

Basic Rules

Drafts are conducted as normal, using 3x14 card packs. The following things trigger changes:

- Whenever anyone wins a match, that player takes a sticker and “claims” one of the cards. The player renames the card (which must be a unique name, both to Magic and cannot duplicate another renamed card) and signs it to indicate it is his or hers. From now on, that card costs 1 fewer colorless mana for the player who claimed it to cast, and 1 more colorless mana for anyone else to cast against the player who claimed it.
- Everyone in the tournament claims all the Tournament End changes listed below.
- Whoever wins the tournament claims the Tournament Winner Benefit listed below.
- The unlockable sealed packets might also change the game. The organizer of the cube who created the packets should try and avoid spoilers and not trigger them intentionally unless it makes sense.

Tournament End

- Each player adds a new card (must be contributed with consent of the owner of the card), and remove one card that was in your pool (except a card with a sticker)
- Adjust one card that was in your card pool not already marked with a sticker with one of the available upgrades. If there is a dispute over who gets which sticker, start with the best record in the tournament, and work your way down until all players have taken an upgrade.

Tournament Winner Benefit

Take all the Tournament End benefits. Then, choose one card in your card pool and set it aside. You add that card to your card pool automatically in future drafts you play. There is a maximum of five cards you can keep at a time, though you may replace existing cards. You may claim stickered cards this way.