.

10:09:26 am - Daniel Lee:
Right.

10:09:26 am - Maxime Emond:
We want something that's consistent across events and judges which means that is relatively easy to enforce and understand. And this is again, a come into play

10:09:34 am - Daniel Lee:
Yep.

10:09:36 am - Maxime Emond:
in the last. Well, next to last in fraction that we're going to cover today and then

10:09:40 am - Daniel Lee:
Okay.

10:09:41 am - Maxime Emond:
we also want to fix that is as a low potential for abuse.

10:09:46 am - Daniel Lee:
Right.

10:09:46 am - Maxime Emond:
And this will come in when we're going to be looking at hidden card errors.

10:09:50 am - Daniel Lee:
There you go. Yeah, and it's a, It seems less than ideal. If the way that we fix a particular problem is one that players will try to go for because it gives an advantage like that just seems like bad policy at that point. So, it makes sense of trying aim for

10:10:04 am - Maxime Emond:
For.

10:10:05 am - Daniel Lee:
ones, that players can't abuse.

10:10:08 am - Maxime Emond:
Foreshadowing to hidden card ever here. I see.

10:10:10 am - Daniel Lee:
Yeah, right.

10:10:11 am - Maxime Emond:
All right, we're gonna do it just a quick overview of what the infractions are just to level up. The playing field here, if you're not aware of the specific infractions of the, of the IPG, because you've not started to judge competitively fear. Not. So we basically have six mistriggerers looking at extra cards, hidden card ever Mulligan, procedure error, game rule, violation and failure to maintain game state. I put the initials, There's so you're not lost later down. If I use the initials in the slide deck, One thing to note for people that do not know the IPG is that your fifth one games, rule violation is actually a other categories, if it doesn't fit in the first four, and a game rule as been violated, then we are in Games world violation.

10:11:01 am - Daniel Lee:
Yeah, a lot of times, it's something goes wrong in game, you kind of, when we had Rob McKenzie on a couple months ago to talk about this, he, he described this where you kind of go down the list. And if it doesn't fit into any of the four, the first four buckets, it falls into the last one. Yeah.

10:11:16 am - Maxime Emond:
Yeah, that's basically it. Hello. Hello to everyone on the chat as well. All right, so let's kick it off with the first one, which is the Miss Trigger, quick overview of what Mr. Speaker is, the default penalty is no penalty. They are four types of triggers. I say typo triggers, there's four moments depending on what the trigger does. That awareness of the trigger must be shown. If we want to go, we won't go into details into them but they are basically something that cause a visible change to the game state. Some thing that changes the rules of the game, something that calls an invisible change to the game state and That's something that requires target other than target opponent.

10:11:57 am - Daniel Lee:
Yeah.

10:11:58 am - Maxime Emond:
So the basic fixes, we ask the opponent if he wants to if they wants to put the trigger on the stack and we do have two exceptions that are coded into the The IPG for basically auras entering the battlefield. The actual written. The actually written a way is down here and if the triggered abilities enter, the battlefield is an aura and affects only the enchanted permanent and cause a visible change of that permanent resolve. That then Billy immediately, this is basically aimed at like your claustrophobia effects which will tap down the permanent. If we forgot to type it down we just want to type it down immediately.

10:12:43 am - Daniel Lee:

Yeah, that we don't want that like, allowing those triggers to EMS has kind of an outsized effect on the game state. Because, let's it, let's say, for sake of article. You put it on a vigilant creature. That's never gonna tap by itself. So you can't just expect. You can't just be like, okay, well, they get one extra attack out of it. And then it's tap down, it's like, well, what if that creatures just never attack down then that card is effectively useless and that feels really bad. And it was, it was bad enough of an experience on its own that we chose to be like. Okay, let's make a specific carve out for these because it's a pretty specific situation. It's easy to describe, and there's a bunch of these different kinds of effects, like it's present in a bunch of different formats. So it's just a, you know, it's it's good. It's a good idea. Let's go ahead and fix this.

10:13:26 am - Maxime Emond:

Yeah.

10:13:26 am - Daniel Lee:

Yeah.

10:13:28 am - Maxime Emond:

reason why we have a philosophy around those infractions because we think about also the player interaction and the player feelings when they go through Basically, basically the whole reason why we have a philosophy around those infractions because we think about also the player interaction and the player feelings when they go through their games Basically, basically the whole reason why we have a philosophy around those infractions because we think about also the player interaction and the player feelings, when they go through their games and see how we can mostly work towards making a better player, experience we have undoing his own change mostly for tokens. There's a time limit of one turn cycle. If the mystery is now caught within one turn cycle, we just do not even ask the opponent to put it, if we want to put it on a stack or not, we

10:13:56 am - Daniel Lee:

Yeah.

10:13:56 am - Maxime Emond:

not, we just run away that and we have an upgrade. If the trigger is considered generally detrimental, Welcome back to the definition of general. Detrimental. In a second. So, first question, I'd like to ask the audience, why? Do we have a default penalty of no penalty? Take a moment, if you are on the On the on demand, feel free to pause and think about this. All right, well, the reason we have no penalty is because mistreakers are plentiful. They're common. They are mostly invisible. They're likely to happen a lot and they don't cause an advantage, right? Think about most of your run-of-the-mills mystery district in the face, in any of format, most of the time they're positive for the player that's controlling the triggers, right? Like the ledger, shredders and trigger being missed or Dragon Race Channel, or triggers being this, I could name plenty of cards here, but you get the idea. There's nothing visible to the game state to remind ourselves through common. They happen a lot and they don't generate an advantage. So if we were to have this under the general rule of three games, the role violation in upgraded to a game lost and we would be giving way too many game, losses for Miss triggers for situation, that does.

10:15:28 am - Daniel Lee:
Absolutely.

10:15:29 am - Maxime Emond:
And even give an advantage

10:15:30 am - Daniel Lee:
Right.

10:15:30 am - Maxime Emond:
player.

10:15:31 am - Daniel Lee:
Yeah. With some decks too. Like it's like you said, like there's so many like you just rattle off a bunch. I was thinking like Soul Warden is gonna happen, you know, it's gonna happen a bunch, especially in the Soul Sisters deck there where there's a bunch of things entering the battlefield like someone could rack themselves up to a game loss with a single turn cycle if we were warning for every single Miss trigger. So clearly that's excessive

10:15:53 am - Maxime Emond:
That is correct and then we already have the answer in the chat. So is somebody's beating me to the punch here. But why do we ask at the opponent? If we want to trigger to go in the stack or not, somebody got the hat. Half of the answer in the in the chat already because the fix of asking you opponent if we want to put the trigger on the stack, remove the possibility of an advantage that is correct. But why do we ask the opponent? And not just making effective decision as a judge, not to put it on the stack to negative advantage.

10:16:22 am - Daniel Lee:
That is a good question.

