

Introduction

Welcome! Hosting tournaments can be a fun and exciting time for you and your Redemption® players. This is a supplement to the *Redemption® Rulebook* found in the 4th Edition *Decks* and posted at <http://www.cactusgamedesign.com/downloads>. This guide will help direct you through the process of hosting a Redemption® tournament.

I. BEFORE THE TOURNAMENT

A. Determine a location

Consider the following:

1. **Does it offer adequate space?** One game can take up a great deal of space. What tables are available at the location? Six-foot rectangle tables will accommodate four players (two games of two). Eight-foot tables will accommodate six players (three games of two). Large round tables are ideal for multi-player games.
2. **Restrooms:** Tournaments can run for hours so restrooms are essential.
3. **Food and Drink:** Tournaments can run through lunch and/or supper. A location close to fast food restaurants or grocery stores is best. You can also provide snack foods, pretzels, chips, popcorn, bottled water, soft drinks, etc.
4. **Central Location:** Find a site central for players in your area.

B. Determine the level of Tournament

There are five *levels* of tournaments: Local, District, State, Regional and National. A host must gain experience with lower *level* tournaments. (i.e. you must host a Local before you can host a District, etc.) There are seven categories of play. These are 1) Sealed Deck – 2 Player, 2) Booster Draft, 3) Type 1 – 2 Player, 4) Type 1 – Multi-player, 5) Type 1 – Teams, 6) Type 2 – 2 Player, 7) Type 2 – Multi-player.

1. Local Tournaments

Local tournaments are divided into two sub-categories: open and closed.

- **Local (open):** Open to all players.
- **Local (closed):** Only players who have received invitations may play.
- Hosts are not required to offer all *types* and *categories* of play.
- There may be any number of Local tournaments in a year.

2. District Tournaments

- District tournaments are open to all players.
- Four *categories* of play must be offered- host choice.
- There may be any number of District tournaments in a year.

3. State Tournaments

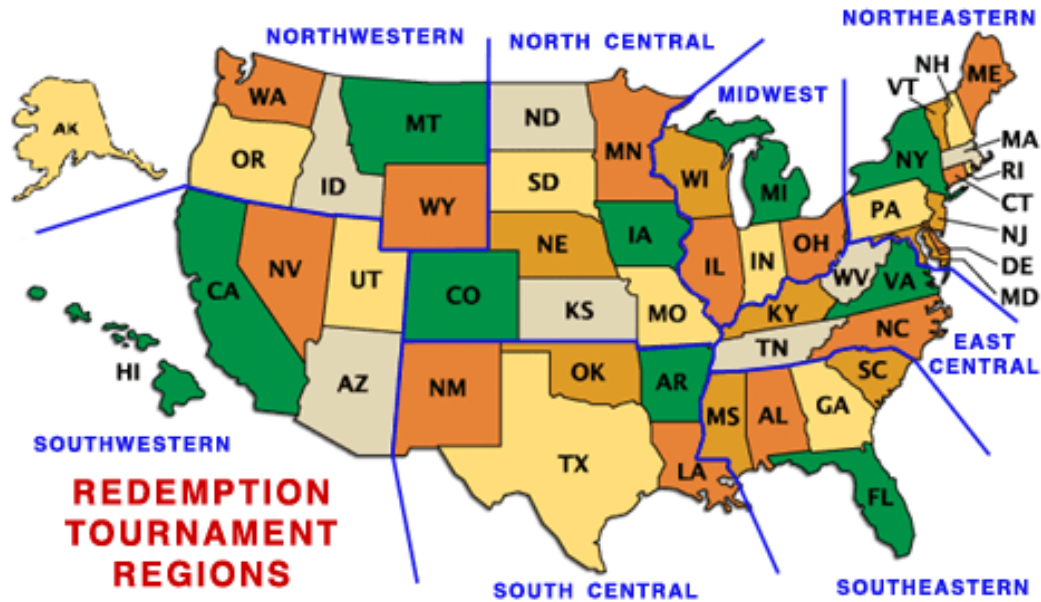
- State tournaments are open to all players.
- Five *categories* of play must be offered- host choice. However, it is required that Type 1 – 2 Player and Type 2 – 2 Player be offered at all State tournaments.
- There may be only one State tournament per State per year. If there is more than one application per State, Cactus Game Design will determine who will host the tournament.
- State tournaments must be a *Swiss style* tournament with time limits.

4. Regional Tournaments

- Regional tournaments are open to all players.
- Five *categories* of play must be offered- host choice. However, it is required that Type 1 – 2 Player and Type 2 – 2 Player be offered at all Regional tournaments.
- There may be only one Regional tournament per region per year. (*See Region Map below.*) If there is more than one application per region, Cactus Game Design will determine who will host the tournament.
- Regional tournaments must be a *Swiss style* tournament with time limits.

