

RPS Rumble Transparency - 5/18/2026

Coming off of the success of RPS' first full RPS Rumble, we are looking forward to continuing to bring a joyful, yet competitive environment to the community. We hope to continue our ability to organize events with meaningful prizing, and platform great players and positive experiences online. While many online spaces erode to becoming stressful, corporatized, pedantic, or hostile over time, RPS is dedicated to bringing a player-first environment, to protect and maintain a space for players who love the game to connect with others who love the game all the same.

RPS Rumbles are run by our forming RPS Staff, fueled by the same joy and love for the game that we hope to foster. Currently, RPS is a Passion Project Community, and our 'Staff' are each contributing to maintaining our social environment, alongside running our events, even contributing from their own pockets. The community has grown rapidly (from when it started as a study group of 10 people), and -- since we expect it to continue to do so -- we have had some talks about what RPS intends to be.

Above all, we want RPS to be a space for the players. Our Team loves this game, and loves our community alongside it. We loved the opportunity we had to facilitate a full 64 person league for set 2, and came away with a strong desire after the finale: We loved it, and want to continue grow and elevate the experience we had. Amidst this, the costs of running such an event always come up. As we approach the launch of our 2nd Rumble, we had a long conversation about sustainability for our staff, and how we can continue to grow and host these events, while not burning us out, nor our own pockets.

For our Unleashed Rumble, you will notice a few adjustments made compared to the last event, aimed at accommodating players desires and wants, and the sustainability of events.



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 **RUBICON**
GAME SUPPLIES

ENTRY FEE:
25\$

TOP 8 PRIZE POOL:

- CASH PRIZE POOL BASED ON ENTRY FEES
- RPS RUMBLE WINNER PLAYMAT
- BEST-OF PRIZING

RPS RUMBLE
TCGA LEAGUE

WEEKLY SWISS PAIRINGS
STARTING JUNE 1ST
LIVESTREAMED TOP CUT
ON JULY 11TH

[HTTPS://DISCORD.GG/CUR2G3F6NR](https://discord.gg/CUR2G3F6NR)



- **Our Prizing has changed.**

When putting together our first rumble, we had no idea how many players were going to be attending, since we had not yet gotten the server's name out there. As a result, we wanted to give players a reason for joining even if it didn't make its way around the community. Two booster boxes, alongside production costs, even with help from a few sources, was still a big investment from our staff. To make it so we can enable our staff to focus on producing these events on a volunteer basis, we're cutting booster boxes from our prizing list for at least this event. But fear not! With some shifts, outlined below, we think the prizing structure will be beneficial to all players in the long run.

- **The Entry Fee has changed.**

We still want our environment to be competitive, and to give people who want to scale the competition a goal and reward at the end. To do this, we are shifting the focus of prizing to be more effective across the top 8. Since the payout will still be based on Entry fees, the total cash available to this pool will increase faster per person. In addition, this means that the general prizing across the top 8 will be stronger, rather than remaining top heavy amidst the top 3 (with the previous two booster boxes).

We felt that \$15 was an incredibly open access point for what we put together, and after consideration, and looking at smaller events, like Skirmishes run at local stores (which usually have ~30-45\$entry fee, with no cash prizing), we decided that adjusting the entry fee up to \$25 was a good starting point for feeling out what we are able to coordinate.

- **The Payout**

To be able to cover our production costs, we decided that using a small portion of the entry fees to enable these costs is the best option. To still incentivize players in the event of a low-turnout, if the player count does not exceed 16 players, we will assume the production costs, and let the prize pool pay out at a rate of 100%.

That being said, we are confident we will hit our 64 person cap again, and below are what you can expect from the prizing structure compared to the previous event (also a capped event at 64 players):

Spiritforged: (100% Payout)	Unleashed: (~165\$ from pot for overhead)
● 1st: \$315 + 1 Box + Playmat	● 1st: \$405 + Playmat
● 2nd: \$225 + 12 packs	● 2nd: \$335
● 3rd: \$90 + 12 packs	● 3rd: \$200
● 4th: \$90	● 4th: \$135
● 5th-8th: \$45	● 5th-8th: \$65

- **Best of Prizing**

We think that the best-of prizing system Riftbound uses at their larger RQs encourages a fun exploration of the meta, and gives us a chance to see a wider range of decks. As a result, we wanted to give this a nod, but also recognize that individual prizing for the broad cast, 3 sets in, would put a lot of strain on our event. With that in mind, we want to encourage players to give less represented Legends a shot, without feeling like they are going to throw their entry fee into the wind, as well as adding a bonus to contested champions as well.

As a result, we decided that the best performing Legend from *Only the most recent set* for each Rumble will receive Free entry into the next Set's rumble. As the tournament size grows, this is something we would love to expand. If you, as a player, have suggestions, we would love to hear them.

- **Miscellaneous income**

While RPS is intended to be a Social space first, and production comes at costs, as we've already made clear. There will be other sources that our events may potentially be augmented in to be able to provide RPS with additional funds to be able to improve event size and performance (affiliate codes, sponsors, donations, Merch), we want to formally put forth that the goal of RPS is not to make money, but to just to continue on with what we've already been doing, sustainably. What may be accrued from said external outlets will help our staff reach and run events, and be re-invested back into the server to help its growth.

Above all, RPS will not be oriented towards profits as a primary goal of any of its events. If you have any questions about our experiences, or policies on how we approach things, please DM @Pseudooracle. We strive to be as transparent as we can throughout this Server's growth.