

## Redemption® Sample Game USING 10<sup>th</sup> Anniversary STARTER DECKS (Deck G and Deck H):

*Kurt is using Deck G and Bryon is using Deck H*

Both players shuffle their own decks thoroughly, and then cut the other player's deck. Both players draw 8 cards.

Kurt's draw: (Thrown into the Sea, Meeting in the Wilderness, Plague of Lice, Aaron, Jethro, Locust from the Pit, Red Dragon, Deceit of Sapphira)

Bryon's draw: (Priscilla, Murmuring, Burning up the Chaff, Idolaters, Lamb's Righteousness, Zelophehad's Sin, Self-Doubt, Pharaoh's Murderous Order).

Both players drew zero Lost Soul cards. Since no player drew more lost souls than the other, they play "Rock, Paper, Scissors" to determine who goes first. Kurt wins at "Rock, Paper, Scissors," so he takes the first turn.

Kurt

Draw 3: skip draw phase on first turn

Prep: no actions taken

Battle: Since there is no lost soul available for Kurt to rescue, Kurt cannot make a rescue attempt. He chooses not to make a battle challenge, and skips his battle phase. The current score is Kurt: 0, Bryon: 0

Discard to 8: none (already 8 or fewer)

Bryon

Draw 3: skip draw phase on first turn

Prep: no actions taken

Battle: skip (there is no lost soul to available to rescue). The current score is Kurt: 0, Bryon: 0

Discard to 8: none (Bryon already has 8 or fewer cards in hand.)

Kurt

Draw 3: (Increasing Numbers, Sadducees, Lying Unto God).

Prep: Kurt puts Aaron, Jethro and Red Dragon into his territory.

Battle: skip (there is no lost soul to available to rescue). The current score is Kurt: 0, Bryon: 0

Discard to 8: none (already 8)

Bryon

Draw 3: (Angel of the Lord, Enslaved by Egypt, Timothy)

Prep: Bryon puts Priscilla, Timothy, and Idolaters into his territory.

Battle: skip (there is no lost soul to available to rescue). The current score is Kurt: 0, Bryon: 0

Discard to 8: none (already 8)

Kurt

Draw 3: (Lost Soul, Temple Guard, Love of Money). Kurt puts the Lost Soul into his Land of Bondage and draws a replacement (Women of Israel).

Prep: Kurt puts Temple Guard, Locust from the Pit, and Sadducees in territory.

Battle: skip (there is no lost soul to available to rescue). The current score is Kurt: 0, Bryon: 0

Discard to 8: none (already 8)

Bryon

Draw 3: (Dathan, Lost Soul, Letters to the Churches). Bryon puts the Lost Soul into his Land of Bondage and draws a replacement (Listening to God).

Prep: no actions taken

Battle: Bryon makes a rescue attempt with Timothy (4/4 white Hero "Each time Timothy makes a successful rescue, he gains 3/3."). Kurt blocks with Sadducees. Kurt has initiative, so Kurt plays Love of Money (3/3 multi-color evil enhancement, "Evil character may use enhancements of any/all brigades this battle."). Bryon has initiative, and plays Lamb's Righteousness (3/2 white enhancement, "Return each captured hero to its owner's territory."). Kurt has initiative, and plays Lying Unto God (2/3 multi-color evil enhancement, "Negate and discard an active artifact."). There is no active artifact, so the special ability on Lying Unto God does nothing. Bryon has initiative, so he plays Burning up the Chaff (2/5 good multi-color enhancement, "Remove all cards except lost soul cards in one opponent's discard pile from the game.") There are no cards in Kurt's discard pile, so the special ability does nothing. Kurt has initiative, so he plays Deceit of Sapphira (Crimson enhancement, "Discard all cards in battle (including yours). Cannot be prevented by an evil card."). This discards all cards in battle, thus ending the battle. Since Bryon is losing by removal, he has initiative, but can only play an enhancement that interrupts Deceit of Sapphira. Since Bryon doesn't have an enhancement that can do that, the battle ends in mutual destruction by mutual removal. When the battle ends this way, no Lost Soul is rescued. The score

remains Bryon: 0, Kurt: 0.  
Discard to 8: Play Dathan into territory.

