

Redemption, 4th Edition Rule Book

Introduction

Redemption® is a collectable trading card game of biblical adventure. Players use Heroes to rescue Lost Souls, overcoming any Evil Characters who oppose them.

On your turn you will use Heroes (cross icon cards) to make a rescue attempt. On your opponent's turn, you will use your Evil Characters (dragon icon cards) to block your opponent's rescue attempt.

In *Redemption*® you may custom build your own deck. Designing a new deck allows you to continually discover new strategies for victory. To build your deck, you may purchase additional card packs that include common, uncommon, rare, or ultra rare cards.

Game Overview

Rescues

Your Hero rescues a Lost Soul if the Hero crosses the Field of Battle to reach the Lost Soul in your opponent's Land of Bondage. Sometimes a Hero is unblocked, but usually your Hero must defeat an Evil Character in the Field of Battle. The Evil Character is defeated if one of these happens:

- Your Hero's strength (*) is greater than or equal to the blocking Evil Character's toughness (/*), or
 - The blocking Evil Character is removed from battle (by being discarded, removed from the game, withdrawn, underdecked, etc.)
- Your Hero is made stronger with good enhancements (Bible icon cards). Your opponent's Evil Character is made stronger with evil enhancements (skull icon cards). The brigade color of the enhancement must match the brigade color of the character using the enhancement.

When the last Evil Character(s) in battle is defeated, your opponent must surrender a Lost Soul from his Land of Bondage. Then that Lost Soul goes to your Land of Redemption®. The rescue attempt is successful, and the Lost Soul is now called a Redeemed Soul. However, if you do not defeat the blocking Evil Character(s), your rescue attempt fails. You are permitted one rescue attempt per turn.

Winning

You keep score by the number of Redeemed Souls found in your Land of Redemption®. The player with the most Redeemed Souls wins. A game ends when one player has rescued five (5) Lost Souls.

Note to New Players

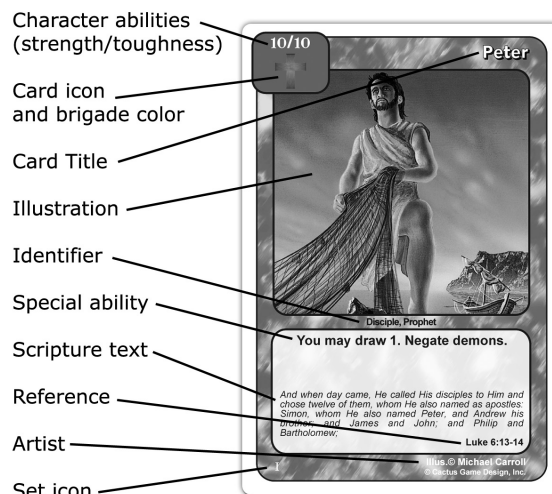
The two 50 card decks included with this rulebook are ready to play. One player should use Deck **I** and the other player should use Deck **J**. We *strongly recommend* that you play a few games with these basic decks before adding cards. This quick start rulebook instructs new players in the rules of the game using the **I** and **J** starter decks.

Additional Redemption® Resources

<http://www.cactusgamedesign.com/downloads.php>

- 4th Edition Expanded Rulebook that covers the game in greater detail.
- The Redemption Exegetical Guide (REG)
http://www.cactusgamedesign.com/redemption_REG.php
- Sample Game is a complete scripted game using the cards found decks **I** and **J**.
- The Cactus Discussion Board is the place to ask questions and discuss the game. http://www.cactusgamedesign.com/message_boards/forum/
- Tournament Guide is your source to prepare for official Redemption tournaments.
- Redemption Online Official Tournament is your chance to play games with other players anywhere in the world for free. http://www.cactusgamedesign.com/message_boards/redemption-online-official-tournament/

Anatomy of a Card



Note: The card above has abilities (numbers) of 10/10. The first number is the **strength** (assaulting power) of Peter. The second number is the **toughness** (resistance power) of Peter.

Beginning a Game

Preparations

Begin with a legal deck. (Decks **I** and **J** are legal).

Start by thoroughly shuffling your deck. Your opponent(s) may also shuffle your deck. After completing your shuffle, cut your opponent's deck by leaving at least five (5) cards in the smaller pile. When more than two people are playing, each player will cut the deck of the player to his left.

