

Redemption® Quick Start Guide

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Welcome to the amazing game of Redemption®! Established in 1995 by Rob Anderson, Redemption® is a Bible-based collectable trading card game. Players take turns using Heroes of the Bible to seek out and rescue Lost Souls from their opponent while the opponent will try to thwart their efforts using Evil Characters from the Bible. You will go back and forth doing this until 1 player has rescued 5 Lost Souls from the opponent at which point the game ends. With thousands of unique cards in the game, there are numerous strategies and ways you can use to rescue Lost Souls and block the opponent from doing so.

Simplified Turn Outline

Draw Phase: Draw 3 cards from the top of your deck. The only exception to this is that the player who takes the first turn of the game does not draw to start their first turn.

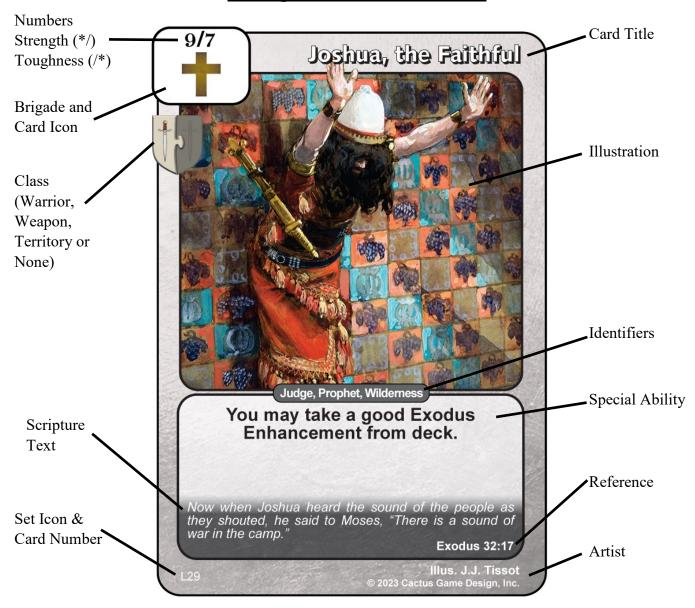
Upkeep Phase: Update any turn counters and fulfill any other abilities that specifically trigger during your upkeep.

Preparation Phase: Take any of several actions to prepare for battle, including putting characters or Fortresses into your territory, activating an Artifact, playing a Dominant and more!

Battle Phase: Begin the Battle Phase by announcing the beginning of the Battle Phase and putting a Hero into the Field of Battle. The opponent may respond by blocking with an Evil Character, commencing a battle for a Lost Soul!

Discard Phase: Take any of several actions to reduce your hand down to 8 or fewer cards, including putting characters or Fortresses into your territory, putting Artifacts face down from hand, playing a Dominant, or even discarding cards from hand if you cannot or do not desire to do anything else. Once you are down to 8 or fewer cards, you can pass the turn to the next player.

Diagram of a Card



Classes

Some cards have a class symbol below the card icon, which can allow the card to function slightly differently to those without a class symbol.



Warrior

This symbol is only present on characters, and means the character can be equipped with a weapon.



Weapon

This symbol is only present on Enhancements, and means the Enhancement can be equipped to a warrior.



Territory

This symbol on an Enhancement means it can be played in territory during your Preparation or Discard Phase.

Card Types



Lost Souls

Lost Souls are what you are trying to rescue and block the opponent from doing so. When rescued they count as "points" towards victory.



Heroes

Heroes represent characters in the Bible who follow and serve God and his plan. You use Heroes to try and rescue Lost Souls from the opponent.



Evil Characters

Evil Characters are the evil figures in the Bible that you will use to try and block the opponent from rescuing your Lost Souls.



Good Enhancements

Good Enhancements are played in battle on Heroes of a matching brigade to help defeat Evil Characters and rescue Lost Souls.



Evil Enhancements

Evil Enhancements are played in battle on Evil Characters of a matching brigade to help defeat Heroes and stop your opponent from rescuing Lost Souls.



Good Dominants

Good Dominants are very powerful cards that are used to help support your Heroes and the goal of rescuing Lost Souls. Good Dominants can be used at any time any other ability is not happening!



Evil Dominants

Evil Dominants are very powerful cards that are used to help support your Evil Characters and the goal of stopping your opponent from rescuing Lost Souls. Evil Dominants can be used at any time any other ability is not happening!



Artifacts

Artifacts are put in your territory but you are limited to only 1 active Artifact. Other Artifacts may be put face down beneath your active Artifact. Artifacts give you either an immediate benefit or an ongoing effect.