10:16:25 am - Maxime Emond:
So we will give people in a chat, a few moments to think about it. And Joe comes out swinging with the correct answer. It's typical. It's a state impartial to keep what I described as the neutrality of the judge. If we give those distances decisions those strategic decisions back to the player. We ourselves. Isolate yourself to remain impartial and cannot be accused of favoritism when a judge rule one way, and the mythical other judge rules and other way,

10:17:00 am - Daniel Lee:
Correct. And and you can you can create a scenario that's pretty easy to see where it could get really hairy a lot. So one of the good examples that we give that I like to give when it comes to giving why we give the opponent a choice, but on the stack, even when a trigger is not generally, detrimental is dark confidant, right? Dark confidant is kind of famous for like, causing a bunch of philosophy shifts around this triggers generally, and one of the big arguments that people like to make is Okay. Well, dark confidant can be detrimental if you're at really low life and it's like, that's true. That's why we use the term generally detrimental. Like the the player playing, dark confidant is playing it for that trigger, right? Like clearly that trigger is a net benefit to the card

that's why the players playing it in their deck. Instead of just playing a generic two mana two one, which is not very good so so the players playing it because they want that trigger. So then if they are to miss, if they were to miss that trigger, when they're at low life, Then we allow the opponent to put it

10:18:01 am - Maxime Emond:
Yeah.

10:18:01 am - Daniel Lee:
on the stack so that the opponent sells a chance to be like, well, no, that triggers bad for them right now. I want them to have it. Right.

10:18:09 am - Maxime Emond:
That and there's also in the Asterix here of the maybe has a few more questions when this happens at low

10:18:14 am - Daniel Lee:
Right.

10:18:15 am - Maxime Emond:
life. But

10:18:17 am - Daniel Lee:
So yeah, in case of player might be missing their triggers intentionally because even though it's no penalty, it's still the no panels were missing it. That's only if you're missing it unintentionally. If you're missing it intentionally, that's a big problem and that player needs to not be in your event anymore.

10:18:32 am - Maxime Emond:
yeah, that's the that that's another

10:18:33 am - Daniel Lee:
Oh, but so.

10:18:36 am - Maxime Emond:
psychic section of the APG that we will not be looking at today.

10:18:39 am - Daniel Lee:
right, so the point is so like, For for a judge, observing a generic game state, where a player has mr.com for that tricker if they're at 20 life, it's pretty clear. The opponent, probably doesn't want to put on the stack. If they're at one life the opponent probably does want to put it on the stack but what if they're at five life? What if they're it six life what if their deck is actually pretty low mana cost? Like there's a lot of things that we as a judge don't know. And can't necessarily be expected to know when it would come to like finding a good solution as to whether the trigger should go on the stack right now or not. But you know who has that, who has been interacting

with that deck, the entire time and who has a strategic opinion about it? That players opponent certainly does.

10:19:18 am - Maxime Emond:

Dfr. Yeah and I it will also happen that sometimes you'll have even a

10:19:19 am - Daniel Lee:

So,

10:19:23 am - Maxime Emond:

competitive, RL Some players want to win through the, the most possible power of the opponents deck. So, some players are just allow triggers to go back on the stack. So that's also another good thing

10:19:33 am - Daniel Lee:

Yep.

10:19:35 am - Maxime Emond:

that by asking the opponent we allow for a more peaceful resolution and then these two players will remember each other which creates good bonds. Good links in the community.

10:19:45 am - Daniel Lee:

Sure.

10:19:47 am - Maxime Emond:

so, Kind of like going back around. But when we talked about it, well, why do we have a specific interaction from a Miss trigger? Obviously we, we kind of went over it a little bit, no advantage. As we said, the default penalty has to be no penalty. Otherwise we would game losing people out of out of games way too quickly and this significantly different from our overall, our bucket of game rules violation. Therefore, we do want to specific carve out the specific penalty in in the procedures for this.

10:20:18 am - Daniel Lee:

Yeah. It's it's once they once the policy was developed to say, Well, okay, can't the quote unquote penalty for a mistrigger just Yeah. policy was developed to say, Well, was developed to say, Well, okay, can't the quote unquote penalty for a mistrigger just be you don't get the trigger and it's like Wait that's a That actually solves a lot of problems

10:20:35 am - Maxime Emond:

Yep. and then, Here, we always have this specific question. So why do we have an upgrade? For generally detrimental trade, miss triggers, Right? We sort of went over it. The generally, the detrimental triggers are more or less defined by Are you playing this card for the trigger or You're playing this card against the trigger or in spite of the trigger would be to correct wording here.

10:20:58 am - Daniel Lee:
Right.

10:20:58 am - Maxime Emond:
So Once again, think about it for a few seconds. So why do we have an upgrade for generally detrimental mistakers, even though the, the fix already, nullifies the possible advantage for the opponent. And that is because it to me, at least, it breaks with the car philosophy of the mysterers infraction. The mysteries and fractions are supposed to be plentiful and common detrimental triggers are not as plentiful and common and do generate an advantage. When being missed.

10:21:36 am - Daniel Lee:
Yeah.

10:21:36 am - Maxime Emond:
There is also added wrinkle that the, unless you're controlling the turn being, and I have a fun story With that, you're not responsible for the opponent's triggers, you're never never.

10:21:46 am - Daniel Lee:
Yeah.

10:21:47 am - Maxime Emond:
You're never never You're never never responsible for pointing out your opponents triggers because being in Being tasked with your triggers and the opponents triggers would be a lot. Probably too much for most players. So since you're

10:21:57 am - Daniel Lee:
And it also it also feels really bad if you're helping your opponent win the game.

10:22:01 am - Maxime Emond:
Never yes. So because of those three So because of those three Never yes. Very much so. So because of those three facts, it breaks with the core philosophy of the Miss triggers, and then there is an actual advantage to missing them because you're not playing them for the trigger. You're playing them on spite of the inspired of the trigger and it also incentivized player to miss them. Like we said, We don't want infractions that incentivize people to take actions, we want to curb. Therefore, we need an upgrade to track those and it breaks with the core philosophy of the mystery.

10:22:29 am - Daniel Lee:
Mmm. Yeah, so the general detrimental ones really kind of don't fall into how we approach most triggers. So it does make sense that we handle them slightly differently.

10:22:39 am - Maxime Emond:
And I know there is a few triggers out there. We're not going to take a deep dive into it today, but triggers like summoners summoners packed and chalice of the board are wildly debated even to this day, and as well as what's that dredge card? The one that brings about the

10:22:57 am - Daniel Lee:
Just fire.

10:22:58 am - Maxime Emond:
A stitched, whatever.

10:23:00 am - Daniel Lee:
Stitcher supplier is the the one mana that when I was about Holden dies, you milk cards.

10:23:05 am - Maxime Emond:
yeah, and then the Wonder Bread that created the light trigger that comes back to the battlefield at the end step stitch the bombing

10:23:10 am - Daniel Lee:
Oh no, prized amalgam.

10:23:14 am - Maxime Emond:
Prize the volume. There we go. Yeah, those are cards that really are not really well, defined around these triggers, but we we managed to make it work.