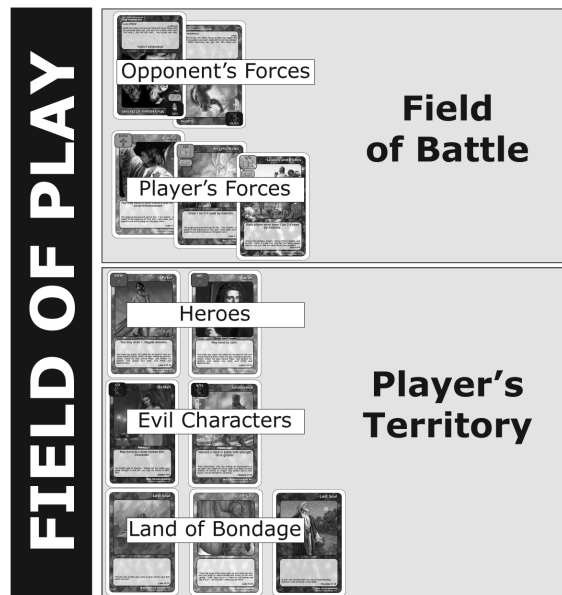
Each player draws eight (8) cards to form a starting hand. Rules for drawing cards:

- Cards are always drawn from the top of the player's own deck and placed in the player's hand.
- Each time you draw a Lost Soul at any time in the game, it is immediately placed in your Land of Bondage and replaced by drawing another card.
- You may not look at cards in any deck or discard pile (other than the top card of the discard pile) unless a special ability on a card allows a player to search a deck or discard pile. The deck is always reshuffled when this occurs.

First Turn

The player who has the most Lost Soul cards in his Land of Bondage decides who will take the first turn. If two or more players draw the same number of Lost Soul cards, roll a die (or use some other mutually agreeable method) to determine who will choose the player to take the first turn. The player selected to go first will begin his first turn (see Expanded Turn Description p. 10). In two Player games, the player who goes first does not draw 3 cards to start his first turn. The person to the player's left takes the next turn. A round is completed when each player finishes one turn.

Player's Card Arrangement



Turn Summary

The following phases are performed each turn, even if nothing is actively done on a particular phase. A response is allowed at the end of every separate phase.

Draw Phase – You draw three (3) cards and add them to your hand. Lost Souls are placed in territory. For each Lost Soul you draw, draw another card.

Preparation Phase – You may place any number of characters (cross or dragon icon) into your territory.

Battle Phase – Follow these steps in order:

a. You may begin a rescue attempt or battle challenge by placing one Hero into the Field of Battle. When the Hero enters battle, activate its special ability (its owner reads the card and follows the directions). If you make a rescue attempt or battle challenge, go to step b. Otherwise, skip to the Discard Phase.

b. Your opponent may block your Hero by placing one Evil Character into the Field of Battle. When the Evil Character enters battle, activate its special ability (its owner reads the card and follows the directions).

c. Check for initiative (see Determine Initiative p. 15). The player with initiative may play an enhancement (or pass if allowed). Repeat this step as necessary.

d. Resolve the rescue attempt or battle challenge (battle resolution). Note that Dominant cards cannot be played here.

1 End of battle (no more enhancements can be played)

2 Discard characters in battle that are defeated

3 if the Evil Character is defeated, transfer a Lost Soul (if there is one) from the blocker's Land of Bondage to the rescuer's Land of Redemption

4 Return surviving characters to territory; discard enhancements in the Field of Battle

Discard Phase – Before ending your turn you must decrease your hand to eight (8) cards or less. You may place characters from your hand into your territory. If you still have more than eight (8) cards in your hand, then discard cards from your hand face up onto your discard pile until you have eight (8) or fewer cards in hand. Then announce that you are finished. This ends your turn. Play now passes to the left.

Expanded Turn Description

Draw Phase

In the first round of a two player game, the first player skips the Draw Phase. In the first round of a multi-player game, each player skips the Draw Phase. Each turn after this, you draw three (3) cards. If you draw a Lost Soul, instead of placing it in your hand, place it in your Land of Bondage and draw a replacement card.

Preparation Phase

During the Preparation Phase, you place cards onto certain parts of the table. (See Player's Card Arrangement p.7).

Characters

You may place any number of characters (Heroes or Evil Characters) into your territory. Characters put into play remain in play for the rest of the game unless defeated in battle or removed from play by a special ability.

Battle Phase

If there is a Lost Soul in an opponent's Land of Bondage, you may make a rescue attempt. If there is no Lost Soul in an opponent's Land of Bondage, you may make a battle challenge or skip to your Discard Phase.

Present Hero

You begin a rescue attempt or battle challenge by placing one Hero in the Field of Battle. The Hero can be played from your hand or your territory. Some Heroes have a special ability printed in the text box above the Scripture. This special ability does not become active until the Hero enters battle. When the Hero enters battle, the special ability activates. The instructions on the card must be applied at that moment. If the special ability includes the word "may," you can choose to activate the special ability or skip it for that battle. Once the Hero has entered battle and special ability completed, he has begun the battle. At this point, declare your intentions to make a rescue attempt or battle challenge.