#### Kurt

Draw 3: (Lost Soul with special ability, Taking Egypt's Wealth, Elders of Israel). Kurt puts the Lost Soul into his Land of Bondage and draws a replacement (Pillar of a Cloud).

Prep: plays Women of Israel into territory

Battle: Kurt begins a rescue attempt with Women of Israel (5/4 gold hero, "May band to any female O.T. hero."). There is no other OT female hero in play, so the special ability does nothing. Bryon blocks with Idolaters (1/3 brown evil character, "Capture Aaron."). Bryon captures the Aaron in Kurt's territory, moving Aaron to Bryon's Land of Bondage. Bryon has initiative, and plays Self-Doubt (brown enhancement, "Return a hero in play to the top of owner's draw pile."). Bryon selects Women of Israel to return to draw pile. Kurt is losing by removal, so he has initiative to play an enhancement to interrupt or negate Self-Doubt. But Kurt does not have an enhancement that can do this, so the hero is placed on the draw pile, and the block is successful. The score remains Kurt: 0, Bryon: 0

Discard to 8: none

#### Bryon

Draw 3: (Begging to Go Back, The Word Spreads, Lost Soul). Bryon places the Lost Soul in his Land of Bondage, then draws a replacement (Pharaoh's Hard Heart).

Prep: no actions

Battle: Bryon begins a rescue attempt with Priscilla (5/7 white hero, "May band to Aquila."). Aquila is not in play, so the special ability does nothing. (Note: The Aquila hero card can be found in some Apostles booster packs.) Kurt blocks with Red Dragon (5/6 crimson evil character, "Immune to human heroes."). Before checking for initiative, Bryon plays Angel of the Lord (good dominant, "Discard any evil character in play.") and selects Red Dragon to be discarded. Since the blocking evil character has been defeated by the Angel of the Lord, Kurt surrenders the Lost Soul to Bryon. Bryon puts the Lost Soul into his Land of Redemption. It is now a Redeemed Soul. Bryon returns Priscilla to territory. The current score is Kurt: 0, Bryon: 1.

Discard to 8: Bryon has 9 cards in hand, and has no cards that can be placed in a territory. Therefore, he must discard an enhancement from hand to reduce the number of cards in his hand to 8. Bryon discards Pharaoh's Murderous Order from hand.

#### Kurt

Draw 3: (Women of Israel, False Witness, Aaron's Rod)

Prep: Plays Elders of Israel and Women of Israel into territory.

Battle: Kurt begins a rescue attempt by putting women of Israel into battle. Bryon blocks with Idolaters again. There is no Aaron in play that is not already captured, so Idolaters' special ability does nothing. Bryon has initiative and plays Zelophehad's Sin (brown enhancement, "Discard all blocking evil characters, and remove one hero in battle from the game."). Bryon discards Idolaters, and chooses Women of Israel to be removed from the game. This is a successful block. The score remains Kurt: 0, Bryon: 1.

Discard to 8: Kurt already has exactly 8 cards in hand. No discard needed.

#### Bryon

Draw 3: (Preemptive Strike, Abiram, Egyptian Horsemen)

Prep: Plays Egyptian Horsemen and Abiram into territory.

Battle: Bryon does not have enhancements in hand that match the brigade of his heroes, so Bryon chooses not to make a rescue attempt. The score remains Kurt: 0, Bryon: 1.

Discard to 8: Bryon has 8 cards in hand. No discard is needed.

#### Kurt

Draw 3: (Moses, Flight, Plague of Frogs)

Prep: Plays Moses into territory.

