



Thousand Skies

Festival of Champions

807

Festival of Champions

Hosted by:

The Marchwardens in Thousand Skies

In the heart of The March, a bustling port city teemed with life and activity. The Marchwardens, recognized by their roguish charm and seafaring skills, readied themselves for the festival that would unfold on this auspicious day. The vibrant city of Thousand Skies, poised at the northern edge of the known world, gleamed under the first rays of sunlight, gearing up for the grand spectacle—the Festival of Champions.

Nestled within the embrace of swirling mists and legendary landscapes, The March unfurls—an expansive realm, considered by many as less immediately valuable, yet held in the highest regard by its proud inhabitants, the Marchwardens. Though often mistaken for pirates, they were, in truth, privateers—masters of the sea and cunning professionals seeking fortune through legal means.

The goals of the Marchwardens were as vast as the territories they defended. They aimed to safeguard The March, with its valuable trade port, and mend the wounds inflicted by the cataclysm. As keepers of the land, the Marchwardens believed in a connection to the elements, a cultural heritage they yearned to share with the world.

Central to their beliefs was the mythical being, the Thunderhawk, revered in the religion of The Children of the Ash. A creature of legendary proportions, the Thunderhawk held a sacred place in the hearts of the Marchwardens, inspiring a spiritual connection to their homeland.

In the midst of the bustling preparations, hushed conversations fluttered through the air, all centered around a mysterious figure—the intriguing Lady Liraz, known far and wide as the Rumor Monger. Draped in an array of bags secured to her belt, she gracefully weaves through the crowd, her words shared only in secretive whispers. To some, she appears as a whimsical purveyor of games, a reminiscent echo of courtly days gone by. Yet, to others, a sense of unease lingered, as if Lady Liraz cradled knowledge beyond the ordinary.

Once a member of the Crownless Royals, a guild of displaced royals, Lady Liraz now sought solace in the events of The Known World, yearning for the reminiscent allure of courtly gossip. Approaching her became a tempting yet perilous proposition for those eager to indulge in the thrill of her whispers or secure extra funds for the upcoming tournaments.

As the city stirred with excitement and anticipation, individuals from various guilds gathered to represent their own in tournaments of wit, strength, and swordsmanship. It was an event where all were expected to be on their best behavior—friends and foes alike. The Festival of Champions, steeped in tradition and camaraderie, had become a yearly celebration since the first return from Hynafol after the initial Grand Gathering.

As the sun dips below the horizon, casting a kaleidoscope of colors across the sky, as the people raise their glasses to toast the boundless possibilities awaiting them on the endless expanse of the ocean something off can be seen. In the vibrant hustle of preparations, rumors spread about an odd patch of dense mists, much like those leading to and from Hynafol. Whispers insinuated a mysterious light, moving with the ebb and flow of tides within the dense mists. Was it a ship navigating the ethereal fog, or a solitary figure seeking the heart of the city? Friend or foe, harbinger of adventure, or bearer of valuable information—the air buzzed with intrigue as the phenomenon draws nearer, inviting curious souls to uncover the secrets woven from the shifting mists.

Registration

How to Register:

- All participants must be 18 years of age or older to register.
- Minors may attend with parents or legal guardians. Please email info@hynafol.com for minor tickets.
- Registration is done on the Hynafol website and can be found here: <https://hynafol.com/thousand-skies-festival-of-champions/>
- There is no deadline for registration.
- Registration will be available at the door.

Event Costs & Packages

General Admission: \$97.00 + Taxes & Fees

Camping Registration

Once registration is complete on the website please have **one person in your camping group** fill out the following form to secure your camping location. This will allow us to gauge where you will be placed prior to arrival and to ensure there is ample parking and camping space.

Camping Registration Form: <https://forms.gle/v77uGTbMY9jS7euXA>

Event Location

This event will be held at a private location in Granbury, Texas.