Example – Using special abilities

You put the white brigade Hero **Boaz** into the Field of Battle. His special ability reads, "*You may draw 1. May band to a Ruth Hero.*" This should be done before you or your opponent play any other cards. Even if your opponent is not going to block your rescue attempt or battle challenge, once you place **Boaz** into battle, you may draw one card from your deck. You may also add a second Hero to the Field of Battle if that Hero has a reference from the book of Ruth.

Example – Optional special abilities

You make a rescue attempt with **Jephthah**, a gold brigade Hero with the special ability, "*Once per game, you may discard the top card of your deck to discard up to 2 Evil Characters.*" Since the special ability includes the word "may," you can choose to complete this instruction now or complete it during a later turn when **Jephthah** enters battle. However, you must decide at this moment. You may not use that special ability later in the battle. If you choose to do it now, you discard the top card from your deck and discard 1 or 2 *Evil Characters*. Also, since you are permitted to use **Jephthah** in this way only once per game, you should remember not to use that ability again in that game.

Example – Mandatory special abilities

The Hero **John** has the special ability, "*Negate Evil Characters.*" Since the special ability does not include the word "may," you do not choose if this takes effect. Once you put **John** into battle, the special ability on any evil character that enters battle that turn is stopped from activating.

Block

Your opponent must decide whether to block your rescue attempt or battle challenge. If your opponent chooses to block, he should place one Evil Character into the Field of Battle to fight your Hero. This Evil Character can come from his territory or his hand. Just like Heroes, some Evil Characters have a special ability printed in the box above the Scripture. These special abilities work the same way they do for Heroes.

If your opponent does not block your rescue attempt or otherwise stop your Hero, then your Hero crosses the Battle unchallenged and rescues one Lost Soul if one is available.

If your opponent does not block your battle challenge, then your Hero must withdraw from the Field of Battle back to your territory without playing any enhancements.

Example – Optional special abilities

Your opponent blocks with **Unclean Spirit** who has the special ability, "May band to a human Evil Character." Since the special ability includes the word "may," your opponent has the choice (assuming there is a human Evil Character in either player's territory or your opponent's hand) to band to a human Evil Character or not to band. However, your opponent must decide at this moment. He may not use **Unclean Spirit's** special ability later in the battle.

Example – Mandatory special abilities

The Evil Character **Mocking Soldiers** has the special ability, "Underdeck a random card from opponent's hand." When your opponent puts **Mocking Soldiers** into the Field of Battle to block your Hero, he must take a random card from your hand and place it at the bottom of your deck. This is not a choice because the special ability does not include the word "may."

Banding special abilities

Even though you are permitted multiple Heroes and Evil Characters in your territory, you are only permitted one Hero in battle unless you play a card that allows you to band (add) an additional Hero to the battle. Your opponent is only permitted one Evil Character in battle unless he plays a card that allows him to band (add) an Evil Character to battle.

Example - Banding

You put the white brigade 6/5 Hero **Boaz** into the Field of Battle. His special ability reads, "You may draw 1. May band to a Ruth Hero." You draw a card from your deck. Then you check the Heroes in your hand and the Field of Play (both yours and your opponent's territory) to see if any Heroes have a Scripture reference from the book of Ruth. You have **Naomi**, a white brigade 4/5 Hero in your hand. Her special ability reads, "May band to a Ruth Hero." You add **Naomi** to the battle. You activate **Naomi's** special ability and see that your opponent has the white brigade 4/3 Hero **Ruth** in your territory. Using **Naomi's** special ability you add **Ruth** to the battle. **Ruth's** special ability reads, "Negate Evil Characters." You now have three white brigade Heroes banded together in battle with their abilities added together for a total of 14/13. If your opponent chooses to block these three Heroes, the special abilities on your opponent's Evil Characters will not work because they are being negated by **Ruth**.

Note: Your opponent is not required to block your rescue attempt if he does not see a chance to win the battle based on his available evil characters, enhancements and dominant cards.

Determine Initiative

If you have a Hero(es) in the Field of Battle and your opponent has an Evil Character(s) in the Field of Battle, you need to check for initiative. Your Hero(es) is in one of four possible situations (see Situation Descriptions p. 19):

- Losing the Battle
Ex:(Your Hero is at 6/7 Evil Character is at 8/8).
- Winning the Battle
Ex:(Your Hero is at 6/7. Evil Character is at 6/6).
- Mutual Destruction
Ex:(Your Hero is at 5/7. Evil Character is at 7/4).
- Stalemate
Ex:(Your Hero is at 5/7. Evil Character is at 6/7).

The player whose character(s) is losing after a card has been played has initiative. If the characters are in a mutual destruction situation or a stalemate, then the player who did not play the last card has initiative.

