

Thanks for joining us at the second annual Free City Conventicle in Chicago!

This document spells out the fine print for our main event tournament on Saturday, May 3. No need to memorize every little detail. The idea is that whenever an issue comes up during games, we'll use this document to resolve things.

Even with these rules to help things go smoothly, **we're trying to create a relaxed, respectful environment** where players can share the best of intentions and be cool.

So please keep that in mind throughout the event :)

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Conventicle Schedule

Friday, May 2 @ 6:00 - 10:00pm

<i>Cube Draft, 3 rounds swiss, BO1</i>	<i>Beta + AL Draft, 3 rounds swiss, BO1</i>
<ul style="list-style-type: none"> • 5:30 pm: Sign in • 6:30 - 7:30 pm: Draft and build decks • 7:30 - 8:15 pm: Swiss Round 1 • 8:15 - 9:00 pm: Swiss Round 2 • 9:00 - 9:45pm: Swiss Round 3 	<ul style="list-style-type: none"> • 5:30 pm: Sign in • 6:30 - 7:30 pm: Draft and build decks • 7:30 - 8:15 pm: Swiss Round 1 • 8:15 - 9:00 pm: Swiss Round 2 • 9:00 - 9:45pm: Swiss Round 3

Saturday, May 3 @ 10:00am - 6:30pm

<i>Constructed 50/30 — 1v1, 6 rounds swiss, BO1</i> (Archimago is banned)
<ul style="list-style-type: none"> • 10:30am: Sign in • 11:00 - 11:45 am: Swiss Round 1 • 12:00 - 12:45 pm: Swiss Round 2 • 12:45 - 1:45 pm: Lunch • 2:00 - 2:45 pm: Swiss Round 3 • 3:00 - 3:45 pm: Swiss Round 4 • 4:00 - 4:45 pm: Swiss Round 5 • 5:00 - 5:45 pm: Swiss Round 6 • 6:00pm Prizing • 6:30pm Optional pizza dinner near the LGS!

Sunday, May 4 @ 10:30am - 3:30pm

<i>Constructed 50/30 — 2v2, 3 rounds swiss with randomized pairings each round, BO1</i>	<i>New Players Jam</i>
<ul style="list-style-type: none"> • 10:30 am: Sign in • 11:00 am - 12:00 pm: Swiss Round 1 • 12:00 - 1:00 pm: Swiss Round 2 • 1:00 - 2:00 pm: Lunch • 2:00 - 3:00 pm: Swiss Round 3 • 3:00pm: Prizing 	<ul style="list-style-type: none"> • 12:00 - 3:00 pm: Play with precon, or bring your own constructed deck, to jam w/ other new players. • All newcomers will be given free cards to take home and build decks with!

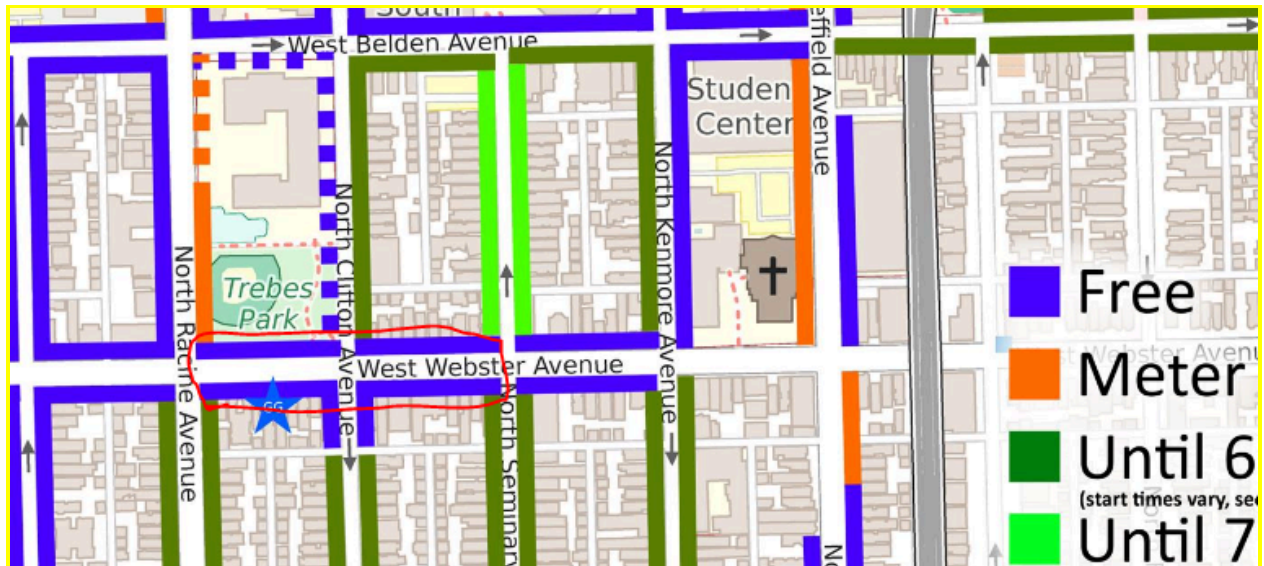
Conventicle Location: Good Games Chicago

