

Red Dragon Inn Tournament Rules

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The Organized Play program for The Red Dragon Inn (“RDI”), sponsored by SlugFest Games (“SFG”), follows the rules and formats provided herein.

Any event wishing to distribute promotional material and prizes offered by the Organized Play Program must follow these rules and be run in one of two formats:

- Pod Play
- Head to Head Swiss

The beginning of this document provides an overview of player expectations and general rules that apply to all Organized Play formats. Following that are the official Pod Play and Head to Head Swiss rules.

Player Conduct

Card Interpretations and Rules

Tournaments are played using the most recent rules set. The most recent version of the rules for RDI can be found on The Red Dragon Inn Family Page at:
www.slugfestgames.com/games/rdi.

The Tournament Organizer (“TO”) is the final authority for all card interpretations at the event.

Unsportsmanlike Conduct

Players are expected to behave in a mature and considerate manner, and to play within the rules and not abuse them. This prohibits aggressive or threatening behavior, intentionally maintaining an illegal game state, treating an opponent with a lack of courtesy and respect, artificially manufacturing game results, etc. The TO, at their sole discretion, may remove players from the tournament for unsportsmanlike conduct. Remember, the point of playing games is having fun!

Cheating

Purposefully abusing the rules or using subterfuge (such as drawing extra cards or stacking a deck) will not be tolerated. If a player is suspected of cheating, the TO will be responsible for reviewing the situation. The TO’s decision to remove a cheater from the tournament or absolve them of the allegation is final. TO guidelines for managing an event can be found in the Red Dragon Inn Rules Enforcement document.

Slow Play

Often, a tournament will enforce a time limit on a given match. If this is the case, a match’s time limit belongs equally to all players. Players are expected to be engaged and take game

actions in a timely manner regardless of game state. Stalling (intentionally playing slowly) is cheating. Players may request that the TO watch their match for slow play.

Even when a tournament or event does not have a specific time limit for a match, players should be respectful of all participants in the event. That means playing at a reasonable pace and ensuring that the game is drawing to a close.

Missed Opportunities

Players are expected to be engaged and be timely when reacting to game events. If a player misses an opportunity to play a Sometimes card, they cannot retroactively do so without the consent of all of his or her opponents. Players are also expected to act with respect and not intentionally distract or rush an opponent in an effort to cause them to miss an opportunity.

Additional Rules

The following rules supplement and define a number of aspects and expectations for all tiers and formats of Organized Play.

Components

Players are welcomed and encouraged to loan their own game components to the host store for use in the tournament. However, the TO will be responsible for managing the Character, Drink, and Event Decks throughout the tournament to ensure fair play.

Character Pool and Assignment

Characters will be randomly assigned at the start of the tournament from a pool of available characters defined by the TO. The pool of characters may be comprised of any combination of available character decks (see Components above). The pool may include multiple copies of the same character.

At the TO's discretion, players will either play as the same character for the tournament, or be assigned a random new character at the start of each match. The TO's decision should be announced prior to the start of the tournament.

Drink Decks

Drink Decks will be randomly assigned to each match of the tournament. Drink Decks may include Promo Drink or Drink Event Cards. A Drink Deck may never contain more than 33 cards or fewer than 30 cards. However, the specific composition of each Drink Deck may be altered at the TO's discretion. If a Drink Deck is modified in this way, the TO is responsible for ensuring that the deck is not marked. For example, if any Promo Drink Cards are included or if Drink Cards with different backs are combined, the deck must be sleeved in opaque sleeves.

Open Information

All discard piles are open information for all players. Players may search through a discard pile at any time, so long as they are respectful of the time limit and doing so does not delay the game. Furthermore, the number of cards in a player's hand, Drink Me! Pile or deck and any player's gold total are all open information. The number of cards remaining in a Drink or Event deck is also open information.

Taking Notes

Players may not take notes to aid memory or gameplay, nor reference external material other than the official rules documents.