If you have initiative, you may play an enhancement. The brigade color of the enhancement must match the brigade color of the character using the enhancement. Multi-colored good enhancements may be used by any Hero, and multi-colored evil enhancements may be used by any Evil Character. You can only play (activate) enhancements on characters that are in the Field of Battle. (See Exceptions to Enhancements Played in the Field of Battle in the Advanced Rules on page 35.)

The numerical abilities (*/*) on the enhancement are always added to the abilities (*/*) of the character upon which the enhancement is played.

The special ability of the enhancement is carried out by the person who played the enhancement.

Example – Number abilities

(Assume you have the initiative to play all cards in this example). You are making a rescue attempt with **Angel at Bethesda**, a silver brigade Hero with abilities of 3/1. You play **Overwhelming Presence**, a silver brigade enhancement that adds 3/3 to **Angel at Bethesda's** abilities by for a total of 6/4. You then play **Angelic Guidance** to increase the hero's abilities by 1/6 for a total of 7/10.

Example – Special abilities

(Assume you have the initiative to play all cards in this example). You are making a rescue attempt with **Peter**, a purple brigade Hero with abilities of 10/10. You play the purple brigade enhancement **Fishers of Men** with abilities (2/2), for a total of 12/12. Moreover, **Fishers of Men** has the special ability, "Reveal the top 3 cards of opponent's deck (or top 9 if used by a Disciple); put the revealed Lost Souls in opponent's territory and underdeck the rest." Fishers of Men is activated on **Peter**. The abilities (2/2) add to **Peter's** and the special ability targets your opponent's deck.

Initiative Table

If your character is:	This player has initiative:	If the player with initiative does not play an enhancement, then:
Losing	You	Do not pass initiative. Resolve battle.
In a Stalemate	Whoever did not play the last card	Pass initiative.
In a Mutual destruction	Whoever did not play the last card	Pass initiative.
Winning	Opponent	Do not pass initiative. Resolve battle.

Playing Enhancements in Battle

You and your opponent play enhancements on your own characters according to the rules for initiative until the player who is losing either cannot play or chooses not to play any more enhancements. In mutual destruction or stalemate situations, players must either play an enhancement or pass. If there are three consecutive passes (i.e. you pass, opponent passes, you pass again), then resolve the battle. (See Battle Resolution).

NOTE: It is possible to play one or more cards and keep initiative.

Dominants Played During Battle

You and/or your opponent can play a dominant(s) (lamb or grim reaper icon) at any time during the game except while a special ability is being completed or during Battle Resolution. Neither you nor your opponent is required to wait for initiative or turn to play a dominant. The special ability on a dominant is instantaneous and nothing can negate its effect. Dominants are extremely useful in battle, though they may be played at other times.

NOTE: Dominants do not negate other dominants or the special abilities of other cards. When more than one dominant is played, the first dominant played on the playing surface is the one that takes effect first.

Example – Playing Dominants During Battle

You are making a rescue attempt with **John**, a purple brigade Hero with abilities of 5/5. Your opponent blocks with **Saph**, a black brigade Evil Character with abilities of 9/11. You hero is losing. You have initiative. Instead of playing an enhancement on **John**, you play **Angel of the Lord**, a dominant (lamb icon card), that allows you to "Discard an Evil Character". You discard Saph. Your opponent cannot stop this using an enhancement. Your opponent also cannot present a new Evil Character. **John**, who is now unblocked, rescues a Lost Soul (unless your opponent plays **Chistian Martyr** (grim reaper icon card) that allows him to "Discard a Hero. ").

Situation Descriptions

Losing the Battle

A Hero can be losing the battle by numbers or by removal from the battle:

Losing by Numbers

Your Hero is losing by numbers if the Hero's toughness (/*) is less than or equal to the Evil Character's strength (*/) and the Evil Character has toughness (/*) greater than your Hero's strength (*). You have initiative and can play any good enhancement of matching brigade.

Example – Losing by numbers

You are making a rescue attempt with **John**, a purple brigade Hero with abilities of 5/5. He is in battle with **Selfish Kinsmen**, a brown brigade Evil Character with abilities of 5/7. **John's** strength is 5 while **Selfish Kinsmen** has toughness of 7. **Selfish Kinsmen** is not being defeated. **Selfish Kinsmen's** strength is 5 while **John** has toughness of 5. **John** is being defeated. Therefore, you have the initiative to play a good enhancement on **John** to increase his abilities. When your Hero is losing, you may not pass initiative to your opponent. You must play a card or the battle is resolved.

Losing by Removal (because of a Special Ability)

A Hero is losing by removal if the last Hero in battle is being discarded, withdrawn, underdecked, or otherwise removed from battle by an opposing special ability. You have initiative, but you may only play an enhancement that has a "negate" special ability.

