

# SIX PLAYER DRAFT RULES

## What you need

Six Faction decks, and six *Shards of Ophelia* cards.

## Drafting

Shuffle all 216 cards, then divide them into packs of 12. Assign three packs to each player, and arrange yourselves such that the packs can be passed in a circle.

To start, each player looks at their first of three packs of cards and selects a card from it to draft facedown.

They then pass the remaining cards in the pack to the player on their left, receiving a pack from the player on their right. Repeat this process until all cards in the first pack have been drafted.

For the second pack, reverse the direction in which packs are passed, returning to the original direction for the third pack.

Once all cards have been drafted, players should have 36 cards. They are permitted to remove 6 cards, and the remaining 30 cards becomes their deck.





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## Round Robin

For a longer event, use a round robin format where each player plays against each other player once.

At the end of the event, the winner is the player with the most wins. If there are players with an equal number of wins, the tiebreaker is the player who drafted the highest *Shard of Ophelia* number (Shard #1 is the highest).

## Elimination

In the first round, all six players play against an opponent at random. The players who proceed to the second round are the three winners of the first round, and the losing player who drafted the highest *Shard of Ophelia* number.

If no losing players drafted a *Shard of Ophelia*, then the player who lost to the player who drafted the highest *Shard of Ophelia* number progresses instead.

The remaining four players play out a semi-finals and final to determine the winner.