Card Shuffling

Decks must be sufficiently randomized each time they are shuffled. The TO may, at their discretion, request that a player further randomize their deck. Insufficiently randomizing your deck on purpose to gain an advantage is cheating.

Legal Products

Only RDI product that has been officially released to the public may be used. SlugCrew reward early release character decks may not be used.

Pod Play Rules

Pod Play tournaments of RDI are a casual series of matches played in a Swiss Format. We suggest that a tournament should be 3-4 rounds, though the TO may adjust this number depending upon the number of participants. The number of rounds must be announced at the start of the tournament.

The TO may declare that the matches are timed, and must do so at the start of the tournament. If the matches are timed, then the time limit should be roughly 20 minutes per player per match (for example, a 4-player match should have a time limit of about 80 minutes). If a Time Limit is enforced, it is the same for each match, regardless of player count.

For larger events, the tournament may cut to a final Championship Match to determine an overall winner. In this instance, the top scoring players (we suggest the top 4 to 6, depending on the number of participants) will then play off in a single game. The TO must declare whether or not there will be a Championship Match, and how many places will qualify for that match, before the tournament begins. A Championship Match is recommended for tournaments of 16 or more players.

Seeding

For round one, players will be randomly assigned to matches of 3 to 6 players. For subsequent rounds, players will be assigned based on their Match Points. The highest set of point earners will be in one match, the next highest set to another match, and so on.

If the number of players is not evenly divisible into matches with the same number of players, then the disparity between players at a match should never be greater than 1. For example, in a 14-player tournament, 4-4-3-3 and 5-5-4 are acceptable distributions, but 6-4-4 is not.

Players in a short-player game will earn a Bye Match Point Bonus as outlined below. When seeding for rounds two and on, top-seeded players should be assigned to the tables with the largest number of seats, while bottom-seeded players are assigned to tables with fewer seats.

If the tournament has 6 or fewer players, it is advisable to just run multiple matches as one group, with players getting new characters at the start of each match.

Getting Started

Matches follow the Getting Started rules available in any of the RDI rulebooks with the following exceptions:

- Once players have been assigned to a match, they should determine their turn order using any acceptable random method. Players will take their seats around the table in turn order to the left of the starting player.

End of Match

There are three ways in which a tournament match can end:

- All but one player is eliminated or concedes from the game. In this case, each player is assigned Match Points as detailed below based on the order in which they were eliminated or conceded.
- The remaining players are eliminated simultaneously or after all cards played in response to a game action have resolved. In this case, each player who was eliminated earns a Partial Victory based on the number of players in the game.
- The End of Round Time Limit has been reached. In this case play continues until every remaining player has had the same number of turns. If there is still more than one player left in the game, then all remaining players earn a Partial Victory based on the number of players in the game.

Match Points for Pod Play

Players earn match points as follows:

- Placement: The winner of the match earns a number of points equal to the number of players in the match. The runner up earns one fewer point. Third place earns two fewer points, and so on. For example, in a 4-player game of RDI, players would earn the following Match Points for their placement:
 - 1st = 4 Match Points
 - 2nd = 3 Match Points
 - 3rd = 2 Match Points
 - 4th = 1 Match Point
- Bye Match Point Bonus: Players participating in a match that is short a player earn a bonus half point regardless of their placement. For example, in a 14-player tournament

with a match distribution of 5-4-4, participants in the four player games would earn the following match points for their placement:

- 1st = 4.5 Match Points
- 2nd = 3.5 Match Points
- 3rd = 2.5 Match Points
- 4th = 1.5 Match Points
- **Partial Victory:** If players are eliminated simultaneously after all cards played in response to a game event have resolved, or if more than one player is remaining after the Time Limit, players earn a number of match points equal to the combined value of their placements divided by the number of tied players.

The player with the most Match Points at the end of the tournament is declared the winner. Alternatively, if the tournament will have a Championship Match, then these points will determine which players are entered into that match.