5. National Tournaments

- National tournaments are open to all players.
- All seven *categories* of play must be offered.
- There may be only one National tournament per year. Cactus Game Design makes it a point to try to move the National tournament around the United States from year to year, allowing players to be “close” to the tournament.
- The National tournament must be a *Swiss style* tournament with time limits.



C. Determine the Type of Tournament Play

There are four *types* of tournament play: *Closed Deck*, *Booster Draft*, *Type 1*, *Type 2*.

1. Closed Deck (2 player)

Two player only. Players receive one starter deck and a combination of booster packs and/or card boxes totaling 24-35 cards from the available expansion sets of their choice. Hosts should only offer packs for which they have a large enough quantity to offer the same packs to all players. Players may add any cards from the packs into their deck. The deck they construct is the deck they play. *NOTE: Make sure you have enough decks and packs at the tournament to accommodate this type of play.*

2. Booster Draft (Multi-player or 2-player)

Players do not receive starter decks. Instead they each start with any combination of booster packs, card boxes and/or tin packs that will provide a minimum of 56 cards. All players must have an identical group of packs.
NOTE: Lineage of Christ booster draft follows the same rules as booster draft except only cards from the Lineage of Christ set are allowed. Meek lost souls may be used from any set.
NOTE: Host should have extra meek Lost Soul cards on hand for closed deck events.

3. Type 1

Players bring their pre-built decks to the tournament. Decks are built to the Type 1 deck building rules found in the *Redemption® Exegesis Guide (REG)* at <http://www.cactusgamedesign.com/downloads>.
NOTE: Lineage of Christ constructed follows the same rules as Type 1 except only cards from the Lineage of Christ set are allowed.
NOTE: Host is not required to provide product for this type of play.

4. Type 2

Players bring their pre-built decks to the tournament. Decks are built to Type 2 deck building rules found in the *Redemption® REG* at <http://www.cactusgamedesign.com/downloads>.
NOTE: Host is not required to provide product for this type of play.

D. Determine the Categories to be played

Booster draft, Type 1 and Type 2 play is broken down into two *categories*: a two-player *category* and a multi-player *category*. In multi-player games, the ideal number of players per group is four (4). Example: for 15 players run 3 groups of 4 and one group of 3. Multi-player games may not exceed 5 players.

E. Determine the Tournament Style

There are four *styles*: Swiss, Round Robin, Single Elimination, Double Elimination.

1. Swiss-Style

All players play the same number of rounds in a series of timed games (one game only per opponent), and are awarded points for how they do. They are paired up with other players with matching point totals. The winner of the tournament is the player with the highest score after the set number of rounds.

Benefits: All players play the same number of games. This eliminates “dead-time” found in *elimination style* tournaments where some players are eliminated quickly and left with nothing to do. Also since *Swiss* games are timed, the hour the tournament will end is easily determine.

Tournament Scoring: Each player fills out a tournament score card. (*See sample below*). This card keeps track of the player’s *game score* and *lost soul score*. The card is kept on file at the scorer’s table. Cards are grouped according to each *category* of play. Immediately after each game, players report their score to the scorer who adds the score to each player’s card.

Game Score: Each game will award a player a set number of points. Points awarded are as follows:

Win before end of round: 3
Win at end of time limit: 2
Tied at end of time limit: 1.5
Loss at end of time limit: 1
Loss before end of round: 0

Lost soul score: In addition to the *game score*, each player will have a *lost soul score*. In two player events this is determined by how many *lost souls* the player rescued minus how many *lost souls* the opponent rescued. In multi-player events this is determined by how many *lost souls* the player rescued. The *lost soul score* is only used to break *game score* ties. A *lost soul score* in a game cannot exceed the rescues needed to win the game (5 in Type 1 and 7 in Type 2). Anything beyond is not counted.

A sample 2 player Swiss score card. The category went six rounds.

Opponent's Number	GAME SCORE			LOST SOUL SCORE			Lost Soul Score
	Opponent's Score (S.L.S.L.S.L.)	Game Score	Lost Soul Score	Opponent's Lost Soul Score	Difference		
1.	6	3	3	5	1	4	4
2.	4	1.5	4.5	4	4	0	4
3.	1	0	4.5	3	5	-2	2
4.	7	2	6.5	2	1	1	3
5.	12	3	9.5	5	4	1	4
6.	10	1	10.5	3	4	-1	3
7.							
8.							
9.							
10.							
Grand Total (Type 1):			10.5	Lost Soul Score Total:			3

A sample multi-player Swiss score card. The category went four rounds.

