

Future Card Buddyfight Booster Draft Recommended Rules (For Extra Booster)

Ver. 1.1

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Booster Draft Explanation

Booster Draft is a method of play where players have no cards to begin with. They are required to have **5 Future Card Buddyfight Hundred Extra Booster 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!

Please note that these rules apply only to Future Card Buddyfight Hundred Extra Booster Pack Draft only.

Requirements

1. Played with 2 or more players (Recommended 8 players for maximum fun!!!)
2. Each player will require **5 Future Card Buddyfight Hundred Extra Booster Packs, each consisting of 6 cards**

Deck Building and Special Rulings

1. Players will build a deck consisting of 30 cards (29 cards + 1 buddy card chosen by you)
2. **However, if a player opens a flag card, the player may choose to keep it. That player will not be able to include it in his or her deck, and will have a deck that does not consist of 30 cards. That flag card will not be put onto the flag zone**
3. Players are not required to have a flag card
4. Players life points will start at 10
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

Recommended Rules

1. Decide on a random seating arrangement around the table
2. Each person will then proceed to open 1 of their booster 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 booster 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 booster 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 **5 packs** have been opened and disseminated, the draft is over
11. Each player should ensure that they have 30 cards each and select their buddy from within their deck (Players will play with 29 cards in their 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.