Address: 6600 Granek Ct, Granbury, TX 76049-1105

Host: The event host is Jordan Gwyther should you have any issues or questions on the day of the event please contact them at this number: (206) 395.6368

Amenities

Overview: All Hynafol events take place in what is considered primitive camping locations. Participants are encouraged to oversee their well being in lodging, food and hygiene. Participants should prepare themselves for primitive conditions unless otherwise stated.

- **Water spigots are available at this event.**
- Primitive camping sites are available at all Hynafol events.
- Chemical toilets and hand washing facilities are provided at all Hynafol events.
- Flushing toilets are not available at this event.
- Showers are not available at this event.
- Priority locations are provided to Decorum Tents that fit the medieval theme.
- Campers/trailers/RVs/Car Camping are permitted at all Hynafol events. Power, water & sewage are **NOT** available.
 - Campers/trailers/RVs/Car camping spots will be assigned in less conspicuous areas if possible.
 - All campers/trailers/RVs using generators **MUST** use a sound dampening device. Hynafol Staff and volunteers reserve the right to request generators be turned off should they be deemed too loud. Please plan accordingly for your needs.
- Meal Services are not available for this event.

Tournaments

The Festival of Champions is a specialty event that revolves around joining tournaments. Below you will find information and rules for each tournament. There is a singular form to sign up for tournaments that requires registration. Please be aware that some tournaments overlap one another. Therefore, it is not possible to do all of the tournaments at the Festival of Champions.

Furthermore, some tournaments are ranked and have different categories. Please judge your own talent accordingly.

How to Contact Hynafol Officials

Questions about the Game: gm@hynafol.com
Tickets & logistics: info@hynafol.com
Telephone: 206.395.6368
Website: www.hynafol.com

Safety

Everyone in attendance of Hynafol events shares in the responsibility to keep others safe and secure. All attendees are expected to follow the entire Hynafol code of conduct which can be read here:

<https://hynafol.com/terms-conditions/>

In a game of medieval combat it is necessary to differentiate between game oriented combat and violence. Physical violence of any kind is forbidden and will be met with immediate consequences and likely permanent expulsion from any and all future Hynafol events.

Proper safety is required at all times. All participants must attend combat training with Hynafol staff before participating in the battles. Eye protection is recommended for all combat activities by Hynafol.

Scope & Schedule of the Event

Scope: The Festival of Champions is an event at Hynafol designed for the denizens of Hynafol to experience a variety of tournaments in various categories such as combat, culinary, strategy and entertainment. At this event tournaments will take place throughout the day in a subsequent manner all the while political intrigue and rumor mongering takes place in the background. Additionally, there will be ceremonies that take place that will be run by the host guild The Marchwardens.

Prizes for each tournament will be handed out at the end of the event by the Three Crowns Counting House.

This event is designed for a minimum of 50 participants. Each individual participant or team for some tournaments is responsible for registering for each tournament. Should the minimum number of participants not be reached by March 1st, an alternative scenario will be presented by the Game Master team available to all participants to enjoy for the day.

Arrival Procedures

Arrival on the day of the event:

All participants should be pre registered for the event to ensure full participation of the event.

Day of registration will begin at 8:00a.m. Please have your photo ID ready. Pre Registered participants will be given a priority line to verify their identity and receive their wristband and receive Citizen cards and payment for the event. The event will begin promptly at 9:00 a.m.

Registration on the day of will be processed at the normal price. Credit/debit cards and cash will be accepted. No checks.

Participants will be responsible for arriving at their designated tournament location on time. Should a tournament begin and a participant is not present their match will be considered forfeit.

Parking:

Parking will be provided at the event. Please only park your vehicle in the designated section as communicated by the volunteer team.

Full weekend participation:

Participants taking advantage of camping may arrive on the site on Friday beginning at 1200 and stay overnight on Friday and Saturday nights. Final arrival time shall be 2100 on Friday and setup of camping shall be permitted after this time only by exception of the host. If you are arriving after this time please contact the host above.

Rewards:

All Denizens of Hynafol

All participants in the Festival of Champions shall receive one Citizen card for their participation.

Tournament Victors

Those placing in First, Second or Third place for any tournament shall receive a reward.
Rewards are determined by the difficulty of the bracket and tournament.