Official Redemption® Scoring Card							
GAME SCORE				LOST SOUL SCORE			
Opponent's Number	Game Result (W,L,D,T,L,R)	Game Score	Lost Souls Won	Opponent's Lost Souls Won	Influence	Lost Soul Score	
1.	1,7,8	0	0	3	-	-	3
2.	2,3,6	3	3	5	-	-	8
3.	4,9,10	2	5	4	-	-	12
4.	11,16,19	3	8	5	-	-	17
5.							
6.							
7.							
8.							
9.							
10.							
Game Score Total							8
Lost Soul Score Total							17

Choosing next opponent: After a round is complete and all scores are recorded, take the highest ranked player (based on *game score* and *lost soul score*) and match that player against the highest ranked player they have not already played. Continue matching players in this manner until all players are matched. (In a smaller tournament field, it will sometimes occur that two players will be matched twice.) This continues until all rounds have been played.

Determining the Winner: The winner is the player with the highest *game score* after the last round. If two or more players are tied for 1st place in *game score*, but one player defeated all other tied players, that player is the winner. If no player defeated all other tied players, then the *lost soul score* is examined. The player with the highest *lost soul score* is the winner. Repeat this process (taking the 1st place player out of the group) for determining 2nd place and again for 3rd place. If players are still tied in both *game score* and *lost soul score* and did not face each other they finish in a tie for that place and split the Ranking Points and prizes for the current and next place finish.

Byes for Late/Missing Players: When a player shows up late or is otherwise unavailable to play a round, the player's *game score* and *lost soul score* for missed rounds is 0.

Byes Due to an Odd Number of Players: If a player receives a bye due to an odd number of players in that category, they receive a *game score* of 3 and a *lost soul score* of 0.

Forfeitures: If a player forfeits a game that player's *game score* shall be 0, *lost soul score* -5. A player who wins as a result of the opponent's forfeit shall receive a *game score* of 3 and a *lost soul score* of 0.

Leaving Early: If a player is unable to finish a category that player is not eligible to place in that category. If the player would have placed, they are removed from the final placings and the next player is moved up.

Penalties for Being Late to a Round: If a player is missing when the next round is to begin, they will receive a five minute grace period and a warning. After five minutes, the Judge will award 1 Lost Soul (taken from the late player's deck) to the opponent, and will continue to do so every five minutes thereafter until the player arrives. If a second warning for being late is given later in the tournament, the Judge may (at their discretion) disqualify that player from that category.

Swiss tournament scoring cards can be downloaded at <http://www.cactusgamedesign.com/downloads>

2. Round Robin

Every player plays one game against every other player in the tournament. There are no time limits so players play until there is a winner. The player with the best record wins. *NOTE: Do not use this style with more than 10 players!*

3. Single Elimination (best 2 of 3 game match)

Players play one match (3 games). There are no time limits so players play until there is a winner. The player who wins the match advances in the tournament while the loser is eliminated.

Single Elimination (1 game only): Instead of playing one match (best 2 out of 3 games), the players play only one game. The winner advances and the loser is eliminated. In the final, one match (3 games) is played for the championship. The downside of this style is that players who may have driven great distances to play may only play one game before being eliminated. However, this style is great when playing with more than 40 players in a category.

4. Double Elimination (best 2 of 3 game match)

Players play one match (3 games). There are no time limits so players play until there is a winner. The player who wins the match advances in the winner's bracket while the loser of the match enters the loser's bracket. A player must lose one match

in the winner's bracket and one match in the loser's bracket to be removed from the tournament. Double elimination tournaments are great because they generally allow players to play more matches. However, double elimination takes a lot of time. We do not recommend Double Elimination style tournaments for tournaments of more than 16 people.

Double Elimination (1 game only): Instead of playing one match (3 games), the player play only one game. The winner advances to the winner's bracket, the loser goes to the loser's bracket. Then the finals, one match (3 games) is played for the championship. This is a much faster way of playing double elimination and it also guarantees that players will play a minimum of two different players. Double Elimination (1 game) works well with any number of players. However, with over 40 players the loser's bracket can become very complex.

Brackets for elimination tournaments can be downloaded at <http://www.cactusgamedesign.com/downloads>

F. Set Times and Rounds

Once you have determined the location, *type*, *category*, and *style*, it is time to determine when to start. It is good to know how many players you will have coming to give you some idea how early to begin.

When hosting more than one category of play you might need to schedule *categories* at the same time or overlapping. If this occurs players will need to choose one *category* over another.

Swiss Tournaments: Set the number of rounds you will play for each *category*. The chart below shows our recommendations based on the game time per round plus and additional 15 minutes per round to leave time to collect scores and pair players. State, Regional, and National hosts must play at least the number of rounds listed.

