



Dice Masters Double Rainbow Draft Format:

1 Draft Pack (per player) – 8 Player Pods recommended

How to Play:

Each player should come to the event with 8 Sidekick dice, 12 Basic Action dice, and 4 Indicator cards.

Each player in the draft sits down with their Draft Pack in front of them. They open their Draft Pack, and verify the cards and dice match. Next, players will remove the rules insert, and if applicable, the code card. In sets with **Flip** cards, all **Flip** cards are revealed when opened so that proximity to the opener doesn't give an unfair advantage. Players take the 2 Basic Action cards (they remain secret), then place the remaining 12 cards in front of themselves face down, and move the dice to the center of the table. All dice are placed into the center and arranged by color, so each player can see exactly which dice and how many of each will be available during the draft. The origin of the term "Rainbow Draft" is that sorted dice resemble a rainbow in the center of the table, allowing for easier visual spotting of which cards correspond to which dice during the draft. The new form of draft is called Double Rainbow Draft because you now take 2 dice from the center for each matching card you draft, rather than 1.



Now the drafting portion may begin. Each player picks up the 12 cards from their Draft Pack, and after a short amount of time to review the cards, selects 1 and places it face down in front of themselves. This card begins a pile of cards the player will be able to use on their team. They then pass the remaining cards to the player on their right. Once every player has made their selection, they pick up the pile on their left and select their next card, repeating this process until all cards have been drafted.

Players now take 2 dice from the center to match each of the cards they drafted. They will then construct a tournament team from the cards they drafted, along with the 2 Basic Action cards from their Draft Pack. This tournament team can have up to 8 cards and up to 20 dice across those cards (many teams will have less than this). The Basic Action dice and cards and Sidekick dice do not count against this limit of 8 cards and 20 dice.

Guidance:

- If for some reason a card and die within a Draft Pack do not match, the card is considered correct. If a suitable die is available to swap in, that may be done at the tournament organizer's discretion. Alternatively, a pack containing an error may be replaced by a new unopened Draft Pack if it's identified before the draft begins.
- In the event that the draft has occurred and a player has a card that they drafted that does not have a matching die, the store should allow a die to be added to the player's dice after verifying it has not made its way into another player's pile.
- Ideal draft pods include 8 players, but may have less or more. Pods should be as similar in size as possible with randomized seating. Each player gets 1 Draft Pack regardless of pod size.
- Once the draft has begun, players cannot look at the prior cards they have drafted until the end of the draft.
- Stores may opt for more Draft Packs. Example: 2 Draft Packs may also be popular; players would do 2 rounds of drafting, passing right then left, and then select 2 of the 4 Basic Action cards they opened for use on their team.
- In Double Rainbow Draft, there is no maximum on dice you may use with their matching card. However, you are still limited to 20 dice across your team. Example: If you draft 6 dice matching a single character, you may use all 6 on your team even if the character card has a Max: 4, but you would only be able to use 14 dice across the remaining 7 character cards.

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