Guild Host Rewards

The Host of the Festival of Champions shall be rewarded for their efforts by receiving a stipend of Crowns as well as a specialty reward from the Three Crowns Counting House.

Combat & Weapons

The Festival of Champions is a peaceful celebration of tournaments. Weapons and armor should be reserved for tournaments only. There is a strict no combat rule, outside of tournaments, at the Festival of Champions.

Tournaments and Timing:

All tournaments shall start on time throughout the day. Should a participant miss their slot in the tournament they shall be considered forfeit for that match.

Event Schedule:

Tournament activities shall be subsequent to one another throughout the day. Victors shall be tracked by the Stewards and prizes awarded at the closing ceremony of the day.

Below you will find the full list of activities for the weekend. If you would like to see how they are laid out in a more “calendar” oriented view you can see this link here: <https://docs.google.com/spreadsheets/d/10W0N0cUj67ydf441Ea3CKn9iwonkzvHzHptwJg-UQo/edit?usp=sharing>

Friday

- 1200 - Gates Open for Camping Setup
- 1700 - Tournament & Participant Registration Opens
- 1900 - 2100 - Dinner off Site (optional)
- 2100 - Opening Ceremony
- 2100 - 2200 - Three Crowns Counting House Open

Saturday

- All Day - Fishing Competition
- All Day - Cut Purse Competition
- 0800 - 1000 - Tournament & Participant Registration
- 1000 - 1100 - Maceball Round 1 Matches
- 1000 - Egg Hunt; Hosted by The Marchwardens
- 1000 - Chess Tournament Begins (Matches Run All Day)
- 1100 - 1200 - Maceball Round 2 Matches
- 1100 - 1200 - Track and Field Events; Hosted by The Marchwardens
- 1200 - 1330 - Waterfront Tea Party; Hosted by The Marchwardens
- 1130 - 1230 - Archer's Tournament
- 1230 - 1300 - 4v4 Tournament
- 1300 - 1330 - 2v2 Tournament
- 1330 - 1400 - Champions Tournament
- 1400 - 1430 - Fencing Tournament
- 1400 - 1430 - Tumble Tower; Hosted by The Marchwardens
- 1400 - 1600 - Three Crowns Counting House Open
- 1430 - 1530 - Liar's Dice & Poker Tournaments; Hosted by The Marchwardens
- 1530 - 1600 - Bain Pur; Hosted by The Marchwardens
- 1430 - 1600 - Mid Day Break
- 1600 - Maceball Finals
- 1700 - Circle of Treachery
- 1730 - 1900 - Talent Show with Special Host: Alaric Wildspore
- 1900 - 2100 - Culinary Competition and Potluck
- 2100 - 2200 - Three Crowns Counting House Open
- 2100 - Cutpurse Challenge Ends
- 2130 - Closing Ceremony

Sunday

- 0900 - 1200 - Three Crowns Counting House Open
- 1300 - Site Closes - All participants must vacate the premises

Tournaments & Activities

Stewards Needed

For each tournament stewards are needed to facilitate the tournament and oversee the activity. Experience in the activity is not necessary, but is preferred. All you need to know is the rules for the tournament you are overseeing.

Stewards will be paid one bit and one resource card for each tournament they oversee.

Apply here: <https://forms.gle/jTbzs39mv848HHUk7>

Tournament Entry Fee and Festival Currency:

To jump into the excitement of our tournaments, a mere one-penny entry fee per person is needed for some tournaments. Each tournament has its Entry Fee listed in its description.

Payment Details:

A one-penny entry fee per person for some tournaments.

Exceptions:

Maceball teams, your path to glory is paved with free entry ~ no pennies needed!

Games like the Egg Hunt, Track and Field, Viking Games, etc., that require no registration are absolutely free to join.

Culinary competition is one penny per dish entered

Upon check-in, every player will be handed a starting balance of 2 pennies. Need more pennies to fund your tournament adventures? Ask your guild for sponsorship or engage in the Rumor Monger game where you can earn an unlimited stash of pennies. Solve a few rumors, sell your citizen card, make a bet, make a trade, make crafts or snacks to sell for in-game money, and you'll be swimming in Festival riches in no time!