10:23:21 am - Daniel Lee:
yeah, they're they push on the edges of our of our Miss Trigger philosophy, but they don't Yeah. of our of our Miss Trigger of our Miss Trigger philosophy, but

10:23:29 am - Maxime Emond:
Yeah, looking extra cards. Our second infraction here, which is going to be a lot easier than Miss Triggers to talk about. Obviously the four penalties are warning. The advantage could begin here, so we want to keep track of it. Most of the time, this will be the result of the dexterator, not all the time. I want to say that, but most of the time, if you're gonna run out this, in the wild, in your events is going to be. Oops, Judge, I wanted to draw for turn and I saw the second one. Or any there are variation of this. This specific, this specific interaction. It's an easy fix. It's a low impact on the game state with proper explanation. Basically, we're saying like, Okay. So the orders is the same. We're gonna make you draw a card that you were supposed to draw and then we are going to Rewrandize the random portion of the library. A random card is a random card, you have as much chance as it being the same card as you had of it being that card before even getting to see it. I'm going to also, talk about sets,

10:24:29 am - Daniel Lee:
Yeah.

10:24:31 am - Maxime Emond:
what the IPG defines. The sets is physically distinct sets of cards which may or may not be a zone as game terms. This is going to be important because the the line between the looking and extra card. And this next infraction, which is hidden card error is the sets philosophy. So a set is a physically distinct set of cards that may or may not be a game zone. And work cards are there is no in between sections for sets, a card is in the previous sets unless until it is moved to another

set. An example of this would be any effects that stays cry. 3, Your cards are in considered as being in the set in the library until they leave the library, and then they become in a different set which is a set of cards, yours crying into.

10:25:22 am - Daniel Lee:

So, an example might be, so I'm thinking about this because I was playing a lot of impulse last weekend when I was playing pioneer. So I'd have my hand of cards. That's like, you know, three or four or five cards, my hand, and then I'd pick up my four cards from impulse. And so, if I pick up those four cards and a fifth card falls off of my library, it's still not in the same set, right? It's sitting on the table. Whereas I have these four cards that I picked up for impulse so that one that card is not part of my impulse set. so, as opposed to, if I were to

10:25:52 am - Maxime Emond:

Exactly.

10:25:54 am - Daniel Lee:

up five cards for my impulse, now there is an extra card in that set.

10:26:01 am - Maxime Emond:

That is exactly. Correct. This is why did the definition of session of sets is so important between the looking at extra card in the hidden card error, which to most experienced judge will tell you are very, very overlapping on. Sometimes you feel like it could go either way and it's it's they're very

10:26:19 am - Daniel Lee:

Yeah. Yeah.

10:26:21 am - Maxime Emond:

close neighbors, in terms of infractions as far as we're as we're concerned. So the hidden card error. There's a lot of ways to get here. The I didn't it's but the important part is that the entity identity of the card in error must be unknown before. And after the error, and there has what we call the root clause, cause which means it the infraction must not be not must not must not have another cause, then this specific action,

10:26:54 am - Daniel Lee:

So, if you

10:26:54 am - Maxime Emond:

Let's take. Yeah, let's take an easy example here. If you cast the innovation,

10:26:58 am - Daniel Lee:

You know.

10:26:59 am - Maxime Emond:

divination for for two in a green, the root cause is not that the opponent drew an extra card. The root cause is that definition is not been casted with the appropriate manner.

10:27:10 am - Daniel Lee:
Correct.

10:27:10 am - Maxime Emond:
hitting cards every territory.

10:27:13 am - Daniel Lee:
Mm-hmm. Yeah, so that the and the idea there is that we want if the opponent we want to take into account whether or not the opponent, had a moment to step in to be like, Hey, you shouldn't be drawing those cards. And so we lessened the impact on the offending player, if there was a little bit of like if they kind of got the green light in order to take this action, that was not otherwise legal. So if they're drawing two cards from divination that they shouldn't have drawn because they can't actually cast divination. Their opponent did have a chance to catch and go. Wait you do? You don't have blue mana for your divination? Like Don't draw those cards. So yeah. So that's why we lessen the impact a

10:27:52 am - Maxime Emond:
Exactly. Yeah.

10:27:53 am - Daniel Lee:
little bit on the offending player if that's the case.

10:27:57 am - Maxime Emond:
Yep obviously and there's also something else that Daniel is not as not approached and that I'm gonna bring to the to the forefront right now because I didn't have a specific question for this later or I don't think I do. But why do we have this root? Cause we talked about having the possibility of catching gear? Because before the error is actually being discovered, there's actually another very good reasons why we have

10:28:22 am - Daniel Lee:
Mm-hmm.

10:28:25 am - Maxime Emond:
that root cause infraction that root cause in written into policy. I'll I'll give the people in the chat which are following along. Thank you very much.

10:28:36 am - Daniel Lee:
I'm pretty sure I know where you're I'm pretty sure I know where you're going I'm pretty sure I know where you're going with this, but I'm interested to hear.

10:28:39 am - Maxime Emond:
Yes. I'm pretty sure you know, as well.

10:28:41 am - Daniel Lee:
Okay.

10:28:50 am - Maxime Emond:

all right, so this is the and this is a reason why this is written into it, it's going to be our boundary but between hidden card error and games rule violation. If this is would be treated as a game's role violation, the fix would be to back up the cards that were drawn to the top of the library and leave them there. If we go away to hidden card error,

10:29:10 am - Daniel Lee:

Yeah.

10:29:12 am - Maxime Emond:

in this case, well the fix is to reveal the entire hand, the opponent chooses, the top the, the two cards that are in excess, the one drew a drawn through that divination and then those get shuffled back into the library. The hidden the card error, as we call the selective parish. The thoughtfix is way more. Advantageous. As Iron Man said is way way more advantageous to the opponent and it creates a situation where the opponent will sit on the infraction. To get a better fix.

10:29:45 am - Daniel Lee:

Yeah.

10:29:46 am - Maxime Emond:

He's highly incentivized. Not to look at what his opponents doing. Not keep the board state clean in order to get a better fix and this is something we definitely do not want in policy.

10:29:56 am - Daniel Lee:

Yeah, there's like we mentioned this earlier and they sort of the overarching. Why do we make policy decisions? One of them is we do not want folks to take advantage of the fixes and policy.

10:30:11 am - Maxime Emond:

And then we also have the the specific section here that says If a in addition cloud was seen but it's not added to the set, then we consider this a looking extra cards. Once again, this a set is very defined by physical cards touching each other. So it's just, it's just a way for us to mark down really what is a set because it's pivotal to this. This infraction that has a very very disruptive fix in its nature.

10:30:39 am - Daniel Lee:

Yeah, the So this could be something like if I'm looking at if I'm looking at envelope. Like I have my hand over here and I'm looking at individual cards as I'm counting at my impulse pile and I look at the fifth card and then I go Wait a minute, there's five, this is my fifth card. I wasn't supposed to see this one but I haven't actually said it down with the other cards yet. Then, Okay, I have seen it, I have not added it to the set, we don't have to call this a hidden card error. We can call that looking extra cards and shuffle that one card back in.

10:31:04 am - Maxime Emond:

Yep.

10:31:05 am - Daniel Lee:

Um there is also a line of are we going to talk about smallest set possible?

10:31:12 am - Maxime Emond:

Yes, it is.

10:31:12 am - Daniel Lee:

Okay, cool.

