

THE
FRONTIER
LARP

WASTELAND POST APOCALYPSE

GAMEPLAY RULEBOOK

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1.0 Premise:

1.1 The world as we know it is no more, millenniums in the future nuclear and chemical warfare have turned earth into a desolate wasteland.

1.2 Survival is tough in a world full of danger, odd remnants of old technology, and mysterious energies. Strange peoples and creatures exist, products of radioactive and chemical mutation, while the human race struggles against extinction.

2.0 Game Terms:

Below is some common terminology you will find useful for the game.

2.1 OOC Symbol: OOC stands for Out of Character. In our game we will represent being out of character by making a fist and putting it on top of your head. People that are OOC cannot be seen or interacted with in game. This may be used when dead in game or to communicate necessary out of game information. You may also see signs which contain OOC information or notices.

2.2 STOP THE GAME: When someone is hurt, when you feel unsafe, when you dropped your glasses, call STOP THE GAME and everyone must freeze where they are until the problem is dealt with. Call GAME ON when play is to be resumed.

2.3 In Game Items: this is a term used to describe any and all items that can be found or created in game such as relics, tools, resources, and special weapons. These items can be stolen and traded freely and, with the exception of resources, will be marked with a Frontier LARP sticker.

2.4 Player Items: A term used to describe any weapons, items, and costuming brought in by players. These items cannot be stolen or looted and you may not use another players weapons without permission.

2.5 NPCs: Standing for non-player characters, an NPC is a volunteer playing a specific roll meant to enhance the game such as a quest giver or monster. Players are to respect and NPCs and listen to all rules calls made by them.

3.0 Factions

3.1 The land is comprised of 4 major Factions which players must choose from when creating a character. All Factions are loyal to their own and will usually work together with them. Some players may also choose to play as marauders.

3.2 Salvagers, scavengers and engineers, rebuilding from the wastes. While Bone Raiders rely on their strength and Cliff Runners on tradition, the Salvagers have rose to the top through scientific advancement. Goggles, gloves and oil stains mark the dress of a Salvager.

3.3 Cliff Runners, mysterious and nibble hill dwellers with strange powers, working together to ascend. Known for wearing scarves and earthy toned clothing with loose middle-eastern inspiration, and for the blue war markings on their bodies.

3.4 Bone Raiders, brutal nomads who respect only strength, they prey on those foolish enough to enter their territory. Typically clothed in rugged attire and armor made from anything from leather, to bones, to tires, to scrap metal.

3.5 Marauders, those without a clan, they wander the wasteland with goals all of their own, these strangers are often welcome but rarely trusted. They typically dress practically with large coats to protect them from the sands of the waste.

3.5.1 NOTE: the game, and its point system (known as renown) are based around the Factions, players choosing to come as marauders cannot win on their own, although they can aid or hamper the various peoples.

3.6 Defecting: Sometimes players may wish to defect from their factions and join with another faction. While allowed, this is discouraged, and players will gain no benefits of the new faction, meaning they must still spawn at spawn points for their original faction and can only obtain ability upgrades through them.

4.0 Classes

4.1 Each Faction is divided into 3 distinct classes with each group having a fighter, healer, and versatile class. Players must pick a class to play as during the game. Upon death they may switch classes (within the same Faction) provided they have an appropriate costume change to match their new class.

4.2 Each class has a special ability unique to their class. Players **MUST** call out these abilities verbally when using them.

4.3 The full list of classes and their stats can be found in the Factions rulebook.

5.0 Costumes

5.1 Costuming is a very important part of immersion and improves the overall quality of the game, for this reason it has been incentivized.

5.2 At the start of the game all players will be given 1-3 costume points based on the effort they have put in to their outfits. These points can then be used to upgrade any of their starting stats.

5.3 Players are expected to costume themselves in accordance with their Faction as well as their Class. It should be obvious upon first glance which group you belong to. You should refer to the Factions rulebook and the sample pictures for a better idea of how your Faction looks.

5.4 Graphic t-shirts and clothes with visible logos are not considered acceptable attire for this game unless they are cleverly and convincingly worked into a costume.