Example – Losing by special ability

You are making a rescue attempt with **Gideon**, a gold brigade Hero with abilities of 6/8. Your opponent blocks with the Evil Character **Possessing Demon**, an orange brigade Evil Character with abilities of 3/4. Since **Possessing Demon** is losing, your opponent has initiative to play an evil enhancement. Your opponent plays **Fiery Darts**. Its special ability reads, "Discard a Hero." Your opponent targets **Gideon** for discard. This is causing **Gideon** to be losing by removal. You have initiative, but you may only play an enhancement that will "negate" **Fiery Darts**. Otherwise, your opponent will discard **Gideon**, forcing you to place him on your discard pile. **Samson's Strength** would be an excellent counter move for you in response to **Fiery Darts** because it would negate and discard **Fiery Darts**.

Stalemate

The battle is currently a stalemate when neither the Hero(es) nor the Evil Character(s) is being defeated.

Example –

You are making a rescue attempt with **Naomi**, a white brigade Hero with abilities of 4/5. She is in battle with **Controlling Demon**, a black and orange dual brigade Evil Character with abilities of 4/11. **Naomi** has strength of 4 compared to **Controlling Demon** who has a toughness of 11. **Controlling Demon** is not being defeated. **Controlling Demon** has strength of 4 compared to **Naomi** who has a toughness of 5. This is a stalemate because neither character is being defeated. You have initiative because your opponent played the last card (**Controlling Demon**). You may play an enhancement or a dominant or, if you choose, you may pass the initiative to your opponent.

Mutual Destruction

A mutual destruction situation exists when the rescuing Hero(es) and the blocking Evil Character(s) are both being defeated. This can happen by numbers or by a “remove all” special ability.

Mutual Destruction by Numbers

Both characters in battle are being defeated because of numbers only. You have initiative and can play a good enhancement of matching brigade. If you choose not to play a card, you must pass initiative to your opponent. Your opponent may play an enhancement. If your opponent chooses not to play a card, he must pass initiative back to you. If your opponent passes initiative back to you, then you must play an enhancement or the Battle Phase resolves.

Example

You put **James**, a purple brigade Hero with abilities of 8/6, into the Field of Battle. Your opponent blocks with **Foul Spirit**, an orange brigade Evil Character with abilities of 6/7. Each character has enough strength to defeat the opposing character. You have initiative because this is a mutual destruction situation and your opponent played the last card (**Foul Spirit**). If you choose, you may pass initiative to your opponent in a mutual destruction situation. If your opponent passes initiative back to you, then you must play a card or the Battle Phase ends.

Winning the Battle

A Hero can be winning the battle by numbers or by removal:

Winning by Numbers

The Hero is winning the battle by numbers when two conditions are met. First, the total strength (*/) of the Hero(es) in battle is equal to or greater than the toughness (/*) of the blocking Evil Character(s). Second, the toughness (/*) of the Hero(es) is greater than the total strength (*/) of the blocking Evil Character(s). Your opponent has initiative and can play any evil enhancement of matching brigade.

Example – Winning by numbers

You are rescuing with **Gideon**, a gold brigade Hero with abilities of 6/8. He is being blocked by **Achan**, a brown brigade Evil Character with abilities of 3/4. **Gideon** is winning because his strength of 6 is greater than the 4 toughness of **Achan**, and because the 3 strength of **Achan** is less than the 8 toughness of **Gideon**. Your opponent has the initiative to play the first enhancement.

NOTE: Your opponent cannot pass initiative to you when his Evil Character is losing the battle. Your opponent must play a card or the battle resolves. (See Battle Resolution p. 24).

Winning by Removal Because of a Special Ability

Your Hero is winning a battle by removal if a special ability removes the blocking Evil Character from battle. Your opponent has initiative, but your opponent may only play an enhancement that has a “negate” ability.

Example – Winning by special ability

You are rescuing with **Gideon**, a gold brigade Hero with abilities of 6/8. Your opponent blocks with **Ishbibenob**, a black brigade Evil Character with abilities of 8/12. **Gideon** is losing. Therefore, it is your initiative, and you play **Trumpets and Torches**, a gold brigade enhancement with abilities of 3/0 and the special ability, “Discard an Evil Character.” You select **Ishbibenob** to discard. Your Hero will win the battle, unless your opponent can play an enhancement to negate **Trumpets and Torches**.

Battle Resolution

After the last enhancement is played and both players have passed, the battle ends and the battle outcome must be resolved. It is now too late to play a Dominant card this battle. The possible outcomes are:

Evil Character Wins

Your opponent’s Evil Character wins if one of these conditions is met:

- The Evil Character’s strength is greater than or equal to the Hero’s toughness, and the Hero’s strength is less than the Evil Character’s toughness. The Hero is discarded, and the Evil Character withdraws to the territory that it came from.
- All Heroes were removed from battle. Each surviving Evil Character is returned to his owner’s territory.

