

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 *10th Anniversary Decks* and posted at www.cactusgamedesign.com/downloads.htm. This guide will help direct you through the process of hosting a Redemption® tournament. If you have never hosted a tournament before we strongly recommend you follow the “Recommended” comments following some sections.

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). *NOTE: Round tables five foot wider or wider are difficult to play at.*
2. **Restrooms:** Tournaments can run for hours so restrooms are essential.
3. **Food and Drink:** Tournaments can run through 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 any player from any playgroup from any state.
- **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.

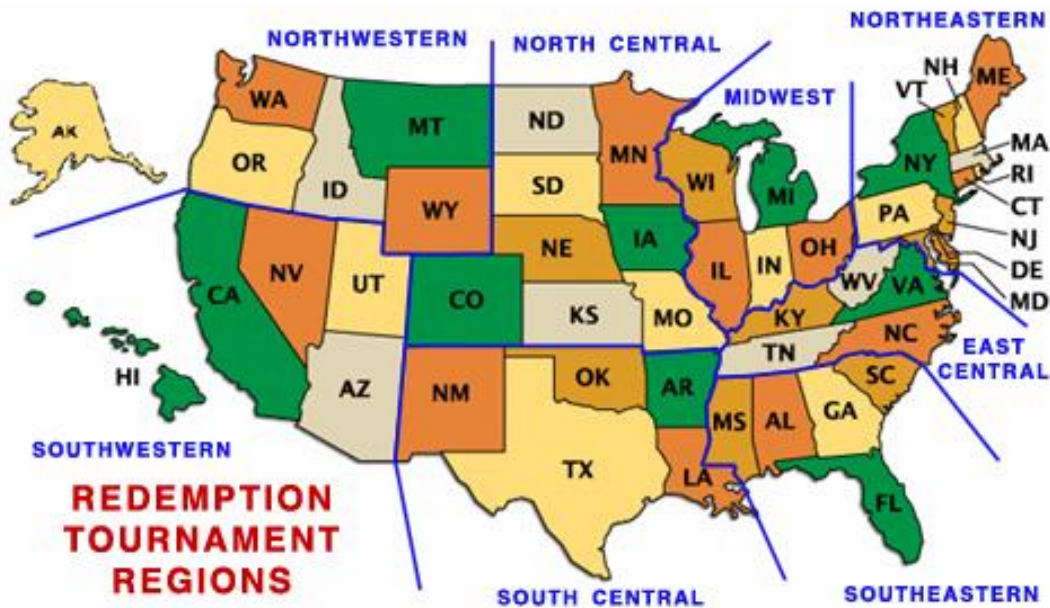
- There may be only one *state* tournament per state per year. If there is more than one application per state, Cactus will determine who will host the tournament.
- *State* tournaments must be a *Swiss style* tournaments with time limits.

4. Regional Tournaments

- *Regional* tournaments are open to all players.
- Six *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 *regional* tournament per region per year. (See *Region Map below.*) If there is more than one application per region, Cactus will determine who will host the tournament.
- *Regional* tournaments must be a *Swiss style* tournament with time limits.

5. National Tournament

- *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 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 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 three booster packs from the available expansion sets of their choice. They 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)**

Multi-player only. Players do not receive starter decks. Instead they each start with at least six booster packs (one each from available expansion sets). Starting with the first pack each player should 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.

NOTE: The host may supply 6 loose packs or tins from either Rock of Ages or Faith of our Fathers. Have extra generic 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® Rulebook 3rd Edition*. *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® Rulebook 3rd Edition*. *NOTE: Host is not required to provide for this type of play.*

D. Determine the Categories to be played

Each *type* of play is broken down into *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.

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
Winning at end of round: 2
Tied at end of round: 1.5
Losing at end of round: 1
Lost 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* his opponent rescued. In multi-player events this is determined by how many *lost souls* the player rescued. The *lost souls 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 Type2). Anything beyond is not counted.