SWISS STYLE 2-PLAYER TOURNAMENTS

# of players	Rounds	Closed Deck	Type 1	Type 2
2	1	1 hour	1 hour	1 hr. 30 mins.
3-4	2	2 hours	2 hours	3 hours
5-8	3	3 hours	3 hours	4 hrs. 30 mins.
9-16	4	4 hours	4 hours	6 hours
17-32	5	5 hours	5 hours	7 hrs. 30 mins.
33-64	6	6 hours	6 hours	9 hours
65+	7	7 hours	7 hours	10 hrs. 30 mins.

SWISS STYLE MULTI-PLAYER TOURNAMENTS

# of players	Rounds	Closed Deck	Type 1	Type 2
3-5	1	1 hr. 15 mins.	1 hr. 15 mins.	1 hr. 45 mins.
6-16	2	2 hrs. 30 mins.	2 hrs. 30 mins.	3 hrs. 30 mins.
17-64	3	3 hrs. 45 mins.	3 hrs. 45 mins.	5 hrs. 15 mins.
65+	4	5 hours	5 hours	7 hours

Elimination Tournaments: Elimination tournaments require that you play through the entire bracket to find a champion. Time estimates (by number of players) is listed below.

ELIMINATION 2 PLAYER TOURNAMENTS

# of players	Closed Deck	Type 1	Type 2
8	2 hrs. 30 mins.	3 hrs.	4 hours
16	4 hours	4 hrs. 30 mins.	5 hours
32	5 hours	5 hrs. 30 mins. - 6 hrs.	6-7 hours
64	6 hrs. - 7 hrs.	6 hrs. 30 mins. - 8 hrs.	8-10 hours

ELIMINATION MULTI-PLAYER TOURNAMENTS

# of players	Closed Deck	Type 1	Type 2
3 groups	2 hrs. 30 mins.	3 hrs.	3 hours
9 groups	4 hours	4 hrs. 30 mins.	4 hrs. 30 mins.
24 groups	5 hours	6 - 9 hours	6-9 hours
48 groups	6 hrs. - 7 hrs.	12 hours	12 hours

G. Set Fees

Most tournament hosts charge an entrance fee to offset the costs of the tournament. Make sure you charge enough to cover the costs of:

- Renting the building
- Electricity and custodial costs
- Paying for any food/ drink purchased.
- Covering the cost of starter decks and booster packs given out in the closed deck/ booster draft categories.
- Any additional prizes given out (if not covered by Cactus).

H. Register with Cactus Game Design Inc.

To register, download the *Tournament Registration Form* from our website. The application can be found at <http://www.cactusgamedesign.com/downloads>. Please read through the document carefully.

NOTE: A registration fee is required for each tournament. Fees are listed on the application.

I. Publicize the event

- Post an announcement at your Local Christian bookstore that sells Redemption®.
- Send fliers to any Local church youth groups who have Redemption® players.
- Contact the Religion editor of your Local newspaper to cover your event.
- Contact regional Christian newspapers or event listing.
- Make an announcement on the Cactus Game Design Message Boards found at <http://www.cactusforums.com/official-tournaments/>.

J. Have helpers on hand

If you have 15 or fewer players you can run the tournament yourself. A good rule of thumb is one person for every fifteen players. Don't forget to add one person to the sales table if you plan on selling food, merchandise, etc. Sometimes players will bring interested friends who will want to learn the game. You can designate a helper to teach these interested persons how to play during the tournament. It is not recommended to allow players who do not know yet how to play the game to play in the tournament. They are encouraged to learn by playing or watching casual games during breaks in the tournament.

II. DAY OF THE TOURNAMENT

A. CHECKING-IN & MANAGING DECKS

When players are being registered, they will either have to receive a sealed product (closed deck *type* of play) or they will be turning in a deck(s) to be checked (*Type 1, Type 2 and Lineage of Christ constructed categories*). Players are encouraged to fill out deck lists for constructed decks at Local and District tournaments. Deck lists are required for constructed decks at State, Regional and National tournaments. A deck list form can be downloaded at <http://www.cactusgamedesign.com/downloads>.

All decks must be sleeved for tournament play. Sleeves must be fully opaque, the same color and design, must fully cover the cards as well as be in good condition and taste. A player having sleeves that do not meet this requirement may be asked to re-sleeve their decks with new sleeves that meet the requirements per hosts discretion. Hosts/judges should evaluate sleeves during deck check-in to determine if a change needs to be made. If sleeves are found to be unacceptable for tournament play they are required to be changed as soon as possible.

Only official Redemption cards published by Cactus Game Design will be legal for tournament play. Proxy cards (regardless of how closely they might resemble a true Redemption card) are not legal for tournament play.

Tournament promos: Players may use tournament promos at the tournament which they receive the promo.