10:31:14 am - Maxime Emond:

I believe it is in my questions that are coming up.

10:31:17 am - Daniel Lee:

All right, just want to make sure.

10:31:19 am - Maxime Emond:

Yep, if not I that's why I say selective here the selective portion refers to the smallest set possible. But I do believe I have like a specific question on here.

10:31:28 am - Daniel Lee:

All right.

10:31:29 am - Maxime Emond:

Well, so why do we have really see in each? Htc's a separate infraction. We basically answer that one. With all of the talks that Daniel and I have been going through so they're the potential for adventures or public, public erectible, nature of it. And also The power for the the disruption caused by the fix of the of the infraction, whether a selective purge the thought fix or just taking two cards. At random and putting it back on top of the library. As.

10:31:58 am - Daniel Lee:

Happy the Hidden Card Error. Fix was a really useful piece of technology once once it was ironed out and got added to the IPG, but it is really disruptive and it really should be like you got to be pretty certain that? Yes this isn't. This is a hidden Carter situation before you proceed with it. It's also one of the few where we're like this and then also like complicated backup. So the ones where we really emphasize explain what's going to happen to the players first before you actually execute it.

10:32:25 am - Maxime Emond:

Yes.

10:32:25 am - Daniel Lee:

so,

10:32:27 am - Maxime Emond:

And And I believe, I also have one of the questions later for large-scale events. Specific wrinkle for large scale events. So why do we do the perish?

10:32:35 am - Daniel Lee:
Sure.

10:32:36 am - Maxime Emond:
The thought The thought fixed to fix The thought fixed to fix a hitting card error issues? Well, we talked about it, it's the and it's card error issues? The thought fixed to fix a hitting Well, we talked about it, it's the and it's a bit of a and it's a bit of

10:32:46 am - Daniel Lee:
MR.

10:32:47 am - Maxime Emond:
section is that, and we As judges do not claim to have knowledge of every single format, we overlooked oversee. And we do not claim to be able to make the best strategic decisions for a player. Also, especially when you're looking at and at an opponent's set of cards in your eliminating possibilities or cars from the hands, you're also going to factor in, what's in your own hand in your decisions. So by leaving the decision, to the opponent, We get a way to first retract ourselves out of possible situation

10:33:24 am - Daniel Lee:
oh,

10:33:24 am - Maxime Emond:
where we get, we get attacked for a favoritism or not. Making the correct decisions. We aim to mitigate the advantage gain, by letting the opponent. Take whatever, what? They would consider the best, the, the worst cards to face at this point. And we're all doing this because the game state cannot be restored. We do not have sufficient information to natively natively, restore, the game state. Great, great question. What do we mean by perish? The thought perish. The taught means we will reveal this set in in error whether it be too many cards being described or too many cars in the hand and then the opponent will choose one card. Or I'll however, number of cards is an infraction from that set and then return it to the random portion of the library. Unless there's a few wrinkles here.

10:34:13 am - Daniel Lee:
Yeah.

10:34:14 am - Maxime Emond:
But the reason why we cut, we used to

10:34:14 am - Daniel Lee:
Um,

10:34:16 am - Maxime Emond:
call it a thought C6. But like one thing that happened is when a colloquially when we call it the taxis fixed people in innately thought that they couldn't take lens out of the reveal set. Because thoughts, he says Non-land, as we're perishtotage, says any card. So that's what we mean that

10:34:35 am - Daniel Lee:
And I'm and I believe Paris.

10:34:35 am - Maxime Emond:
person.

10:34:36 am - Daniel Lee:
I thought also says shuffle it into the library, instead of discard it, I thought.

10:34:39 am - Maxime Emond:
Yeah, I believe so.

10:34:39 am - Daniel Lee:
Yeah. So there's the thought is a card that is, Yeah, it's it's a very specific. Um, it's very specifically like you look at that players hand choose a card shuffle it into their library. So it's a much more accurate description than the thoughts. Sees, fix even though thoughts is a much more common card

10:34:58 am - Maxime Emond:
I like this interaction sounds like we're covering our tail but for the gaming integrity sakes. We promise it is. It is for the games integrity sake, but we also have to make sure we're not putting ourselves out there in situations where we're breaking the integrity by what we're doing. And this is also going to be very very relevant when we get to game rules violation and why do we just have two options in games relations?

10:35:18 am - Daniel Lee:
Spanish. Yeah. Um, and then, yeah, so one of the things that was one of the big proponents. I because I was around, I was judging when when Hidden Carter was added to policy and before that looking at extra cards was a game or sign out, looking at her drawing extra cards, which is the penalty that hidden card error. Replaced was a game loss in like most situations. So happy before we would just if you had an extra card in your hand that we couldn't account for you, drew three, half a divination or something. You would just lose that game and we would just move on from there because we could not fix it. We did not have a way to really mitigate the advantage even putting a random card back. It's almost always better. Like if a cards just said Pay zero draw a card then put a random card from your hand on top of your library. Like I'm pretty sure a lot of people would just play that card and just always use it, right? So that's so And yet, before we developed the, The Paris, the thought fix we There was not a better solution than just causing that player to lose the game and telling players Do not draw extra cards, just don't do it. So the fact that we have this fix at all and it allows the game to proceed in it, in a reasonable approximation of what it would have preceded as previously. Then that's like, this is so much better than it used to be. It does feel weird. It does feel a little hacky but like, it's still lets the game proceed. And sometimes they did just draw the best car. That was the extra one, and then that could shuffle back in. We're actually exactly what we're supposed to be. So,

10:36:54 am - Maxime Emond:
one of the few one of the few things

10:36:54 am - Daniel Lee:
the fact that goes to it,

10:36:56 am - Maxime Emond:
is if we're talking about the cards being shuffled all the way all the time, if the identity was known the because of an earlier's cry or something like that, if there was a legal way that the entity identity of the extra card drawn was known, then it goes back to the place where it was

10:37:13 am - Daniel Lee:
yes.

10:37:13 am - Maxime Emond:
It's it's also a little wrinkle in policy that we have to protect a situations where discard was legally known to be there. Therefore we don't want to to reshuffle the back as Iron Man

10:37:26 am - Daniel Lee:
Right.

10:37:27 am - Maxime Emond:
Man says Man says, it's easy to accidentally. Put an extra card in your hand during a stressful game and this penalty was modified that is correct. There is also a player in my local area that during the original terrace

10:37:33 am - Daniel Lee:
Now.

10:37:38 am - Maxime Emond:
terrace. Block that was back when we still had drawing extra card as a penalty and game loss, managed to go eight and O in a I think it was like a competitive event locally. And then when we look through the the way how his deck was winning, his deck was winning by taking advantage of spirit of the labyrinth and electrolyze. Right? Electrolysis as a card that says Deal damage. Then draw a card and then he was playing spirit of the library, which says, Every player players cannot draw more than one card per turn. And then, I think, in one of the situation is opponent, had 17 game losses. In a dispend of one competitive event because electrolytes would kill quorum, quote, the spirit of the labyrinth. Not the damage, which is not checked before resolution of the full spell. Therefore, you do not draw a card, you have drawn an extra card, therefore you have lost the game and that was his main game, main condition.

