

# THE PROVING GROUNDS



# KINGDOMS



## Teams

### ***Intro – Gotta start somewhere***

Congratulations on forming your own kingdom.

Now it's time to learn how these work. All teams (Kingdoms) must have a minimum of 5 people to register, and can have up to 10 people at the start of the event. All teams must have 1 member selected as their team leader, or "king" (King is irrespective of gender in this context). This person will be crucial for the continued survival and growth of your team, so make sure to choose wisely. The king of your team must be registered before the start of the event.

### ***Growing Your Team – Like weeds, only easier to kill***

Over the course of the event, you will see your teammates (and hopefully never yourself) die. Teams will shrink, and unless their numbers are replenished they will eventually disappear. To ensure this doesn't happen, you have 2 options (not including the obvious "don't die" approach):

1. The first and the most cost effective option is to simply buy new teammates. Every 30 minutes the king of your team can travel to the central marketplace, where they are able to purchase players who have perished; at varying costs. The longer a player has been dead, the cheaper they will be.
2. The second and more expedient option is to hire mercenaries. The mercenary guild can be located in the central marketplace, and can be used by all players. This option has the advantage of not requiring the king to travel through unprotected areas, but costs more per fighter as buying a new team member. Mercenaries can be hired for a set time duration, or for a specific task.

The last method of growing your team is to absorb an enemy kingdom, which will be touched on later in this guide.

### ***Armaments – The key to your enemy's heart***

No army can exist without a means to fight, and here that means weapons. All players will receive 5 coins at the start of the event, and the king will receive an additional 2 coins per member of their team.

*A team has 6 members. The king receives 5 coins for himself, plus an additional 2 coins for every player in the team equaling 12 coins. In total, the king receives 17 coins.*

This currency allows each player to purchase any equipment and miscellanies they'll be starting with through the market. While there is no set cost for a weapon, most items will range from 1-3 coins in value.

### ***Capturing a Kingdom – The mighty shall fall***

To capture a kingdom, two things need to happen: first, you must kill the king of that kingdom. Second, you must capture the flag of that kingdom, and bring it to the marketplace. When a king dies, the first team to bring the flag to the market will be considered to have captured it, so make sure you get to reap the rewards of your hard work.

Upon capturing a Kingdom, you can assign one of your team mates to act as the king's representative that will manage that kingdom from that point on.

All remaining members of the previous kings reign can either join their conquerors team by going with their king or kings representative to the marketplace, or they can rebel and become free agents. Free agents are unaffiliated with any kingdom, and can choose to remain as free agents and be roaming marauders, or they can join another kingdom.

## The King's Rule

The king decides how the kingdom grows. Being in control of most of the wealth of the kingdom, the king can control if they pay out to allow their team mates to get luxury items and high end weapons, or if they save their money to hire new fighters. Do they focus the kingdom towards generating income by sending their members out on quests and bounties, or do they focus on military might and lay siege on their neighbours?

Aside from being required for certain acts such as recruiting new members, and allocating funds for the kingdom, the king is required for one other important task: The Royal Meeting

The Royal Meeting happens every 4 hours, and can only be attended by the King (or King's Representative) and 1 aid. Each Royal Meeting will see several variables presented before the king's, which they will have to vote on to either allow, or to veto. These variables will change everything from the regular income kings receive every hour, to the sale of certain types of weapons.

A king may choose to abstain from the meeting if they choose, but will take a 1 coin per team member penalty during their next hourly payout.

## **Gold & Violence**

### ***General – A little common cents***

There is one set currency in Kingdoms: coins! Money (or theft) is needed to get just about anything in this game. The marketplace will carry a variety of weapons, tools, and even food that you can purchase for the right price.

Aside from the starting money every player gets, there are several other useful methods for raking in that cash. The easiest method is simply stay alive! Every hour, the king will be rewarded 2 coins per member of their kingdom, available for pickup at the marketplace.

### ***The Marketplace – The place where the market is!***

The market will be your go-to location whenever you're short on supplies, or looking to earn some extra cash. There are many different ways of earning money in this game, and all of the less shady methods come from the market! The market will carry every item available for use in the game, as well as various useful items, and food and drink as well!

But the market isn't just about taking your money! If you find yourself in possession of some extra equipment you can bring it to the market and sell it for some cold hard coin! There's no shame in looting a battlefield if they're all dead! It's not like they were going to use it.

