

Neon Ranch Critical Hit Pinball Tournament

December 1st

Info and Rules

We are super excited to host our first ever Critical Hit Pinball tournament on Dec 1st at the Neon Ranch. Spots are limited to 20 players and you can sign up ahead of time at the front desk or email me with an etransfer. \$25 for the day-long tournament. Doors at Noon and the tournament starts at 1pm. This is a non-IFPA sanctioned event that is for fun and we will provide trophies and prizes. This tournament is for everyone and anyone who is into participating in a bit of 80's Fantasy D & D nerdism. I mean if you're reading this you probably play competitive pinball so it's not a big stretch there bud.

What is a Critical Hit Tournament and how does it work?

Critical Hit Matchplay edition was designed by pinball great Karl DeAngelo and is a "Dungeons and Dragons" vibe card based game to play alongside regular pinball Matchplay to spice things up and make things fun and different than the norm. There are 52 total cards in the deck and these are "spells" used throughout the tournament. These cards are described on the actual card and attached is also a handy info sheet to describe how they are used. We will play 5 rounds of group Matchplay then the top 8 will play the finals of 3 games each round.

You will get 2 cards at the beginning of the tournament. You will also get an opportunity to roll the D20 dice when you arrive and if you get a Critical Hit 20 you get another card. There will be bounties posted on some games to gain more cards and the Tournament Director Wizard (Karrie) may also give out cards as the day progresses for mystery spells that will arise. You will also get another card to take into the finals if you make top 8.

So you have cards that cast spells on other players, hurting or helping them, creating havoc, all the while trying to win pinball games to make the top 8 finals. Sound fun and like an exciting new way to play a round of Matchplay? Then keep reading.....Sound too cheesy or you're too bothered to read all the "complex" rules? Then this may not be the event for you. Poof- time for you to disappear.

Tournament will be directed by me- theTDW and is at my full discretion. Yes I will be in cos-play. I will not be playing and can assist you with rules and such. A lot of this tournament is on honor system. You can't give or swap cards with other players (unless that spell is cast). You will keep your cards a secret and also not tell other players how

many cards you have. No colluding or cheating. There is a 5 card (in your hand) limit and that is also an honor system to tell the TDW.

Read up on the cards. I have a handy sheet below describing how the spell works and when it is to be used. A spell may “fizzle out” if you use it at the wrong time or if you play it out of context. When you play a card you will be expected to let folks know “**I am casting a spell!**” there will be time for other players to counter spells and all that.

“**Local**”- Means your group only

“**Global**”- means everyone playing

“**Casting a Spell**”- means playing a card in your hand

“**Fizzled Out**”- means your spell didn't work because you played it at the wrong time or for the wrong situation.

“**D 20**”- rolling a 20 on a 20 sided dice.

[CLICK HERE FOR CARD DESCRIPTION](#)

Current Player List

1. Ashleigh Kolla
- 2.