1. Closed Deck

Deck I or J is provided by the tournament host at random to each person. Hosts may also use earlier starter decks provided all players receive a deck from the same set. The player *MAY NOT* pick which starter deck he receives (*see exception below regarding players with a bye*). In 2-player games, hosts may choose to match I & J decks against each other in the opening round. The player will also receive a combination of booster packs and/or card boxes that offer a total of 24-35 cards. Hosts should only offer packs for which they have a large enough quantity to offer the same packs to all players.

- To begin, each player is paired up with an opponent. Each player should have a starter deck and the selected packs.
- Players examine their decks and open their packs. Each player will have between seventy-four and eighty-five cards.
- Players begin constructing their decks according to guidelines given for *Type 1* decks.
- Players may use Sites in their deck, however Lost Souls may not be placed in Sites.
- The two players may trade cards with each other but may NOT trade with any other player.
- If there are an odd number of players, the player who receives a bye in the first round may pick which starter deck they receive after opening their packs because they will not be able to trade.
- Players are given 15 minutes to trade and build their decks.
- Decks must contain a minimum of fifty cards. Duplicate cards are allowed (except for dominants).
- Players must have the appropriate number of *Lost Souls*. The host must provide additional *meek lost soul* cards if needed.
- The Reserve must contain between 0-10 cards, cannot contain Dominants or Lost Soul cards and the deck + Reserve must be a legal deck (ignoring Lost Soul to deck ratio rule as it applies to cards in the Reserve).
- Players must have a written list of the cards in the Reserve.

2. Booster Draft (Multi-player or 2-player)

Play style (two-player or multi-player) should be declared on the Tournament Host Application submitted to Cactus Games. Play style should also be made clear when players register for the category.

Drafting is ideally done in groups of 4 players, but groups of 3 or 5 can be used when needed. Players build their decks from any combination of booster packs, card boxes and/or tin packs that will provide a minimum of 56 cards (duplicate packs may be used). Each player is given one of each type of pack being used as determined by the host based on the available product. Players are assigned draft position using the Booster Draft Multi-player spreadsheet pairing formula.

- The judge for the event will determine the order in which the packs are drafted. Starting with the first pack each player should open a pack from the same set simultaneously, take one card they want from the pack and pass the remaining cards to the player next to them. Upon receiving the pack just passed to them they then pick another card they want for their deck and then pass that pack on. This goes on until all cards are drafted. Repeat this process for each pack being drafted, reversing the direction the packs are passed with each different pack.

Note: players should try to take no more than 15 to 20 seconds to select a card and pass. If a player is consistently slow drafting cards, an opponent or referee may be called upon to draft a card at random to move things along.

- Each player is responsible for bringing 8 *meek lost soul* cards (no special abilities) to the table. You will need 7 *lost soul* cards if you play a 50 to 56 card deck. You will need 8 *lost soul* cards if you play a 56 to 63 card deck. If you pull a *lost soul* card from a pack then you can substitute it for one that you brought to the table. This is the only way you will be able to play a *lost soul* card that has a special ability.
- Players look at the cards they drafted and have ten minutes to assemble a deck. Players may use duplicate cards in their deck. Each player adds the appropriate number of *lost soul* cards to their deck to make it legal. When players finish building their decks (or when deck-building time has expired), and after a judge has checked their deck to confirm that it is legal, play begins.
- Players must play a minimum of fifty cards in their decks. Duplicate cards are allowed (except for dominants).
- The Reserve must contain between 0-10 cards, cannot contain Dominants or *lost soul* cards and the deck + Reserve must be a legal deck (ignoring *lost soul* to deck ratio rule as it applies to cards in the Reserve).
- Players must have a written list of the cards in the Reserve.

If the playing style will be two-player, hosts should create pairings after deck check is completed. If the playing style is multi-player, then the first round pairings will be the groups that drafted together.

3. Open Decks (Type 1 & Type 2)

- All decks must conform to the deck rules found in the *Redemption® REG. No Type 1 deck may contain more than 154 cards plus Reserve. No Type 2 deck may contain more than 252 cards plus Reserve.*
- Site cards may not exceed the number of *lost soul* cards in a deck.
- Dominant cards may not exceed the number of *lost soul* cards in a deck.
- The Reserve must contain between 0-10 cards for Type 1 and 0-15 cards for Type 2. It cannot contain Dominants or *lost soul* cards. The deck + Reserve must be a legal deck (ignoring *lost soul* to deck ratio rule as it applies to cards in the Reserve).
- Players must have a written list of the cards in the Reserve in addition to any deck list that is used.

For Type 1 deck check in a player must have their deck organized by card type with *lost souls*, then Dominants and then Sites on top. If the player is using a Reserve it should be separated from the main deck and accompanied by the Reserve list.

For Type 2 deck check in a player must have their deck organized by card type in three distinct groups, good, evil and neutral (including cards that are both good and evil at face value).