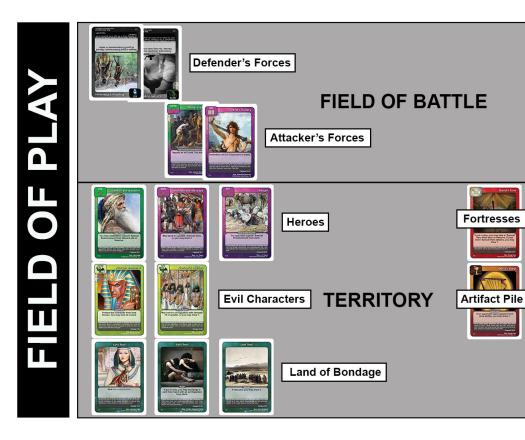


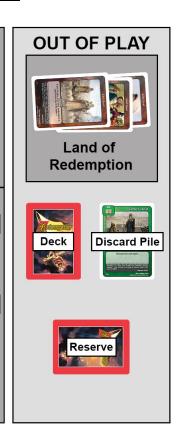
Fortresses

Fortresses are put in your territory and take effect immediately when played.

Some cards may have more than one type. They can only be played as one type at a time.

Player's Card Arrangement





Important Locations

- **Hand:** The hand is where you keep cards that you have yet to play.
- Deck: The deck is the starting location for all cards that are not in your Reserve.
- **Reserve:** The Reserve is a location outside of the deck that you can use to play the game. Cards can be added to the Reserve but not removed during the first round of the game.
- **Discard pile:** Your cards that have been discarded by ability or game rule are placed in the discard pile.
- Land of Redemption: This location holds all of your Redeemed Souls.
- **Field of Play:** The Field of Play contains cards in the Field of Battle and both players' territories.
- **Territory:** The territory is where you put your cards that you play outside of battle. It includes the Land of Bondage and the Artifact pile.
- Land of Bondage: The Land of Bondage is where you hold your Lost Souls that you draw.
- Artifact pile: The Artifact pile is where you may store and activate your Artifacts.
- **Field of Battle:** The Field of Battle is where battles between characters take place.

Getting Started

To begin each player will need a legally constructed deck, such as the Israel's Deliverance starter decks! If you would like to build your own deck, please refer to the deck building rules found in the Redemption Exegesis Guide (REG), which you can find using the QR code at the end of this document.

At the start of a game you draw 8 cards. Anytime you draw a Lost Soul during the game you will put the Lost Soul in your Land of Bondage and draw 1 for each Lost Soul drawn.

When the drawn Lost Souls have been played and each player has 8 cards in hand, players will need to use a random method to determine who gets to choose their turn position. Some options include rolling a die or playing rock, paper, scissors. The player who wins the random method decides which player will take the first turn of the game.

Some things to keep in mind when choosing the turn position.

- The player who takes the first turn does not draw to start their first turn but has the first chance to rescue a Lost Soul.
- The player who goes second draws to start their first turn.

Once it has been determined which player will start the game, that player begins the Preparation Phase. During the Preparation Phase you may perform any of these actions in any order you choose.

The following actions may be performed once in your Preparation Phase:

- Play a territory class Enhancement.
- Activate an Artifact on your Artifact pile.

The following actions may be performed any number of times in your Preparation Phase:

- Play characters to your territory from your hand.
- Play Fortresses from your hand.
- Put Artifacts face down on your artifact pile.
- Equip a weapon from hand to your warrior of a matching brigade.
- Play a Dominant.

Once you have taken all of the Preparation Phase actions you wish to perform, you may begin the Battle Phase by moving a Hero into the Field of Battle.

Beginning Battles

Whenever a card is played in battle, its special ability will activate. Some of these special abilities are optional and include the word "may", while others are mandatory and must be performed each time the card enters battle.

Once a Hero is in the Field of Battle, the Battle Phase has begun. There are 2 types of battles:

• **Rescue Attempt:** While there are Lost Souls in the opponent's Land of Bondage, the battle is a rescue attempt.

In a rescue attempt, the defending player may elect to block you with an Evil Character from hand or territory to try and stop you from rescuing, or they can elect not to block and select a Lost Soul for you to rescue.

• **Battle Challenge:** While there are no Lost Souls in the opponent's Land of Bondage, the battle is a battle challenge.

In a battle challenge, the defending player may elect to accept it by blocking you with an Evil Character, or they may decline it by electing not to block.

During battle, players play Enhancements on the characters in battle by following the rules of initiative. The following situations outline the rules of initiative to determine which player has the opportunity to play an Enhancement. Initiative changes as the following situations change. (Dominants can be played at any time and do not need to follow the rules of initiative.)

- One side is losing: If one side has both strength less than the opponent's toughness, and toughness less than or equal to the opponent's strength, that side is losing and has initiative to play an Enhancement in battle. If one side is losing, the other side is winning.
- **Stalemate:** If both sides have toughness greater than the opponent's strength, neither side is winning and they are in a stalemate. The player who did not play the last card in battle has initiative to play an Enhancement in battle.
- **Mutual Destruction:** If both sides have strength equal to or higher than the opponent's toughness then both sides would be in danger of being defeated and are in what is known as mutual destruction. The player who did not play the last card in battle has initiative to play an Enhancement in battle.
- **Special Initiative:** This is a form of initiative granted when a special ability on a card would remove your last character from battle. When an opponent's special ability would remove your only character, or all characters from your side of battle, you get a chance to respond by playing an Enhancement that can interrupt or negate the card causing special initiative.

Resolving Battles

The player who has initiative may play an Enhancement on a character that matches at least one of its brigades.

