



Gateway is the **New Organized Play Program** from Wizards of the Coast aimed at **New Magic players**. Gateway is the program which takes over the role of the Arena league but which uses a slightly different strategy.

The Gateway program can be run as a league, but also offers the possibility to organize tournaments. There will be **four Gateway kits a year**: one for each new release. The Gateway kits are linked to these releases. There are three different promo cards in the kit.

The Wood Elves promo should be given to people who hand in a specific voucher from the PlayMagic.com kit. The Icatian Javelineer and Fiery Temper promo cards can be exchanged for full stamp cards, for which the players will earn points (stamps) by participating in the Gateway league and Gateway tournaments.

The organizer of the Gateway program is referred to as: **The Gatekeeper**.

## THE GATEWAY LEAGUE

- By organizing the Gateway league in your store you offer new Magic players a casual playing environment where they can have their first encounter with other new players.
- The Gateway league will be the first step a player takes after having played the game at home. This mostly because of the low-entry and non-competitive character of the league.
- In the whole Organized Play pyramid the Gateway program will be the key program to get players up and running. Nothing better than the casual and flexible character of the league to obtain that goal.
- After the players have played in the league for a while there's a big chance they will be ready to take their gaming skills to a higher level and to play in a real tournament:

## THE GATEWAY TOURNAMENT

- Gateway tournaments should be small tournaments which should not interest more experienced players, this makes them the ideal entry level events.
- These tournaments should create an atmosphere that fits better with the casual way of play, the players are used to up to this point.
- Even though they are entry tournaments, they are officially sanctioned events.

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## IN THE TIME SPIRAL GATEWAY KIT YOU WILL FIND:

- **1 Read me first document:**

This is the document you are holding now containing information on Gateway league and tournament play and this is the guide for you or the organizer throughout this Gateway adventure.
- **4 Posters:**

On the posters you can put the days/dates on which Gateway is organized in your store.
- **1 T-shirt:**

A T-shirt especially designed for you or the organizer of Gateway in your store: the Gatekeeper.
- **100 Stamp cards:**

A stamp card with 30 stamp spaces: once this stamp card is full it can be turned in for a promo card (more info below).  
The stamp card is not linked to a season, the same stamp card can be completed while playing in different Gateway seasons.
- **2 Stamps:**

Gateway stamps used to mark the stamp cards described in the above paragraph.
- **1 Package of 25 DCI forms:**

The official DCI forms which give you the DCI number you need to be included in the official ranking system.
- **40 Information flyers:**

These flyers explain the next steps which can be taken after Gateway: Friday Night Magic (FNM) and (pre-)release tournaments.
- **1 League reporting form:**

The league reporting form is the form which needs to be filled out by the organizer/Gatekeeper to keep track of all the people playing in the league within the current season (in this case Time Spiral). If you have an email address and an internet connection we strongly recommend you to use the template you can find on: [www.wizards.com/gateway](http://www.wizards.com/gateway)
- **Promo cards for the Time Spiral Gateway season:**
  1. **20 Wood Elves promo cards:** this is the promo card which your players can get when they hand in the voucher which is to be found in the PlayMagic.com kit - 1 promo card per filled-out voucher.
  2. **32 Icatian Javelineers promo cards:** this is one of the promo cards which can be earned by the players once their stamp card is complete.
  3. **32 Fiery temper promo cards:** this is one of the promo cards which can be earned by the players once their stamp card is complete.
- **1 Pre-printed return envelop:**

This is the envelop on which you can find the address of your local distributor and which needs to be sent back to him containing your league report, your vouchers and your filled-out stamp cards.



## THE GATEWAY LEAGUE

**The Gateway league:** this is where it all starts for the player who has found his way to the core store.

**The Gateway league player:** will receive a stamp card and for every game he plays he will receive:

- **4 stamps for a win.**
- **3 stamps for a loss.**

On his stamp card he will get **10 stamps 'for free'** before he even starts playing if it's the very first time he plays Magic in a store. This only applies for his first stamp card.

Once the player has filled up his stamp card (via the Gateway league or via a Gateway tournament – tournament official policies explained on the next page) with **30 stamps** he will receive 1 of the following promos for the Time Spiral season:

- **Icatian Javelineers**
- **Fiery temper**

(The player can fill up more than one stamp card in order to obtain the 2 different cards or several of the same cards)

**On the stamp card** the player needs to fill out his **name** and his **DCI number**

(We strongly recommend the league player to also get a DCI number – it's not mandatory).

On the back of the stamp card the league player fills out the **name of every opponent** and marks if it's **a win or a loss**.

## GATEWAY TOURNAMENTS

Gateway Tournaments are **sanctioned tournaments**, aimed at new players. Let's have a look on what needs to be done to organize such a tournament.

### WHAT IS A SANCTIONED TOURNAMENT?

A sanctioned tournament is a tournament that follows the **official DCI rules** and policies and in which players can earn (or lose) points for the global rating the DCI keeps track of.

### WHAT IS THE DCI?

The DCI is the worldwide organization that handles tournaments and Organized Play for Wizards of the Coast and Avalon Hill games. The DCI **keeps track of the ratings** for each game for which sanctioned events are organized.



## THE SANCTIONING PROCESS

### 1. Becoming an organizer

Before you can sanction a tournament you need to become an official organizer.

To do this you need to send an email to your distributor with your contact information.

The distributor will review this request and pass it on to the DCI, which will then process the request. You will then receive an automated email stating that you have successfully become an organizer.

### 2. Sanctioning a tournament

You can request a guide on sanctioning from the distributor or the DCI.

In this guide you can find the entire process for online sanctioning in detail.

Most importantly you will need a date and a location to hold the event.

At least eight players to play in the event and you, the organizer to make sure the event goes according to the DCI rules. Usually organizers have one (or more) official DCI judges at the event to ensure the integrity of the tournament.

When you are listed as the organizer you are not allowed to play in your event.

## GATEWAY SPECIFICS

There are two things will make these tournaments attractive for new players: the prize payout and the stamps. The prizes (which you should offer) should be small to keep the competitive players out of these tournaments.

However the prize payout should be deep and not focused only on the best performing players. As explained above, getting stamps is the way for the players to get the promo cards.

When the tournament is over or the players drops (stops playing) from the tournament he will receive the following amount of stamps:

- **6 stamps for a win**
- **4 stamps for a loss**
- **5 stamps for participating**

So even when they play just 1 round they will have a minimum of 9 points.

In these tournaments winning is just slightly more rewarded then just playing.

