

Dragon Ball Super Card Game

Origins Draft Rules

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

■Drafting

Drafting is a game format in which players open fresh boosters, take cards from them in an orderly fashion, then compete with each other using decks built from those cards.

■Recommended Number of Players and Boosters

Players : 4

Boosters : 6

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

■Deck Construction

Players must build a 41-card deck consisting of 40 Battle/Extra cards and a Leader Card.

A deck may include more than four copies of a single card.

Any cards not included in the deck can be used as sideboard cards.

*Leader Cards can also be included in the sideboard.

■Recommended Game Rules

After finishing the draft, players play best-of-three matches against each other.

Before starting the second and third games of a match, players can exchange any

cards in their deck with cards in their sideboard (including their Leader Card). As

long as the final deck composition is valid, there is no restriction to how many cards a player can exchange between their sideboards and their decks.

*Please feel free to enjoy best-of-one games if that's what your play group prefers.

■Draft Rules

①Each player takes their specified boosters for the draft, and sits in a circle in randomly chosen order.

②All players open their boosters and count the number of cards without looking at the card faces. If a booster contains more or less cards than it should, immediately call a judge.

③Each player takes a card of their choosing from the booster they opened, and passes the remaining cards face-down to the player to their left.

*If a player has not yet taken a Leader Card, when they open/are passed a booster which includes a Leader Card/Cards, they must take one of them. If a player is forced to do so, they are allowed to take an additional non-Leader card from that booster.

*A player cannot take a second Leader Card until all players have taken at least one Leader Card.

④Repeat step ③until all cards have been drafted.

⑤Return to step ① and repeat the steps in order until all cards from all boosters have been drafted. However, for the second, fourth, and sixth boosters, players pass the remaining cards to their right instead of their left.

⑥After the draft, players use their cards to construct a 41-card deck with 40

Battle/Extra Cards and a Leader Card.

⑦ Players can now play matches with the other players using the deck they just constructed (a round-robin tournament format is recommended).

*Players who were unable to draft a Leader Card during the draft must use a Leader Card obtained from outside the draft.

We recommend randomly selecting a Leader Card from the sets used for the draft.

■ Card Distribution

Before drafting, decide how to distribute the cards from the boosters after finishing the tournament.

For the DRAGONBALL SUPER CARD GAME, we recommend the following methods.

A: Keep What You Take

Players keep whatever cards they picked during the draft.

B: Rare Draft (Winner-Picks-First)

After the tournament is over, collect all cards of rarities Rare or higher and reveal them to all players. Distribute those cards in order of tournament placing: the player who placed first takes a card, then the player who placed second, then the player who placed third, and so on before starting again from the first-place player. Players can keep whatever common and uncommon cards they picked during the draft.

■ Precautions

- Players can check the cards they drafted at any time as long as they do not have any other cards in their hand.

- When a card is removed from a booster by a player and placed face-down in their pile of drafted cards, that card is considered taken by that player and cannot be returned to the booster.

- The players are not allowed to, and must be careful not to, show other players any cards they have taken during the draft or any cards in the booster they are currently choosing their next card from (except for Leader Cards).

- Players cannot in any way signal information to other players about which cards they have taken or which cards they want other players to take.