



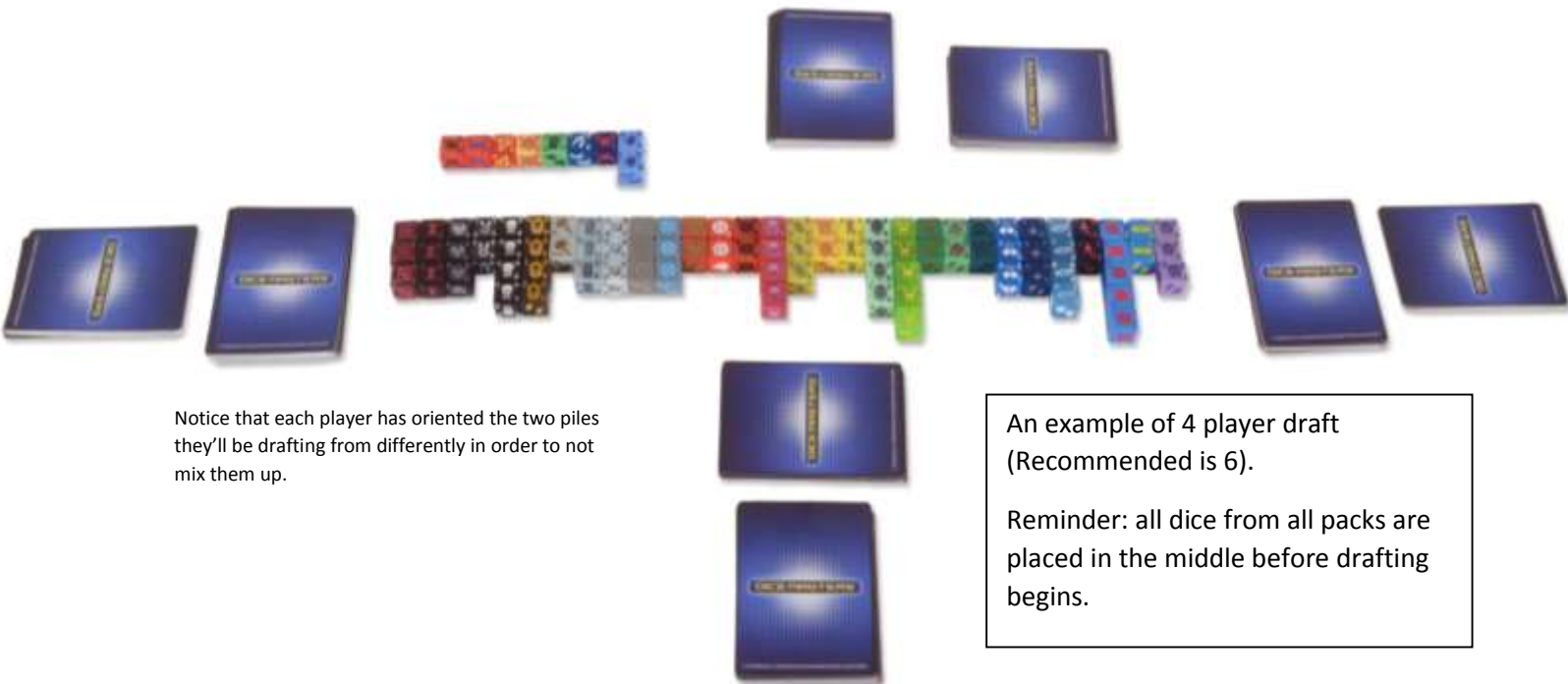
Dice Masters Rainbow Draft Format:

12 Pack Draft (per player) – 6 Player Pods recommended

How it works:

Each player should come to the event with 8 Sidekick Dice, 12 Basic Action Dice, 4 Indicator Cards, and 2 Basic Action Cards (players may choose which Basic Action Cards they'd like to use after completing the draft, but must use the same 2 throughout the event).

Each player in the draft sits down with 12 packs of Dice Masters to draft with. A set of 6 packs is opened. As each player opens their packs they should verify that the cards and dice match. Keeping their cards secret, players should set them aside into a pile of 12 cards. The next 6 packs are opened and when complete are placed into a separate pile of 12 cards in front of the player (the piles are not to be mixed). All dice are placed into the center, and arranged as below so players can see exactly which dice and how many of each will be available during the draft. We call it Rainbow Draft as players may elect to sort them by color to allow for easier visual spotting of which cards correspond to which dice during the draft.



Notice that each player has oriented the two piles they'll be drafting from differently in order to not mix them up.

An example of 4 player draft (Recommended is 6).  
Reminder: all dice from all packs are placed in the middle before drafting begins.

Each player then takes the deck they most recently prepared and after a short amount of time to review the cards, they select one, setting it face down in front of them, and passing the remaining cards to the player to their right. This card begins a pile of cards that players will be able to use in their team. After all players have selected a card, they take the pile from their left to select their next card and repeat the process until they are passed a single card to be placed into their pile.

After the first stack of 12 cards have been depleted, players should take a moment to review the cards they drafted (each player should have 12 cards at this point). After reviewing their cards, players will return them to a face-down pile in front of them and draft the second pack the same way as they did the first, this time passing in the opposite direction (left).

After drafting all packs, players should take dice from those that were set aside to match each of their cards. They will then construct a tournament team based on the Basic Action Cards they own and the cards they drafted. This tournament team can have up to 8 cards and up to 20 dice across those cards (many teams will have less than this). The basic action dice and cards and sidekick dice do not count against this limit of 8 cards and 20 dice.

Guidance:

- If for some reason a card and die within a draft pack do not match, the card is considered to be correct. If a suitable die is available to swap in, that may be done up to the tournament organizer's discretion. Alternatively, a pack containing an error may be replaced by a new unopened pack if it's identified before the draft begins.
- In the event that the draft has occurred and a player has a card that they drafted that does not have a matching die, the store should allow a die to be added to the player's dice after verifying it has not made its way into another player's pile.
- Ideal draft pods include 6 players, but may have less or more. Pods should be as similar in size as possible with randomized seating. The total ratio of packs (12 per player) should be maintained per player regardless of pod size.
- Once the first deck of cards has been placed face down and boosters are opened to construct the second deck, players may not look at the first deck.
- Once the draft has begun players cannot look at the prior cards they have drafted except in-between the rounds as described above.
- Stores may opt for more or less boosters. Example, 15 packs may also be popular and could result in 3 rounds of 5 packs each.

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