1145 W Webster Ave.

Chicago, IL, 60614

By Car

The streets around Good Games provide plenty of free and metered parking. Webster Ave has open parking directly in front of the store that should be open in the morning. Note that metered parking is free on Sundays along Racine.



By CTA El Train

Good Games is a 10 minute walk from the Fullerton Red/Brown/Purple Line CTA Stop (through the DePaul University campus) and a 10 minute walk from the Armitage Brown Line Stop (through a residential area of the Lincoln Park neighborhood). All three lines can get you to the store from downtown Chicago.

By CTA Bus

The Fullerton (74) and Armitage (73) buses are your best bet going East to West, with stops at Racine Ave. Good Games is a 5 minute walk from each stop. Both buses will run for the course of the event. On Saturdays, the 74 runs until 12am and the 73 shuts down around 7pm.

The Halsted (8) bus is the closest North-South route to the shop. It's about a 10 minute walk down Webster Avenue from Halsted St. to get to Good Games. The 8 runs until 12:30am on Saturdays.

Where to Eat During the Conventicle

All of these locations are within a roughly 15 minute walk from Good Games:

- Bourgeois Pig - Cafe / sandwiches
- The Budlong - Hot chicken
- Chicago Bagel Authority - Bagels / sandwiches
- Fatso's Last Stand - Chicago-style hot dogs and burgers
- Floriole - Coffee + pastries
- Hello Jasmine - Bubble Tea + snacks
- Home Slice - Multiple kinds of pizza
- Old Pueblo Cantina - Southwest / Mexican
- Pequod's - Deep dish pizza (order in advance)
- Potbelly - Sandwiches
- Red Light Chicken - Fried chicken sandwiches, nuggets, and fries
- Sweet Mandy B's - Desserts

This is a non-exhaustive list. There are a significant number of additional cafes and restaurants along Fullerton, Clybourne, and Armitage.

You can also bring food to Good Games if you want, or have food delivered to the store.

May 2 - Draft Details

- When drafting, you keep what you draft and nothing else. There are no replacement cards and no replacement booster packs, unless a judge explicitly approves a replacement at their discretion.
- You must not add cards to your draft pool for any reason, except where explicitly declared legal by a judge.
- Between draft games, you can swap cards between your deck and your draft pool, as long as your Spellbook has at least 24 spells and your Atlas has at least 12 sites.

May 3 - Main Event Details

- **Archimago is banned from this tournament.**
- You MUST purchase a ticket via Eventbrite in order to claim a seat at the Main Event: <https://freecity2025.eventbrite.com/>
- You can register for the Main Event on the Sorcery Play Network (<https://play.sorcerytcg.com/events/d134e887-b221-4ebc-a86d-91168a48a082>), but if you haven't purchased a ticket via Eventbrite and those tickets sell out, you will not play.
- Please [submit your 50/30 decklist here](#), by May 3 at 10:00am.
- Our judge team will check your physical decks against your submitted decklist during the tournament, at our discretion. If we find that a paper deck (a) is illegal or (b) doesn't match the decklist on curiosa, will we give you 5 minutes to resolve the issue. If you do not resolve the issue, you must concede the match you are currently playing, and you will not be permitted to begin a new game until the issue is resolved.