10:38:43 am - Daniel Lee:
That's yeah, that's not great. That tells you that there's there's something wrong with policy When someone can literally ride policy fixes to a winning record in a German that's not great.

10:38:54 am - Maxime Emond:
That's not great, and that's also something that's gonna come up in the next or very next slide.

10:38:59 am - Daniel Lee:
Cool.

10:39:00 am - Maxime Emond:
Well, we talked about this one. Why do we have a

10:39:02 am - Daniel Lee:
You know.

10:39:03 am - Maxime Emond:
Say that again. Sorry Daniel.

10:39:05 am - Daniel Lee:
Everything. Yeah, we talked about this one, a little bit, the root cause

10:39:07 am - Maxime Emond:
Yeah, yeah. the infraction. We were talking, we're talking We were talking, we're talking Yeah, yeah. Powerful fix sitting on the infraction. We were talking. We're talking a lot. So we're at sometimes going.

10:39:15 am - Daniel Lee:
scooping ourselves a little bit here.

10:39:17 am - Maxime Emond:
Yeah, we're scooping. We're stealing our own tenders. The most common for me. Back in the day was building a clicked yourself and drawing a card before Yeah. We're stealing our own tenders. The most common for me. Back in the day was building a clicked yourself and drawing a card before Yeah. We're scooping. The most common for me. The most common for me. Back in the day was building. A clicked yourself and drawing a card before tossing

10:39:26 am - Daniel Lee:
Yeah, that feels bad.

10:39:29 am - Maxime Emond:
Silver Gillette depth back in Lauren days also cause a lot of drawing Easter card problem. Yes, I could see that. I definitely could see that. So why do we have a special rule about hdfixes at large events? Where do I mean for people that have maybe not staff large events? At most large events when you're gonna get there at the beginning of your day, you're gonna have an introduction. And then most of the time on competitive events, your team leaders will tell you backups and Hc's, and game losses come to me or a red shirt, red shirt means an appeals are a head judge.

10:39:57 am - Daniel Lee:
oh,

10:40:00 am - Maxime Emond:
Why do we have a special rule about the HD fixes at large events?

10:40:06 am - Daniel Lee:

So, we'll give you a moment to think about this, but I will mention we did it. We did mention a, why? It's just a matter of if you can put that together for yourself.

10:40:16 am - Maxime Emond:

Like we said, we're stealing our own tenders a little bit here.

10:40:18 am - Daniel Lee:

Okay.

10:40:23 am - Maxime Emond:

All right, well the why it's oh I forgot to put it in. Okay, well the wise is a it's because it's a very, very disruptive fix, right? It's a very disruptive fix. It's a fix that. We have to explain to the players before we're going it. There's a potential for abuse. There is the potential for abuse that is correct. But assuming we have correctly, identified hidden card error. Or incorrectly. But assuming we have correctly, identified hidden card error. This is a fix that we cannot take back.

10:40:55 am - Daniel Lee:

oh,

10:40:56 am - Maxime Emond:

It is a fix that is impossible to take back once we started because we reveal identity that we cannot then delete from the opponent's head.

10:41:05 am - Daniel Lee:

Yeah. It you can't unring the bell.

10:41:08 am - Maxime Emond:

Yes, exactly. So this is the reason why in the in the large events, even the large events today. When HC has been around for a long time

10:41:17 am - Daniel Lee:

Hmm.

10:41:18 am - Maxime Emond:

We still ask depending on how the event is staffed and so on and so forth. Either two persons two individual judge to look at this infraction and both are greedices and hidden card ever and how to proceed or To straightly go to a team leader and or sometimes even an appeals, a head judge, you will also see most of the time from head, judges or appeals. Judges saying, If you do have a hidden card error that you believe is a hidden card error and has been approved as a hidden card error. Please explain the entirety of the fix and tell the players not to do anything until you've explained the entire fix and then ask them if they want to appeal this because once you

10:42:01 am - Daniel Lee:

Yeah.

10:42:02 am - Maxime Emond:
appeal this because once you start is no way to go back.

10:42:04 am - Daniel Lee:
Yeah.

10:42:06 am - Maxime Emond:
Yeah, exactly. HC is the most impactful fix just below a game loss.

10:42:09 am - Daniel Lee:
That's very true.

10:42:09 am - Maxime Emond:
That's that's exactly. Correct.

10:42:12 am - Daniel Lee:
Yep.

10:42:13 am - Maxime Emond:
So I didn't have a question. So we're gonna get dial it back a little bit because Daniel had said it, Oh, the selective process selective parish the topics, the selective portion. That means that we want to work on the smallest set possible at any given time. And it also means that we can take And it also means that we can take into account earlier information. That was revealed through game decisions on which cards are potential candidate for our set, right? Remember we said given time. And it also means that we can take into account earlier information. That was revealed through game That was revealed through game decisions on which cards are potential candidate for our set, right? Remember we said a set is a physical given time. into account earlier information. That was revealed through game That was revealed through game decisions on which cards are potential candidate for our set, right? Remember we said a set is a physical

10:42:41 am - Daniel Lee:
Her.

10:42:43 am - Maxime Emond:
set of cards. So if you're going through let's say through let's say a storm to festival you pick So if you're going through, let's say a storm to festival, you pick up four a storm to festival, you pick up four set of cards. a storm to festival, you pick up four a storm to festival, you pick up four

10:42:56 am - Daniel Lee:
Yeah.

10:42:58 am - Maxime Emond:
four. four. That set of four is correct. We know we can shrink down the set in an error to the set of three cards.

10:43:07 am - Daniel Lee:
Yeah.

10:43:09 am - Maxime Emond:
And this is in line with our policy of trying to give away as little advantage as possible through to fixes. We want to give a way to mitigate advantage but we don't want to give too much. There's no reason to reveal the four cards that we know for a factor. Correct. So we want to work on this on the smallest set possible and then the also the by the same token, the idea of using a public thing known cards to exclude. From the possible choices, is exactly that the same philosophy. Right? If it's was cast, a hand was written down and three of the six cards in hand are known. And then we have an HC where we have to perish. The thought the hand, we can take

10:43:50 am - Daniel Lee:
Right.

10:43:50 am - Maxime Emond:
those three cards out of the possible, because we know that's not advantage generated by the specific mistake, this specific interaction

10:43:57 am - Daniel Lee:
Right. Yeah, the we want to make sure that the cards that we are operating the fix on are all potentially could have been the extra cards.

10:44:08 am - Maxime Emond:
Exactly.

10:44:08 am - Daniel Lee:
Yeah.

10:44:09 am - Maxime Emond:
Because otherwise, giving too much power for an infraction that To be honest is actually very powerful and disruptive to begin with.

10:44:19 am - Daniel Lee:
Yes, exactly.

10:44:21 am - Maxime Emond:
so, going back, I was

10:44:24 am - Daniel Lee:
But we got about 15 minutes left. We want to make sure we're picking up the pace a little bit.

