

Red Dragon Inn Rules Enforcement

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People play The Red Dragon Inn (RDI) to have fun. It is, at its heart, a social game with a focus on having a good time whether or not you are winning or losing. The guidelines outlined below are intended to help you, as the facilitator of a welcoming and fun atmosphere, to make fair calls and ensure that everyone is having a good time. Your role as a participant and knowledgeable organizer is important to running these events.

You will be responsible for defining whether or not you will have a competitive or casual atmosphere. Generally speaking, if there is a high cost to participation, or fantastic prizes on the line, you should err on the side of a more formal atmosphere. However, if it's simply a game day to support your friendly local game store, then cracking jokes, providing in-game advice, and having a good time are key. As long as nobody is cheating, you should not feel the need to throw down any sort of heavy penalty on a player's mistake.

You may play in events that you run. Use your judgment here. If the tournament is going to be competitive and has larger prizes, you should consider sitting out and just running the tournament instead. If things will be more casual, then play and have fun!

Common Problems

Players misinterpreting card effects.

Every new RDI player wants to use "I don't think so!" to stop their opponent from causing them Fortitude Loss with an Action card. Usually these play mistakes happen when a player simply skims a card, or isn't aware of how literally the card effects take themselves. A gentle reminder and explanation, as well as letting the player take the card back into their hand for use later on is generally all you need to do to resolve this issue.

Players misinterpreting card timings.

Occasionally players will forget to play a Sometimes card that they've had in their hand, and want to play it retroactively. It is always best to assume that the player simply forgot about it, and if performing the action won't drastically affect the outcome of the game, let them go ahead and play the card. Usually this is with regard to "Wench, bring some drinks for my friends!". If the same player seems to be intentionally missing the timing of their cards, then this can become a **Serious Problem**.

Players not correctly adjusting or accidentally knocking their trackers.

People are having a good time and sometimes boards and bits get knocked, or decks get spilled. If someone's tracker gets moved, adjust it back to the owner's last recollection of its position. Encourage the player to confirm the fix with the table. In almost all scenarios, a bit of due diligence will ensure that all players are satisfied (even begrudgingly) with the result. Remember, games are supposed to be fun!

Drawing too many cards or see cards they shouldn't have.

This is solved best by simply shuffling the offending card back into its respective deck or pile. If the order of the cards mattered (one or more other players have known precisely which cards are where on a given pile) then simply return it to its original location and play on. Accidentally revealing an extra drink and replacing it with a random one from the deck will generally not cause an issue!

Slow Play

As a rule of thumb, the time spent playing a game belongs to all participants equally. If an individual is taking too long to make decisions gently encourage them to pick up the pace. If they are new to the game, it is expected for them to take a bit more time during the first few rounds.

If you are running a timed event, your reminder should be firmer. If you think a player is taking their time to purposefully manipulate the game clock, then they are cheating and more drastic measures should be taken.

Serious Problems

Cheating

Cheating isn't fun. Players who cheat by intentionally breaking rules to gain advantage (drawing extra cards, incorrectly tracking their bits, stalling the game, etc.) should be dealt with firmly. Cheating should lead to immediate ejection from the event. The TO may choose to permanently or temporarily ban a player from participation in their future events.

Aggressive or Violent Behavior and Theft

Threatening other players will not be tolerated. Players are expected to act with respect and consideration in a sportsmanlike manner. Any player who verbally or physically abuses, attacks, or harms another participant or their property should be immediately ejected from the event.

Resources

Below you will find links to the official rules for all of our RDI products as well as guidelines for Organized Play Tournaments. Included is also contact info for asking questions as well as providing feedback about the Organized Play system.

Rules documents can be found at:

<http://slugfestgames.com/games/rdi/>

Questions, feedback, and suggestions should be sent to:

slugfestgamesop@gmail.com

We need dedicated people like you to help make our program the best it can be!