

Sunday, August 9, 2026

2 pm

Games For Meeple

21308 Pathfinder Road #110

Diamond Bar, CA 91765

This event is not going to follow the traditional tournament structure with Swiss Rounds and Top Cuts, etc. Instead, it is going to be a much more laid-back series of games where players will earn points by winning their games and achieving side objectives, or Bounties, throughout the day. Players need not be present for all rounds and late arrivals will be allowed to join the event at the beginning of the next round. Obviously, missing rounds will lower a player's chances to accumulate points.

At the end of the event, the player with the most points will be named the winner and receive a prize from the Prize Wheel. Additionally, prizes from the Prize Wheel will be raffled off at various times throughout the day. All participants will receive raffle tickets upon registration, with additional tickets given for each win and/or objective achieved.

GAME DAY STRUCTURE

Registration will take place on the day of the event at Games for Meeple. Players will register to take part in the Extra Life Game Day by making a donation of \$50 to Julian's Extra Life Page (<https://dd.extra-life.org/participant/Julian-Garcia>). This donation will provide the following:

- Entry into the event
- 1 Be A Hero Playmat
- 10 Raffle tickets
- TBD???

The entirety of the \$50 registration fee will go to Extra Life. Donations are tax-deductible in the U.S. (all relevant information will be on your donation receipts)



At the beginning of each round, registered players will be paired based on their current standing and matches will follow normal Flesh and Blood Silver Age rules.

Players will need to register the hero they are playing and may not change their deck list during the event.



For more information email extralifejulian@gmail.com



For reference, all Silver Age decks must consist of the following:

- 1 young hero card
- 55 card-pool (includes weapons, equipment, and cards in the deck)
- Only **common**, **rare**, and **basic** rarity cards (including hero cards)
- Start with exactly 40 cards in the deck
- Up to 2 copies of each unique card

Each round will be a Best of 1 format and will last 35 minutes. The event will probably go 5 rounds total (depending on attendance).

EVENT POINTS

Event Points will be awarded as follows:

- Winning a match – 5 points
- Drawing a match – 2 points
- Completing a unique Bounty – 1 point (*no points awarded for completing the same Bounty on different rounds).

BOUNTIES

Bounties are side-quests or objectives that players complete when they are the FIRST player in the ENTIRE event to fulfill its requirements in a given round. When a Bounty is completed, the achieving player receives 1 Event Point* and 1 Favor. Subsequent players that fulfill the same Bounty requirements in the same round do not receive any of the benefits. Bounties will reset after every round.

If two players complete a Bounty at the same time, the judge will decide whether any of them (or both) receive the benefits.

Example Bounty: *Play or activate four or more Attack Reactions in a single chain link.*

FAVOR

Favor is an Aura Token exclusive to this event. It represents the approval of the crowd after your hero performs feats of skill, grit, and/or showmanship.

Favor tokens have the following text:

Instant: Destroy this and any number of additional Favor tokens necessary to pay the cost of an available Boon. Gain that Boon.



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Mechanically, Favor is gained whenever your hero successfully completes a Bounty. When gained, Favor is placed on the arena and is subject to game interactions just like any other Aura Token.

Favor that remains in play on the arena at the end of a match is carried over and placed on the arena during setup of your next match.

BOONS

Boons are special effects that can be acquired through the expenditure of Favor. They are activated as part of the resolution of the Instant ability on the Favor used to pay the Boon's cost.

Example Boon: Favored by the Gods. Cost 3 Favor. Gain 3 Life.

PRIZING AND RAFFLES

Main prizing will consist of a Prize Wheel with promo and/or collectible cards from earlier sets. These will be raffled off a few times throughout the event. Raffle winners will spin the wheel to determine their prize. All players will receive 10 raffle tickets at registration. Additional tickets can be received as follows:

- Winning a match – 5 raffle tickets
- Drawing a match – 2 raffle tickets
- Completing a Bounty – 1 raffle ticket
- Additional donations to Extra Life – 1 raffle ticket/\$1 donated exclusively for the acquisition of raffle tickets



Players must be present to spin the Prize Wheel, otherwise a new winner will be selected. Players may only spin the Prize Wheel once during the event. If their raffle ticket is pulled again a new winner will be selected. Alternate prizes may be awarded instead to duplicate raffle winners (TBD).

Overall Points Winner from the event will select a prize from the Prize Wheel rather than have to spin it.



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