

Vendors of
Dynafol



Vendor Information 2022

Application Deadline

July 31, 2022

Dates

November 2nd - 6th 2022

Location

1883 Old Hwy 20, McDade, Tx. 78650

Fees

5 Day Vendor: \$250

3 Day Vendor: \$150

NPC Vendor Fee: \$500

*Requirements

- ❖ This is a fully immersive event, meaning that our patrons are fully “immersed” into a Fantasy Medieval World. As such you will be required to be in costume garb and be “portraying a character” at all times while vending and in the decorum area of the grounds during the event.
- ❖ As a vendor, you must sell “world appropriate products” (medieval/fantasy/larp related, i.e. no modern items like iphone cases)
- ❖ Purchases are made with USD currency, in addition digital/credit card transactions are to be as hidden as possible so as to not “break the immersion.”
- ❖ Real Weapons are NOT ALLOWED to be distributed during the event. This means that lethal weapons can be displayed and sold during the event, but must be shipped or released to the customer at the end of the event. There is no “Peace Tying” for this event, as no patron should ever be carrying a steel, tipped, or leathally blunt weapon during the entirety of the event. This includes projectiles and throwing weapons.
- ❖ Your shop is a part of the world of Hynafol, and as such you will be required to “be a living part of the breathing world.” This means that while you might speak with a customer about buying your real product, you are to remain a shop character selling a product to a character in the game. You are required to act and speak accordingly.



- ❖ Your shop, as a vendor, is your responsibility. This includes the security and safety of your products both during, and outside of, operation hours.
- ❖ Set up and load out will occur before and after the game starts. In the event you are arriving, leaving, or loading once the game has begun; all transportation of product must be in decorum. (i.e. if you are a vendor in the middle of the grounds, loading out on Friday, you must use carts/covers to “hide” anything “world breaking” during your transportation to the NPC/staff area. Visa Versa for loading in late)

***Required Hours**

- ❖ All vendors are required to be open and in operation during “Merchant Hours,” outside of these times you can open shop ANY TIME you want, starting an hour before The game starts and an hour after. This includes at night! (Reminder, your product security and safety will be up to you)
- ❖ Merchant hours: Wed: 4-7pm, Thurs & Fri: 1pm-7pm, Sat: TBD, Sun: TBD
- ❖ 3 Day vendors must choose either Wed-Fri OR Fri-Sun.

***NPC Vending**

- ❖ Your shop is not a quest destination by default. An upgrade to an NPC Vendor ticket, however, can place your shop within the storyline of Hynafol which will require patrons to visit your booth.
- ❖ You will become an NPC in the world of Hynafol. Your shop may become a setting for a roleplaying scene, a quest location, or you may be asked questions by players that only you have the answer to.
- ❖ You may be given small scripts to memorize.
- ❖ You will have the opportunity to influence your character development, however we reserve the right to make the ultimate decision.



Notes

- ❖ Decorum is any area that is “in game” on the grounds of Sherwood Forest Faire. This does not include NPC/staff areas, your personal camping space, and designated areas in the patron campgrounds.
- ❖ We encourage you to speak as though you are in the world of Hynafol for the duration of the event. You are not required to put on any type of accent or voice alteration. Simply refrain, when possible, from speaking about the real world. Though we understand that it is inevitable based on your products.
- ❖ When not vending, you are not required to remain the same character as your “shopkeeper,” however, you must still be some type of character and in garb while in decorum areas.

**Subject to change*