Opponent's Number	GAME SCORE		LOST SOUL SCORE				
	Game Result (W,L,T,S,L,D)	Game Score	Lost Souls Won	Opponent's Lost Souls Won	Difference	Lost Soul Score	
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.							
Game Score Total:			10.5	Lost Soul Score Total:		3	

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

Opponent's Number	GAME SCORE		LOST SOUL SCORE				
	Game Result (W,L,T,S,L,D)	Game Score	Lost Souls Won	Opponent's Lost Souls Won	Difference	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	

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

Choosing next opponent: After a round is complete and all scores are recorded, players are matched against players with the same (or near same) *game score* in the next round. Players are not to play each other 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*, rank as lower any who lost a head to head match

with a player tied for 1st. If the players did not face each other, then the Lost Soul Score is examined. The player with the highest Lost Soul Score is the Winner.

Example: Tim finished with a Game Score of 12 and a Lost Soul Score of 15. Mike finished with a Game Score of 12 and a Lost Soul Score of 16. Yet, Tim defeated Mike in their head to head match. Therefore Tim is the winner. If Tim and Mike had not played each other then Mike would be declared the winner. Otherwise, if the players tied in both game score and Lost Soul Score and did not face each other they are co-champs and split the Ranking Points and prizes for the current and next place finish.

Byes for Players: When a player shows up late or is otherwise unavailable to play a round, the player's score is adjusted as follows:

- Miss 1 round: Add 3 to the player's *game score*, and 0 to the *lost soul score*.
- Miss 2 rounds: Add 2 to the player's *game score*, and 0 to the *lost soul score*.
- Miss 3 rounds: Add 1 to the player's *game score*, and 0 to the *lost soul score*.
- Miss 4 rounds: Add 0 to the player's *game score*, and 0 to the *lost soul score*.

(Example: If a player misses the first two rounds, he would start with a *game score* of 5 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.

Swiss tournament scoring cards can be downloaded at
www.cactusgamedesign.com/downloads.htm

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 (3games), 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 (1game) 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
www.cactusgamedesign.com/downloads.htm

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. *State, regional, and national* hosts must play the number of rounds listed.

SWISS STYLE 2-PLAYER TOURNAMENTS

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

SWISS STYLE MULTI-PLAYER TOURNAMENTS

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

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

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

ELIMINATION MULTI-PLAYER TOURNAMENTS

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

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 www.cactusgamedesign.com/downloads.htm 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.

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. Do not let players who do not know yet how to play the game play in the tournament.

DAY OF THE TOURNAMENT

A. CHECKING-IN & MANAGING DECKS

When players are being registered they will either have to receive a deck and booster packs (closed deck *type* of play) or they will be turning in a deck(s) to be checked (*Type 1 & 2 categories*).

1. Closed Deck Day

Deck E, F, G or H is provided by the tournament host at random to each person. The player *MAY NOT* pick which starter deck he receives. In 2-player games, hosts may choose to match E & F decks or G & H decks against each other in the opening round. The player will also receive three booster packs from any available expansion set of the player's choice.

-To begin, each player is paired up with an opponent. Each player should have a starter deck and three booster packs.

-Players examine their decks and open their booster packs. Each player will have between seventy-four and eighty cards.

-Players begin constructing their decks according to guidelines given for *Type 1* decks with the following exception: only one single-colored site per deck is allowed.

- The two players may trade cards with each other but may NOT trade with any other player. (In multi-player game, if they are playing a group, they may trade with any player in their group.)

-Players are given 15 minutes to trade and build their decks.

-Decks must contain a minimum of fifty cards.

-Players must have the appropriate number of *lost souls*. The host must provide additional *lost soul* cards if needed.

2. Booster Draft (Multi-Player only)

Booster Draft is played in place of *Closed Deck Multi-Player*. Starter decks are NOT used in this *type* of play. Players build their decks from at least six expansion packs of cards. Each player is given one of each type of booster from six of the following expansions as determined by the host.

Players sit at their first-round multi-player table.

-Each player is responsible for bringing 8 regular *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 over a 56 card deck. If you pull a *lost soul* card from a pack when 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. Each player will have 54 cards and are allowed to remove up to four cards if they wish. 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), play begins.

- Players must play a minimum of fifty cards in their decks.