Battle: Kurt begins a rescue attempt with Elders of Israel. Bryon blocks with Dathan, banded to Abiram. Kurt has initiative and plays Taking Egypt's Wealth (4/2 gold enhancement, "Look at opponent's hand and take one enhancement there into your hand."). Kurt looks at Bryon's hand and takes Murmuring into his hand. Kurt still has initiative and plays Pillar of a Cloud (2/5 multi-color enhancement, "Hero has first strike (if battle ends in mutual destruction by numbers, hero is not discarded)."). Since neither the hero nor the evil character is losing, the battle is a stalemate. Since Kurt played the last card, Bryon has initiative. Bryon plays Preemptive Strike (3/3 brown enhancement, "Prevent the special ability of the next good enhancement played this battle."). The battle is still a stalemate, and since Bryon played the last enhancement, Kurt has initiative. Since it is a stalemate, Kurt has the option to play an enhancement or pass. Kurt passes. Bryon passes. Kurt passes again to end the battle as a stalemate. All characters in battle return to territory, and enhancements in battle are discarded. The score remains Kurt: 0, Bryon: 1.

Discard to 8: Kurt has exactly 8 cards in hand. No discard needed.

#### Bryon

Draw 3: (Aaron and Miriam's Dissent, James son of Zebedee, Pharaoh).

Prep: Plays James, son of Zebedee into his territory.

Battle: Bryon begins a rescue attempt with James son of Zebedee (8/6 purple hero, "May band to John."). John is not in

play, and is not in Bryon's hand, so the special ability does nothing. Kurt blocks with Temple Guard (5/7 black brigade evil character, labeled a Sadducee). Kurt has initiative and plays False Witness (2/2 black enhancement, "If used by a Sadducee, capture a hero."). Since Temple Guard is labeled a Sadducee, Kurt chooses James to be captured. Bryon does not play an enhancement to interrupt or negate False Witness, so Kurt moves James to Kurt's Land of Bondage. The block is successful. Kurt returns his Temple Guard to his territory and discards his enhancement. The score remains Kurt: 0, Bryon: 1.

Discard to 8: Bryon has exactly 8 cards in hand, so no discard is needed.

#### Kurt

Draw 3: (Tables of the Law, Lost Soul, Miriam). Kurt places the Lost Soul in his Land of Bondage, and then draws a replacement (Pride of Simon).

Prep: Kurt plays Tables of the Law (artifact, "Holder may keep up to 10 cards in hand instead of 8.") into territory, and activates it by leaving it face up. Kurt then plays Miriam to his territory.

Battle: Kurt begins a rescue attempt with Miriam (4/4 green hero, "Hero ignores gold brigade evil characters."). Because of Miriam's special ability, Bryon cannot block with gold evil characters. So, Bryon blocks with Dathan banded to Abiram. Kurt has initiative, so he plays Plague of Frogs (2/2 green enhancement, "Regardless of immunity return an evil character in play to owner's draw pile. Shuffle Draw pile."). Kurt selects Abiram, so Abiram is shuffled back into Bryon's draw pile. Bryon has initiative, so he plays Aaron and Miriam's Dissent (3/3 brown evil enhancement, "Decrease all O.T. heroes in play by 2/2 until the end of turn."). Miriam is an Old Testament hero, so her abilities including her enhancement are reduced to 4/4. Kurt has initiative and plays Aaron's Rod (green enhancement, "Discard all evil enhancements in play. Cannot be negated."). This discards Aaron and Miriam's Dissent, but does not negate the special ability on that card. So, Miriam is still at 4/4, but Dathan lost his enhancement, so he is back down to 5/6. Kurt still has initiative, so he plays Increasing Numbers (4/2 green enhancement, "Search your draw pile for up to two heroes and place them in your territory."). Kurt searches his deck and puts Midwives into his territory. Dathan is losing by numbers. Bryon has initiative, but has no enhancements to play. So, Dathan is discarded. Bryon surrenders a Lost Soul to Kurt, who now has his first Redeemed Soul. The score is now Kurt: 1, Bryon: 1

Discard to 8: Kurt has only 6 cards in hand, and due to his artifact's ability, he can hold up to 10 cards in hand. So, no discard is needed.