All enhancements played during the Battle Phase are discarded to the owner’s discard pile.

No Lost Soul is rescued.

Hero Wins

Your Hero wins if one of these conditions is met:

The Hero’s strength is greater than or equal to the Evil Character’s toughness, and the Evil Character’s strength is less than the Hero’s toughness. The Evil Character is discarded, and your Hero withdraws to your territory.

- All blocking Evil Characters were removed from battle. Surviving Heroes return to their owners’ territories.

All enhancements played during the Battle Phase are discarded to the respective owner’s discard pile. The rescue attempt is

successful, and your opponent must select and surrender to you one available Lost Soul from his Land of Bondage.

Mutual Destruction

There are two possible scenarios for mutual destruction:

Mutual Destruction by Numbers

The battle ends in a mutual destruction by numbers if both the Hero(es) and the Evil Character(s) have enough strength to defeat each other. In this case both the Hero(es) and the Evil Character(s) are discarded. All enhancements played during the Battle Phase are discarded to each player's respective discard pile. JUST AS CHRIST LAID DOWN HIS LIFE TO REDEEM US, THE HERO IS WILLING TO LAY DOWN HIS LIFE TO RESCUE A LOST SOUL. Therefore, in a mutual destruction by the numbers, the rescue attempt is successful. Your opponent must select and surrender to you one available Lost Soul from his Land of Bondage. This is considered a defeat of the Evil Character because the Hero was able to make a successful rescue even though the Hero was discarded.

Mutual Destruction by Mutual Removal

Mutual destruction by mutual removal does not result in a successful rescue.

Stalemate

The rescue attempt ends in a stalemate if neither the Hero(es) nor the Evil Character(s) have enough strength to defeat the other. Both the Hero(es) and the Evil Character(s) withdraw to their respective territories. All enhancements played during the Battle Phase are discarded. No Lost Soul is rescued. This is considered a defeat of the Hero since the Hero was unable to make a successful rescue.

Discard Phase

Before ending your turn you must decrease your hand to eight (8) cards or less. You may place characters from your hand into your territory. If you still have more than eight (8) cards in your hand, then discard cards from your hand face up onto your discard pile until you have eight (8) or fewer cards in hand. Then announce that you are finished.

This ends your turn. Play now passes to the left.

Winning the Game

When one player has rescued 5 Lost Souls and has placed these Redeemed Souls into his Land of Redemption®, that player wins the game. If a game reaches a point where neither player can save 5 Lost Souls, the game ends. The player with the most Redeemed Souls wins the game.

Glossary of Terms

Abilities (numbers): Abilities are points of offensive strength (*/*), and defensive toughness (/*) of a character or enhancement. The card's abilities are printed in the icon box.

Activate: A card is activated when its special ability can be put to use. Characters and enhancements can only be activated when put into the Field of Battle. However, some other cards can be activated while in the Field of Play.

Band: A band ability allows an additional character to enter battle. When two or more characters are banded together, they are regarded as a combined force in strength and toughness. Band cards are played during battle. The band special ability can be either on a character or on an enhancement.

Battle Challenge: A battle challenge may be given when there is no Lost Soul available for a Hero to rescue. A Hero is placed onto the Field of Battle, and the Evil Character is invited to fight. The battle challenge does not have to be accepted.

Battle Phase: This stage comes after the Preparation Phase. This is a fight between one or more Heroes and Evil Characters. The battle can only take place within the Field of Battle. The battle phase ends when the last enhancement is played and the battle is resolved. (Please read BATTLE PHASE in your rulebook for additional information).

Battle Resolution: As is described on pages 24-26. There are four outcomes to a battle: a) Evil Character wins, b) Hero wins, c) mutual destruction or d) stalemate. You must also determine whether or not a lost soul is rescued.

Here is the order to follow:

- 1) Determine the outcome of the battle (Evil Character wins, Heroes wins, mutual destruction, or stalemate).
- 2) Determine success or failure of the rescue attempt or battle challenge. If Hero wins and has (or has gained) access to a Lost Soul, it's a successful rescue. If Hero loses battle or loses access to opponent's Lost Souls, then the rescue fails.

Block: Blocking is the attempt to prevent a rescue. Only Evil Characters may block. Placing an Evil Character into the Field of Battle constitutes blocking.

Brigade: The Heroes and Evil Characters are subdivided into brigades. The color filling the card's icon box indicates its brigade.

Character: Redemption® has two types of characters. They are Heroes and Evil Characters.