10:44:28 am - Maxime Emond:
Yeah, we had the discussions about set in the fine line between licen that she we really wrapped that one up. Pretty neatly some noteworthy cards that most people will now and I'm sure Daniel

is gonna shake his head when he sees the first one. And our set the five stages of griefs. Yeah. that card was when released that card was a nightmare for HCE, and this is

10:44:53 am - Daniel Lee:
Yes.

10:44:54 am - Maxime Emond:
And this is And this is one of the things about philosophy, right? When we saw that card initially, we didn't think about it too much or at least I can't say I because at that point I was Barely a level two, but we didn't think about it too much but after a few competitive events, it became very clear that the IPG was making this card a lot stronger than it should have been.

10:45:14 am - Daniel Lee:
Yes, absolutely. The guy goes back a little bit to your spirit of 11th problem of like, Oh my phone's trying extra cards. I get to thought I get to parish their hand.

10:45:24 am - Maxime Emond:
Every single time, it's basically the

10:45:25 am - Daniel Lee:
Yeah.

10:45:26 am - Maxime Emond:
same problem and we're and the decision was made relatively quickly to add a line in the hidden card error. Policy nowadays that says, if your opponent controls a continuous effects that that causes it, that should have prevented you from from drawing. The card were in in game rules, but game grams of violation territory. The actual weight. This is written is

10:45:53 am - Daniel Lee:
Is it under camera violation? I thought I'm not a hundred percent

10:45:58 am - Maxime Emond:
Uh, or controls the continuous

10:45:59 am - Daniel Lee:
during

10:46:00 am - Maxime Emond:
effect. effect, modifying, the game rules,

10:46:00 am - Daniel Lee:
Oh, there it is.

10:46:01 am - Maxime Emond:
the action illegal.

10:46:03 am - Daniel Lee:

There we go, cool. Yeah. Or if the opponent acknowledges, the Or if the opponent acknowledges, the they go yeah, draw three. Then we then we account for that by There we go. Yeah. Yeah. Or if the opponent acknowledges, the action like divination draw 3 and Then we then we account for that by

10:46:10 am - Maxime Emond:

Yeah.

10:46:13 am - Daniel Lee:

my changing the game rule violations. That have hidden Carter.

10:46:17 am - Maxime Emond:

Exact. The other one and this might not seem like a problematic card. Until you actually read the second triggered ability. And then you think about it a little bit. Because this is a triggered ability that modifies the rules of the game. So by Mr. Policy, it does not have to be shown awareness until until it would become relevant, and you have to stop your opponent from taking in the legal action. Which is a very, very small target the hit in this case because your opponent does not always go untap upkeep. Draw to give you a primer to stop this. The draw of the first card of the turn. And most of the time it's it's really weird because is this it? Then a hidden carter. It's not a continuous effect. It's a one-time replacement effect. At one time delayed replacement effect that's set up by a Trigger. That is just a delight trigger. Well, it's not a demonstrate. It's a trigger. That they'll set up a delayed replacement effects. It's way way wonky.

10:47:21 am - Daniel Lee:

Yeah.

10:47:24 am - Maxime Emond:

Hey thankfully this is not Hey Thankfully this is not played in Hey thankfully, this is not played in I had events where this came up at I had events where this came up constructed competitive. I had events where this came up at Comp Riel in sealed, and

10:47:33 am - Daniel Lee:

Yeah.

10:47:33 am - Maxime Emond:

And in draft, this was not fun.

10:47:34 am - Daniel Lee:

Just turns out her breast is a pretty good card, limited.

10:47:38 am - Maxime Emond:

Turns out of 4/4 haste for five that that allow.

10:47:42 am - Daniel Lee:

Let's you Let's you drop shirts and makes your opponent. Not draw. Extra cards. Seems pretty good.

10:47:47 am - Maxime Emond:

Yeah, we'll call. I I like to call it cause resource starvation.

10:47:51 am - Daniel Lee:

Yeah. Mmm.

10:47:53 am - Maxime Emond:

In the interest of time, we're going to be going over. This one really quickly Morgan procedure error. It's it, we have a specific infraction for this one because it's just in the in the days of having the, the Morgan rules that we have, where we draw, always draw up to seven and then put cars back at the bottom of the deck. For the for the, how many molecuism be taken the fix of taking a force? Mulligan is super easy. If the player draws up to eight back in the days, there was a lot more complicated of effects. The only thing I'll say here is that, if the, if the player is dealing your cards down on the table and they haven't seen the card and they're like, Oh, whoops, judge of Drew of Stealth eight cars on the table. You still don't have an infraction yet, as long as the cards are not seen, you don't have an infraction. When unseen cards are random cards,

10:48:43 am - Daniel Lee:

Oh yeah, yep. Also the only really in terms of a philosophy discussion, The reason that Mulligan procedure is extra is because it's effectively a hidden card error that we have a better fix for

10:48:57 am - Maxime Emond:

Yep.

10:48:57 am - Daniel Lee:

Right. Like as long as you're still before the game, this kind of hidden card error can be addressed separately as they just force them all again, go on from there. So that's that's why it gets its own carve out as a specific infraction.

10:49:11 am - Maxime Emond:

It also has a specific call-out in card error that says Once the game has started, you're no longer in Mulligan procedure or union hitting card error.

10:49:18 am - Daniel Lee:

Yep, exactly.

10:49:21 am - Maxime Emond:

All right, the last one that we will probably spend about 10 minutes to talk about that. The game rules violation, which is our other category is like I said, for other, for any other things, literally any other things, That default warning is a penalty. Do we have five partial fixes that we're not going to go into their pretty limited in scopes? And they don't often come up. The important part

here is that otherwise you may do a full backup to the point of the error or leave the game state as is.

10:49:54 am - Daniel Lee:

Yep.

10:49:56 am - Maxime Emond:

And we go around in circles, where, why is the head judge in delegates? Only they know the the ones I can authorize a backup, This is basically the same The same reason as the hidden card error, but we also want to add consistency and backups can become messy. Very, very messy.

10:50:13 am - Daniel Lee:

Yes, they can.

10:50:15 am - Maxime Emond:

And if you've never had the situation where you go through a backup you you assess the backup, you go get authorization for the backup, you get authorization for the backup, you go back to the table, you start doing the backup. And then midway through your backup, one of the players, add a crucial piece of information. In the middle of the backup and then you're like, well, I don't want the backup anymore.

10:50:36 am - Daniel Lee:

Yeah.

10:50:38 am - Maxime Emond:

This is this is why we have this those safe guards in places from a philosophy, standpoint because they're for consistency, they get messy, they can't make. They get complicated and they. And once you start a backup in, may not be correctable. Sometimes.

10:50:56 am - Daniel Lee:

You shuffling cards away you might be.

10:50:59 am - Maxime Emond:

you might be undoing search effects like it's, it's it can become very,

10:51:01 am - Daniel Lee:

Right.

10:51:03 am - Maxime Emond:

very messy. And then this is one of the ones that I know in the track to L3 is heavily heavily talked about. So why do we have? So little possible fixes for a wide array of problems, right? Like it There's so many situations like when we look at the hidden card and not hitting card error story. Game rules right elation that we're like, we can just do this little thing, and this little situation will

10:51:32 am - Daniel Lee:
Google.

