

FanWar Schedule of the Day:

10:00- 11:00 Setup, Warm Up Battles, Character Generation for Set 1.

The first hour of the day is for setup, making characters, training new players and warming up. You must arrive during this time if you want to play in set 1 and you must arrive at 10:00 if you are new or what to play a new character is set 1. This is the time to Suite Up and get your PhysReps.

11:00-2:00pm Set 1 Roll play Adventures.

This three hour set is dedicated to the Primary Players of Set 1 (usually the lower lvl characters) who roll play for the full 3 hours, non-stop. The other half of the group is Secondary Players and will be used as Monsters, Thieves, Merchants, Guards etc unless the Primary Players need some of them for a specific quest (and then they need GM permission to have a Secondary Player join the group). During this time there are two main areas of Roll Play; In Town and Out of Town. Both will be happening simultaneously so see the In Town or Out of Town GM respectively for missions. During this time everything needs to be done In Game and the Primary Players should be the focus of the event. If you are a Secondary Player, see your GM to find out what type of monsters you will be, and what to do.

2:00-3:00pm Lunch Break

3:00-4:00pm Setup, Happenings and Events, Character Generation for Set 2.

This hour is for setup, making characters, training new players and finding out what happened to your character between events. You must arrive during this time if you want to play in set 2 and you must arrive at 3:00 if you are new or what to play a new character is set 2. This is the time to Suite Up and get your PhysReps.

4:00-7:00pm Set 2 Roll play Adventures.

Another three hour Roll play dedicated to the Set 2 Primary Players. All the same specifications apply to set 2 as set 1.

7:00-8:00 Clean up and Pack Up, Happening and Events:

Clean up your trash, equipment, and pack up the vehicles. Anything that is unresolved in game can be emailed to me for resolution etc. It is also the time for discovering what happens to your character in the comings weeks in their Happenings and Events.

FANWAR ETIQUETTE

Rule #1) Fair Play = Good Gaming. In order for a LARP to work, everyone has to play fairly and honestly even if it means their character is going to die! If you play the game by the rules, keep careful track of your HP and Mana and accept when you are beaten/killed you will do the best at FanWar. You need to trust the Game Master and the game world to work. If you die in some random encounter, it is not the end of the road for your character, just a minor setback. But because death is somewhat trivial, cheating death is even more serious. So play fair for everyone's sake.

Rule #2) This is a Live Action Roll Play so Roll Play! You need to act out what your character does, move around and talk to other players, and really do what your character is supposed to do. This means that if you are a musician, you had better play your instrument (unless you're a singer...). If you are a blacksmith, don't just stand around saying, "Yeah my character is making a shield." Go to the smith and roll play it, or better yet, bring the supplies and really make a shield! Many of the skills in Trades and Crafts have big drawbacks that never get played out because they are never roll played and this upsets the game balance. Also, if you can say something to someone as your character, say it that way, don't say, "My character is going to ask around in the Inn for information on this Magic Sword." Go to the Inn and ask around! If need be, inform the GM out of game that you want to use Informant to track down someone who might know something, but then roll play the interaction, don't just expect the GM to tell you what you need to know. If you want to go to another part of town, get up and go, the GM can describe your journey but not if you are sitting around then the game turns into a RPG and we might as well be inside rolling dice all day. Sometimes it is necessary to inform the GM of where you are going so that there is something to interact with but only the bare minimum of information should be transferred in this format, for example, "I am going to the Guild to find more information on the Magic Sword. Can I get a roll play?" OR "I am going to the other side of town. Can I get some encounters?" This gives the GM the information needed to set up the interaction but doesn't ruin the roll play.

Rule #3) Asking Questions: Three Before Me. In FanWar there is a lot to learn and a lot of things to do and ask about. Unfortunately, if I am going to run all the adventures I can't be everyone's lexicon of information as well. If you have a question about rules, prices, spells, skills monster stats etc. **DON'T ASK ME!** Remember the Three before Me rule, (1) Ask a Friend (many players have the answers your looking for), (2) Go Check It Out, is there somewhere you can find that information (like the Blacksmith or Guild master for example), and (3) Look It Up in a Rule Book (we have Rule Books for a reason and I didn't spend the last five years perfecting it for nothing!). Please know that it is not that I don't like answering questions, I don't like wasting precious roll play time answering question like "What would happen if you fed a Dragon a Goblin with a spell stone inside it..." Who Cares! Let's focus on the gaming and have fun. If you have in-depth questions about your character or magic item etc, then email me between events.

Rule #4) PhysRep's Required! If you don't have a PhysRep for something, you didn't bring that item with you (it got left back at camp etc.)! A PhysRep stands for Physical Representation. Some PhysReps you might be familiar with are Potions, Scrolls, Gold, Gems, etc. PhysReps are very, very important, just like Roll playing, they make the game work. Sure it is easier to simply say, "Yeah I have 5 potions of full Mana Restore." But if you actually have to carry them around, you might think twice about that... It is easy to meet a stranger on the road and say "Oh sure here's 100 gold for that magic item." It is very different to lug around 100 gold pieces! Furthermore, NPC's are not held to the same standard as Players when it comes to PhysReps. If a monster is supposed to have a scroll of Inferno, they don't have to be carrying it (though that is preferred) because running all the way back to town to get a scroll for a 10 second encounter is ludicrous. But I am going to be very strict about players with their PhysReps as it becomes very easy to "forget" that you already spent 30 gold back in town and then buy another 30 gold's worth later. You need to take responsibility for these things yourself. If you bought 3 potions but never got PhysReps for them, go get them from a bin, or ask the Smith for them. If your character has 50 gold, a dagger, 10 arrows and 15 potions, go get them and carry them around with you.

Fanwar Events Guide

WHAT TO BRING:

- (1) **Cash (\$):** If you are playing a character you need to bring \$10 to a Saturday event (if you can't pay, you need to see me and make trade arrangements). Sometimes people go out for lunch and can pick you up something to eat, so if you bring extra cash you might be able to order something. If you are playing Monsters all day, the event is free for you so long as you follow the GM's directions and play the roles required.
- (2) **Food and Drink:** If the event is an All Day type, you will probably want to bring food and drinks for yourself. Especially in the summer, lots of liquids are recommended.
- (3) **Equipment:** If you bring your own swords, armor, and costume etc. you operate at a higher lvl in game. If you don't know how to make your own stuff, go to www.fanwar.com and check out the Making Weapons section or ask a friend to make you what you need and pay them.
- (4) **Character Sheet and Pencil:** You should have a character sheet of the character you plan to play that day with you. If you don't bring your character sheet I cannot guarantee you that you will get to play your character and they you will have to trust my memory of what they had!
- (5) **Rule Book:** If you own a Rulebook, it is a good idea to bring it. I have some that I have as resources at the event but if you have your own you don't need to wait around to figure out what you need to know.
- (6) **Friends:** We are always looking for more players and even if your friend is not interested now, they might be after they watch for a while. The first event is always FREE so they don't have to worry about that. Gamers or non-gamers, everyone is welcome.
- (7) **A Good Attitude:** Perhaps the most important thing of all, you need to come to an event ready to play in a fair, sportsmen like way. FanWar is based on the honor system and as such relies on its players to play fairly and honestly. The trick is, no matter what your character might do, always play the "game" in a helpful, straightforward manner so we can all have fun!