### ***The Quest Board – The most useful community board you'll ever find***

One of the more reliable methods of earning money is to complete quests. Quests can be completed by anybody, and can be issued by anybody. Had your sword stolen and want it back? Issue a quest! Need some more arrows? Issue a quest! Need a back rub? That's sexual harassment, and we don't condone that.

The quest board will frequently have quests issued by the marketplace, so make sure to check it frequently.

### ***The Bounty Board – Fyrestone not included***

Sometimes someone will annoy another person to the point that they decide to take measures. This is one of those measures. At any point during the game, a player can take out a bounty on a player; and can even specify if they want them dead or alive! Then they simply need to offer what they're willing to pay for the deed, and wait for the results! Anybody can register to be a bounty hunter by paying the 1 time cost of 3 coins.

Bounty Hunters have access to a unique item for purchase: handcuffs. Handcuffs are used for capturing targets alive. They're not necessary to capture someone, but they certainly make life easier. (Please note, handcuffs are made of silicon, and pose no risk to the wearer).

### ***The Slave Trade – Still more ethical than 50 Shades***

Now that you know you can capture people alive, the question arises “What do I do with them after that?”

This is where the Mercenary core comes up. All captured players can be sold as a slave to the mercenary core, where they will have their chance to work and earn their freedom. After slaves are sold to the mercenary core, they can be purchased by anybody, and will be on that person's team from that point on. Slave trading is a very lucrative way to earn money, but carries the risk of people wanting you dead. Revenge is a scary business.

### ***The Mercenary Core – The dogs are hungry***

The last official method of earning income is through the mercenary core. The core is normally comprised of slaves, but anyone can enroll to earn some extra cash. Slaves will earn 1 coin per mission they embark on, and can buy their freedom for 5 coins. Volunteers will earn 2 coins per mission completed, and can leave at any time. Slaves are able to use their earnings to purchase better weapons instead of purchasing their freedom, if they'd rather.

When a slave buys their freedom, they have the choice to return to their previous kingdom, or to become a free agent.

### ***Theft***

Though not an official means of earning money: theft is still a perfectly viable method for those skilled in such things. Everything from robbing stragglers and caravans, to sneaking in to kingdoms, to even trying to rob the marketplace is permitted. Just be prepared for the repercussions that come from it, and beware of the guards of the marketplace.

## All Shapes and Sizes

Though this is a game focused on team deathmatch, there are many different ways in which it's played, and many different roles you can take, each with their own rules and objectives.

- Normal Player
  - Your run of the mill player. Nothing special about them.
- Free Agent
  - Not affiliated with any kingdom, either from being a slave or from having their kingdom fall.
  - Free Agents are free to join any kingdom they want by having the king come to the marketplace with them, and registering them to their kingdom.
- Barbarian
  - Barbarians are nobody's friends.
- Hero
  - You might encounter a special unit while you're out in the field. Treat them with caution, but don't pick needless fights. You'll probably lose.

## **The Dead**

### ***Intro – To the outro***

So you've died. Tough luck, better luck next life. First things first, get your death flag out and wrap it around your neck. It stops people from hitting you further. Next, take yourself out of the immediate fighting area, and sit your butt down. You're here for the next minute or so.

When you die, everything you have on you (within reason) is up for the taking. So while you're sitting there. Take off all of your weapons, any food and money you might have on you, and any relevant items. They'll not be coming with you on your journey to the afterlife. After you've taken off your items, you're free to start your walk of shame to the marketplace, where you'll report that you died, and then find your way to the cemetery.

### ***Dead – But not rested***

Every 10 minutes for the first hour in the cemetery, all dead players must participate in an exercise. This is your payment for being dead. Every exercise you do decreases the overall cost of being hired on to a new team; starting at 7 coins when you first die, and ending at 1 coin at an hour of being there.

### ***Rise of the Barbarians – Fall of civility***

There is one other way out of the cemetery, and that is the rise of the Barbarians. Every hour, when 6 or more people are dead at one time, 5 of them can be reincarnated as barbarians. The 5 that get to go will be chosen through combat if need be. In the event that there is 11 or more people dead, a squad of 10 can be chosen instead of 5.

Barbarians have one goal, and that is to capture a kingdom, and generally disturb the non-peace. If a Barbarian manages to kill a king, and take their flag to the marketplace, they are now the rulers of that kingdom.

Barbarians will be given a combined total of their members + 2 coins to purchase equipment for their journey, and may not use the market again until they claim a kingdom.