Digimon Card Game Sealed Format Rules

■Sealed Play

In sealed play, players each open a set number of unopened booster packs from specified sets, and build their decks using only the cards they open.

Unlike standard play, **you can ignore color when digivolving cards (only level and digivolution cost matter) and there are special rules for deckbuilding.**

■Suggested Pack Counts

-6 Packs (Each participant must use the same number and type of packs)

■Deck Construction Rules

After opening their packs, each player builds a 40-card deck, and a 0-5 card Digi-Egg deck. There are no banned or restricted cards, and players can include as many copies of cards with the same card number as they like. (There is no 4-card limit, so 5 or more copies of a card with the same card number can be included in decks.) Any cards left over from deck construction are treated as sideboard cards.

■Suggested Match Format

A Swiss draw format matching players with the closest win rates is recommended.

■Sideboards

Cards not used in decks are treated as sideboard cards. In-between games, players can exchange cards in their deck with cards in their sideboard. Players can exchange as many cards between deck and sideboard as they like, so long as they have a legal number of cards in their deck and Digi-Egg deck after sideboarding.

■Deck Construction Order

After opening their packs, each player builds a 40-card deck, and a 0-5 card Digi-Egg deck. There are no banned or restricted cards, and players can include as many copies of cards with the same card number as they like. (There is no 4-card limit, so 5 or more copies of a card with the same card number can be included in decks.) Any cards left over from deck construction are treated as sideboard cards.

■Keeping Cards

Players can keep any cards they open in packs.

■Special Game Rules

In sealed format games, players can ignore digivolution color requirements, but must still meet level and digivolution cost requirements.

Example: If a Digimon's digivolution requirements are "red level 3 Digimon for digivolution cost of 2," a player can digivolve onto any level 3 Digimon for a digivolution cost of 2, regardless of color.

Color can only be ignored for standard digivolutions. Color requirements in card text and for Option cards still apply. Color requirements still apply when digivolving Hybrids onto Tamers, or when digivolving via card effects. However, when digivolving via card effect, if no color is specified by the effect, color requirements can be ignored.

Example: "Digivolve your [Agumon] into 1 [Agumon - Bond of Bravery] in your hand for its digivolution cost, ignoring its level" doesn't specify a color, so you can digivolve using an [Agumon] of any color. (Only applies for sealed format games.)

Color can also be ignored for DNA Digivolution and special digivolutions. However, all other conditions, such as level, name, and trait, must be met.
When stacking cards for DNA Digivolution, you can stack cards on top of the Digimon of your choosing.

In sealed format games, during the breeding phase, players don't choose between hatching a new Digi-Egg card or moving a level 3 or higher Digimon from their breeding area to their battle area. Instead, players can place a level 3 Digimon card from their hand in an empty space in their breeding area, without digivolving onto a level 2 Digi-Egg card.
Example: During the breeding phase, either player can place a level 3 [Agumon] from their hand in their breeding area without digivolving onto Koromon. There's no need to digivolve onto a hatched level 2 Digi-Egg card in their breeding area. (Only applies for sealed format games.)