5.5 If you have any questions about specific types of clothing please message our facebook page or email us at thefrontierlarp@gmail.com

5.6 Costume Rating Guide

1 Point	2 Points	3 Points
Effort was made but costume does not fully match the player's Faction	Costume fully meets requirements and easily identifies a player's faction	Costume goes above and beyond basic requirements

6.0 Player Items:

6.0.1 A term used to describe any weapons, items, and costuming brought in by players. These items cannot be stolen or looted and you may not use another players weapons without permission.

6.0.2 The following section details the restrictions and recommendations for player items.

6.0.3 NOTE: We highly recommend you label all personal items that you bring into the game. We will make no attempt to return unlabeled items.

6.1 Class Stat Cards

6.1.1 At the start of the game all players will be provided with a stat card which they must keep with them at all times during the game. This card will contain all their class stats for easy reference.

6.1.2 The stat card need not be displayed visibly but should be able to be easily produced.

6.1.3 Any player may ask to see another's stats card as proof of their in-game abilities

6.2 Gear

6.2.1 Players are highly encourage to bring the following items with them into the game:

6.2.2 Bags/packs: To carry all your equipment and any in-game items you may find. It is strongly encouraged that you have some sort of bag.

6.2.3 Time telling device: a digital or analog watch (Note that cellphones do not exist in this world, but you can use them OOC)

6.2.4 Water bottle: Water skins and flasks are also good. Staying hydrated is very important in a long game.

6.2.5 Sunscreen/Bug Spray: To protect you from nature. Sunscreen is absolutely essential on hot days as you WILL get sunburn.

6.2.6 Tents/Gazebos/Pavilions/Tarp Structures: To fill up your groups town and serve as your own personal safe haven as well as provide shelter from the sun. Remember, these structures earn your team 5 renown each, so you're strongly encouraged to help fill and expand your town. Even though Marauders cannot earn renown they may still bring a tent which they may setup anywhere in the waste.

6.2.7 Tools: items such as shovels, rope, plyers, etc may be brought into the game however they must be declared at sign in. These items may not be used to modify game props or any large plant-life, only a player's personal items, weeds/grasses, or terrain such as sand and dirt. The Frontier LARP reserves the right to refuse any item from entry into the game even if it does not directly infringe on any rules.

6.3 Costuming

6.3.1 Players are expected to dress according to both their Faction and their specific chosen class within those groups.

6.3.2 All those who attend the game will get a costume score from 0-3. Not only will your team earn that many additional renown points, but you will also gain an equal number of bonus upgrades that you can distribute to any stats of your choice.

6.3.3 The Costume rating scale will be as follows

- 0 -player made no effort to wear appropriate costume
- 1 -some effort was made
- 2 -players costume fits both their race and class
- 3 -players costume exceeds expectations

6.4 Weaponry

6.4.1 Weapons: Players of any class can bring in as many weapons as they like provided they meet the safety requirements on our website (www.frontierlarp.com/safety).

6.4.2 Damage: The amount of damage a player deals with either melee or ranged weaponry is dictated by their class, NOT by the weapons themselves (with the exception of special weapons found in-game).

6.4.3 Ammo: Players may bring in a maximum of 12 bullets or arrows, these are re-usable after being fired by anyone who picks them up. Players may choose to mix and match (6 bullets, 6 arrows, etc). To bring in ammo a player must also bring in a weapon capable of firing it.

6.4.4 Packets: some abilities (particularly those of the Benders) require packets. Packets are small pouches of material filled with bird seed similar to a hacky-sack. Players must provide their own packets. These do not count as ammunition and are re-usable if picked up.

6.4.5 Grenades: players are not allowed to bring any type of fake grenades into the wasteland game, these must be found in game. A grenade will deal explosive damage detailed in section 11.0 on Combat.

6.4.6 Smoke Grenades: Any smoke grenades MUST be declared at the start of the game. Players are only allowed to bring in FLAMELESS smoke grenades which may be used tactically during the game. HOWEVER players may never throw a smoke grenade into a small enclosed structure with players inside such as a players personal tent.

6.5 Food

6.5.1 A full meal will be included in the ticket price as well as snacks from 1 of the 3 in-game taverns. This will include vegetarian options.

6.5.2 Players are highly encouraged to bring plenty of water to stay hydrated in the waste and bringing your own snacks is highly encouraged.

6.6 Prohibited Items

6.6.1 Real World Weapons: players may not bring in any item that would be considered a real-world weapon, this includes tools such as knives and hatchets.