Breaking Ties

If the highest-seeded players in a tournament without a Championship Match have the same number of Match Points at the end of the tournament, then they will compete in a Tiebreaker Match to determine their final placement.

In a tournament with a Championship Match, all players with the same number of Match Points as the players who would qualify for that match also qualify. For example, in a tournament with an announced 4-player Championship Match, if the 5th and 6th place finishers have the same number of Match Points as the 4th place finisher, then all 6 top finishers play in the Championship Match. If the number of tied players would cause the Championship Match to exceed 6 seats, run it anyway and consider running an additional round before the Championship Match next time!

In the unlikely event that the Championship Match ends in a draw (such as due to simultaneous elimination) then the players who draw play again.

Head to Head Rules

Head to Head tournaments of RDI are a series of one-on-one matches played in a Swiss Format. Each match will be a "first to 2" set of games where the first player to win two games earns a victory for the match.

We suggest that a tournament should be 3-4 rounds, though the TO should adjust this number depending upon the number of participants. The number of rounds must be announced at the start of the tournament.

The TO may declare that the matches are timed, and must do so at the start of the tournament. If the matches are timed, then the time limit should be roughly 60-90 minutes per match.

For larger events, the tournament may cut to a Championship Bracket. In this instance, the top scoring players will then play off in single-elimination matches. The TO must declare whether or not there will be a Championship Bracket before the tournament begins. A Championship Bracket is recommended for tournaments of 16 or more players. It is suggested to cut to top 4 at 16 or more players and top 8 at 32 or more players.

Seeding

For round one, players will be randomly assigned to matches. For subsequent rounds, players will be assigned based on their Match Points. The highest pair of point earners will be in one match, the next highest pair to another match, and so on. In these subsequent rounds, avoid repeating matchups between players. If necessary to avoid repeat matchups, pair players with similar (rather than exactly equal) Match Points.

If there are an odd number of players in the tournament, then one player will be randomly assigned a Bye during the first round. Every round thereafter, a random player among the lowest seeded players will be assigned the Bye. No player may receive the Bye multiple times in the same tournament. A Bye is worth a Victory (see “Match Points for Head to Head” below).

Getting Started

Matches follow the Getting Started rules available in any of the RDI rulebook. Remember that for two-player games of RDI, each player starts with only 8 Gold.

In each game after the first, the loser of the previous game will elect to go first or second before drawing their hand.

End of Match

There are three ways in which a tournament match can end:

- One player wins two games. In this case, the player who won two games earns a Victory.
- The End of Round Time Limit has been reached. In this case play continues one more round, with each player taking one additional turn. If neither player is eliminated, then that game is discarded. After this final round, the player who won more games than his or her opponent earns a Victory. If each player won the same number of games, then both players earn a Draw.
- One player concedes defeat. In this case the conceding player takes a Loss and the remaining player earns a Victory.

If players draw a game, that game result is discarded and the players play another game.

Match Points for Head to Head

Players earn Match Points as follows:

- Victory = 3 Match Points
- Draw = 1 Match Point
- Loss = 0 Match Points

Breaking Ties

If the highest-seeded players have the same Match Points at the end of the tournament, then all tied players will compete in a single Tiebreaker Match to determine their placement. This elimination match will determine their final ranking. (Note that this match may have more than two players.)

In a tournament with a Championship Bracket, players only need to play a Tiebreaker Match if it would determine whether or not they make the cut. The Tiebreaker Match ends as soon as a cut can be made. For example, only one player needs to be eliminated in the Tiebreaker Match in a tournament with a Top 4 Cut and a three way tie for 3rd/4th place at the end of the Swiss rounds.

Championship Bracket

In tournaments with a Championship Bracket, the players who make the cut will be randomly seeded into a single-elimination bracket. Once players are seeded, their progression will be set and Match Points will be ignored. Matches in the Championship Bracket are "first to 2", as in the Swiss rounds. The winner of the Championship Bracket is declared the winner of the tournament.