- Players are expected to arrive with the required number of *lost soul* cards in their decks. (7 *lost souls* for the first 50 cards. One *lost soul* for each additional 6 cards over 50.)
- After check-in, no other decks may be presented by a player for that category of play.
- Players may bring more than one deck. However, extra decks will be held by the officials at the tournament and may only be switched between rounds.
- Players may check in no more than 2 decks for up to 5 rounds of play, and no more than 3 decks for over 5 rounds of play.
- Players may not trade, add to or remove cards from their decks between rounds. The only exception is the *Haman's Plot* card. (See "*Haman's Plot*" under "*Tournament Rules*" below.)
- Players choose which pre-examined deck they will play with before the pairings for each round are announced.
- They may only switch decks between games.
- The deck and Reserve must be reset to their original state after each game.
- The winner in *Type 1* is the first to redeem 5 *lost souls*.
- The winner in *Type 2* is the first to redeem 7 *lost souls*.

B. CANCELING CATEGORIES

Because tournament *types* of District and up must offer multiple *categories* of play, tournament hosts will sometimes be faced with not enough players registered for the event ten minutes prior to the scheduled start of the event, the host may cancel the *category*. A minimum of 2 players must register (3 for multi-player) to run a *category*.

C. TOURNAMENT RULES

1. Regarding Play

- All tournament games abide by the *Redemption® Rulebook 4th Edition* and the *Redemption Exegetical Guide (REG)*. The *REG* is a supplemental rulebook officially endorsed by Cactus. It can be found at <http://www.cactusgamedesign.com/downloads>.
- There will be NO house rules in tournament play.
- Players will be assigned to their first match at random.
- Players are allowed, after pairings are determined, to either forfeit to the opponent (Score of 0-5 in T1 and 0-7 in T-2) or both players may agree to a mutual draw (Score of 0-0). Once game-play has begun, neither player may forfeit.
- Once players have been matched, they may begin shuffling their decks. All decks must be shuffled prior to beginning a game. A proper shuffle must randomize the cards in such a manner that clearly distinguishable patterns and card selection is not evident when a deck is viewed. After shuffling all players must give an opponent the opportunity to cut and/or shuffle their deck. If an opponent shuffles a deck then another player may cut the deck. Cards with designs on the sleeves must be facing the same direction through the whole process of shuffling for all players. Players may call a judge if they have concerns. Throughout the course of the game whenever a deck is shuffled, the shuffling player must give the opponent(s) an opportunity to cut the deck (though the opponent(s) may decline if they so choose).
- Once shuffling is complete, the judge will announce the start of the round and players may draw their opening hand. Players may not draw any cards until the judge makes the announcement that time has begun.
- The player with the most *lost souls* in his Land of Bondage determines which player's "star abilities" activate first. Players may then activate "star abilities" in a clockwise direction (in the case of a tie, a coin flip or dice roll should be used). Once all "star abilities" are complete the player who controls the most *lost souls* determines which player's *lost soul* abilities activate first. *Lost soul* abilities then complete in a clockwise direction (in the case of a tie, a coin flip or dice roll should be used).
- The player with the most *lost souls* in his Land of Bondage (after all abilities from *lost souls* have completed) decides who will go first (in the case of a tie, a coin flip or dice roll should be used).
- In 2 player games, the 2nd player draws 3 cards to start his turn.
- In multi-player games, play goes in a clockwise direction. For the first round no player draws at the start of the turn.
- All experience credit markers must be clearly visible and properly denote how much credit is on a character at all times. Players are required to properly keep track of experience credit on their own characters and may take note for themselves of opponent's characters as well. If a player has concerns over the marking of experience credit of an opponent such as them not being properly displayed, counted, or difficult to see such that it affects game play a judge may be called to assess the situation and may restart the current phase and/or issue warnings to players who do not meet proper requirements for displaying experience credit or improperly displaying credit. Judges may use their discretion to determine whether further action need be taken for irreparable game states or repeated offenses.
- Players must turn in their deck to the judge after each round.
- Players are expected to make an honest attempt to compete in any category they play.

- Following their game, players are to remove themselves from the gaming area until the next round. No person may distract players who are still playing.
- See Type 1 – Teams Rules at the end of this document.

