

Event Registration and Status Information. 2012-01-20

Registration

Event Fees - \$45.00 for full event. *We play on Sunday! Sunday block ½ Price! See discounts.*

Event is broken down into 5 Time Blocks. Friday night, Saturday Morning, Saturday Afternoon, Saturday Night, Sunday Morning. Each time block costs \$10.00. Players may play a second character for extra \$5.00 fee (player must change at time block start (meal times) and play whole block as character. Costumes must be significantly different.).

Meals - All Meals and Snacks \$15.00

Mean plan gives all meals Friday Snack 9p-9:45pm, Saturday Breakfast 9am-9:45am, Saturday Lunch 12:30pm to 1:15pm, Saturday Dinner 5:30pm-6:15pm, Saturday Snack @11:00pm, Sunday Snack 9am-9:30am. Snacks are \$2.00. Meals are \$300.

If you miss a meal food was prepared and you don't get a refund. We can't leave food sitting out for you because its unsanitary. The kitchen will be cleaned and closed after each meal. No plates will be left for late comers. Sorry.

Discounts- Discounts are available to those who *pay to attend* the entire event.

- \$10.00 **Recruitment**- Each first time player character you bring is worth a \$10 discount. This discount does not roll over to next event, but it is cumulative so if you bring three new players its -\$30.00!
- \$10.00 **New Player**- If you're a first time player character, or if you've not been to MR in a year
- \$5.00 **Early Arrival**- If you register before 8:00 pm
- \$5.00 **Personal Tent**- If you bring your own tent to sleep in. You must set up your tent in designated tent areas. This discount is not available to off-site or in-car sleepers, the purpose is to encourage player groups to set up in-game camps
- \$5.00 **Sunday Discount**- To encourage players to stay and roleplay, Sunday is discounted.

Please bring exact change in small bills to the event . Logistics cannot make change.

Play Status!

Registration & roleplay - 50 status per paid block of time (must meet minimum standards roleplaying/costume)

Contribution to success - 25 status maximum per hour of help for each paid time block (1 hour is required by all persons (except cast & club managers), club managers who take shifts earn contribution, town luminaries earn one contribution that does not count as the required service)

Interactions & adventuring - 25 status maximum per paid time block (each coin and base card (used or unused) is worth its value)

Playing full Five Time Block event = 500 status possible

(registration & roleplay (50*5)= base 250 status))+ (contribution (25*5= possible 125 status)) + (interactions (25*5= possible 125 status)) = a possible 500 status!!!

Cast Status!

Registration & roleplay - 100 status per participating block of time (*double what a player earns*)

Roleplaying Excellence - 25 status per time block (awarded by writer)

Supportive Excellence- 25 status per time block (awarded by writer)

Five Time Block event = 750 status possible

(registration & roleplay (100*5)= base 500 status))+ (contribution (25*5= possible 125 status)) + (interactions (25*5= possible 125 status)) = a possible 750 status!!!

Management & Writing Status

Club Management (Producer, Concierge, Coordinator, Concessions, Properties) - gain 25 per time block with an attendance bonus of 1 status per player (player character at event for at least 1 time block). **Writers** earn status when they submits drafts in a timely fashion and execute their adventure with success. Status is based on the quality and complexity of adventure (generally 25 status per hour of writing up to the maximum limit).