

Updated Sept. 6, 2024

## **UGN: Player Onboarding & FAQ**

Welcome to UGN! UGN is UVS Games' official platform designed for players and tournament organizers who engage with UniVersus CCG. Use UGN throughout every stage of your UniVersus journey to find events near you, log casual events at home, construct decks and redeem loyalty points for promo cards.

Not sure where to start? See below for our onboarding guide & FAQ. If you have any questions, feel free to email us at [community@uvsgames.com](mailto:community@uvsgames.com).

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## **Registering for UGN**

### **How do I register for UGN?**

Welcome

Sign Up to Carde.io to continue to Universus.

👁

Continue

Already have an account? [Log in](#)

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OR

Continue with Google

🍏 Continue with Apple

Registration is simple! Visit [play.uvsgames.com](https://play.uvsgames.com), click *login* on the top right corner, and follow the prompts to create a new account. You can either verify your account with a third-party log in (this is the fastest!) or follow the instructions on the verification email.

**If you registered with UGN prior to December 4, 2023, create a new account with your existing UGN email address.**

Please note that you may see previous event history and/or point history once logged in if:

- Your email address was associated with UGN prior to December 4, 2023 and had play history
- You did not have a formal UGN account but your email address was associated with a player who engaged in an event on or after December 4, 2023.

### **Can I create a password for my account even if I linked my Google/Apple email to UGN?**

Yes. Please follow these instructions:

1. Create a new account using the same email that is linked to your Google or Apple email.
2. Enter a new password for that account.
3. Look out for the verification instructions.

Once you've verified your email address, you'll be able to log into your account either by the Google/Apple connection **or** by entering the password just created.

### **I am not receiving an email to reset my UGN password.**

Reasons you may not be receiving an email to reset your password include:

- You have not yet created an account on our new platform after December 4, 2024.
  - If you engaged with the old UGN platform before December 4, 2024, create a new account using your existing UGN email.
- You signed up for the platform using Google or Apple login credentials, which links to your personal email account, NOT the UGN account.

If you are still having issues, please contact us at [community@uvsgames.com](mailto:community@uvsgames.com).

### **Loyalty Points**

#### **How do I earn loyalty points?**

Loyalty points are awarded to players who participate in events run on UGN.

Please click [here](#) for more information on points you can earn from organized play.

### **Finding Events**

#### **How can I find events or stores near me?**

To look for events, simply hover to the *events* option on the toolbar, and follow the prompts to look for an event near you.

To look for stores, hover to the *stores* option on the toolbar, and follow the prompts to locate a store near you.

Can't find a store in your area? Email us at [LGS@uvsgames.com](mailto:LGS@uvsgames.com) so we can help you start a community!

#### **How can I use UGN if I don't have a store near me that hosts events?**

If a community hasn't been started in your area, you can filter the events for online events or create a casual event for at-home play. And of course, you can use the UGN deckbuilder to make and save decks.

#### **What are the different event levels and event types?**

The most popular event levels are:

- Casual: events designated for at-home play.
- Local Game Store Events: sanctioned events held at your local game store.

Within these levels are different event types:

- Free Play: a simple play event without tournament pairings.

- Demo: designated for demo events. *Only available to tournament organizers.*
- Tournament: traditional tournament events, with pairings.

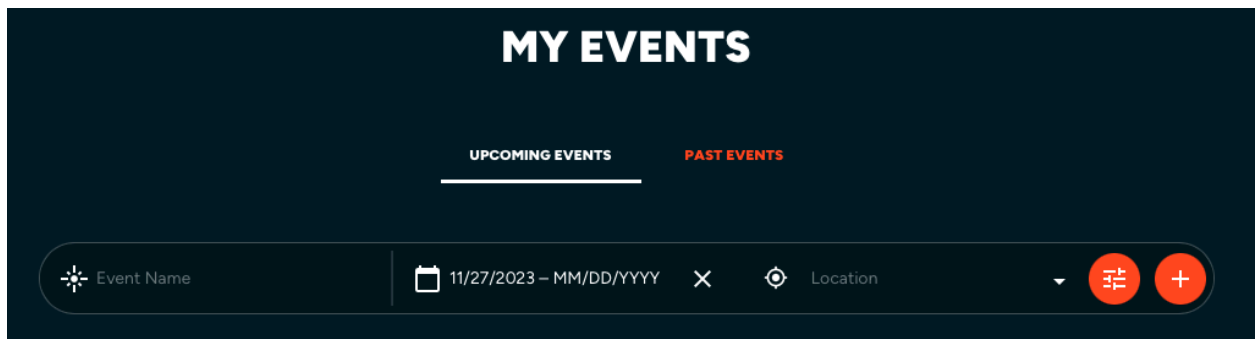
The different tournament types are:

- **Sealed:** In Sealed events, players are restricted to building their decks exclusively from six newly opened booster packs. Resource symbol restrictions do not apply. New-player friendly.
- **Spotlight:** Spotlight events allow players to create constructed decks, but with a focus on a particular IP. For example, for My Hero Academia Spotlight events, you are limited to exclusively using My Hero Academia cards in your decks. \*Note: this format is formerly known as My Hero Academia only.
- **Standard:** In Standard events, players have the freedom to assemble constructed decks that include cards from any UniVersus IP created in the two years leading up to the current year. For instance, in 2023, your Standard deck can include cards from 2021, 2022, and 2023.
- **Retro:** Retro events grant players the flexibility to incorporate any UniVersus card into their constructed decks. Except for banned cards, virtually anything is allowed in Retro, even the use of our "classic" rules set. All expansions, promotional cards, and additional products like the Challenger Series are permissible in Retro as well. Booster
- **Draft:** A Limited format in which players choose cards one at a time from sealed booster packs, then construct a deck solely from the chosen cards. Resource symbol restrictions do not apply.
- **Challenger Series:** In a Challenger Series tournament, players compete utilizing unmodified, preconstructed Challenger Series decks. Players select one of the characters included in the deck to compete with.

