

Build & Battle Draft Rules

Each player receives a Build & Battle Deck and 3 extra packs that will be placed at the beginning of the event turned over at each seat. Players will then be split into two groups of 6. After we give the signal, each player opens their 23-card Evolution pack (sealed deck) without revealing its contents to the other players. Players can take a few minutes to look through these cards, which can be used to build their deck later on, and then they will put the deck face down in front of themselves.

Then, once everyone is ready, we will signal the players to open their 1st of the 3 booster packs. Each player selects one card from the pack and puts it on top of their face down deck, along with the Pokémon TCG Online code card and the basic Energy card in the pack. Players then pass the remaining cards from the booster pack, face down, to the person on their left. The cards selected by each player should remain private during the drafting process.

Each player continues to select one card from among the cards passed to them until all the cards have been selected. After all cards from a booster pack have been picked, players will have one minute to review the cards they have so far. This process repeats for each remaining booster pack, with the passing pattern alternating from left to right as each new pack is opened.

Deck Construction

After all the booster packs have been opened and all the cards have been selected, each player constructs a 40-card deck, using the cards they picked from the booster packs, their 23-card Evolution pack, and basic Energy cards provided by The Game Shoppe. Players have 20 minutes to construct their decks. Players may not trade the cards they selected in the draft with other players until the tournament ends.

After everyone's deck is completed, the matches begin. Games will be played with four Prize cards instead of the usual six. Once the first round of the tournament begins, players may not alter the contents of their decks.

Build & Battle Drafts are a fun way to play that tests your skill, challenges you to put together a cohesive deck, and gives you a chance to battle with some cards you might not normally get to use.

Pokemon Player ID Needed to Participate

A Pokemon Player ID will be needed to play in the event, We will have some IDs available to players who do not have one.

To generate a Player ID, please follow the steps below.

1. Log in to your Pokémon Trainer Club account on Pokemon.com.
2. From the menu on the left-hand side, click **Play! Pokémon Settings**.
3. In the Play! Pokemon Account section, select **Please assign me a new Player ID number**.
4. Review and accept the Play! Pokémon Terms of Use, and then click **Submit**.
5. In the Play! Pokémon Preferences section, you can then select whether you want to participate in Play! Pokémon Programs (and which product your Play! Points should go toward), and then click **Submit**.

IF YOU HAVE A PLAYER ID BUT DO NOT KNOW IT LOG INTO YOUR ACCOUNT ON POKEMON.COM THEN CLICK **Play! Pokémon Settings**. YOUR PLAYER ID SHOULD BE THERE FOR YOU TO SEE AT THE TOP.