

# Dragon Ball Super Card Game

## Sealed Battles (GTS Presents) 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: 24 or 48

Necessary Products: One SD04 or SD05 Starter Deck and four Series 4 Booster Packs

\* All players need to have the same type of packs.

### ■Deck Construction Rules

You play games in this format using a deck made of One Leader card and 40 non-Leader cards. The usual 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 decks with cards in their side decks 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

Once you've opened your six packs, you construct your deck like normal, with one Leader card and 40 cards in your main deck. All other cards go into your 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.