May 4 - Two-Headed Dragon (2HD) Details

- You MUST purchase a ticket via Eventbrite in order to claim a seat at the 2HD Tournament: <https://freecity20252hd.eventbrite.com/>
- You can register for the 2HD tournament on the Sorcery Play Network (<https://play.sorcerytcg.com/events/2620cf31-0575-411e-b017-c5de6096ea0e>), but if you haven't purchased a ticket via Eventbrite and those tickets sell out, you will not play.
- For each round, players will be randomly paired into teams of 2. Teams will play against each other on a special 9 x 4 playmat, which we'll provide.
- [Courtesan Thais](#) and [Roots of Yggdrasil](#) are banned from this tournament. [Deathspeaker](#) and [Imperial Road](#) have modified game text for this tournament (see the modified text [on the 2HD rules page](#)).
- You can [see the complete 2HD rules here](#). We will provide rule cards and guidance throughout the event so that everyone knows how to play their games!

Rules for All Conventicle Events

- At the start of each round:
 - Count the number of cards in your opponent's decks, to confirm that their Spellbook and Atlas has the required minimum number of cards. If either deck has fewer than the required minimum number of cards, then that player has 5 minutes to fill the empty slot with a legal card, or they must concede the round.
 - Cut your opponent's Spellbook and Atlas.
 - Randomly determine who will decide whether to play first or second, then decide who is playing first and second.
 - Draw your opening hand and make your mulligan decisions (announcing your mulligans to your opponent for both Atlas and Spellbook cards and placing *both* sets of cards on the bottom of their respective decks before drawing new cards).
 - Wait for the round clock to begin, then start the game.
- At the end of each round, one of the players must report results directly to a judge.
- We're following the [latest version of the complete Sorcery TCG Rulebook](#), updated in October 2024. We're also following [these comprehensive rules clarifications](#).
- **There are no draws or ties.** If time is called on a game, and that game has not ended, then the game will resolve as follow:
 - The current turn will end.
 - Then each player will take 2 more turns.
 - If each player taking 2 more turns will result in the player who went first also going last, then the player who went second will take an additional turn.
 - If the game is still tied after these turns, the winner will be determined as follows:
 - If one player has a greater life total, that player wins.
 - If both players have the same life total, then whoever has more total power among their units on the board wins.
 - If both players have the same life total and the same total power among their units on the board, then the player who went second at the start of the game wins.
- When both players are at Death's Door, if anything causes a simultaneous death blow, then ignore it and continue to play. For example:
 - If an Avatar at Death's Door attacks another Avatar at Death's Door, the resulting Fight does not end the game.

- If Major Explosion would cause both Avatars to die, then resolve the spell for any other units affected, and continue playing as if neither Avatar has died.
- If Vesuvius explodes and would cause both Avatars to die, then resolve the triggered ability of Vesuvius for any other units affected, and continue playing as if neither Avatar has died.
- During gameplay, the FAQ on curiosa.io is the first place we'll check to resolve any questions about interactions between specific cards. The comprehensive rules clarifications doc is also a good place to check to clarify how specific cards work. Please know that several cards are often misunderstood — including, but not limited to:
 - [Askelon Phoenix](#) (also see the [comprehensive rules clarifications](#))
 - [Druid](#)
 - [Great Wall](#)
 - [Infiltrate](#)
 - [Mountain Giant](#)
 - [Mountain Pass](#)
 - [Rift Valley](#)
 - [Vivien the Enchantress](#)
- Please note these rules for specific cards:
 - Foil cards are legal but must have the rules text side visible. If you place a foil card on the table with the art side visible, you must immediately re-sleeve it so that the rules text side is visible.
 - Chaos Twister is legal, and must be used as follows:
 - If both players agree, you may choose to roll a D20 to determine where the target card lands, instead of following the game text.
 - Otherwise, call a judge to observe and rule on the dexterity result.
 - Set the card you are targeting with Chaos Twister to the side of the playmat. Then use an *unsleeved, undamaged* Sorcery TCG card (ideally a Rubble token) in place of the card you are targeting.
 - You get to blow one time, and that's it. If you blow once and the card remains on your hand, there is no effect, and the card you've targeted remains exactly where it is.
 - If you do not call a judge to rule on the dexterity result, and you and your opponent disagree on the outcome, then you must roll a D20 to determine where the target card lands and accept that result.
 - Winter River is legal.
 - Relentless Crowd is banned.