Payment Procedure:

All payments must be handed over to the tournament steward at the precise starting time of each tournament. Your timely payments and cooperation are not just appreciated, they're part of the grand spectacle that is the Festival of Champions.

Register for Tournaments here:

<https://forms.gle/PwzzbQFYZF59hHdh6>

Fencing: lol

Weapons: One (1) one handed weapon up to maximum length.

Armor: None

Combat rules: Normal combat rules except the face (ear to ear and neck to forehead) and the hands (wrist to the tip of your fingers) are off limits.

Scoring rules: First to three hits wins the match.

Regulations:

Combatants must stay inside the circle.

Stepping outside of the circle results in a point for the opposing combatant.

The first hit to the face or hands will result in a warning.

Subsequent hits to the face or hands result in a point for the opposing combatant.

Single elimination tournament.

Entry Fee: 1 Penny

Rewards:

Advanced:

Champion may have 1 free 'small ship' or 'basic caravan' of their choice and a Crown.

2nd place may have a watchtower deed and a 'knight' card and 3 bits.

3rd place may have a 'knight' card and a bit.

Beginner:

Champion may have 1 free 'small ship' or 'basic caravan' of their choice.

2nd place may have a watchtower deed and a 'knight' card.

3rd place may have a 'knight' card.

Women's:

Champion may have 1 free 'small ship' or 'basic caravan' of their choice and a Crown.

2nd place may have a watchtower deed and a 'knight' card and 3 bits.

3rd place may have a 'knight' card and a bit.

Doubles: 2v2

Weapons: All weapons.

Armor: All armor.

Combat Rules: Normal Hynafol combat rules.

Scoring rules: Defeat the other team by reducing their hit points to zero. The first team to eliminate the other team in combat will be declared the winner.

Regulations:

No healing.

Must stay inside the play area.

Stepping outside the play area will result in the player who stepped out to be out for the round.

Single elimination tournament.

Excessive force is not allowed. The first infraction of excessive force will result in a warning. The second offense will result in player being eliminated from the round.

Entry Fee: 2 Pennies

Rewards:

Advanced:

Champions: Each player receives 1 'knight' card & 1 watchtower deed and one Crown.

2nd: each player receives 1 'knight' card and 3 bits.

3rd: each player receives 1 'mariner' card and 1 bit.

Beginner:

Champions: Each player receives 1 'knight' card & 1 watchtower deed.

2nd: each player receives 1 'knight' card and 1 bit.

3rd: each player receives 1 'mariner' card and 1 copper.

Women's:

Champions: Each player receives 1 'knight' card & 1 watchtower deed and one Crown.

2nd: each player receives 1 'knight' card and 3 bits.

3rd: each player receives 1 'mariner' card and 1 bit.

Squads: 4v4

Weapons: All weapons.

Armor: All armor.

Combat Rules: Normal Hynafol combat rules.

Scoring rules: Defeat the other team by reducing their hit points to zero. The first team to eliminate the other team in combat will be declared the winner.

Regulations:

No healing.

Must stay inside the play area.

Stepping outside the play area will result in the player who stepped out to be out for the round.

Single elimination tournament.

Excessive force is not allowed. The first infraction of excessive force will result in a warning. The second offense will result in player being eliminated from the round.

Entry Fee: 4 Pennies

Rewards:

Champions: Each player receives 1 'knight' card & 1 watchtower deed and a crown.

2nd: each player receives 1 'knight' card and 1 bit and 3 bits.

3rd: each player receives 1 'mariner' card and 1 bit.

Champions Tournament: lol

Weapons:All weapons.

Armor: All armor.

Combat Rules: Normal Hynafol combat rules.

Scoring rules: Defeat the other team by reducing their hit points to zero. The first team to eliminate the other team in combat will be declared the winner.

Regulations:

No healing.

Must stay inside the play area.

Stepping outside the play area will result in the player who stepped out to be out for the round.

