

Clyfar



Festival of Champions

Festival of Champions

Hosted by:
Valravn in Clyfar

To the Bold and Worthy of the Known World,

You who have walked the battlefields and sailed the restless seas, who have triumphed in contests of wit, strength, and skill, hear now the call of Valravn, guardians of the flame, keepers of the Old Ways, and stewards of the future. It is with pride and purpose that we extend an invitation to join us on the fabled isle of Clyfar, the newest jewel in our holdings, for this year's Festival of Champions.

Clyfar is no ordinary land. Steeped in mystery, it cradles the legacy of Merlin's mage tower within its rocky shores. This sacred island, where earth meets magic and past meets future, will host a gathering like no other, a celebration of valor, fellowship, and the enduring spirit of the Known World. We invite you to take up arms, test your mettle, and prove your worth beneath the watchful gaze of the gods.

The storm that has swept across our lands has left fields barren and hearts heavy, yet it is in adversity that greatness is forged. This Festival is not merely a gathering of warriors, mages, and cunning minds, it is a beacon of hope, a chance to show the gods and one another the strength that lies within us. Come not only to compete but to bind yourself to the traditions that unite us, to the ancient flame that refuses to falter.

Our opening ceremony, Yggdrasil's Blessing, will mark the beginning of your journey. Under the boughs of the World Tree, with the flames of Surtr blazing high, we shall honor the gods and set the stage for trials that will echo through the sagas of our time. Champions will walk in procession, the drumbeat of warships in their step, as offerings are made and blessings bestowed. Together, we shall raise a flame that no curse can extinguish, unless you, the bold and cunning, rise to lift its shroud.

This Festival, too, will welcome a figure of intrigue: Lady Sylvie, the Blue Raven of Karnifal, the Rumor Monger, who weaves whispers into opportunities for those daring enough to seek her. She moves like shadow and wind, her coin and riddles a temptation to all who crave the thrill of the unknown. Will you barter secrets or unravel hers?

When the trials are done and victories are sung, we will gather for the Champion's Feast at the great longhouse, where mead flows freely and the tales of the gods mingle with those of our champions. Finally, the Triumph of the Champions will immortalize the deeds of the brave, as the flames of the festival are returned to the divine in reverence and gratitude.

This is no ordinary call, friends. It is a summons to rise above. To join us on Clyfar's sacred shores, where tradition meets destiny, where gods watch and legends are born. Take up your blade, your lute, your wits, whatever your gift, and come. Let us remind the world, and the heavens, what it means to be a champion.

With honor and hope,

Astria Lindorm

First of her name, Dragon Mother, Princess of Fjisi, Deceiver of Emperors, Comestone of the Crimson Hawk, Queen of Drekhavn

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.
 - Paying in cash at the door will be \$115, exact change required.

Event Costs & Packages

General Admission: \$97.00 + Taxes & Fees

Event Location

This event will be held at Valkyrie Ranch
Address: 2008 FM 2104 Paige, TX 78659

Host: The event host is Kai should you have any issues or questions on the day of the event please contact them at this number: 210-275-3492

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.
- Flushing toilets are not available at this event.
- Showers are 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.

New: Some tournaments will have caps depending on the tournament type, it will be first come first serve for slots based off your registration time.

How to Contact Hynafol Officials

Questions about the Game: gm@hynafol.com

Tickets: info@hynafol.com

Logistics: Logistics@hynafol.com

Volunteering: Volunteers@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 Valrav.

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 tourna-

Arrival Procedures

Entry Hours: Friday 12pm-12am, Saturday 8am - 10pm

Arriving outside of Gate Hours?

Instructions will be posted at the gate.

Exiting Valkyrie Ranch:

Make sure gate closes behind you.

Press the button on the remote located under the key pad.

You **MUST** make sure the gate closes behind you.

Arrival on the day of the event:

All participants should be preregistered 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. Preregistered 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.

The event begins with the sound of the horn. Any participants arriving late will be responsible for joining the installment activity in progress and finding a Steward to check and tag their weapons before entering the skirmish.

Parking:

Parking will be provided in the southeast portion of the grounds (see map). If in decorum, please unload all camping gear and then move vehicle to parking before 9am Saturday morning.

Full weekend participation

Participants taking advantage of camping may arrive on the site on Friday beginning at 3:00pm and stay overnight on Friday and Saturday nights. Final arrival time shall be 12:00pm 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 in the registration section.