10:51:33 am - Maxime Emond:
be fixed.

10:51:33 am - Daniel Lee:
I can just put this counter on my mitt on my saga to the that I missed at the beginning of this turn, or I can just gain that life back and it's like, no, no, you can't.

10:51:43 am - Maxime Emond:
No. No you can't. Yeah because like we said why

10:51:45 am - Daniel Lee:
Yeah.

10:51:48 am - Maxime Emond:
Because like we said, Why do we have so? So few options is because consistency, we have to be consistent. And then if we open up the, the way of being able to fix these little things, to the discretion of the judge, then we lose the consistency across events, right? We want competitive play as a philosophy to be, basically the same thing in any events you play, you don't want it to be based on who's judging your event this specific time. So because of consistency, we do not want to to open up the The array of possible fixes and also when you open up the area to possible fixes to the whims of the judges, even if they are very, very competent judges, we all make mistakes.

10:52:36 am - Daniel Lee:
Iron Man, literally is a litter picked us out that protecting against

10:52:40 am - Maxime Emond:
Yeah.

10:52:40 am - Daniel Lee:
accusations of favoritism. Yeah,

10:52:42 am - Maxime Emond:
Yeah. if you make some mistake on somebody make some mistake on somebody Yeah. We all make mistakes and then if you make some mistake on somebody yet, you're known to have a good interactions with or to be a known player in your community. Then we're right back into what we were saying earlier at, it looks like we're covering your tails. No, don't worry. It's a, it's for the game. It's not for our tales.

10:53:01 am - Daniel Lee:
Yeah, the fact that it also covers our tails is just a helpful bonus.

10:53:06 am - Maxime Emond:
A very helpful bonus about the last

10:53:07 am - Daniel Lee:
Yeah.

10:53:08 am - Maxime Emond:
question I had here at, which is good, because we're right on time, when we back up through a game's role violation, the cards are returned to the library are not shuffled. If those cards were subsequently drawn, It's one of those little lines that I see, a lot of people trip up, even experience all through, sometimes gets this tripped up in in a backup. And the reason is why why did we, why do we not shuffle cards? Return to the library if there was a subsequently drawn, but if cars were seen in the library and then we do a backup for games world violation, but those cars were never drawn. We don't we shuffle those cards away.

10:53:49 am - Daniel Lee:
That's a good question.

10:53:55 am - Maxime Emond:
It's gonna be a little less thinking time here because we are running short on time here. It's it's a bit of design. We also say that backups with that have random elements should be approached, very, very carefully.

10:54:11 am - Daniel Lee:
Yeah, yes.

10:54:12 am - Maxime Emond:
It doesn't mean that you can't do it, but if you have a random element in your backup, you need to stop drop and roll and thinking through again. It's also a bit of an explosive to fix and magic. In spite, or for the best of it. Tends to stay away from most random effects, which is good in, in some sort. And the design of magic is very, very careful to use random effects like him of tracks effect, right? So, if we start using policies to break the design that the design choices that the creator of the game does, then we're, we're a bit airing in our, in our responsibility here.

10:54:52 am - Daniel Lee:
I have a I have a good example that illustrates eggs kind of exactly why the idea why this goes if I can.

10:54:58 am - Maxime Emond:
Yeah, go for it.

10:54:59 am - Daniel Lee:
Go. So I play Blue Red Storm in Modern. So, let's say in my my first turn I go mountain tap, serum visions draw card skry to, and put both to those two cards on top and then we realized, Oh no, that's a mountain. I should have played an island. Let's say I have two blue sources in my hand so I was literally just I put the wrong cardboard down, right? So to back that up we would

take a we would say, okay well one of the Random cards in my hand needs to go back on top of the library, but that's a card that I was supposed to draw. Anyways, if we get, if we go through that. So the fact that we're putting a random card back kind of address, like we're still backing through the game state, but I'm going to draw that card again. Anyways, so we still get back to the same place that we were supposed to be, however, the two cards that I have seen from the serum visions, the two scribe cards, they're still in the, they're still in the library so we can destroy that information by shuffling the library. And then now I can and now, I because that's not information. I was supposed to have access to until

10:56:01 am - Maxime Emond:

When you make, when you make your decision of of casting server vision.

10:56:04 am - Daniel Lee:

Right.

10:56:06 am - Maxime Emond:

Because if we just do a backup we

10:56:06 am - Daniel Lee:

Right.

10:56:08 am - Maxime Emond:

take a random card from the from your hand. Put a third from the top and take the two bottom cards and put it on top to restore the library. Then you now know the top three cards of your deck and you might not want

10:56:19 am - Daniel Lee:

Mm-hmm.

10:56:19 am - Maxime Emond:

to cast their envision anymore.

10:56:21 am - Daniel Lee:

Right now, maybe, maybe I'm casting consider instead or something, right? So like yeah.

10:56:24 am - Maxime Emond:

Yeah.

10:56:25 am - Daniel Lee:

So the idea here like, Okay, let's destroy that information. Let's shuffle those two cards back in put a random card on top. And now, even the most damage that has been done is even if I choose not to cast iron vision, I'm gonna draw the card that I would have drawn anyways, right? And so now the set of cards that I have is back to what it should have been even if it was a little different for a turn cycle.

10:56:48 am - Maxime Emond:
Yeah, I had a, I had an interesting

10:56:49 am - Daniel Lee:
And then, and

10:56:52 am - Maxime Emond:
example as well in Mono Green Pioneer. The Pioneer Monogreen deck where a

10:56:58 am - Daniel Lee:
Yeah.

10:57:01 am - Maxime Emond:
player, a player player, a player went player, a player went and casted storm, the festival. There was Italian Garden of Traben into play. The tax wasn't paid, they pay they casted. Storm. The festival. Got forest and corn. Had the minus corn for treasure vault, put treasure volt into play. Then use all of the remaining manner to cast cavalier and in the middle of resolving the cavalier trigger the opponent's way went. Wait, did you pay taxes? The tax britalia? if we were to back this up, none of

10:57:32 am - Daniel Lee:
oh,

10:57:34 am - Maxime Emond:
those cards have been drawn, right? So if we back up and restore the

10:57:38 am - Daniel Lee:
Weird.

10:57:40 am - Maxime Emond:
library as it should be, then for sure that green player is not casting storm defensive because when you're casting storm to festival, you don't want to get corn and forest. That's that's not what you're looking

10:57:50 am - Daniel Lee:
Yeah.

10:57:51 am - Maxime Emond:
for. Are you just turn the festivals, right?

10:57:54 am - Daniel Lee:
Wow.

10:57:55 am - Maxime Emond:
While the library was correctable, we don't want to give that data that player the top 11 cards to be known

10:58:03 am - Daniel Lee:
Right.

10:58:03 am - Maxime Emond:
10, whatever it is, right?

10:58:03 am - Daniel Lee:
That information. Yeah, Mm-hmm. Yeah. That's a lot of information to have

10:58:06 am - Maxime Emond:
however,

10:58:07 am - Daniel Lee:
if you are now set back to the beginning of that sequence, like that's going to That's a lot of information to have if you are now set back to the beginning of that sequence. Like that's going to majorly inform your choices there.