6.6.2 Explosives: Any form of real world explosive that generates a spark or flame including fireworks, firecrackers, and smoke bombs that need to be lit.

6.7 Tents

6.7.1 Players are encouraged to bring tents, gazebos, pavilions, makeshift tarp structures, bug screens, and any other temporary structures that they may set up for the duration of the game to fill out their town.

6.7.1.1 While not required we highly encourage players to decorate their tents to fit in with the game theme, this could include covering it in furs, rough tarps or cloth, hanging trinkets from them, or building the entire tent out of blankets and ragtag materials.

6.7.2 Bonus Renown will be awarded for every structure that players bring and set up within their towns perimeter, and more so for those that fit in thematically.

6.7.3 Players need not arrive early to set up these structures as it will be done in character after the official game start.

6.7.4 Tenting overnight is not allowed at this site and all structures set up by players must be taken down by players at the end of the game.

6.7.5 Players cannot be killed, take damage, or inflict damage, in-game while inside a tent. If your town is under attack and you retreat to your tent you are safe from harm but you also cannot attack from your tent. You have chosen to hide and may remain there until the aggressors leave, are defeated, or you get bored of hiding.

6.7.6 You cannot enter or take anything from any tent without the owners explicit permission.

6.7.7 Tents are people's personal property, do not damage them and **do not enter them without the owner's permission!**

6.7.8 For the sake of not breaking the game and having tents be invulnerable safe zones, **no in-game items can be stored in tents.**

7.0 In-Game Items

7.0.1 This is a term used to describe any and all items that can be found or created in game such as relics, tools, resources, and special weapons. These items can be stolen and traded freely and, with the exception of resources, will be marked with a Frontier LARP sticker.

7.0.2 In-game items may be buried or otherwise hidden in the terrain or on one's person but they may not be locked up in any way or stored inside players personal tents where opposing players cannot access them.

7.1 Relics:

7.1.1 Vestiges of an age long past, relics are rare and unique items which can be found throughout the waste.

7.1.2 Relics are worth renown for whichever team possess them at the end of the game.

7.2 Tools:

7.2.1 Tools are wooden props used to harvest resources.

7.2.2 A tool is NEVER to be used as a weapon including to block blows.

7.2.3 Each team will start with 1 of each type of tool and can build more at their town center by spending resources as well as upgrade existing ones.

7.2.4 In order to harvest a resource you MUST have a tool, using the correct one will reduce the harvesting time by 2 minutes for a regular tool and 3 minutes for an upgraded tool.

7.2.5 You may harvest using an incorrect tool, but it will require the full 5 minutes.

7.2.6 There are 5 different types of tools

Hammers: for gathering metal scrap

Pickaxes: for gathering gold and stone

Axes: for gathering wood

Scythes: for gathering food

Hand Drills: for gathering oil

7.3 Rare Weapons:

7.3.1 Within the waste there are also rare and powerful weapons which can be found, these weapons are unique and will deal addition damage above what your regular damage call is.

7.4 Resources

7.4.1 Resources are valuable objects that can be collected from resource centers using tools

7.4.2 Resources are used to purchase new in-game items and upgrades from your town center.

7.4.3 Resource centers can be found throughout the wasteland in logical zones (wood resource will be found near trees etc). They will be marked by a wooden sign post with a timer and pile of resources.

7.4.4 Gathering a resource requires holding a tool in hand and roleplaying use of it within 1 meter of the resource centre. The player must do this for the entire harvesting time which begins at 5 minutes.

7.4.5 Players will use the provided timer to track the time, once up, they gain 1 of that resource and may continue to harvest until all the resources from that resource center are gone.

7.4.6 Each resource center has a 'correct' gathering tool which, when used, decreases the harvesting time required to gather that resource. You may harvest a resource with an incorrect tool but it will not decrease the harvesting time

7.4.7 Once gathered a resource is now in-game and can be stolen, looted, traded, or spent at a town center.

7.4.8 If at any time you attack, or are attacked during the resource gathering process you must start again.

7.4.9 Multiple players may gather from a resource center at the same time provided they each have their own tool.

7.4.10 Note: removal of resources from a resource center is based on the honor system, anyone caught removing resources without using the correct in-game methods will be removed from the game.