Single elimination tournament.

Excessive force is not allowed. The first infraction of excessive force will result in a warning. The second offense will result in the player being eliminated from the round.

Entry Fee: 1 Penny

Rewards:

Advanced:

Champion may have 1 free 'small ship' or 'basic caravan' of their choice and a crown.

2nd place may have a watchtower deed and a 'knight' card and three bits.

3rd place may have a 'knight' card and a bit.

Beginner:

Champion may have 1 free 'small ship' or 'basic caravan' of their choice.

2nd place may have a watchtower deed and a 'knight' card. 3

rd place may have a 'knight' card.

Women's:

Champion may have 1 free 'small ship' or 'basic caravan' of their choice and a crown.

2nd place may have a watchtower deed and a 'knight' card and three bits.

3rd place may have a 'knight' card and a bit.

Talent Show

This competition will be judged by a small panel of judges that will watch each performance and judge as objectively as possible the following criteria:

- Creativity
- Originality
- Effort
- Quality
- Organization
- Presentation
- Overall Appeal

Scores will be tallied and the winners will be announced directly after the competition. Rewards will be given at the end of the Festival.

Entry Fee: 1 Penny

Rewards:

Champion: Noble Keep deed.

2nd place: haven deed.

3rd place: 1 bit.

The Circle of Treachery - 10 Participants Enter; One Leaves

Weapons: All weapons

The Circle of Treachery

10 Participants Enter; One Leaves

Weapons: All weapons

Armor: All Armor and Shields

Combat Rules: Normal Hynafol archery combat rules.

Scoring rules: 10 Participants enter a large circle and must stay inside the circle for the duration of the match. The last participant left alive is declared the winner. If there are more than 10 participants, then the top participants from each round will combine for a final round to determine the winners. For instance if there are 2 rounds the top 5 from each round will move to the finals.

Regulations:

Must stay inside the general play area.

Single elimination tournament.

Unsafe or up close bow shots will eliminate the player from the round.

You may pick up your opponents arrows.

No Healing.

Excessive force is grounds for disqualification.

Not taking strikes from your opponent is grounds for disqualification.

Entry Fee: 1 Penny

Rewards:

Champion: receives 1 'knight' card and & 1 watchtower deed.

2nd: receives 1 'knight' card and 1 bit.

3rd: each player receives 1 'mariner' card and 1 penny.

Culinary Arts

This competition will be divided into several categories and a “Best Overall” will be awarded to one chef with a truly marvelous creation. **You must have an ingredient card printed out for allergies.**

The Categories will be as follows:

Best Main Dish

Best Side Dish

Best Dessert

Best Cocktail

Judges will try each dish presented to them and will judge them on the following criteria:

Each entry will be judged on three key evaluation criteria: Execution, Appearance and Taste. The judges will give a score out of ten for each criterion, 1 being inedible, 10 being excellent.

EXECUTION: Did the dish come together? In your opinion, did the cook successfully accomplish what their recipe describes? Does the dish meet the criteria of the specific category?

APPEARANCE: Is it pleasing to the eye? Does it look appetizing? Do you want to take a big bite out of it right now?

TASTE: Is it pleasing to the taste buds? Does it make you want to eat more? Is there an appropriate balance of flavor?

Entry Fee: 1 Penny Per Dish

Rewards for each category:

Champions may choose between a garden deed or a shop deed.

2nd place gets the other.

3rd place gets 1 bit.

Egg Hunt

Participants will have 30 minutes to traverse the forest and find as many colored eggs as possible. Certain eggs will correlate to a specific prize for the finder.

No Entry Fee

Poker Tournament

First 10 individuals to sign up will participate in a speed version of Texas Hold Em style poker. The winner of the game will receive a prize. Minimum of 6 individuals.

No Entry Fee

Primitive Fishing Competition

Fish off the shore or the dock using only primitive methods to catch fish! All implements must be “primitive”.

No modern rods, reels, nets or lures. **Absolutely no spearfishing.**

Modern fishing line & single barbed hooks are allowed.

All fish are to be caught and released!