Character's identifier: Each character has a role and most have a gender. Role and gender help identify the card's disadvantage to special abilities on other cards. Determine the role and gender by looking at the card's Scripture, card title or illustration. Identifiers for characters include (but are not limited to): **angel, demon, disciple, giant, judge, and roman.**

Deck: A player's deck is his draw pile.

Discard: Discard is removing a card from its current location and placing it face up on the top of the discard pile. Once a card is

discarded, it cannot be reintroduced into the game unless another card's special abilities instruct this to happen.

Discard Phase: The Discard Phase is the step that ends a turn. This phase comes after the Battle Phase. During the Discard Phase a player's hand must be reduced to eight cards or less.

Dominant: A lamb or grim reaper illustration located in the icon box identifies a dominant. A dominant can be played regardless of initiative or turn.

Draw Phase: A player begins his turn by drawing three cards from the top of his deck. If a deck runs out of cards, that does not end the game. Continue playing with the cards in your hand and on the table.

Enhancement: Enhancements have number abilities and/or special abilities that affect game play. Number abilities on enhancements are combined with the character's abilities. Good enhancements have a Bible icon and are used by Heroes. Evil enhancements have a skull icon and are used by Evil Characters. An enhancement must be of the same color brigade as the character upon which it is played.

Evil Card: When a special ability or deck building rule refers to an evil card it means Evil Character (dragon icon), evil enhancement (skull icon), or evil dominant (reaper icon).

Evil Character: Evil Characters are cards with a dragon in the icon box. Evil Characters block rescue attempts and battle challenges.
Field of Battle: The Field of Battle is the area within the Field of Play where Heroes and Evil Characters battle each other in a rescue attempt or battle challenge. When characters and enhancements are placed in the Field of Battle, their special abilities are activated.

Field of Play: Field of Play is where the cards are located on the playing surface. Areas of Field of Play include the Field of Battle, territory, and Land of Bondage. Field of Play does not include the deck, discard piles, Land of Redemption and the player's hand.

Good Card: When a special ability or deck building rule refers to a good card it means Hero (cross icon), good enhancement (Bible icon), or good dominant (lamb icon).

Hero: Heroes are cards with a cross icon in the icon box. Heroes attempt to rescue Lost Souls.

Human: One possible role of a character is human. Humans are the most common category of Heroes and Evil Characters. Some examples of humans are Ruth, Boaz, and James.

Icon Box: The icon box is located in the upper left corner of the card.

In Play: In Play means within the Field of Play.

Initiative: A player with initiative may play the next enhancement. Initiative is always given to the player who is losing the current battle. The losing player cannot pass initiative. When there is a stalemate or a mutual destruction, the player who did not play the last card has initiative, but he must pass initiative if he does not play a card.

Land of Bondage: Land of Bondage is an area in the Field of Play. The Land of Bondage holds Lost Souls.

Land of Redemption®: Land of Redemption® is the area of sanctuary. It is not in the Field of Play. After a rescue the Lost Soul goes to the Land of Redemption®. A player wins the game by being the first to rescue five (5) Lost Souls.

Lost Souls: Lost Souls represent people that need to be rescued from the power of sin and death. As these cards are drawn, they are placed in the Land of Bondage. Rescue of a Lost Soul takes place in the Field of Battle during a rescue attempt. When a Lost Soul is rescued, it is no longer called a Lost Soul. It becomes a Redeemed Soul.

Multi-color Enhancement: A Bible or skull icon card with a multi-colored icon box is a multi-color or multi-brigade enhancement. This enhancement can be played on a character of any brigade.

Mutual Destruction: Mutual destruction is a state of battle or outcome of a battle. (See Mutual Destruction under BATTLE PHASE).

Negate: Negate stops and prevents the special ability on a targeted card or card type. A negate ability can stop special abilities that have already been played, and can prevent special abilities for the rest of the battle.

Numbers: These are the numerical abilities (*/*) in the icon box. (See Abilities).

Opponent: An opponent is any other player in the game. However, the word opponent can be specific or general: "Opponent", "your opponent", or "opponent's" means the other player whose character is fighting your character in battle. However, "an opponent", "any opponent", "one opponent", "opponents'", or "each opponent" is any player in the game other than you.

Pass: To pass is to give initiative to your opponent instead of playing an enhancement. This may only be done if the battle is currently a mutual destruction or stalemate.

Player: A player is anyone who is playing the game.

Prevent: Prevent is a special ability used to preempt (stop) another card's special ability. In order for a prevent card to stop the special ability of another card, it must be played before that card. This ability stops things that have not yet happened. It cannot stop things that have already happened.

Redeemed Soul: Redeemed Souls are cards that have been rescued and are in the Land of Redemption.

Rescue: This action changes a Lost Soul into a Redeemed Soul and places it in the Land of Redemption.