#### Bryon

Draw 3: (Lydia, Bravery of Priscilla, Golden Calf).

Prep: Bryon plays Lydia into his territory. Bryon plays Golden Calf (artifact, "Prevent all special abilities on OT heroes. Cannot be negated. Discard this artifact if Moses, Hosea, or Amos wins a battle.") onto his artifact pile, and activates it by keeping it face up. Kurt doesn't like the Golden Calf card, as it prevents the special abilities on all his heroes.

Battle: Bryon begins a rescue attempt with Lydia (5/4 white hero, "Lydia may use purple brigade enhancements. Lydia is protected from capture." Kurt blocks with Temple Guard again (5/7 black brigade evil character, labeled a Sadducee). Bryon has initiative, and plays The Word Spreads (1/4 purple enhancement, "Convert a human evil character to a green brigade hero. Cannot be negated if used by a deacon."). Bryon selects Temple Guard to be converted. So, Temple Guard is converted to a green brigade 5/7 hero. Since heroes do not block rescue attempts, Temple Guard is returned to Kurt's territory. The blocker lost by removal, so Kurt surrenders a lost soul from his Land of Bondage, which Bryon puts in his Land of Redemption. The current score is Kurt: 1, Bryon: 2

Discard to 8: Bryon has 7 cards in hand, so no discard is needed.

#### Kurt

Draw 3: (Water from a Rock, Herod's Temple, Son of God)

Prep: Kurt plays Herod's Temple into his Land of Bondage, and moves onto the site card the Lost Soul with the special ability "If you put this Lost Soul in a site, each of your opponents must discard a card from hand." Bryon must discard a card from hand, so he discards Pharaoh's Hard Heart.

Battle: Kurt begins a rescue attempt with Moses (8/8 gold hero, "Negate all special abilities on characters and enhancements (except this ability)."). The special ability on Moses is prevented, so it does nothing. Bryon blocks with Egyptian Horsemen (7/7 gold evil character, "Discard the top card of opponent's draw pile, or draw a card from yours."). Bryon chooses to discard the top card of Kurt's draw pile. Bryon discards the top card, but it was a Lost Soul. Bryon isn't happy, since that means there are fewer Lost Souls available to be rescued now. Bryon has initiative and plays Begging to Go Back (2/4 gold evil enhancement, "Discard the top two cards of opponent's draw pile. Then select any card except a dominant in that opponent's discard pile and return it to the top of that draw pile.") Bryon discard the top two cards of Kurt's draw pile (Plague of Boils, Moses' Rod), then selects the Lost Soul from Kurt's discard pile and places it on top of Kurt's draw pile. Kurt has initiative and plays Thrown into the Sea (3/4 gold good enhancement, "Shuffle all warrior class evil characters in play back into their owners' draw piles."). Since Egyptian Horsemen has the warrior class icon under its icon box, it is warrior class. So, Bryon shuffles Egyptian Horsemen back into his draw pile, and discards all evil enhancements in battle. Bryon lost by removal, so he surrenders a lost soul from his Land of Bondage to Kurt, who puts it in his Land of Redemption. Moses won in battle, which means that Golden Calf is discarded. Kurt is happy to have another redeemed soul, and is happy that Golden Calf is gone. The current score is Kurt: 2, Bryon: 2

Discard to 8: Kurt has 7 cards in hand, so no discard is needed.

#### Bryon

Draw 3: (Faith Shared, King's Sword, Lost Soul). Bryon places the Lost Soul in his Land of Bondage, then draws a replacement (Son of God).