- Beta foil versions of Blink, Blizzard, Courtesan Thais, and Great Wall; Alpha foil versions of Pendulum of Peril, Immortal Throne, and Ultimate Horror; and the Occult Ritual Kickstarter promo are banned.
- Playable English-language Curios (Adept Illusionist, Bosk Troll, Bridge Troll, Cave Troll, Death Dealer, Deathspeaker, Dozmary Pool, Extinguish, Far East Assassin, Free City, Guile Sirens Foil, Infernal Legion, Mirror Realm, Selfsame Simulacrum, Shifting Sands, Spear of Destiny, Sirian Templar Foil, Steppe, The Green Knight, West-East Dragon, Windblast, Wyvern, and the 4 Squires) may be played. All other curios are banned.
- If you decide to sleeve your cards, your Atlas cards and Spellbook cards must be sleeved using different colors. Please do not sleeve Atlas cards and Spellbook cards in colors that are technically different, but difficult to distinguish from 2-3 feet away.
- Players are responsible for ensuring that their own cards are not totally obscured in the realm. Please keep your board tidy enough so that both players can keep track of what's going on.
- If you leave before finishing your swiss rounds, you will forfeit ALL potential performance prizes and raffle prizes.

How to request a judge ruling

Andrew, James, Mike, and Rick will serve as our on-site judges. You can call for a judge at any time, and one of these team members will respond ASAP.

Our remote judge, Zach (@2achattack), will also respond to rules questions on Discord.

Here's how you can ask Zach for help:

1. Open the Discord app on a smartphone and [join our Discord server](#).
2. Post your question AND a photo of your board in #judge-calls. Tag @2achattack.
3. Watch the #judge-calls channel for Zach's ruling. Ruling requests will be answered via text, in the order they were received. If your question involves any kind of misplay or an unclear board state, Zach will defer to our on-site judges.

Please call an on-site judge (not Zach) to help you decide how to proceed if...

- a **trigger is missed**
- an **extra card is drawn/seen**
- a **card is played with insufficient mana or threshold** even if it has been in play for some time
- a **rule is broken accidentally** (for example a minion ability has been resolved within a Silence area of effect and you realize a turn later)

- a player **fully obscures a card on the board** and then attempts to act with it when the opponent could not see the card was there
- the players are **unsure how to resolve an effect**, or
- there is **any other disagreement, query or dispute** between the players.

If you're unsure of anything, call a judge! Don't rely on your opponent for help or clarification. If you're a more experienced player, please give your opponent every opportunity to receive an objective ruling on how an interaction should be resolved according to the tournament rules.

How we handle potential rule violations and event disruptions

- If you are more than 5 minutes late to the start of a round (i.e. 5 minutes after the round clock has started), you will forfeit the round and your opponent will be awarded the win.
- We hope to be able to resolve most issues with variations to the game state to fix errors, wind back misplays or take steps to resolve game rule violations or missed triggers. However, if issues become persistent (e.g. the same player makes multiple similar game rule violations or errors), we may warn the player or, in exceptional circumstances, award the win to their opponent.
- In cases of cheating or poor sportsmanship, we retain the privilege to remove players from the tournament, though we highly doubt we would ever need to take that step with the Sorcery community.

Please remember that we're doing our best to keep things fair and create a fun, memorable, welcoming experience. Please be kind to your fellow players and to our head judge, expect and give the best of intentions, and remember that we are here to build community and share a great game with each other!