Rewards:

All Denizens of Hynafol

All participants in the Festival of Champions shall receive one Citizen card and 1 Silver Piece 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/13PrNaXokmXtPgYqAwDPNDebcRiT2iQVpjvxnmNyELVc/edit?usp=sharing>

Friday

1200	Gates Open for Camping Setup
1700	Tournament & Participant Registration Opens
2100	Opening Ceremony

Saturday

All Day	Cut Purse Competition
All Day	Chess Competition
All Day	Rune Riddle Challenge
0800 - 1000	Tournament & Participant Registration
1000 - 1100	Maceball Round 1 Matches
1030	Kid's Gathering Quest
1100 - 1200	Maceball Round 2 Matches
1130 - 1230	Archer's Tournament
1230 - 1300	4v4 Tournament
1300 - 1330	2v2 Tournament
1330 - 1400	Champions Tournament
1400 - 1430	Fencing Tournament
1430 - 1530	Liar's Dice & Poker Tournaments
1530	Quarto
1600	Maceball Finals
1700	Viking Games
1730	Circle of Treachery
1800 - 1900	Talent Show
1900 - 2100	Food/Drink Competition and Potluck
2100	Cutpurse Challenge Ends
2130	Closing Ceremony

Sunday

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 (non-crop) basic resource card for each tournament they oversee.

Apply here: <https://forms.gle/Sir9jaMeENWVASy86>

Tournament Entry Fee and Festival Currency:

To jump into the excitement of our tournaments, there is a unique fee per person needed for some tournaments. Each tournament has its Entry Fee listed in its description.

Upon check-in, every player will be handed a starting balance of 1 Silver Piece, equivalent to 6 towers. Need more towers 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:

New: Some tournaments will have caps depending on the tournament type, it will be first come first serve for slots based off your registration time.

<https://forms.gle/911KmL5j5aJCR3pf7>

Words From Valravn

Clyfar, the newest land in Valravn's holdings, is a place of deep significance. The island is steeped in mystery, home to Merlin's legendary mage tower. By hosting the Festival here, Valravn signals their willingness to allow the entirety of the Known World, if they come peacefully, to seek deeper answers and understanding here, while reminding everyone that Clyfar is Valravn land.

Clyfar's location, set amidst the seas, makes it a natural gathering point for peoples far and wide. All roads—or waves—can lead to this island.

To host the Festival is not merely an act of pride for Valravn but a declaration of purpose. It says to the Known World:

“We are not just warriors, we are leaders. Not just conquerors, but keepers of tradition and arbiters of the natural order.. On this island, where land meets magic, where past meets future, let us gather as one people to strive for greatness.”

Procession of the Champions

The ceremony begins with a solemn procession of the festival's champions. Each participant carries a symbolic item representing their role in the festival: a sword, an instrument, food. As they walk, drummers beat a deep, steady rhythm, evoking the sound of war-drums or a ship's oars on a Viking longship.

Sacred Offering

During the Opening Ceremony, symbolic offerings are made to the gods to secure their favor. A ceremonial horn filled with mead or ale is poured into the earth as a tribute to the divine. Alternatively, symbolic items like fruits, grains, or carved runes can be placed on an altar dedicated to the gods.

Offering of Gratitude

The community gathers to make a final offering of thanks to the gods. A ceremonial horn is passed around, allowing participants to give brief toasts or silent prayers of gratitude. The horn is then emptied into the fire or onto the earth as a final tribute.

Champions place their symbolic items on the altar or at the base of the bonfire to mark the completion of their journey and as a gift back to the gods.

The Rune Riddles

A series of nine riddles have been left by the gods of the Old Ways. But have been left in the Old Tongue. The riddles must be deciphered, using a book of runes, and then solved. The first to complete this task will earn the favor of Odin and Loki, showing they possess Wit and Wisdom in equal measure.

Kid's Field Day

Sack Race:

All participants step into your sack and hold the top edges. Hop to the finish line without stepping out of the sack. No pushing or interfering with others. First to cross the finish line while staying in their sack wins!

Three-Legged Race:

Pair up and tie one partner's leg to the other's with a soft strap. Work together to run to the finish line without falling. No pushing or untying. First pair to cross the finish line wins!

Kid's Gathering Quest:

Beads will be able to be found at various places and with various people around the Festival. Gather enough beads to make a bracelet with renowned Mage Knight Paxin Bello!