2. Regarding Specific Cards

- Haman’s Plot** - The only exception to the prohibition against changing a legal deck is the necessary removal of “**Haman’s Plot**” from a deck or Reserve once its ability has been used. In *type 2*, both the torn “**Haman’s Plot**” and one good card must be removed from the deck or Reserve between rounds, to keep the deck legal for the next game. If the removal of a “**Haman’s Plot**” causes a deck to become illegal (i.e. fall below 50 cards in type 1 or 100 cards in type 2), that deck may not be used for any further games during that tournament category.
- The following cards are **banned** from all constructed categories. In limited categories they are considered to have no special ability.
 - Lost Souls “2-liner” (Proverbs 22:14) (Limited)
 - Lost Souls “3-liner” (Proverbs 22:14) (Unlimited)
 - Samuel (Rock of Ages)
 - Mourn and Weep (Prophecies of Christ)

3. Regarding Time Limits

Game times will vary by category. Use the table below to determine the appropriate amount of time to allow for each category of play.

	Closed Deck (2P)	Type 1	Type 2
2-player	45 minutes	45 minutes	1 hr. 15 mins.
Multi-player	1 hour	1 hour	1 hr. 30 mins.

We recommend that a judge give players a “final round” warning when 5 minutes remain in two player games or when 10 minutes remain in multi-player games. A new round of play should never be started after the game time has expired.

Game actions on individual player’s turns are also timed. Once the opponent to the player’s right has completed his turn, the player’s turn begins.

a.) Draw phase, upkeep phase and preparation phase: [90 seconds] The Player has 90 seconds to draw 3 cards, take actions they wish prior to the *battle phase*, and place a hero in the Field of Battle. If the player has not placed a hero in the Field of Battle within 90 seconds then the player forfeits his *battle phase* for that turn and skips to step 3 (*discard phase*).

b.) Battle phase: [30 seconds per card]. Since another player or players are now involved we can limit the amount of time between each card. (Example, I place a hero in the Field of Battle, you have 30 seconds to present a blocker. The player that has initiative now has 30 seconds to play the next enhancement card, etc.) If more than 30 seconds have elapsed since the last card was played, then the player whose burden it is to play a card loses initiative. If that player’s forces are losing, then the battle is resolved without any more cards being played. However, if the battle is in a stalemate or mutual destruction situation then initiative immediately passes to the other player.

c.) Discard Phase: [90 seconds] Following the conclusion of the rescue attempt. The Player now has 90 seconds to set cards aside, place characters into his territory, play dominant cards, and discard cards. If the player has not reduced his hand down to eight cards or less by the time the 90 seconds have elapsed the opponent to the player’s left shall randomly discard cards from the player’s hand down to eight cards.

d.) Searching: [30 seconds per 50 cards] If a player uses an ability that includes a search of the deck, Reserve, discard pile or banish pile that player is allowed 30 seconds per 50 cards in that pile. During the course of a search ability, the time allowed for the phase is paused until the completion of the ability.

- Note: Time does not accumulate from previous turn stages. Any remaining seconds from a previous stage are lost.

- If a ruling question is asked the judge may decide to allow for additional time during the phase or game at his discretion. Additionally, the phase time is paused if necessary while the judge deliberates

- The judge shall warn a player if they believe a player is only asking a question to stall for time.

D. TOURNAMENT OFFICIATING

1. Judges

- Each category will be presided over by a judge who may be assisted by any number of additional judges as needed. A judge may be required to interpret rules and make other determinations during the tournament.

- Judges are not permitted to play in any of the *categories* that they are officiating.

- A judge may compete in a *category* that they are not officiating, as long as each category has one qualified judge overseeing it who is not playing.

- NOTE: Redemption® is a very complex game to judge. Judges are to be well acquainted with the rules of play. Nevertheless, occasionally a judge may unintentionally rule contrary to official rules. All participants are reminded that Redemption® tournaments exist primarily to foster fun and fellowship. All players are expected to demonstrate patience toward one another as well as good gamesmanship as befits a servant of Christ.

2. Violation of Rules/Cheating

We recommend that the host or judge make the following announcement prior to beginning the tournament, especially at a State, Regional or National tournament.

“It’s sad that we must address this in a Christian game but, there have been instances of cheating, especially in the area of deck manipulation during shuffles and play. If you suspect your opponent is cheating in any way please call a judge. If you suspect your opponent is not shuffling or cutting appropriately, ask a judge to step in. Explain the concern and have the judge shuffle both decks.”

- Any violation of rules deemed deliberate can result in a warning or a forfeiture of a game.

- If, at any point a player is found to have an illegal deck, the player automatically forfeits the game. (NOTE: If the judge feels the illegal deck was non-deliberate/unintentional, the judge may decline the forfeiture and call for a rematch. If a rematch is called for, the player must make his deck legal. His opponent will be given a ‘Redeemed Soul Token’ and thus start with a one redeemed soul advantage.)

- If a deck is found to be illegal prior to the start of a game, the deck may be made legal without penalty.

- Any player found deliberately cheating will be eliminated immediately from the tournament.

- A player repeatedly found cheating at a Redemption tournament may be banned from attending future sanctioned tournaments at the discretion of Cactus Game Design Inc.