Prep: no actions taken

Battle: Kurt has one Lost Soul in his Herod's Prison (purple site), and one Lost Soul that is not in a site. Bryon begins a rescue attempt with Lydia (5/4 white brigade hero). Kurt plays Son of God to rescue the Lost Soul that is not in a site. The only other Lost Soul in his Land of Bondage is in the purple site, but Lydia does not have access to that Lost Soul. So, the battle is now a battle challenge. Kurt does not accept the challenge and does not block. The Lost Soul remains in the site. The current score is Kurt: 3, Bryon: 2

Discard to 8: Bryon has 7 cards in hand, so no discard is needed.

Kurt

Draw 3: (Lost Soul, Herod Agrippa I, Plague of Hail). Kurt places the Lost Soul in his Land of Bondage, and then draws a replacement (Pillar of Fire).

Prep: no actions taken

Battle: Kurt begins a rescue attempt with Elders of Israel (5/7 gold brigade hero, "Hero is immune to brown and pale green brigade male evil characters."). Bryon blocks with Pharaoh (9/10 gold brigade evil character, labeled an Egyptian and warrior class). Kurt has initiative, so he plays Water from a Rock (1/3 gold good enhancement, "Draw two cards. Cannot be prevented."). Kurt draws two cards (Lost Soul, Trust in the Lord). Kurt places the Lost Soul in his Land of Bondage and draws a replacement (Burial). Elders of Israel is now a 6/10, so neither character is defeating the other. The battle is a stalemate. In a stalemate, the player who did not play the last card has initiative. Since Kurt played the last card, Water from a Rock, Bryon has initiative. Bryon plays Enslaved by Egypt (2/2 gold evil enhancement, "If used by an Egyptian, capture a hero. Cannot be negated if the Egypt site is in play."). Bryon selects Elders of Israel to be captured, and begins to move Elders of Israel from battle into his Land of Bondage. Since Kurt is losing by removal, he has initiative, but can only play an enhancement that can interrupt or negate Enslaved by Egypt. Kurt has an enhancement that can do this, so he plays it: Plague of Hail (2/2 gold good enhancement, "Negate and discard one evil enhancement in play."). Kurt discards the Enslaved by Egypt enhancement. The battle is now a stalemate again. Kurt played the last enhancement, so Bryon has initiative. In a stalemate, you are allowed to pass initiative if you choose not to play an enhancement, so Bryon passes initiative to Kurt. Kurt plays Pillar of Fire (3/4 multi-colored good enhancement, "Hero is immune to black and gold brigades."). Bryon is losing by numbers, and does not play another enhancement. So, Pharaoh is discarded and Bryon surrenders a Lost Soul from his Land of Bondage to Kurt. Kurt's rescue attempt is successful. The current score is Kurt: 4, Bryon: 2

Discard to 8: Kurt has 7 cards in hand, so no discard is needed.

Bryon

Draw 3: (Preaching the Truth, Jairus' Daughter, Egypt)

Prep: Bryon plays Egypt into his Land of Bondage, and moves the captured hero (Aaron) into the site.

Battle: Bryon begins a rescue attempt with Lydia (5/4 white brigade hero, "Lydia may use purple brigade enhancements. Lydia is protected from capture."). Kurt blocks from hand with Locust from the Pit (6/6 black brigade evil character, "Discard an occupied site (Lost Soul remains in play)."). Kurt chooses Egypt to be discarded, so Bryon puts Egypt into his discard pile. The lost soul that was in the site (the captured Aaron) is left in the general Land of Bondage, no longer in a site. Bryon has initiative and plays Faith Shared (2/1 white enhancement, "If used by a female hero, ignore all crimson and black brigade evil characters."). Lydia is now ignoring Locust from the Pit, which means two things: First, Lydia does not need to defeat Locust from the Pit by numbers to rescue the Lost Soul. Think of it as Lydia walking right by the Locust from the Pit without having to defeat it. Second, the Locust from the Pit cannot direct any effect at Lydia. Bryon is winning by ignore/immunity, so Kurt has initiative. Kurt chooses not to play an enhancement, and withdraws Locust from the Pit to his territory. Kurt surrenders a Lost Soul to Bryon. Bryon's rescue attempt is successful. The current score is Kurt: 4, Bryon: 3

Discard to 8: Bryon has 6 cards in hand, so no discard is needed.