10:58:13 am - Maxime Emond:
yeah, but with this specific, so I pointed this disc call, I did it wrong. And I said, I don't want to give this player all of this information, so we're not gonna back to game up. However, by the rules I should have

10:58:22 am - Daniel Lee:
Okay.

10:58:25 am - Maxime Emond:
backed it up and then randomized the library to destroy that information because none of those cards were drawn.

10:58:30 am - Daniel Lee:
Right.

10:58:30 am - Maxime Emond:
They were put into the hand and revealed through the resolution of the of the storm, the festival. But those are not drawn cards, and then therefore we could have

10:58:38 am - Daniel Lee:
Yeah.

10:58:40 am - Maxime Emond:
destroyed this information and we could have backed it up.

10:58:42 am - Daniel Lee:
Okay, with our last couple of minutes, I do want to, I do want to talk a little bit about failure to maintain game state if we can.

10:58:48 am - Maxime Emond:
Yep, that was my next slide.

10:58:50 am - Daniel Lee:
What?

10:58:53 am - Maxime Emond:
So failure to maintain game state, the default penalty is a warning, and it is to be, when the opponent notice a fellow, notice a gameplay error within the reasonable time frame Note, that gameplay error here is not a game rules violation. It's for any of the gameplay, errors, within the six interactions that we've well, five infractions that we've seen. It's most people sometimes think is just for games or violation. It is not

10:59:17 am - Daniel Lee:
Yeah, it's most commonly given alongside of Grv, but yeah, you could, you could give it. I could see a situation where you give a failure maintain across from a hidden card error for sure.

10:59:27 am - Maxime Emond:
Yes. And then this interaction never upgrades the game loss, no matter how many you get. And the one question I had prep for this is why then why do we give gig gameplay error? Get a failure to maintain game state at all, if it doesn't upgrade, right? And then again, we're gonna skip on the waiting time. So Daniel, why do we actually give

10:59:47 am - Daniel Lee:
Yeah.

10:59:48 am - Maxime Emond:
it?

10:59:48 am - Daniel Lee:
Because players don't like getting warnings so it's still a penalty.

10:59:52 am - Maxime Emond:
Basically, that's that's basically, the only reason why we're doing it. The players we can.

10:59:58 am - Daniel Lee:
I will shout that from the rooftops.

11:00:01 am - Maxime Emond:
And we can trap the we not track but we can track the player a behavior over time. I This is something that's a little bit less true with event link now and all the whole thing of the penalty registry which I don't want to get into but

11:00:15 am - Daniel Lee:
Yeah.

11:00:16 am - Maxime Emond:

It's a mostly because even receiving a warning feels bad to the players. We can soften that blow by saying it never upgrade, so don't worry about it. But it'll still think about it and they'll still impact their behavior.

11:00:29 am - Daniel Lee:

The amount of times that I have players arguing against getting a failure, 18 games, they're warning tells me that, that penalty still has teeth, even if it doesn't result at a game loss ever. So I just, yeah, it's still a

11:00:38 am - Maxime Emond:

Oh, I agree. I agree.

11:00:41 am - Daniel Lee:

penalty. I promise

11:00:45 am - Maxime Emond:

And that is, that is all what I had planned today, which I think is perfect because it's exactly 2 pm

11:00:49 am - Daniel Lee:

Yep. Yes it is. Yeah we ran exactly to our time. Thank you so much Maxime. I really appreciate you taking the time to come on and talk to us about this. The philosophy. Philosophy discussion is one that really doesn't happen nearly often enough so I really appreciate that. We were able to make this time for you to come on and give this presentation a philosophy. Like understanding of philosophy is really important especially for someone that is level two maybe aiming towards level three. Understanding why policy is written the way. It is really helps if you're in a position to if you like if you're the head judge of an event and you might be tempted to deviate from policy, There's a lot of reasons why policy is written the way it is even if it doesn't always fit the situation that might be sitting in front of you. There's a lot of reason to still say Okay well we still want to be consistent even if the consistency results in a weird outcome.

11:01:46 am - Maxime Emond:

Like they say in the track 203 it is a balancing act between a lot of things that we do want to have in our events and then sometimes one of these has to take a hit for the better for the betterness of others.

11:02:00 am - Daniel Lee:

Mm-hmm. Absolutely. All right. showing up here today to and I today to and I appreciate everyone that was interacting in the chat that this a little bit more of a conversation and gave. It gave y'all a bit of a learning experience. If you're watching the video on demand, I really hope that you took the time to try and answer. Some of these questions yourself. Join us tomorrow morning, same time, as today. I'm going to have Brian Prilliman on and we're gonna be talking about how we apply rules to unfinity cards, because a lot of them are legal and legacy Thanks everyone for showing up here today to and I appreciate everyone that was interacting in the chat that made made this a little bit more of a conversation and gave. It gave y'all a bit of a learning experience. If you're watching the video on demand, I really hope that you took the time to try

and answer. Some of these questions yourself. Join us tomorrow morning, same time, as today. I'm going to have Brian Prilliman on, and we're gonna be talking about how we apply rules to unfinity cards, because a lot of them are legal and legacy and vintage and you should Thanks everyone for showing up here today to and I appreciate everyone that was interacting in the chat that this a little bit more of a conversation and gave. It gave y'all a bit of a learning experience. If you're watching the video on demand, I really hope that you took the time to try and answer. Some of these questions yourself. Join us tomorrow morning, same time, as today. I'm going to have Brian Prilliman on, and we're gonna be talking about how we apply rules to unfinity cards, because a lot of them are legal and legacy and vintage and you should expect some players to be registering, made this a little bit more of a conversation and gave. It gave y'all a bit of a learning experience. If you're watching the video on demand, I really hope that you took the time to try and answer. Some of these questions yourself. Join us tomorrow morning, same time, as today. I'm going to have Brian Prilliman on, and we're gonna be talking about how we apply rules to unfinity cards, because a lot of them are legal and legacy and vintage and you should expect some players to be registering made this a little bit more of a conversation and gave. It gave y'all a bit of a learning experience. If you're watching the video on demand, I really hope that you took the time to try and answer. Some of these questions yourself. Join us tomorrow morning, same time, as today. I'm going to have Brian Prilliman on, and we're gonna be talking about how we apply rules to unfinity cards, because a lot of them are legal and legacy and vintage and you should expect some players to be registering their attraction made this a little bit more of a conversation and gave. It gave y'all a bit of a learning experience. If you're watching the video on demand, I really hope that you took the time to try and answer. Some of these questions yourself. Join us tomorrow morning, same time, as today. I'm going to have Brian Prilliman on, and we're gonna be talking about how we apply rules to unfinity cards, because a lot of them are legal and legacy and vintage, and you should expect some players to be registering, their attraction decks, and their sticker sheets for their competitive legacy tournament. So, that's, we're gonna talk about how they can handle that tomorrow morning. Thanks, very much everyone for joining us and we'll see you later.

11:02:49 am - Maxime Emond:
Have a good have a good rest of your day.