

Redemption CCG Type 1 Teams (Rules & Procedures)

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:

- a. 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.
- b. 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.
- c. 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 teams Land of Redemption for verification purposes. Only ONE player can utilize the SOG/NJ combo, not one from each teammate.
- d. 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.
- e. 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).
- f. 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.