Kurt

Draw 3: (Lost Soul, Imitating Evil, Angel of the Lord). Kurt places the Lost Soul in his Land of Bondage, and then draws a replacement (Apprehended).

Prep: no actions taken

Battle: Kurt begins a rescue attempt with Miriam (4/4 green hero, "Hero ignores gold brigade evil characters."). Bryon plays Son of God to rescue the only available Lost Soul. The rescue attempt has instead become a battle challenge. Bryon chooses not to accept the battle challenge (he chooses not to block), so Kurt returns Miriam to his territory. The current score is Kurt: 4, Bryon: 4

Discard to 8: Kurt has 10 cards in his hand. Because of the Tables of the Law artifact, Kurt can keep 10 cards in hand, so he does not need to discard cards.

Bryon

Draw 3: (Israelite Rebellion, Parmenas, Lost Soul). Bryon puts the Lost Soul in his Land of Bondage and draws a replacement (Egyptian Horsemen).

Prep: no actions taken

Battle: Bryon begins a rescue attempt with Lydia (5/4 white brigade hero, "Lydia may use purple brigade enhancements. Lydia is protected from capture."). Kurt blocks with Locust from the Pit (6/6 black brigade evil character, "Discard an occupied site (Lost Soul remains in play)."). Since Herod's Temple is the only Lost Soul in play, Kurt must discard Herod's Temple. The lost soul that was in the Herod's Temple site is left in the general Land of Bondage, no longer in a site. Bryon has initiative and plays Preaching the Truth (1/1 multi-color good enhancement, "If used by a N.T. human hero, convert a human evil character to a green brigade hero."). There are no human evil characters in play, so the special ability does nothing. The battle is now mutual destruction, and since Bryon played the last card, Kurt has initiative. Kurt plays

Murmuring (3/3 multi-color evil enhancement, "Remove all cards except Lost Soul cards in one opponent's discard pile from the game." Kurt chooses Bryon's discard pile, so the entire discard pile is removed from the game. Bryon is losing so he has initiative. Bryon plays Letters to the Churches (7/0 purple enhancement). Now it is mutual destruction, and since Bryon played the last card in battle, Kurt has initiative. Kurt plays Pride of Simon (2/4 black brigade enhancement, "If used by a human evil character, search discard pile for a black brigade enhancement and play it."). The special ability does nothing, since Locust from the Pit is not a human. It is still mutual destruction, and since Kurt played the last card in battle, Bryon has initiative. But Bryon chooses to pass initiative (which can only be done if the battle state is a stalemate or mutual destruction). Kurt plays Flight (2/3 black enhancement, "Negate good banding abilities."). Bryon is losing by numbers, and chooses not to play another enhancement, so Lydia is discarded. Kurt's block is successful. The score remains Kurt: 4, Bryon: 4.  
Discard to 8: Bryon has 6 cards in hand, so no discard is needed.

Kurt

Draw 3: (Ancient Evil, Strong Demon, Sapphira). Kurt declares, "I only have 2 cards left in my draw pile!" If the draw pile becomes exhausted, Kurt will have to play the rest of the game with only the cards in his hand and on the table. This is making him a little bit nervous.

Prep: Plays Strong Demon and Sapphira into territory.

Battle: Kurt begins a rescue attempt with Moses (8/8 gold hero, "Negate all special abilities on characters and enhancements (except this ability)."). Bryon has a 7/7 gold evil character in hand, but since the special ability on Moses prevents the special abilities on all characters and enhancements, and since Bryon has no gold enhancements with numbers on them, he knows he will lose the battle, so Bryon chooses not to block. Bryon surrenders the Lost Soul to Kurt. Kurt wins the game 5 to 4!