

Draft Guidelines!



Get Started With Munchkin Collectible Card Game Organized Play!

The *Munchkin Collectible Card Game* can be played in a draft format using these guidelines. You need four booster packs per player. That means if you have purchased a case of *Munchkin Collectible Card Game* POPs, and you use all six POPs to draft, you can support a draft of 32 people and still have 16 booster packs left over. (You can use these as prize support, or just sell them!)



To hold a draft, start by giving each player one Draft Hero. Thirty-two copies of a Draft Hero (the *Flamingo Wanderer*) are included with this kit.

Each player needs four boosters. Each player opens one pack, chooses one card, and passes the remainder to the left face down, repeating the choosing and passing until no cards remain. Then, each player opens their next pack, chooses one card, and passes to the *right* this time. Repeat the choosing and passing, alternating direction between packs, until all packs have been drafted.

During the draft, players own the cards they've drafted and may look at them at any time.

Once all cards have been distributed, players are given 20 minutes to construct a 30-card deck from their drafted cards and choose one Hero. Decks may not include cards from outside the draft.



Each player may choose to use either the *Flamingo Wanderer* OR one Hero they drafted from a pack (but not both). In either case, the deck can include cards from any or all classes, plus neutral cards. Decks are limited to three copies of any card.



In all cases, players must enter the draft tournament with their constructed 30-card deck and a single Hero card. After the 20-minute deck-building period, the tournament begins.



Cards used in any tournament format must meet the following conditions:

- ✓ The card is genuine and published by Steve Jackson Games.
- ✓ The card is not a photocopy or reproduced.
- ✓ The card is not bent, torn, or damaged in any significant way.
- ✓ The card back is not written on, altered, or marked in any other way.

If cards are sleeved, the sleeves must be opaque and identical.

The tournament should be played in a series of rounds, followed by a top cut. (This is commonly known as the Swiss format.) Each round except the final match should have a 40-minute time limit.

Begin the tournament by pairing players randomly. Keep each player's score:

Win or Bye:
2 Points

Lose:
0 Points

There are no draws. If an ability would cause both players to lose the game simultaneously, the player controlling that ability loses and their opponent wins. If an active ability is modified so that it would cause both players to lose the game simultaneously, the player controlling the original (unmodified) ability loses.

In each round after the first, players should be paired with an opponent with the same score, or as close as possible. In some cases, a higher-ranked player may need to be paired with a lower-ranked player.

A tournament with an odd number of entrants will need to issue a bye to one player each round.

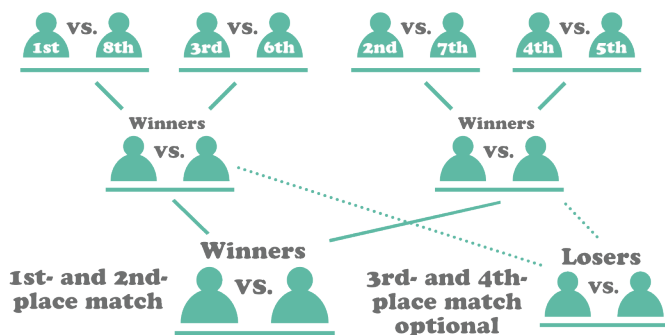
Determine the bye for the first round randomly. In subsequent rounds, the lowest-ranked player receives the bye, choosing randomly in the case of a tie. No player may receive more than one bye in an event.

After the rounds are played, determine each player's total score, then finalize the rankings. Break ties with the strength-of-schedule method:

1. Total score of opponents defeated by the player.
2. Total score of the opponents who defeated the player.
3. Latest round of first defeat.
4. Coin toss or other random method.

Announce which players qualified for the top cut.

Pair top cut matches by seeding the highest ranked player against the lowest, then the next highest remaining player against the lowest remaining, and so on. Pairings continue in a bracketed advancement, and they are not reseeded after each round.



The top cut is a single-elimination format, except for the final match, which is determined by a “best of three” series, with no time limit.

Determine how many rounds to have prior to the cut, and how many players make the cut:

Players	Rounds	Top Cut
8	3	*
9 - 16	4	4
17 - 32	5	8

* With eight players or fewer, the tournament does not have a top cut. Instead, it ends after three rounds. The winner is the player with the highest score and the best strength of schedule.

Gameplay

Start Procedure – The tournament organizer declares the time limit for that round. Players should determine who goes first by rolling a die. The player who rolls higher chooses whether to go first or second.

Each player must then thoroughly shuffle their deck, after which they pass it to their opponent to cut (or to be shuffled by a judge, upon request). Players will start at level 1. Gameplay continues under normal game rules, and players may call the event judge for clarifications.

End Procedure – When the time limit for the round expires, notify all players. Finish the current turn, so that the players get an equal number of turns. If a player has not won by the end of the turn, the player with the most life wins. If there is still a tie, the player with the most cards remaining in their deck is the winner. If there is still a tie, flip a coin.

Prize Support

After the tournament, we suggest giving every drafter a *Tiny Unicycle* or *Bearer*, and giving the top-placing players a *Wounded Pride*, all of which can be found in this OP kit. These are prizes and cannot be used during the draft.



Full, up-to-date rules for constructed tournaments, drafts, and other tournament formats can be found at munchkinccg.game.