- All questions concerning deliberate cheating shall be handled according to John 7:51.

3. Mobile Devices During Games

- Players are asked to keep mobile devices out of sight and turned off (or silenced) during game play. The judge may make an exception to this if extenuating circumstances are communicated in advance.

- If a player is found to be using a mobile device during tournament play they should be given a warning. Should further infringements occur the judge should follow the steps outlined above for deliberate cheating.

III. AFTER THE TOURNAMENT

A. AWARDING WINNERS

1. Tournament Prizes

Redemption booster packs or card boxes are awarded to 1st and 2nd place finishers in Local tournaments. Booster packs or card boxes are awarded to 1st, 2nd and 3rd place finishers in District and higher level tournaments. The tournament host must specify on the application what boosters and/or card boxes should be sent as prizes. The number of packs awarded per *category per level* of tournament is shown on the Tournament Application and also on the Host Instructions.

The *Redemption® National Ranking System (RNRS)* gives the nation’s best Redemption® players the chance to be ranked #1 in the nation, even if they don’t make it to the National tournament.

Each *level* of tournament has an allotted number of ranking points that are earned in each *type* of play (see chart in Tournament Host Instructions). When a player wins an official tournament, that player gains points towards the *RNRS* title in that *type*. The player with the most points (ranked #1) at the end of the Redemption® tournament year (the tournament year begins after the National tournament in August and ends with the National tournament the following year) in that type will be the *RNRS* champion.

Because some areas host many tournaments, we have limited the number of points a player can accumulate at any one level per tournament year. (Example, Jimmy plays in nine Local tournaments in one tournament year. He places 1st in five of them and 2nd in two of them. He receives the prizes for all seven times he placed but will only get ranking points for five of them. The top five scores are counted. So, Jimmy has 10 points in the *RNRS*.)

WARNING: Only officially sanctioned Redemption® tournaments can award points for wins. If you are going for a #1 ranking, please make sure the tournaments you play in are officially sanctioned. Officially sanctioned tournaments are posted at: <http://www.cactusgamedesign.com/tournaments>.

B. RETURN MATERIALS

At the end of the tournament, fill out the winner's sheet that was included in the packet you received. Place remaining promotional cards into the return envelope, along with the address sheet and winner's sheet, and place it in the mail. Remember, if you have any unclaimed packs they must be returned as well. *Do this immediately after the tournament!*

It is a good idea to make a copy of the address list for yourself. Databases can then be created for future tournaments. When you host your next tournament, postcards or fliers can be sent to the players. *NOTE: Some host ask about compiling e-mail lists. Players, especially younger ones, tend to change e-mail addresses often. This leads to many undeliverable tournament invitations.*

C. Appendix: Rules for Type 1 - Teams

Both members of each team bring a pre-constructed tournament legal Type 1 deck. They sit in a Teammate/opponent staggered format. Each team vies to collectively rescue 5 *lost souls*.

Standard Type 1 multiplayer game rules apply with the following exceptions:

- Dominants and Lost Souls are unique per Team. To help facilitate this Teams will only be allowed to check in 1 deck per player and will need to check them in simultaneously. This will impact the use of New Jerusalem & The Second Coming as well as Son of God and Chariot of Fire as only one deck will be able to contain one card from each pair.
- Teammates share a common area of play and card types. These include Land of Bondage, Land of Redemption, Dominants and Fortress cards. The rest of the cards are unique to each player (Heroes, Evil Characters, artifact pile, draw pile, discard pile, hand) and are treated like a standard Type 1 game. Cards that reside in a shared area or on a shared card are also shared.
- Occupied sites are in the common Land of Bondage. Unoccupied sites return to the owner's territory.
- The "intro-prep phase" is used, which allows all players to put down characters, warrior-class and territory-class enhancements, fortresses, sites (and put LSs in them), and artifacts out of their original draw-8 before the first turn. The intro-prep takes place after it's determined who will go first but before the first full turn of the game.
- The "2nd player draw" rule is also used meaning that only the first player to take a turn does not draw three cards to start their turn.
- When the current player makes a rescue attempt, the opponent to their left has the choice to block or to "pass the block" to their teammate.
- Whenever a card refers to an opponent it can never effect a teammate. "Opponent" can refer to either opponent unless one of the opposing players controls a character in battle, in which case that player is the opponent. A card that references a player can affect any player.
- Rescues must be initiated by the player whose turn it currently is. You cannot ask to "borrow" your teammate's Hero to begin a rescue or battle challenge.
- Cards may be put into fortresses by either player on a team during their turn, and removed from a fortress by either player on a team during their turn.
- You cannot play enhancements on your teammate's characters.
- Table Talk is an inevitable part of team play. It is allowed, but all discussions must be made in the open and in English.