7.4.11 There are 6 different resources in our game

Stone: found in rocky areas, harvest with pickaxe

Wood: found in treed areas, harvest with axe

Food: found in grassy areas, harvest with scythe

Metal: found near scrap metal, harvest with hammer

Oil: found in sandy areas, harvest with hand drill

Gold: found in hilly areas, harvest with pickaxe

7.5 Currency

7.5.1 In-game currency will be known as cogs and will be represented by painted poker chips, the color of which does not matter.

7.5.2 Each player will start the game with 5 cogs which can be used to barter and purchase items from any of the 3 tavern keeps.

7.5.3 As an in-game item cogs can be stolen from killed players.

7.5.4 players may earn more cogs by working for the Tavern keeps.

8.0 Renown

8.1 The goal of the Wasteland game is for your team to earn the most points, known as renown, by the end of the game. This team with the most will be declared the dominant Faction of that year.

8.2 Renown is earned through several different methods:

8.2.1 Tents: Every tent setup by a player is worth 5 renown, to a maximum of 50

8.2.2 Wall Sections: Each wall section built is worth 3 renown. This rule will be void on years when the wall sections are set-up in advance of the game.

8.2.3 Costuming: players can earn between 1 and 3 renown for their costumes

8.2.4 Flags: Flags can be stolen from the other teams towns, and are worth 20 renown each when brought back to your town center. An opposing team may only steal one flag per raid (see section 11.11) .

8.2.5 Relics: Rare vestiges of a time long past, these are in-game items waiting to be found throughout the wastes. They are worth 25 renown each.

8.2.6 Resources: at the end of the game any unspent resources are worth 1 renown each.

8.2.7 Quests: completing quest will earn your team renown, the amount varying with each quest

8.2.8 Thunderdome: winning matches in the thunderdome will also earn renown for your team, the amount will vary depending on the match.

8.3 At the end of the game, it is the responsibility of your town leader to calculate your teams renown with the help of your Tavern keep NPC.

9.0 Energy

9.1 All players have a set amount of energy based on their class with which they can perform special skills. These special skills are detailed under each class in the Factions rulebook.

10.0 Rejuvenation

10.1 Rejuvenation is way for characters to regain energy throughout the game allowing use of special abilities again.

10.2 All players fully rejuvenate to their max energy after spending at least 5 minutes roleplaying in their home town. Examples of roleplay activities are things such as tinkering for Salvagers, meditating for Cliff Runners, and sparring for Bone Raiders.

10.3 If at any point during this time a player is attacked or calls damage upon another character they must start the 5 minute time over.

10.4 Since Marauders do not have a home town they will rejuvenate by making camp somewhere in the waste for at least 5 minutes. Spending this time in solitude instead of with fellow members of their Faction.

11.0 Combat:

11.1 Basics

11.1.1 Weapons: For this game we will be using Nerf blasters and boffer weapons, for a full safety guide please visit our website www.frontierlarp.com/safety

11.1.2 Hit Call: every hit whether Melee or Ranged must be accompanied by a hit call, a number called to represent the damage done to the target. Your hit call is the amount of damage you're able to inflict with a weapon, and could be different depending whether you're using a melee or ranged weapon. You need not call out a number unless the hit lands. If someone does not call a number and you're struck, you still take a base 1 point of damage. If you are unsure what the hit call was, take 1 point of damage.

11.2.2 Note: Sometimes you may wish to deal minimal damage, you are always allowed to call less than your damage maximum on any strike.

11.1.3 Invalid Locations: Players are never to hit others in the head, throat, or groin. If someone is hitting too hard or in an unsafe manner let them know, and if they do not soften their blows speak with the acting game Referee.

11.1.4 Light Contact: no one should ever hit as hard as they can, this is a light touch game, meaning a weapon need only tap the target to count as a blow.

11.1.5 Melee Damage: Any damage dealt with a melee weapon (Boffer Sword, foam bat, Calimacil, etc.) OR any damage by a throwing weapon, such as foam daggers and fake stones

11.1.6 Ranged Damage: Any damage dealt with a ranged weapons projectile, such as arrows from a bow, Nerf blaster darts, or foam darts from a blow gun.

11.1.7 Bullets: in this game bullets are able to pierce through shields. If a dart strikes your shield, it deals damage as if it struck you

11.1.8 Hitpoints: this number represents how much damage you can take. Every time you are struck your opponent will call a hit call, you subtract this number from your total hitpoints, regardless of where you are struck. If you are struck, but don't hear a number, simply take 1 point of damage. When you reach 0 hitpoints you fall unconscious.