Note: You must have an active Texas State Fishing License to participate in this tournament.

Registration: No registration needed. Catch a fish, show a Steward, measure in front of them and you're entered.

Rewards: Largest fish wins 1 large ship. Anyone who catches a fish with a hand-made rod wins a small ship.

No Entry Fee

Tumble Tower

Teams of 3-4 will have 7 minutes to construct the tallest Jenga-style tower they can using the following rules; players will go one after another, pull a block from any layer of the tower excluding the top three layers, and place it on the top of the tower. Players must pull the first block they touch, however they may use two hands. Players will continue building until the time is up, regardless if the tower falls.

Registration: No registration required. Just show up and participate.

Rewards:

1st - One Crown.

2nd - Three bits.

3rd - One bit.

No Entry Fee

Track and Field

Several contests, including sprint, sack race, and stationary long jump. 1st through 3rd place in each event will receive a number of points, and the individual with the most cumulative points will receive the prize.

Registration: No registration required. Just show up and participate.

Rewards:

1st - One Crown.

2nd - Three bits.

3rd - One bit.

No Entry Fee

Cutpurse

Tie onto the side of your person the red coin purse with six red clothes pins pinned to the outside. The pouch cannot be tied directly in front or behind your crotch, nor in front of your chest. Only at your hip. The pouch cannot be hidden by clothes, it must be easily accessible.

How to steal:

Using stealth or trickery take a clothes pin without the other player noticing and place it onto your own bag. Once placed on your own bag it is considered stolen.

You may only steal one pin at a time.

How to catch a thief:

If you catch someone stealing a pin from your bag yell "THIEF!" loudly to let them know they have been caught, they must then return the stolen pin.

If you are able to fully slap the back of their hand they must return the stolen pin as well as give you one of theirs.

Entry Fee: 1 Penny

Rewards:

Champion may do one action in the carta with the 'Obscuring Mists' religious wonder. Must be done this event.

Champion gets 2 spy cards.

2nd place gets 2 spy cards.

3rd place gets 1 spy card

Bain Pur

Translated to "cleansing bath" in the language of the Giants, the people of the March gather together during the new year festivities to jump into the ocean. The plunge is said to wash away any misfortune or ill luck from the previous year, preparing you for a prosperous new one.

This ritual will take place on the dock, water level permitting.

Viking Games

Peg Game

A short wooden peg is held by each player in their right hand while standing with their right feet touching. First person to lose grip of the peg or move their feet in anyway loses

Viking Tug of War

2 teams of 2, one is on the ground while the other lays across their back gripping a spear.

The "pony" crawls forward while the "rider" can only maintain grip on the spear. First team to let go of the spear or fall over loses

Viking Pillow Fight

Two players are blindfolded and must maintain one hand on a chest/table between them while attempting to hit the other in the head with a sack or pillow in a call and response format.

Registration: No Registration needed, just show up and participate.

Rewards for each category of Viking Game:

1st - 1 Crown,

2nd - 3 bits,

3rd - 1 bit

No Entry Fee

Tug of War

Teams: 5 Players Each

Rules:

First team to pull the other team over their team's line wins.

Wrapping the rope around your body is prohibited.

Registration: No registration required. Just show up and participate.

Rewards:

1st - One Crown.

2nd - Three bits.

3rd - One bit.

No Entry Fee

Chess Tournament

Rules: Standard Chess Rules

Time Limit: 60 minutes total

In case of a stalemate or draw the winner will be decided by rock, paper, scissors. Best two out of three.

Rewards:

Champion may have 1 free 'small ship' or 'basic caravan' of their choice.

2nd place may have a lighthouse deed and 1 bit.

3rd place may have 1 bit

Entry Fee: 1 Penny

Liar's Dice

The game is played over multiple rounds. The first player for the first round is determined by mutual agreement or by all players rolling two dice with the highest roller becoming the first player. Play then proceeds clockwise around the table.

To begin each round, all players roll their dice simultaneously. Each player looks at their own dice after they roll, keeping them hidden from the other players. (If any dice has landed on top of another, the player must roll all their dice again.)