3. Open Decks (Type 1 & 2)

- All decks should conform to the deck rules found on pages 54-57 of the *Redemption® rulebook*. *No Type 1 deck may contain more than 154 cards. No Type 2 may contain more than 252 cards.*

- A player must have their deck organized as follows:

a. **Lost soul** cards

b. **Site** cards

- c. **Fortress** cards
- d. **Artifact** cards
- e. **Dominant** cards (first good then evil)
- f. **Power Enhancement** cards (first good then evil)
- g. All **offensive** cards (grouped by brigade)
- h. All **defensive** cards (grouped by brigade)
 - 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 each match.
 - They may only switch decks between matches.
 - 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 3rd Edition* and the *Redemption Exegetical Guide (REG)*. The *REG* is a supplemental rulebook officially endorsed by Cactus. It can be found at www.cactusgamedesign.com/downloads.htm
- There will be NO house rules in tournament play.
- All advanced rules on pages 57-58 of the *Redemption® Rulebook 3rd Edition* that will be used during the tournament must be announced by the judge at check-in. No rules in tournament.
- Players will be assigned to their match at random.
- Player with the most lost souls in his Land of Bondage decides who will go first. In the case of a tie, a flip of a coin or a dice roll will determine who will choose the player to go first. In 2 player games, the 2nd player draws 3 cards to start his turn.
- In multi-player games, play goes in a clockwise direction.
- Hand Limit: At no time may the cards in your hands exceed 16. This rule takes precedence over any instruction on a card. If you play a card that instructs you to draw cards you must stop at 16. During Discard Phase reduce your hand to eight or less (Ten if you are using tables of the law).
- Players must turn in their deck to a referee or the judge after each round.

- Players are expected to make an honest attempt at stopping a player who is close to winning.
- Following their game, players are to remove themselves from the gaming area until the next round. No person may distract players who are still player.
- 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 once its ability has been used. It is a good idea for players to check-in additional cards if playing "**Haman's Plot**". In *type 2*, both the torn "**Haman's Plot**" and one good card must be removed from the deck 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.
- Search Cards-** whenever a specific search card (a card that allows a player to search a discard or draw pile for a specific type of card)(i.e. "search draw pile for one good enhancement...") is played, that player must show his/her opponents(s) what card was chosen. Revealing the card is not necessary for search cards with no limitations (i.e. "search discard pile for one card...")

3. Regarding Timing

Once the opponent to the player's right has completed his turn, the player's turn begins.

- Draw phase, update 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*).
- 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.
- Discard Phase: [90seconds]** 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 (or 10 cards if the player has "**Tables of the Law**" activated).

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

- Players may have additional time during any stage if they have played a card requiring searching a discard or draw pile, or are asking a question or requesting a ruling from a referee.

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

D. TOURNAMENT OFFICIATING

1. The Judges and Referees

- Each category will be presided over by a judge who may be assisted by any number of referees as needed. A judge may be required to interpret rules and make other determinations during the tournament. Referees will aid a judge by answering rules questions on the floor.
- Judges and referees are not permitted to play in any of the *categories* that they are officiating.
- A judge and/or referee 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.

2. Violation of Rules/Cheating

- Any violation of rules deemed deliberate (such as taking too much time during a turn, or intentionally losing a game can result in a warning or a forfeiture of a game.
- If, in the middle of a game, a player is found to have too few *lost souls*, 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 and then take one *lost soul* from his deck and give it to his opponent to place in his opponent's land of redemption. The opponent will start with one redeemed *lost soul* advantage.) Furthermore, if a rematch game would, in the opinion of the judge, be too disruptive to the tournament schedule, the judge may choose to award any *lost soul* cards missing from the player's deck to the opponent's final score for that game.
- 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 questioned concerning deliberate cheating shall be handled according to John 7:51.

3. Appealing to a Judge/ Referee

- A player may appeal a referee's decision to the judge who has final authority.
- At the conclusion of each game within a match a player may ask a referee or a judge to re-check an opponent's deck for legality. If the deck is found to be illegal in any way, 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 and then take one *lost soul* from his deck and give it to his opponent to place in his opponent's land of redemption. The opponent will start with one redeemed *lost soul* advantage.) Furthermore, if a rematch game would, in the opinion of the judge, be too disruptive to the tournament schedule, the judge may choose to award any *lost soul* cards missing from the player's deck to the opponent's final score for that game.

