

Sealed Deck Rules

In a so-called sealed deck tournament, players need not bring a deck: They get a starter deck and a few booster packs at the tournament. They then build decks with these cards and play with these decks during the tournament. This negates the advantage of players with huge card collection over others and forces players to play with cards they normally never play with, which leads to interesting games and sometimes to the discovery of a vastly underrated card. Before tournament you have to decide, if you want to play Wizard or Ringwraith Sealed Deck. It is no good idea to mix them!

When playing Sealed Deck Tournament normal rules apply with the following exceptions:

- In sealed deck, a player's deck needs to consist of at least 25 resources and hazards instead of 30.
- Only 18 MPs are required to call the Free Council.
- The required number of hazard creatures in a deck is lowered from 12 to 10.
- All cards you didn't use for the deck build your sideboard.
- You play with the site-cards you get from your starter or boosters. Normally you are allowed to add another one or two sitecard at your choice (you can't choose it during tournament). Sometimes it is decided to use all sitecards.

Booster Draft Rules

- All players get a starter and a few boosters (either for a Wizard or a Ringwraith player).
- Every player opens the fixed set and puts the Wizards in a Wizard pool. Every player rolls dice. The one with they highest result may choose one Wizard as his Avatar. After every player has one Avatar, every one draws a second one, but this time in opposite order.
- Every player keeps his fixed set. Site card from the starterdeck are also kept.
- Players should sit in a circle and a direction is chosen.
- Every player takes to cards at his choice from the remaining starterdeck and gives the rest to his neighbour (according to the direction chosen before).
- Go on with this procedure till all cards are drawn (some may have more cards then than others, since you put aside a different number od sitecards at the beginning).
- Then you open a booster (everyone one of the same kind!) and take one card. Then you give the rest to your neighbour again (opposite direction this time). Go on, till all boosters are drawn.
- Finally you build your deck according to the Sealed Deck Rules.

Please note, that drafting cards will take a lot of time. Be prepared to spend 1 hour for it. If it is agreed before, you may choose, that you do not draft every pack to the last card, but to keep th elast ones of every pack just as they are. It won't change much, since these left-over cards probably won't make it into the deck anyway.

Building the deck afterwards shouldn't take too much time then, cause every player has an idea of his deck in mind yet.