Rescue Attempt: A rescue attempt is the effort to recover a Lost Soul from the Land of Bondage. A rescue attempt is initiated when a Hero is placed in the Field of Battle. A player is allowed one rescue attempt per turn.

Round: A round is completed when every player has taken a turn.

Special Abilities: These are the instructions printed in the box above the Scripture.

Stalemate: A stalemate is a state of battle or outcome of a battle. It occurs when neither character has strength greater than or equal to the opposing character's toughness. (See STALEMATE under BATTLE PHASE).

Strength: Strength is the assaulting power of a character. The first number in the icon box of every card indicates the strength (*).

Territory: Territory is an area within the Field of Play. The player's territory includes his Lost Souls, Evil Characters, and Heroes.

Toughness: Toughness is the resistance power of a character. The second number in the icon box of every card indicates the toughness (/).

Topdeck: A topdeck ability puts a card on top of its owner's deck.

Turn: A turn begins with the Draw Phase and ends with the Discard Phase. A player announces he is finished at the end of his turn.

Underdeck: An underdeck ability puts a card on the bottom of its owner's deck.

Withdraw: The withdraw special ability either allows a character to exit battle or it forces an opposing character to leave the battle. Once a character withdraws from battle, the character may not reenter battle during the same turn.

Some Advanced Rules:

Some cards have icons that allow them to be used in special ways. Once you have mastered the basic game, you could try these advanced rules:

Territory-Class Enhancement: This is a special kind of enhancement marked by a oasis icon below its icon box. Territory-class enhancements may be played during your preparation or discard phase (outside of battle) on a character of matching brigade. If played outside of battle, the enhancement takes effect and then is discarded immediately.

Warrior-Class Character: This is a special kind of character marked by a shield icon below its icon box. A warrior-class character may hold one weapon-class enhancement outside of battle.

Weapon-Class Enhancement: This is a special kind of enhancement marked by a shield icon below its icon box. Weapon-class enhancements may be played outside of battle but only onto warrior class characters. The special ability on a weapon-class enhancement only activates in battle.

For complete rules on all card types, turn phases, and special abilities, please see the complete Redemption rulebook at http://www.cactusgamedesign.com/redemption_rules.php

Deck Building Rules

The following are the deck construction rules for players who wish to build their own decks. The construction rules for tournament play are found in the expanded rulebook.

Your deck must contain a minimum of fifty (50) cards. Seven of these must be Lost Soul cards. When you are building larger decks, one Lost Soul must accompany every six cards beyond fifty-six (56). Below is a chart showing the total number of Lost Souls needed for deck quantities up to 105.

Deck Total	Lost Souls required	Deck Total	Lost Souls required
50-56	7	78-84	11
57-63	8	85-91	12
64-70	9	92-98	13
71-77	10	99-105	14

Maximum of 1 of each in a deck:

- Multi-colored enhancement, Hero, or Evil Character
- Dominant (1 *Son of God*, 1 *Angel of the Lord*, etc.)

Maximum of 1 of each per 50 cards in a deck:

- Card that has a special ability (printed in the text above the Scripture). Example: A fifty-six (56) card deck may contain only one *Gideon's Call*, one *Samson's Strength*, etc. A one-hundred (100) card deck may contain no more than two *Gideon's Call*, two *Samson's Strength* cards, etc. A one-hundred fifty (150) card deck may contain no more than three of any individual special ability card.

Maximum of 3 of each in a deck:

- Single-colored Heroes, Evil Characters and enhancements that do not have a special ability.

Card Type Caps:

- The number of sites may not exceed the number of Lost Souls in a deck.
- The number of dominant cards (good dominants and evil dominants combined) may not exceed the number of Lost Souls in a

deck.

Defining Duplicate Cards:

- **Same Title + Same Art = Same Card.** Cards with the same title and same art are considered duplicates. For example, **Saph** (black brigade) and **Saph** (gray brigade) are duplicates. Since they have special abilities, you are allowed only 1 **Saph** in a deck of fewer than 100 cards.
- **Same Title + Same Brigade = Same Card (except generic characters with different art).** Cards with the same title and same brigade are considered duplicates. For example, **John** (purple brigade, deck J) and **John** (purple brigade, deck H), and **John** (purple brigade, promo) are duplicates. Since they have special abilities, you are allowed only 1 **John** in a deck of fewer than 100 cards. The only exception to this rule is generic characters with different art. For example, you can have 4 different versions of **Saducees** in your deck, since they are generic characters with different art.
- **Different Art + Different Brigade = Different Card.** Cards that have the same title are not considered duplicates for deck building if their art and brigade are different. For example, you can have one **Peter** (purple brigade) and one **Peter** (red brigade) in your deck. However, since **Peter** is a unique character, you can only have one in play at a time.

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