

Choose the Job Before the Cargo

A one-page route through a first deck, OP-17 boosters, exact singles, collector treatments and protection.

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Give every purchase one job

WHAT YOU WANT	CHOOSE	WHAT IT CREATES
A first playable deck	Starter Deck	A coherent list with a Leader and game plan
A shared opening or draft	OP-17 boosters	Random cards and an opening event
One named card	Exact single	The card, treatment and condition you selected
A preserved retail object	Sealed display plus case	Protection for a box you decided not to open

The first four games

- 1. Choose the captain**
Pick a Starter Deck whose Leader and characters make you want to shuffle again.
- 2. Keep the list intact**
Let the deck show its rhythm before changing individual cards.
- 3. Name the repeated problem**
Track cards stranded in hand and turns where the same weakness returns.
- 4. Repair exactly**
Use singles or targeted OP-17 cards after the problem is real.

Before opening an OP-17 display

- ☐ **Decide who owns the cards** — Agree before the first pack when several people contribute.
- ☐ **Accept randomized results** — No box promises a named Leader, parallel art or manga treatment.
- ☐ **Prepare protection** — Sleeve deck candidates and isolate uncertain premium treatments.
- ☐ **Sort by purpose** — Separate deck cards, binder cards, duplicates and treatment checks.
- ☐ **Keep the opening fun** — Do not turn every pack into a live price interrogation.

Sources. Bandai OP-17 product page and rules library, checked September 7, 2026.
Accuracy. Every figure on this sheet was read from the sources above on September 7, 2026. Prices and availability change; rules do not. Where this sheet and the rulebook disagree, the rulebook is right.
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