

# Dragon Ball Super Card Game

## WORLD MARTIAL ARTS TOURNAMENT

### (Themed Booster 2)

### Sealed Battle Rules

#### ■What are Sealed Battles?

Sealed Battles are a format where multiple players open booster packs, and make decks using the cards inside. Players then play each other with those decks.

#### ■Recommended Players / Product

Players: 16 or 32

Product: Six booster packs(TB02)

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

#### ■Deck Construction Rules

Decks consist of one Leader card and 40 non-Leader cards. The limitation that only allows up to four copies of a single card does not apply. Any cards not used in your deck are considered part of your side deck.

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

As a special rule, in addition to any cards opened in packs, players can also include up to seven copies of the following cards in their decks:

• BT5-117 Dragon Ball

• TB3-067 Porunga's Dragon Ball

\* Promotional cards from promotional boosters distributed at tournaments (Power Booster: WORLD MARTIAL ARTS TOURNAMENT) can be used the same way cards opened in boosters can.

#### ■Recommended Match Format

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

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

\* We recommend using a Swiss draw format as written in the floor rules.

#### ■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.

\*When doing Sealed play, we recommend that each player brings spare Leader Cards with them. (Said Leader Cards should be limited only to those that are legal for tournament play.) If a player isn't able to draw a Leader Card from their packs, that player provides proof to the other players that they have no Leader Cards, and then they can use one of the spare Leader Cards. However, if a player has a Leader Card in their pool they MUST use that Leader Card and can't use any of the spare Leader Cards.

■Card Distribution

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.