

RANDOM ENCOUNTER: 3-12 Player Draft Rules

A draft game of Terrene Odyssey is a true Random Encounter! You will create a pool of Terrene Odyssey cards in which players will gain cards to create their deck. After all players have created their deck from the draft, a small tournament will take place to determine the winner of the draft. In order to play a draft game, you will need a copy of Terrene Odyssey.

THE CARD POOL

- ❖ Print and cut the 'Open Field' terrains and place them aside
- ❖ Create a card pool using one of the rulesets below:

BASIC CARD POOL: TERRENE ODYSSEY BOXED GAME CARD POOL

Create a pool of cards based on how many players you have:

- ❖ 3-4 Players: 1 copy of each card (108 cards).
- ❖ 5-7 Players: 2 copies of each card (216 cards).
- ❖ 8-12 Players: 3 copies of each card (324 cards, all cards)!

CUSTOM CARD POOL: COMBINE MULTIPLE AND DIFFERENT COPIES OF TERRENE ODYSSEY

If you have any additional Terrene Odyssey cards from other sets, you may include them in this draft format, however, be sure to remove the same kind of card from the card pool. If you want to create a Custom Card Pool from various Terrene Odyssey sets, you can create a card pool using the following ratios. When using a custom card pool, you do not need to have multiple copies of the same card in the card pool.

- ❖ 3-4 Players: 10 Terrains, ~50 characters, ~50 assignable cards (~100 - 110 cards).
- ❖ 5-7 Players: 20 Terrains, ~100 characters, ~100 assignable cards (~200 - 220 cards).
- ❖ 8-12 Players: 30 Terrains, ~150 characters, ~150 assignable cards (~300 - 330 cards).

CARD PILE CREATION

- ❖ Shuffle all the cards.
- ❖ Make small piles of cards depending on the amount of players:

- 3 players: 9 piles of 12 cards (3 piles per player)
- 4 players: 12 piles of 9 cards (3 piles per player)
- 5 players: 15 piles of 14 cards (3 piles per player)
- 6 players: 18 piles of 12 cards (3 piles per player)
- 7 players: 21 piles of 10 cards (3 piles per player)
- 8 players: 24 piles of 13 cards (3 piles per player)
- 9 players: 27 piles of 12 cards (3 piles per player)
- 10 players: 40 piles of 10 cards (4 piles per player)
- 11 players: 44 piles of 7 cards (4 piles per player)
- 12 players: 36 piles of 9 cards (3 piles per player)

EXCESS CARD PILE

After Card Pile Creation, you will end up with a few excess cards. Move them into an Excess card pile. These cards are revealed face-up on the table to all players. The contents of the Excess pile is always considered public information. Use this information to determine what cards might not show up when playing your opponents.

RANDOM ENCOUNTER: 3-12 Player Draft Rules Cont.

THE DRAFT BEGINS! PICK YOUR CARDS WISELY

Each player picks up a pile of cards. They pick one card from that pile and then pass the pile to the player to their left. There will be piles in motion equal to the amount of players at all times. This process continues until all cards from that pile have been picked. Repeat this process for the next pile of cards but this time, pass the cards to your right. Alternate directions until there are no more piles of cards. The players will create a 20 card deck from the cards they have drafted.

DECK CREATION

Now all players have a unique pool of cards. Players will create a 20 card deck using their unique pile. After they have done so, the cards they did not put into their deck are placed into the Excess Card Pile. After all players have created their deck, the tournament can begin.

TOURNAMENT SETUP

Match Making

Each player will play an opponent in a best of 1 series. The winner of that game is awarded 1 tournament point. The pairing of the first round of the tournament is determined at random. When the second round of the tournament is to begin, players must play other players with the same amount of tournament points as them. This process continues after X amount of rounds have passed. In tournaments with an odd number of players, a player may be awarded a bye. A bye is awarded to the player with the lowest amount of tournament points who have not already received one. Byes are considered equal to a win.

- ❖ 3 Players: 2 rounds
- ❖ 4 Players: 2 rounds
- ❖ 5 Players: 3 rounds
- ❖ 6 Players: 3 rounds
- ❖ 7 Players: 3 rounds
- ❖ 8 Players: 3 rounds
- ❖ 9 Players: 4 rounds
- ❖ 10 Players: 4 rounds
- ❖ 11 Players: 4 rounds
- ❖ 12 Players: 4 rounds

Determining the Winner

After all rounds have expired, the player with the most tournament points is the winner!

ADDITIONAL DRAFT RULES

DECK CARD COUNT

A deck must be exactly 20 cards (instead of the usual 30).

LACKING STARTING PARTY

If you did not draft well enough to create a proper starting party (Four 1 SP characters, 4 assign cards, and a terrain), you are at a disadvantage! You will have to begin the game with fewer cards in your starting party.

NO TERRAIN

If you did not draft a terrain, you are at a disadvantage! You will have to use the 'Open Field' terrain. These can be downloaded and printed for this purpose.

HERO / VILLIAN RULE

You can still only put one Hero and one 3+SP character into your deck, however, there is no restriction on how many you can draft.

