



TOWER BLOCK BOOSTER DRAFT RULES

WHAT IS A BOOSTER DRAFT?

Most TCG tournaments require players to bring a constructed deck in order to play. During a booster draft, players select cards from regular booster packs one card at a time and then make decks from those cards to use in the tournament. It's fun, it's fast, and drafting provides a unique challenge for players.

TOWER BLOCK FORMAT

All cards used in the Tower Block Booster Draft must be from the Tower block (sets 4, 5, and 6). Each card has its set number as the first number in its collector info, found in the lower right corner.

SETUP

Each player brings to the draft:

- Frodo companion card
- The One Ring card
- Adventure deck of 9 site cards

Each player needs to get at the draft:

- One Tower Draft Pack
- Three booster packs in one of these four configurations: three *The Two Towers*[™], or two *The Two Towers*, one *Battle of Helm's Deep*[™], or two *The Two Towers*, one *Ents of Fangorn*[™], or one *The Two Towers*, one *Battle of Helm's Deep* and one *Ents of Fangorn*.

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Player Distribution

Players assemble randomly into drafting circles (called groups) of roughly equal size at the discretion of the tournament organizer or head judge. Groups should have an even number of players if possible, and eight players is the best number.

A tournament official then distributes three booster packs to each player in the group, according to one of the configurations listed previously. Each player receives the same configuration of packs.

Players within a group may play only against other players within that group.

Before drafting of booster packs begins, each player should open his Tower Draft Pack and examine its contents. The mix of companions and minions in that pack provide a basis for the drafting of the booster packs.

DRAFTING PROCEDURE

Note: Before the draft begins, a tournament official should make sure all players are familiar with the rules for booster draft deck construction (see below). Players may not take any notes during a draft or during deck construction.

At a signal from a tournament official, each player opens the booster pack specified by the official (all players must be drafting from the same set) and counts the cards. If a player does not have the appropriate number of cards in his or her booster pack, he must immediately notify the judge, who will replace the pack.

The player chooses one card from the booster pack, and then passes the remaining cards face down to the player on his left. The opened packs are passed around the drafting group with each player taking one card each before passing until all cards are drafted.

Once a player has removed a card from the pack and placed it face down in front of him, that card may not be returned to the pack. Players may not show their card selections or the contents of their current packs to other participants in the draft. Players may not send signals of any kind to other participants in the draft regarding any information about their own picks or what they would like others to pick.

After each player's first pack is drafted, a tournament official will specify a pack and instruct players to open it and draft in the same fashion, except that the direction of drafting is reversed and now proceeds to the right. This process is repeated until all cards in all booster packs are drafted. The first and third packs are drafted clockwise (to each player's left), and the second pack is drafted counterclockwise (to each player's right).

Players may not review the cards they have drafted or the cards in their draft packs until the drafting procedure is complete and they are building decks.

DECK CONSTRUCTION

Once drafting is complete, you have 30 minutes to build a tournament deck (including a Ring-bearer and Ring, a draw deck, and an adventure deck).

Your draw deck must have at least 40 cards and must have an equal number of Shadow cards and Free

Peoples cards, shuffled together. If you do not have at least 20 Shadow or 20 Free Peoples cards, then you must forfeit all games.

You may have any number of cards of each card title in your draw deck. You are not limited to four copies of each card title in your draw deck.

Note: If at any time you have no cards in your draw deck, you may reshuffle your discard pile to make a new draw deck. You may only do this once per game.

TOURNAMENT PROCEDURE

The tournament organizer or head judge determines pairings within each drafting group and decides whether the tournament will be double elimination or Swiss.

Sanctioned booster draft tournaments consist of at least three rounds of Swiss play. Normal tournament rules and time limits apply.

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* Images are not to scale.

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