- The judge has the right to turn down an appeal, in which case the referee's decision stands.
- 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.

III. AFTER THE TOURNAMENT

A. AWARDING WINNERS

1. Tournament Prizes

Redemption® Cash or packs are awarded to 1st and 2nd place finishers in *local* tournaments (extended to 3rd place winners in tournaments *district* and higher) in each *type* of tournament play. The tournament host must specify on the application if Redemption Cash or boosters should be sent as prizes. The number of packs awarded per *category* per *level* of tournament is shown in the chart below.

Redemption Cash may be redeemed with Cactus Game Design for any Cactus game items including starter decks, tins, factory sets, grab bags, board games, and t-shirts. But, shipping cost must be paid with U.S. Dollars and cannot be paid with Redemption Cash.

Tournament Host may also pay up to ½ their tournament fees with Redemption Cash.

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). 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: www.cactusgamedesign.com/tournaments.htm

Tournament level	Place	RNRS Points	Closed Deck Packs / Redemption Cash	Open Deck Packs / Redemption Cash
Local	1 st	2	3 booster packs / (\$9.00)	3 booster packs / (\$9.00)
	2 nd	1	2 booster packs / (\$6.00)	2 booster packs / (\$6.00)
District	1 st	10	3 booster packs / (\$9.00)	4 booster packs / (\$12.00)
	2 nd	5	2 booster packs / (\$6.00)	3 booster packs / (\$9.00)
	3 rd	2	1 booster pack / (\$3.00)	2 booster pack / (\$6.00)
State	1 st	25	5 booster packs / (\$15.00)	8 booster packs / (\$24.00)
	2 nd	12	3 booster packs / (\$9.00)	5 booster packs / (\$15.00)
	3 rd	6	2 booster packs / (\$6.00)	3 booster packs / (\$9.00)
Regional	1 st	35	8 booster packs / (\$24.00)	12 booster packs / (\$36.00)
	2 nd	17	5 booster packs / (\$15.00)	8 booster packs / (\$24.00)
	3 rd	8	3 booster packs / (\$9.00)	5 booster packs / (\$15.00)
National	1 st	45	12 booster packs / (\$36.00)	20 booster packs / (\$60.00)
	2 nd	22	8 booster packs / (\$24.00)	10 booster packs / (\$30.00)
	3 rd	11	5 booster packs / (\$15.00)	5 booster packs / (\$15.00)
RNRS	1 st	-	20 booster packs / (\$60.00)	20 booster packs / (\$60.00)
	2 nd	-	10 booster packs / (\$30.00)	10 booster packs / (\$30.00)
	3 rd	-	5 booster packs / (\$15.00)	5 booster packs / (\$15.00)

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 preconstructed 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:

Teams share a common Land of Bondage, Land of Redemption and Fortress cards. The rest of the

cards are unique to each player (GCs, ECs, artifact pile, draw pile, discard pile, hand) and are treated like a standard Type 1 game. 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 "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. This actually makes it a real choice for the player who draws the most Lost Souls whether to play first or pick someone on the opposing team.

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(s) it can never effect a teammate. A card that references a player can affect any player. A team can only collectively play ONE copy of any Dominant card. Once played, that card is displayed in that team's Land of Redemption for verification purposes. Only ONE player can utilize the SOG/NJ combo, not one from each teammate.

Rescues must be initiated by the player whose turn it currently is. You cannot ask to "borrow" your teammates 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. This allows passing of characters (through KotW and Goshen) and enhancements (through Storehouse). It also allows limited shared control of artifacts (ie. in a temple). Because fortresses are shared, their abilities also affect both people on a team (ie. protecting a civilization).

You cannot play enhancements on your teammates characters. Wall of Protection does not prohibit you from banding to your teammates characters. However if you or your teammates characters are set aside in your battle, because you temporarily control them, those characters return on your turn interval.

Table Talk is an inevitable part of team play. It is allowed, but be careful what information you share, it may benefit more than just your teammate. All discussions must be in English. If you choose to reveal a card or cards from your hand it must be universal disclosure.