The first player then states a bid consisting of a face ("1's", "5's", etc.) and a quantity. The quantity represents the player's guess as to how many of each face have been rolled by all the players at the table, including themselves. For example, a player might bid "five 2's."

Each subsequent player can either then make a higher bid of the same face (e.g., "six 2's"), or they can challenge the previous bid. (Note that there are a large variety of bidding variations that can be used. We'll describe some of them below.)

If the player challenges the previous bid, all players reveal their dice. If the bid is matched or exceeded, the bidder wins. Otherwise the challenger wins.

If the bidder loses, they remove one of their dice from the game by placing it in front of their dice cup.

The loser of the previous round begins the next round.

(In the event that the game comes down to two players with only a single dice each, bids are then made on the sum of both dice instead of the quantity of faces rolled.)

Example of play:

Bob, Betty, Steve and John are playing a game of Liar's Dice. Bob is the first player. After they have all rolled and looked at their own dice, Bob begins by bidding "three 4's."

Play passes to Betty, who makes a higher bid of "five 4's."

Play passes to Steve who bids "seven 4's."

Play passes to John, who challenges Steve's bid. Because the bid has been challenged, all players lift their dice cups to reveal their dice. There are six 4's showing, so John wins because Steve's bid was not matched or exceeded. Steve would have won if there had been seven or more 4's showing.

Because he lost the round, Steve takes one of his five dice and places it in front of his dice cup. It will not be used for the remainder of the game.

Registration: No registration required. Show up and participate.

Rewards:

1st - One Crown.

2nd - Three bits.

3rd - One bit.

No Entry Fee

Maceball

Goal:

The objective of the game is to move the Maceball from one end of the field to the other without getting tagged out by your opponent's sword.

Rules:

Team

- A team must have at least nine players
- A team must have two healers
- Only five players from the same team (each carrying a sword) are allowed to enter the combat zone (all other players should be in the reserve area)

Battle

- A touch with a Maceball sword (allied or enemy) eliminates the player.
- Head and face shots are not allowed. If a player receives a blow to the head, that player remains alive and the player who delivered the hit receives a penalty.
- Excessive force with a weapon is not allowed. Lightest touch possible. Players using excessive force are called down by the referee.
- Honesty is required. If you get hit, you are eliminated.
- If one player eliminates the other with a sword touch, the second player cannot make a touch after first being eliminated. Conversely, if the stroke was made before the player's elimination, the stroke eliminates the opposing player. In case of uncertainty, both players are eliminated to avoid confusion.
- A player can not put a knee on the ground and battle. This rule was created to avoid confusion between an eliminated person and a person playing with one knee. If a player is not in combat and falls, he has the right to stand up and continue to play as long as nobody thinks they are eliminated. However, if a player is in combat and chooses to slide, it is better for him to be ruled eliminated.
- Official Maceball swords used during gameplay are life-size foam swords measuring 43-45 in. designed specifically for this type of gameplay with the utmost safety in mind. Alternative versions and off-brand swords should not be used.

Elimination

- When a player is eliminated they must go down on one knee and raise their weapon upside down (tip skyward) extended forward.
- It is possible to make a pivot to move towards the reserve area at elimination to facilitate the work of healers.
- It is forbidden to turn the sword to the healers.
- If the two healers from the same team are eliminated, the opposing team gets 5 points.
- When a healer takes the weapon of an eliminated player, the player must exit the play area and go to the reserve area of his team as soon as possible without blocking the flow of the game.
- When a player is eliminated and is carrying the Maceball, the Maceball must be dropped on the ground immediately.

Healer

- A healer is allowed to move around in the field (even outside the limits of the combat zone).
- A healer is allowed to take the weapon of an eliminated player on his team to bring a player in from the reserve area.
- A healer is not allowed to throw a weapon.
- A healer is not allowed to battle.
- A healer can not block a shot. If the weapon a healer is carrying is hit, the healer is eliminated.
- When a healer is not in the combat zone, he cannot be killed.
- A healer can only carry one weapon at a time.
- A healer can not take the Maceball.
- A team can only have two healers in play.

