

Licensed Product: DC Comics Dice Masters: Trinity War Event Five Organized Play Kit

Release Date: Please check with your distributor for the official release date.

Additional Authorized Uses (if any): In-store Organized Play events; duplication of Instruction and Score sheets is authorized.

DC Comics Dice Masters: Trinity War Event Five Organized Play Instruction Sheet

Organized Play (OP) Kit Contents:

- Ten (10) **The Outsider** Basic Action Cards
- Three (3) **Batman: Trinity War** Limited Edition Cards
- Three (3) **Atomica: Trinity War** Limited Edition Cards
- Three (3) **Atomica: Trinity War** Limited Edition Dice
- Event Five Instruction Sheet

Directions:

- Schedule your **Trinity War Event Five** in the **WizKids Event System (WES)**.
- The suggested format for the event is Rainbow Draft. Each player brings Basic Action Cards, Basic Action Dice, Sidekick Dice and some means of tracking their life. They then buy 12 packs worth of DC Comics Dice Masters at the tournament. After drafting, players assemble teams with 8 cards, up to 20 dice, and 20 life.
- Players then play a Swiss-style tournament. Each round is a single game with a 30-minute time limit.
- Upon completion of the event, add up the **Event Point** totals for each player (see next page). Make sure to save this sheet in order to determine the overall winner.
- The 10 **The Outsider** Basic Action Cards are a Participation Prize to be awarded upon completion of the event to each player. If there are fewer than 10 people in the event, the Judge should be given a **The Outsider** Card.
- The **Batman: Trinity War** Limited Edition Cards are to be awarded to 1st, 2nd, and Fellowship players.
- The **Atomica: Trinity War** Limited Edition Cards and Dice are to be awarded to the two players with the most **Event Points** across all five months and the Fellowship player.
- Report your completed **Trinity War Event Five** in the **WES**.

Rainbow Draft Basics:

Each player in the draft sits down with 12 packs of Dice Masters to draft with. A set of 6 packs is opened. As each player opens their packs they should verify that the cards and dice match. Keeping their cards secret, players should set them aside into a pile of 12 cards. The next 6 packs are opened and when complete are placed into a separate pile of 12 cards in front of the player (the piles are not to be mixed). All dice are placed into the center, and arranged so players can see exactly which dice and how many of each will be available during the draft. We call it Rainbow Draft as players may elect to sort them by color to allow for easier visual spotting of which cards correspond to which dice during the draft.

Each player then takes the deck they most recently prepared and after a short amount of time to review the cards, they select one, setting it face down in front of them, and passing the remaining cards to the player to their right. This card begins a pile of cards that players will be able to use in their team. After all players have selected a card, they take the pile from their left to select their next card and repeat the process until they are passed a single card to be placed into their pile.

After the first stack of 12 cards has been depleted, players should take a moment to review the cards they drafted (each player should have 12 cards at this point). After reviewing their cards, players will return them to a face-down pile in front of them and draft the second pack the same way as they did the first, this time passing in the opposite direction (left).

After drafting all packs, players should take dice from those that were set aside to match each of their cards. They will then construct a tournament team based on the Basic Action Cards they own and the cards they drafted. 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.

For complete Rainbow Draft Rules check out: <http://dicemasters.com/rainbowdraft.pdf>

DC Comics Dice Masters: Trinity War Event Five Score Sheet

<u>Player Name</u>	<u>Round 1 W/L</u>	<u>Round 2 W/L</u>	<u>Round 3 W/L</u>	<u>Round 4 W/L</u>	<u>Round 5 W/L</u>	<u>Event Five Total Event Points</u>
1.						
2.						
3.						
4.						
5.						
6.						
7.						
8.						
9.						
10.						
11.						
12.						
13.						
14.						
15.						
16.						
17.						
18.						
19.						
20.						

DC Comics Dice Masters: Trinity War Score Sheet Instructions

For Trinity War event Five, all Players receive:

- One (1) Point for Attending event
- One (1) Point per Loss
- Four (4) Points per Win
- Three (3) Points per Event Win

Please visit www.dicemasters.com for more information