## Creating Events

### How can I create a casual event in UGN?

1. When logged in, click on your name on the top right corner and navigate to *My Events*
2. Click the + button to open the event creation window. Follow the prompts to create your event.



Events are now composed of 1 or more activities. With this new feature, tournament organizers have the ability to host a singular event with multiple activities associated

with it. To host a side activity, click *add activity* and insert that activity's details.

*Free Play* is a category that allows you to log open play amongst a group of people. This option does not offer pairings.

*Tournament* is a category that allows you to host traditional tournament events. This option features pairings.

When all the information is saved, continue to the confirmation page, and publish your event.

### **How do I start my casual event in UGN?**

1. Make sure all players are added to the event. They can either join themselves by clicking into the event link, or tournament organizers can add them directly to the event.

If a player does not have an email address on file with UGN, the tournament organizer can add them to the event with their email address, first name and last name. When that player creates their UGN account, the activity from your event will appear on their profile.

2. Check in your players by hovering to the roster, clicking on their name, and changing their status to 'Checked In'. Once all players are checked in, click start activity. You may also click *Check in All Players* if all your players are present for the event.
3. If you are hosting a tournament, navigate to Pairings and follow the prompts to start your timer, and log game play.

If you are hosting a free play event, end the activity when your timer is complete.

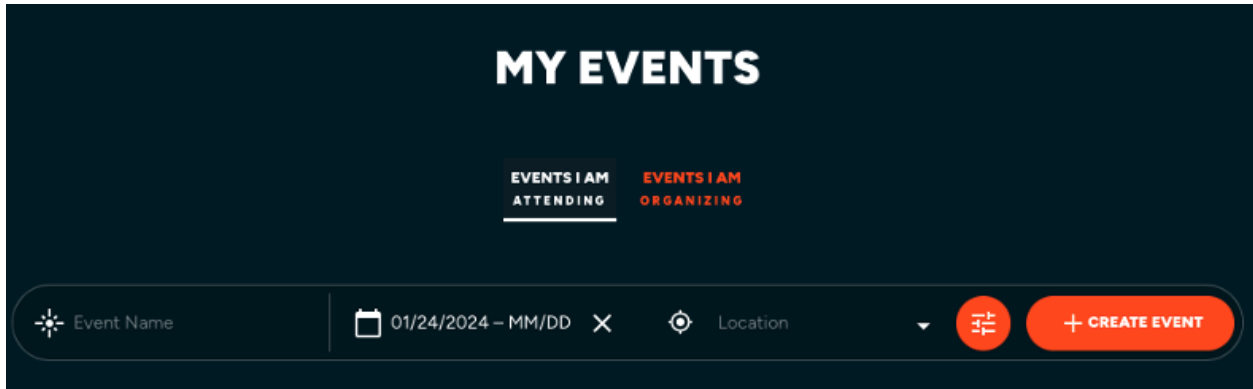
4. When the event is complete, end your activity.

### **Profile, Settings and System**

#### **How can I view events I previously attended or have signed up for?**

Under your profile, click *my events* and navigate to *Events I am Attending*. The system will default to showing upcoming events, but if you'd like to view your previous events, simply

change the date range to a previous date.



### **What are notifications?**

On the top right corner of your screen, you'll see a notifications section, which is another way the platform will engage with you. This feature will be used to send important platform-wide notifications and other game updates. If the notification references a hyperlink, simply clicking on the notification will bring you directly to the hyperlink.

### **Deckbuilder**

#### **How can I create a deck?**

Effortlessly craft and enhance your decks right within our platform. Simply navigate to 'Decks,' click on 'My Decks,' and start constructing your deck.

Ensure characters in your primary deck are placed in the character section. All other cards should be allocated to your deck or side deck.

Preview your creation by hovering over to see a visual representation of your decklist in both text and graphic formats.

For detailed insights on a deck you've created, head to 'Metrics' to access statistics on difficulty levels, keywords, and card types.

Lastly, visit 'Settings' to add a custom name to your deck, choose between public or private visibility, and specify the format for legality checks. Only legal decks will be made public.

#### **How can I view decks made by others in the community?**

Public decks are viewable to all UGN members if noted as "public" and has no legality issues.

#### **Am I required to use the UGN deckbuilder?**

Tournament organizers have the option to require registered players to build and register their deck in the UGN deckbuilder prior to the tournament. For weekly LGS events, the default

setting is to NOT require deck registration. However, for PSC and higher level tournaments, the default setting is deck registration is required.