

Exodus Trading Card Game Recommended Booster Draft Rules

What is Booster Draft?

Booster Draft is a way to play the **Exodus TCG** which involves purchasing booster packs, opening them and building a deck on the spot to play a game!

Players open the packs and choose a card he/she would like to use (this is known as a “draft”). Decks are built right then and there!

- Players get to keep all the cards they pick for their deck during draft!
- Draft is an exciting way to experience an **Exodus** booster set--it's different each time!

Preparing for the Booster Draft

1. Can be played with 6 or more players! (There is also a 5+ player free-for-all mode!)
2. Each player will prepare 4 booster packs each.
3. Each player is responsible for bringing their own Energy Deck with at least 20 cards.

Recommended Rules for Draft

1. Decide on the seating arrangement around the table using a random method. (e.g. rock-paper-scissors)
2. Each person will open 1 of their 4 packs, and check the 5 cards inside that pack.
3. Choose 1 card and place it face-down. This face-down pile will be your complete 20-card Main Deck by the end of the draft! Players may look at their own face-down cards throughout the draft, but may not peek at other player's cards.
4. Once everyone has chosen their card, all players will pass the remaining 4 cards in hand to the person on the left, in a clockwise direction!
5. With the cards received from the player on the right, choose a card and place it face-down. Once everyone is done, pass the remaining 3 cards in hand to the left again. Repeat until all the cards have been taken.
6. Each person will now open their 2nd pack! Select 1 of the 5 cards and add it to your face-down pile. Once everyone has selected, this time pass the remaining cards to the person on your right (counterclockwise)! Continue picking cards and alternate directions with each of your 4 packs until all cards have been taken.

7. Once all 4 packs have been opened and passed around, the draft ends! The swiss-style tournament will now begin with the 20 cards chosen as a Main Deck!

Deck Building

1. Use all 20 chosen cards as your Main Deck!
2. The rule that allows up to 2 of the same card per Main Deck still applies here.
3. If any player pulls a foil Energy card from a pack, they may keep it and add a spare Common creature to their Main Deck as a replacement for purposes of Draft.

Game Conditions

The basic rules of **Exodus The Trading Card Game** can be found here:

<http://www.exodus-cards.com/exodus-rules.html>

The rules of a normal **Exodus** duel apply, but with the addition of a special rule for booster draft:

"At the start of the game, when each player draws their starting hand of 6 cards, the player who goes second draws an extra 3 cards from the Main Deck for a 9-card starting hand!"

This special rule helps nullify the advantage of going first and gaining the next draw in a creature-heavy format.

Furthermore, the Draft organizer may hand out a promo card to each participant that can be added to the Draft decks before starting the tournament!

When playing in a Swiss-style tournament, players should be randomly paired against each other to battle for a round. When it is time to go on to the next round, winners are randomly paired against winners, and so on.

- **Players with a similar score/standing should be paired against each other for best results.**

At the End of the Rounds

After all games have finished, each player may keep or trade the cards they chose for their Draft deck. Additional sealed packs are recommended for Top 3 winners as follows:

1st Place: 3 sealed booster packs

2nd Place: 2 sealed booster packs

3rd Place: 1 sealed booster pack

Be sure to congratulate the winners and thank everybody for playing!