

## **Booster Draft Recommended Rules**

### **What is Booster Draft?**

Booster Draft is a method of play which involves purchasing, opening and building a deck straight away for a game!

Fighters open the packs and choose a card he or she would like to use in a predetermined order (this is known as a “draft”), and decks are built right there and then!

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

### **Preparations for Booster Draft**

1. Can be played with 2 or more fighters! (It would be best to have 4 players!)
2. Each fighter will prepare the recommended number of packs.
  - 6 packs are recommended for sets with 5 cards per pack (Booster Packs, Extra Boosters)
  - 4 packs are recommended for sets with 7 cards per pack (Clan Boosters, Title Boosters)

\*All fighters should prepare the same type of packs

### **Recommended rules for Draft**

1. Decide on the seating arrangement around the table with a random method. (e.g. rock-paper-scissors)
2. Each person will open one pack, and check the cards inside that pack.

(Booster Packs and Extra Boosters from Vol.6 – Breaker of Limits onwards will contain 4 normal units and 1 trigger unit, making it a total of 5 cards.)

(Clan Boosters and Title Boosters will contain at least 1 trigger unit, with a total of 7 cards)

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

\*Starting from Cardfight!! Vanguard G Booster Pack Vol.4 Soul Strike Against The Supreme, 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. [VGE-G-BT04, VGE-G-BT05: Secret Pack](#)
  2. [VGE-G-BT07: SP Clan Packs](#)
3. Choose the trigger unit, as well as another unit and place them face down so they cannot be seen!

(If you are drafting Extra Boosters Vol. 1 to Vol. 7, or Booster Packs Vol. 1 to Vol. 5, each fighter chooses only one card.)

(If a fighter opens a Legion Rare, that fighter may ask for a judge to verify it. If it is verified, each player chooses the trigger unit, as well as two other cards, and places them face down)

(If a fighter chooses a G unit, that card will be put in their G Zone instead of their deck when building the deck.)

4. Once everyone has chosen their cards, all fighters will pass the rest of the cards in hand to the person on the left, in a clockwise direction!
5. With the cards received from the fighter on the right, choose a card and place it face down. Once everyone is done, pass the rest of the cards in hand to the left again.  
Repeat until all the cards have been taken.
6. If you are drafting Booster Packs or Extra Boosters, pass the cards in hand to the person on your right (anti-clockwise) starting from the fourth pack!  
If you are drafting Clan Boosters or Title Boosters, pass the cards in hand to the person on your right (anti-clockwise) starting from the third pack!
7. Once all the packs have been opened and passed around, the draft ends! Use all the chosen cards as your deck! Put all G units in your G Zone.
  - ※ You may look at the cards you have already drafted, but it must not be mixed up with the cards that are currently being passed around!

### **Deck building**

1. Use all the chosen cards as your deck! Put all G units in your G Zone.
2. The rules which restrict only 4 of the same card, as well as only 4 heal triggers in a deck do not apply here!

### **Game conditions**

The basic rules of Cardfight!! Vanguard can be found here:

<http://cf-vanguard.com/en/howto/>

The rules of a normal cardfight apply, but with the addition of two special rules for booster draft:

- If you have four or more cards in your damage zone, you lose the game by rule action.
- “All units will be regarded as a unit in all of the clans.”!

This means that card abilities and triggers will definitely activate!

Therefore, the fighters can now ignore the clans when choosing cards to build your deck!

What “All units will be regarded as a unit in all of the clans.” means:

\*Clans of all cards will be regarded as 《all of the clans》 .

And, all cards with abilities which target a specific clan within the 《》 brackets will be regarded as if it is written as 《all of the clans》 .

• For example: “Dragonic Overlord the End”

[CONT](VC/RC): If you have a non- 《Kagero》 vanguard or rear-guard, this unit gets [Power] -2000.

“If you have a non- 《Kagero》 …” will be read instead as “If you have a non- 《all of the clans》 …”.

Since all of the units are regarded as 《all of the clans》 , “Dragonic Overlord the End” will not get -2000 power.

### **At the end of a game**

After all games have finished, share the cards equally among all the fighters who took part!