11.1.9 Unconsciousness: when unconscious a player must collapse to the ground and lie there for 60 second. During this time they cannot receive any other damage. After the 60 second count they are dead. If at any point during this time count another player begins healing them their count pauses.

11.1.10 Death: A player dies 60 seconds after falling unconscious. Once dead you may get up and return to your teams graveyard (located near your home town) to respawn.

After waiting the appropriate spawn time at your graveyard you may re-enter the game. Players retain all upgrades upon death and have their energy restored to full.

11.1.10.1 Note: when dead you MUST leave behind all in-game items you had on you (see game terms for definition)

11.2 Special Terms

11.2.1 Looting: When you come across an unconscious player you may loot all their in-game items (see game terms for definition). You may NOT take any of their player items which they brought into the game. Full roleplaying when looting is encouraged but if either party is uncomfortable with it a simple hand on the shoulder and call of “loot” will suffice.

11.2.2 Raiding: a raid is defined as an attack on another team’s home town. This may be done by any number of players including as few as 1. A raid does not need to be an outright attack, it could instead be infiltrating a team’s home town under the pretense of civility. You may only steal 1 flag from opposing factions per raid. Each raid must be separated by 5 minutes during which no members of your faction can be within the target town.

11.2.3 Explosive Damage: items such as grenades will deal explode damage which instantly reduces all players to 0 hitpoints, rendering them unconscious. They must always be accompanied by a call of “explode 1 meter.” This means that anything within 1 meter of where the explosive lands takes 1 point of damage.

11.2.4 Machine Gunning: A term that refers to rapidly calling damage with a melee weapon while striking repeatedly using only quick wrist flicks. This is not allowed. All hits with a melee weapon require a full swing of the arm, at a rate of approximately 1 hit per second.

11.2.5 Class Abilities: Each player will also have a special ability based on their class which will affect combat. Most of these abilities effect the player who is using them but some do effect others. While the responsibility is on the player using the ability to explain its effects if there is any confusion, being familiar with the following terms will be useful

11.2.5.1 Shield: an engineer ability that grants a temporary invincible shield

11.2.5.2 Strength: enforcer ability that allows them to overpower others

11.2.5.3 Hide: watcher ability that allows them to remain unseen, represented by putting a hand in front of their face

11.2.5.4 Energy Bolt/Blast: bender abilities, blasts of magic that deal damage via a thrown packet, passes through shields like bullets

11.2.5.5 Protective Circle: a bender ability allowing them to create an impenetrable circle

- 11.2.5.6 Snipe:** a scout ability that grants +1 ranged damage for a single shot
- 11.2.5.7 Rage:** a beserker ability that grants +1 melee damage for a single swing
- 11.2.5.9 Treatment, Heal, Stitch:** healer abilities that restore hitpoints

11.2.6 Lost Limbs: In some rare cases a player may lose a limb in game. This may be from a special NPC damage call or through roleplay. Until that player dies they may not use the lost limb and must act as if it is not there. In the case of a lost leg the player can no longer walk, only crawl or be carried.

12.0 Respawning

12.1 Respawning is a process by which players who have died in-game can re-enter the game.

12.2 Dead players travelling back to a spawn point should not speak to living players and are not allowed to relay any in-game information until they have respawned. When dead and encountering live players please use the OOC symbol (closed fist on head) to relay that you are out of game.

12.3 Upon arriving at one of your Faction's spawn points you must wait for the allotted Respawn Time before being able to re-enter the game, using the provided timer to track it. This time will be stated in all spawn zones.

12.4 Graveyard Spawn

12.4.1 Each town will have a graveyard spawn belonging to its inhabitants, located just outside of its perimeter. Only players from that faction may spawn there and this location cannot be captured.

12.5 Outposts

12.5.1 Located throughout the waste can be found several outposts which can be captured by any team and used to respawn.

12.5.2 To capture a outpost a living player must raise their teams coloured flag.

12.5.3 All outposts will be surrounded by rope and peg which functions the same as town walls (see section 13.7).

12.5.4 Spawn speeds at outpost points cannot be increased through town upgrades

12.5.5 Players cannot spawn from a outpost point if there are any enemy players inside of it. Enemy players being defined as a player of a different faction trying to capture the spawn point.

