

# Pool Sealed Tournament

(up to 24 players)

Times will come, when unlimited supply of sealed MECCG card stuff ceases. Still it would be a pity, not to have any Sealed Tournaments then any longer. So this special tournament format offers the chance to maintain the fun of building a spontaneous deck out of a limited cardpool within a short time.

## Guidelines:

#1) the sealed-authentic version:

At the start of the tournament take the rare cards and distribute them randomly, so that up to 24 card piles are built. Do the same with the uncommon and common cards. Then add a randomly chosen hero f-set to each card pile. These piles will be the individual card pools for the players, out of which they have to build their play deck.

Note, that it is needed that all the cards are sorted according to their rarity. That takes a lot of time after each Pool Sealed tourney. Thus ...

#2) the more comfortable version:

At the start of the tournament take all TW cards (except the f cards) and distribute them randomly, so that up to 24 card piles are built. Do the same with the TD cards. Then add a randomly chosen hero f-set to each card pile. These piles will be the individual card pools for the players, out of which they have to build their play deck.

Normal Sealed Deck rules apply.

## Some statistics about the general card pool:

### **General Card Pool (for ~ 20 players)**

<b>Wizards</b>	r x 1	f	uc x 3	c1 x 6	c2 x 12	total
	121	each player 24	121	88	40	
	121	480	363	528	480	1972

<b>Dragons</b>	r2 x 1	r3 x 2	uc x 4	c1 x 6	c2 x 12	total
	29	21	60	19	51	
	29	42	240	114	612	1037

**cardpool for each player:** 149 - 150

**final total** 3009

(usually Sealed Tournaments (1 Starter + 5 Booster) are played with 151 cards)

## All Fixed Packs contain:

### Charcters

2 Wizards  
5 Characters

### Sites

8 Sites (1 Wind Throne, 7 Others)  
4 Havens (1 Rivendell, 1 Gray Havens, Edhellion, Lorien)

### Factions

2 Factions (playable at two sites in fixed pack)

### Other

1 Gates of Morning  
1 Doors of Night

### Fixed Pack 1

Numbered 1-5

#### Wizards

Saruman  
Pallando

### Fixed Pack 2

Numbered 6-10

Radagast  
Alatar

### Fixed Pack 3

Numbered 11-15

Gandalf  
Radagast

### Fixed Pack 4

Numbered 16-20

Alatar  
Saruman

### Fixed Pack 5

Numbered 21-25

Pallando  
Gandalf

### Characters

Aragorn II	Celeborn	Bard	Beregond	Gildor Inglorion
Boromir II	Elrohir	Peath	Beorn	Robin Smallburrow
Kili	Robin Smallburrow	Glorfindel II	Bard Bowman	Erkenbrand
Elladan	Theoden	Faramir	Gimli	Thranduil
Annalena	Adrazar	Kili	Annalena	Boromir II

### Factions

Rangers of the North	Riders of Rohan	Dunledings	Iron Hill Dwarves	Ents of Fangorn
Men of Anorien	Tower Gaurd of Minas Tirith	Rangers of Ithilien	Beornings	Wood-elves

### Sites

Bree	Edoras	Dunnish Clan Hold	Ruined Signal Tower	Bandits Lair
Minas Tirith	Minas Tirith	Henneth Annun	Weather Top	Weather Top
Isengard	Moria	Moria	Moria	Wellinghall
Weather Top	Bag End	Weather Top	Isengard	Barrow-downs
The Lonely Mountain	Rhosgobel	Rhosgobel	Iron Hill Dwarf-hold	Bag End
Mount Gram	Mount Gram	Goblin Gate	Goblin Gate	The Lonely Mountain
Bandits Lair	Bandits Lair	Ruined Signal Tower	Beorn's House	Thrandruils Halls