

Future Card Buddyfight Draft

Recommended Rules

Updated: Sep 10, 2015

Booster Draft Explanation

Booster Draft is a method of play where players have no cards to begin with. They are required to have 6 Future Card Buddyfight packs per player, at the moment of play.

Players then open 1 pack at a time, choose a card they would like to put in their deck in a predetermined order (this is known as the “draft”), and then the decks are built right then and there!

With this unique style, players get to experience the thrill of drawing and selecting cards, along with the joy of playing with a different deck each time!

Requirements

1. Played with 2 or more players (Recommended **4** players for maximum fun!!!)
2. Each player will require 6 Future Card Buddyfight packs
3. **All players participating in the draft must agree to purchase the same quantity of packs from each release to form the 6 packs for drafting. Players may choose to mix releases for their draft, to further randomize the cards that they can receive. For example, if all players are agreeable, players may draft with 2 packs of BFE-BT01, 2 packs of BFE-H-BT01, 1 pack of BFE-EB01 and 1 pack of BFE-H-EB01 per player.**

Deck Building and Special Rulings

1. A player will build a deck with **all the cards that he or she has drafted.**
2. **If a player opens and chooses to draft a flag card, that player may include that card in their deck. However, the flag card is treated as a blank card with no description or text.**
3. Players are not required to have a flag card
4. Players will start at 10 life points
5. Players with no cards in the deck zone will automatically lose the game
6. Players will draw 6 cards into their hand at the start as per normal
7. World restriction does not apply to the Booster Draft deck construction (i.e. you may have a <<Dragon World>> monster and a <<Magic World>> monster in your deck)
8. Attributes still work as per normal
9. Standard game rules apply

The tournament organizer may allow the use of the following rule:

*Starting from Future Card Buddyfight Hundred Booster Pack Vol. 1 Neo Enforcer ver.E, some packs will have special cards assigned to them. If a fighter opens such a pack and wishes to keep the contents, that fighter may show the contents of the pack for all players to verify. After it is verified, the fighter must keep all the cards. Then, the fighter will sit out on the drafting for one pack rotation.

A list of such packs is as follows:

1. BFE-H-BT01: Azi Dahaka Pack

- H-BT01/0101EN Demonic Demise Dragon, Azi Dahaka
- H-BT01/0102EN Twin Demon Dragon, Zahhak
- H-BT01/0103EN Dragon Throne
- H-BT01/0104EN Demonic Demise Sword, Aquila Gwaneff
- H-BT01/0105EN Dragon Ein

2. BFE-H-BT02: Yamigedo Pack

- H-BT02/0109EN Great Fiend, Yamigedo OR H-BT02/0110EN Great Fiend, Yamigedo
- H-BT02/0111EN Soaring Flame, Lindwurm
- H-BT02/0112EN Reinforced Formation of Hundred Demons
- H-BT02/0113EN Thunder Claw, Narukami
- H-BT02/0114EN Parade of Hundred Demons

Recommended Rules

1. Decide on a random seating arrangement around the table
2. Each person will then proceed to open 1 of their packs and check the cards in the pack
3. Players will now choose 1 card and place it face down in front of you
(Players! You will not be able to look at what cards you have chosen until after your first 3 packs have been opened! Remember what you have!)
4. Once all players have chosen one card and placed it in front of them, pass the remaining cards to person on their left (clockwise direction)
5. From the remaining cards handed over, players will then choose another card and add it to the face down card in front of them
6. Once the cards have been given out, open the next pack
7. Repeat steps 3 to 6 until the first 3 booster packs have been disseminated
8. Between the third and fourth booster pack, players are encourage to look at what they have drawn thus far in order to plan what other cards they should draw for the remaining few booster packs
9. Starting from the fourth booster pack, pass the cards that you did not draft to the player on the right instead (anti-clockwise direction)
10. Once all 6 packs have been opened and disseminated, the draft is over
- 11. All the cards drafted will become the player's deck**

Game Conditions

The basic rules of Future Card Buddyfight can be found here:

<http://fc-buddyfight.com/en/rules/>

Recommended Distribution of Cards after the Games

Each player gets to keep all cards that he/she drafted during the booster draft. If all participants agree, they can redistribute the cards in another method.