12.5.6 Marauders, who are not part of a Faction can spawn at any outpost point regardless of whose flag is raised.

13.0 Towns

13.1 Each Faction, with the exception of the Marauders, have their own central town. Providence, the home of the Salvagers, Tarhol the home of the Cliff Runners, and SkullRack the home of the Bone Raiders.

13.2 Towns are comprised of tents, and several different elements detailed below.

13.3 Perimeter: the limits of each town, which is marked by wooden stakes.

13.5 The Town center: the heart of each town. This is where you create all your teams in-game items such as tools for harvesting resources. From your town center you will be able to upgrade things for your team such as respawn speed, hitpoints, energy, and attack damage.

13.6 OOC Bins: There will be several OOC bins at each town center, one to hold food supplies for your team, one to deposit spent resources, and one which holds in-game items which can be created such as tools.

13.6.1 Note: These bins are not to be used as storage for player items or in-game items.

13.6.2 Note: Nothing can be looted from any of the OOC town center bins.

13.7 Walls: small blockades that players can build to help defend their towns. Each town will start with materials to build wall sections, and each section that is built will earn your team Renown. Walls must be placed along your towns perimeter.

13.7.1 When building walls, towns must always have at least 2 entrances that must be at least 2 meters.

13.7.2 Players may attack over and between walls with both blasters and melee weapons

13.7.3 Players may not climb over, under, or between wall sections nor may they move them once put in place.

13.8 Towers: Each town will have 4 “tower” structures with flags. These flags can be stolen by other factions to earn renown. Each Faction will also have extra flags and must replace stolen flags immediately.

13.8.1 Note: Only your own Factions flags can be flying within a town, you cannot steal and re-purpose another Factions flag.

14.0 Negative Forces

14.1 Within the world of the Waste there are several negative forces that afflict the survivors.

14.2 All or none of these negative forces may be in effect in any individual Wasteland game. If they are it will be announced at the start of the game and the applicable mechanics explained.

14.3 Sand Storms: Dangerous storms which howl across the barren waste, anyone caught in a sandstorm dies.

14.4 Toxic Zones: remnants of the great war have created areas full of dangerous toxins which cause damage when inhaled. Wearing gas masks prevents damage taken in toxic zones.

14.5 Nuclear Fallout: the entire wasteland has been contaminated with Nuclear fallout. Spending long lengths of time outside a town will cause negative effects unless a player is wearing a gas mask.

14.6 Disease: another deadly threat in the waste is disease. Disease can strike anyone anywhere, and, once infected, disease is very difficult to cure. Diseases are infectious and can spread among survivors.

14.7 Beasts: many dangerous and bizarre creatures roam the waste, mutated by nuclear fallout and radiation, preying upon mankind.

15.0 Game Schedule

15.1 So you’ve read all the rules and you’re all ready to go, what should you expect when you arrive?

15.1.1 Arrival: Players will arrive at PFP in Blumenort and be directed to a parking area.

15.1.2 Sign-In: Once parked they will sign-in, have their photo taken, and enter the player holding zone.

15.1.3 Pre-Game Orientation: Once the majority of the players have arrived orientation will begin including a brief summary of the game rules.

15.1.5 Factions: Players will be divided into their Factions and after a group photo will be guided/directed to their town center where they will pick their leaders accordance with their Factions methods (see Factions rulebook).

15.1.7 Game Start: Players must remain within their town limits until they hear the first firework, marking the beginning of the game.

15.1.8 Supper: approximately halfway through the game all players are asked to return to their towns to feast. During this time players may not attack or steal from other towns, nor can they gather resources.

15.1.9 Thunderdome: for the conclusion of the game all players will gather at the thunderdome for the annual tournament, a last chance to earn more renown for your team.

15.1.10 End Game Briefing: once the thunderdome is complete the winners of the game will be announced and players will be allowed to drive back to their towns to pack up their things

16.0 Post Game

16.1 After the game if you have any feedback we invite you to message our facebook page or send us an email. We would love to hear your thoughts!

16.2 Game photos and video will be posted in the week following the game, keep your eyes on our facebook page for those.

16.3 If you forgot anything at the game please message our Facebook page, we will do our best to help, however, by playing in this game you acknowledge that getting your lost player items back is your responsibility, and we make no guarantees that lost items can be found and returned. Please label all player items brought into the game.