Maceball

Scoring

- The Maceball is placed in the middle at the start of the game and after every point.
- To score a point, take the Maceball and place it in the barrel of the opposing team.
- The team that has scored the most points in the match wins.
- The Maceball must be lodged in the barrel to make a point.
- The Maceball can not be thrown.
- The Maceball can not be used as a shield. Blocking a shot with the Maceball (voluntarily or not) will cause the elimination of the player carrying the Maceball.
- The Maceball can be handed to another player but not thrown.
- The Maceball should not be hit or kicked. You cannot intentionally hit the Maceball in order to move or eliminate a player (except in the case of a player using the ball as a shield).
- The Maceball can not be rolled on the ground in any way.

Field division into zones

The Combat Zone: zone where a player with a sword is allowed to battle.

The Reserve Areas: zone where other players without swords must wait for a turn to enter the Field.

The Healer Corridor: corridors around the field that only healers can use in other words, a Sideline.

If a player with a sword is out of the combat zone, that player is eliminated.

Arbitration

- If a player does not respect the rules outlined here, the player will receive a penalty or a warning (as applicable).
- The warning will be used in case of accidental or less serious error.
- A player can receive 2 warnings. On the third warning, he will receive a penalty.
- A warning or penalty can be awarded to a team if it has been impossible to determine the offending player's number or if the fault lies directly to the team.
- Penalty: Until the start of the next point, the penalized team loses a sword. A team may therefore find themselves outnumbered in a round.
- The penalties can be combined and it is possible to reach situations up to have a team in which there is only a single player to face a team of five players in full.

Game Time & Scoring

- Each game will consist of two (2) fifteen (15) minute halves.
- Scoring the Maceball is worth 15 points.
- A minor infraction/penalty will result in 5 points to the other team.
- A major infraction will result in 10 points to the other team.

Rewards:

Champions - One 'small ship' or 'basic caravan' per team member; 10 Knight Cards and 10 Crowns.

2nd - Each player receives 1 'knight' card & 1 watchtower deed and twenty bits for the team.

3rd - Each player receives 1 'mariner' card, 1 'mercenary' card and 20 coppers for the team.

No Entry Fee

Archer's Marksmanship Court - lol

Weapons: One Bow and Five Arrows

Armor: No armor.

Combat Rules: N/A - Marksmanship at Targets, No Player Contact

Scoring rules: Each archer competes one at a time for the qualifying round. The archer will take his place as the shooting line. The referee will ask the archer if they are ready, and hold up one of 6 paddles signifying the target they are to shoot at. The archer has until the count of 3 to take aim and hit the target corresponding to the paddle that was raised. When hit, the paddles collapse backwards. Only hits that land on a target will be counted; hits to the post holding up the targets that make them fall down will not be counted. The referee is the final word on if a shot was a hit or miss. The archer will fire all 5 arrows, the paddles will be reset, and they will fire again based upon the paddles displayed by the referee. Their score will be based upon their total hits out of 10 possible points.

The top 4 scoring players will progress to the finals. Final rounds will be 1-on-1 rounds where archers will stand side by side and try to down as many targets as possible. Rounds are paused if an archer fires all 5 of their arrows to retrieve them, and then they will resume. Targets are not reset during the pause. Once all targets are down, the archer with the most hits will be declared the winner. After the first 2 semi-final rounds, the grand final will take place with the two archers who won their semi-finals. The winner of this will be the grand champion marksman.

Regulations:

Must stay at shooting line at all times until referee says arrows can be retrieved.

Shots to the post holding the targets will not count, only shots that impact the target will be considered hits.

Hits that do not fully down a target are considered skimming shots and are not counted.

Referee's rulings are final.

Entry Fee: 1 Penny

Rewards:

Champion may have 1 free 'small ship' or 'basic caravan' of their choice and a Crown.

2nd place may have a watchtower deed and a 'mercenary' card and 3 bits.

3rd place may have 1 'bandit' or 'pirate' card of their choice and a bit.