

Dragon Ball Super Card Game

Origins Sealed Battle Rules

These are Origin-specific Sealed rules. For any rules not covered by this document, please check the Origins Floor Rules.

■What are Sealed Battles?

Sealed Battles are a format where multiple players take unopened packs, open them, and make decks out of the cards they get from those packs. Players then play each other with those decks.

■Recommended Players / Product

Players : 4

Boosters : 6

*Distribute the same number/type of boosters to all players.

■Deck Construction Rules

You play games in this format using a deck made of one Leader card and 40 non-Leader cards. The standard rule for only allowing up to four of a single card in your deck does not apply. Any cards you do not use to make your deck can be used in your side deck.

* Leader cards can also be used in your side deck.

■Recommended Match Format

Matches in the Dragon Ball Super Card Game consist of a set number of games. The player who wins two games wins the match.

Players may exchange cards from their deck with cards in their side deck between games. As long as the number of cards in a player's main deck remains the same, there are no limits to the number of cards that can be swapped out.

* You can also choose to play first-to-one, with matches decided in a single game.

* A Swiss-system format as written in the floor rules is recommended.

■Deck Building Procedure

After players open their six packs, they proceed with deck construction as normal, with one

Leader card and 40 cards in the main deck. All other cards go into a player's side deck.

■Card Ownership

Any cards you open are yours to keep.

■Special Rules

You don't lose if you run out of cards in your main deck. Simply take the cards in your Drop Area and Warp and shuffle them back into your deck.