

Round Structure

Each round, players have up to 90 (45 per player) minutes to play games of Redemption until either a player has won twice or a player exhausts their clock. The choice of starting player is designated randomly in the first game (or by another method at the hosts discretion) then alternates each subsequent game in the round.

Timing Rules

By default, the clock of the active player should be running, with time being passed to the opponent during any period where they have control over the progression of the game state. This includes but is not limited to performing a search, resolving an ability, and any time they have initiative. The player with starting player choice activates their clock the moment a round officially begins and is considered the active player during the pre-game phase.

When a game completes, pause the timer as both players shuffle up for the next game. As soon as both players are ready, start the clock of the player with starting player choice.

Example

Player A's clock is running as they complete their prep phase and push a Hero into battle, passing time to their opponent to present a blocker. Player B presents a blocker with lower numbers than the Hero and passes time to the attacker to allow effects before the defender's initiative. Player A passes back immediately, acknowledging the defender's initiative and declining to take any actions. Player B plays a removal enhancement, declares its targets, which includes the Hero, and then passes time due to SI. Player A plays a negate and passes time, once again acknowledging the defender's initiative and declining to take additional actions. Player B immediately passes, moving to end the battle. Player A passes back to accept the end of the battle, then Player B selects a soul to surrender before passing time to begin Player A's discard phase.

FAQ

TO BE EXPANDED