Initiative Table

If your character is:	This player has initiative:	If they do not play an Enhancement:
Losing	You	Do not pass initiative. Resolve the battle.
In a stalemate	Whoever did not play the last card in battle	Pass initiative
In a mutual destruction	Whoever did not play the last card in battle	Pass initiative
Winning	Opponent	Do not pass initiative. Resolve the battle.

Note: If at any point an Enhancement in battle does not have a character of a matching brigade in battle to use it, the Enhancement is immediately discarded.

Battles end when one of the following occurs:

• One side is defeated: In this case one side is losing either due to having no character in battle to continue, or due to electing to not play an Enhancement while their side is losing by the numbers.

<u>If the rescuing side wins:</u> Surviving characters return to their territories. Defending side surrenders a Lost Soul of their choice to be rescued and it is placed in the rescuing player's Land of Redemption.

<u>If the blocking side wins:</u> Surviving characters return to their territories. No Lost Soul is rescued.

- Mutual Destruction: In this case both sides' characters are losing by the numbers. However just as Christ died to save us, in mutual destruction the Hero(es) will rescue a Lost Soul from the opponent. The defending player will choose a Lost Soul to surrender to become a Redeemed Soul for the rescuing player and it will be placed in their Land of Redemption.
- **Stalemate:** In this instance neither side is losing by the numbers. No Lost Soul is rescued and characters are returned to their territories.

In all cases once the battle ends, all defeated characters and Enhancements played during battle will be placed in their owner's discard pile.

After Battle

Once the Battle Phase completes, you begin the Discard Phase. During this phase you may perform any of these post-battle actions in any order you choose.

- Play characters from your hand.
- Play Fortresses from your hand.
- Equip a weapon from hand on your warrior of a matching brigade.
- Play a territory class Enhancement (If you did not do so in your Preparation Phase).
- Play a Dominant.
- Discard down to 8 or fewer cards in hand.

Once you get to 8 or fewer cards in hand and are done with post-battle actions the turn passes to the next player.

The game continues in the above fashion until one player reaches 5 Redeemed Souls.

Additional Resources

Now that you have a basic understanding of how to play Redemption, some additional resources (such as the official Redemption Discord and the Redemption Exegesis Guide) are available by scanning the following QR code to help you out in your journey of playing the game.



Glossary of Terms

Abilities:

- Add to battle: Add to battle abilities move cards into battle.
- **Band:** Band abilities bring additional characters into battle.
- **Bounce:** Bounce abilities return cards from in play to their owners' hands.
- **Discard:** Discard abilities move cards to its owner's discard pile.
- **Draw:** Draw abilities move cards from the top of the deck to their owner's hand.
- **Exchange:** Exchange abilities swap a card in a location for a card in a different location.
- **Instead:** Instead abilities allow you to carry out a different action rather than an ability that would otherwise happen.
- **Look:** Look abilities make cards in an otherwise unknown location temporarily visible to one player.
- **Negate:** Negate abilities pause the effect of another card and then stop it from occurring.
- **Play:** Play abilities either put a card into its owner's territory, or play an Enhancement on a character in battle.
- **Protect:** Protect abilities keep a card from being targeted by some other cards, and by the numbers on those cards. A protected character cannot be defeated in battle by any cards it is protected from.
- **Rescue:** Rescue abilities moves a Lost Soul in the opponent's Land of Bondage to your Land of Redemption.
- **Shuffle:** Shuffle abilities move cards into their owner's deck and the deck is then shuffled.
- **Take:** Take abilities move a card from a location to your hand unless otherwise specified.
- **Topdeck:** Topdeck abilities move a card to the top of its owner's deck.
- **Underdeck:** Underdeck abilities move a card to the bottom of its owner's deck.

Key terms:

- Attack: A Hero that enters battle before any Evil Character blocks begins an attack. Any Hero that is in that battle is attacking.
- **Battle:** A card is considered in battle if it is in the Field of Battle and the battle is ongoing.
- **Evil:** Evil aligned cards are: evil Dominants, Evil Characters, evil Enhancements, and evil Fortresses.
- Gender: Gender is a character specific identifier. The following are defined as genders: male, female, and genderless. The scripture and/or art is used for determining gender.
- **Generic:** Generic is an identifier for cards that represent a non-unique individual or group of individuals.
- Good: Good aligned cards are: good Dominants, Heroes, good Enhancements, good Fortresses.
- **Lone:** A character is considered lone if there are no other characters on the same side of the battle.
- **Nationality:** Nationality is an identifier and refers to the physical location or the ethnic group that a character came from, or resided in. Examples include Philistine and Egyptian.
- **Neutral:** Neutral cards are cards like Artifacts and Lost Souls that do not fit the criteria for good or evil alignment.
- **Opponent:** The opponent is the person you are playing against.
- Owner: The owner of a card refers to the player who started the game with that card in their deck or Reserve.
- **Round:** A round consists of one turn for each player in the game, and is completed when each player has taken a turn.
- **Rescued:** A Lost Soul is considered rescued when it is placed in a player's Land of Redemption.