

RDI Tavern League Prize Distribution

SlugFest Games Store Events

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Red Dragon Inn Tavern League (TL) offers promotional drink cards and other prizes to the organizers and participants of a Red Dragon Inn tavern league. This document outlines the rules for the distribution of these prizes. Failure to follow these rules could result in the loss of future store event program opportunities for the league organizer(s) and/or the host store.

A TL Kit contains one league pack. One league pack contains enough promotional cards for a single league - 14 participation cards and 12 finisher cards. For the current TL season, the participation card is *Adorabomb*, and the finisher card is *Basilisk's Gaze*.

Participation Card: One participation card should be given to each person playing during the 1/3 mark league day on a first-come, first-served basis. The participation card should not go to the league organizer (LO) unless that person is also playing in the event.

Finisher Card: One finisher card should be given to each participant in the final league day (the 'Last Call') on a first-come, first-served basis. The finisher card should not go to the LO unless that person is also playing in the event.

A player must never receive more than one copy of either card in a single league.

Finisher Sticker: A TL Kit contains 16 finisher stickers. One sticker should go to each participant in the final league day on a first-come, first-served basis.

League Organizer Sticker: A TL Kit contains 1 league organizer sticker. The LO sticker may go to the LO on the first day of the league.

Special Award Stickers: In addition to the finisher and league organizer stickers, each TL Kit contains three special award stickers. The special award stickers this season are for Funniest Roleplay, Most Games Played, and Bringer of Snacks. Funniest Roleplay should be awarded on the first league day (the 'Drink-Off'), and the other two should be given on the league day on the 2/3 mark of the league.

- The **Funniest Roleplay** sticker should be given to the player who provides the most amusing roleplaying, as determined by a blind vote among all participants. In the event of a tie, the tied players will draw four random cards from their character deck for the current League Day, selecting one of those cards to read aloud and briefly roleplay (the LO may allow mulligans on Gambling cards). The LO will then choose the performance they found the most funny.
- The **Bringer of Snacks** sticker should be given to the player who most reliably provides snacks to the league between its start and 2/3 dates. In the event of a tie, the LO should choose a winner based on acts of goodwill that helped make other players feel comfortable and provided-for, such as bringing allergy-friendly options, trading chairs, donating leftovers, etc.
- The **Most Games Played** sticker should be given to the player who participated in the most games during the league. In the event of a tie, the LO may opt to either put off determining the winner until the final league day OR have the tied players compete in a 'lightning round' (if it is the final league day, they must play the lightning round). Each player draws 7 cards from their character deck for the current League Day – the player with the most Gambling and Cheating cards in their resulting hand wins. Tied players in the lightning round each simultaneously draw one card at a time until the tie is broken.

Other Rules

- TL prizes may only be distributed at venues that are open to the public, with events advertised in advance.
- You may add other prizes (such as store credit) to the prize pool at your discretion, and use whatever fair and openly communicated criteria you see fit to give them out.
- You may charge players an entry fee to participate, but **you may not directly sell TL prizes**.
- If, after running your league, you have leftover cards or stickers, you may give them to customers who purchase a Red Dragon Inn product from your store, one per customer. You may not give cards away in bulk to employees, customers, or other stores. You may not give away cards as a demo incentive. **You may not sell leftover cards or stickers**.
- The LO must make sure that prizes are given out at the appropriate times and NOT before or after (ie. they must not give out the finishing participation promo at the Drink-off event.) SlugFest Games reserves the right to withdraw Tavern League Kit purchasing privileges from TOs and stores found to be violating this rule!
- The LO must not take any prize material they are due before those prizes have been made available to Tavern League players (excepting the LO Sticker).
- **You may not give out TL materials as part of a tournament – they are for League play only.**
- Tavern League does not replace or preclude Organized Play - it is an alternative format for fostering more regular, casual play. Stores and organizers are welcome to run both types of events, and participants in one are welcome to participate in the other.