Quarto

Quarto is a strategy game played with 16 wooden pieces, each of which is unique. The pieces differ only in height, color, shape, and whether they have a hole. Players take turns choosing a piece for their opponent to place on the board. The game continues until a player places the fourth piece in a row, column, or diagonal where all the pieces share at least one common characteristic. The winner is the first to complete two out of three games and will move onto the next round until 1st, 2nd, and 3rd are decided.

Registration: No advance registration required, walk up and play!

Entry Fee: 1 Tower

Rewards:

1st - 1 Crown,

2nd - 3 bits,

3rd - 1 bit

Whispers of Clyfar

The Rumor Monger Game

The Festival of Champions is not just a gathering of warriors and scholars; it is a stage where whispers become legends, where rumors spark alliances, rivalries, and intrigue. This year, we are honored to welcome Lady Sylvie, the Blue Raven of Karnifal, as the Festival's Rumor Monger. Known far and wide for her sharp wit and insatiable curiosity, she invites all denizens of the Known World to weave their whispers into the fabric of this grand gathering.

Lady Sylvie will be roaming the Festival grounds, seeking out those with secrets to sell or mysteries to solve. Rumors can shape the very events of the Festival, influencing quests, alliances, and the unfolding story of Hynafol. Will your whispers ignite the flames of conflict, sow the seeds of unity, or lead to something entirely unexpected?

How to Participate

Submit Your Rumors:

Do you hold a document marked with a number at the bottom? Do you possess a unique in-game item, such as a dragon egg or artifact? Or perhaps you're harboring a tantalizing secret about your guild, kingdom, or a quest you're planning. Now is the time to share, or to stir the pot.

All rumors must be submitted with a concise answer. This answer could be a character name, item, or event, ensuring the Rumor Monger knows the truth behind your whispers.

Submit your rumors here:

<https://forms.gle/ZZhWr8iMGvVBudtz5>

Examples of Rumors:

- ◆ "A dragon egg was stolen from the Court of Autumn. Who holds it?"
- ◆ Answer: The Monarch of Summer
- ◆ "Rumor has it the Ironclad Guild will attempt a dangerous ritual during the Gathering. What's their plan?"
- ◆ Answer: Summon a storm to bind a sea creature
- ◆ "I heard the Ravens of the North are meeting in secret during the Midnight Feast. Where will it be?"
- ◆ Answer: The Greenwood Stage

Remember, rumors must relate to your character, guild, or items you possess.

Rewards for Participation

New this year, rumor submission comes with rewards! Your whispers not only shape the narrative but can also win you riches.

1st Place: Guild or religion with the most rumors submitted will receive 5 spy cards, 3 'send a letter' actions.

2nd Place: The most impactful and game-critical rumors (related to items, quests, or events) will receive 3 spy cards, 2 'send a letter' actions.

3rd Place: The funniest and most entertaining personal rumors will receive 1 spy card, 1 'send a letter' action.

All participants will receive small amounts of coin based on their submissions.

Creativity and intrigue are your allies, submit wisely!

Why It Matters

The Rumor Monger Game fuels the dynamic, player-driven storytelling that makes the Festival of Champions legendary. By sharing whispers, you create opportunities for alliances, rivalries, and surprises. Every rumor is a thread in the tapestry of this year's Festival, binding players to the heart of the story.

Seek out Lady Sylvie during the Festival to trade your secrets or unravel the mysteries she has collected. Let your whispers guide the Known World into its next chapter, one intrigue at a time.

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: 2 Towers

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 Towers per person (4 Towers total)

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: 2 Towers per person (8 Towers -or- 1 Piece, 2 Towers total)

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: 2 Towers

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 Tower

Rewards:

Champion: Noble Keep deed, instantly level 2 Bard or go up a level, 1 crown.

2nd place: haven deed, 3 bits

3rd place: 1 bit.

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: 2 Towers

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

Food Competition

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:

Appetizer

Side

Entree

Dessert

Entry Fee: 1 Tower 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.

Drink Competition

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:

Traditional Mead

Non-traditional Mead

Non-Alcoholic

Cocktail

Entry Fee: 1 Tower Per Drink

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.

Judges will try each dish and drink 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?

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 Tower

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

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 Tower

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

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

Shield Toss

Participants must stand behind the marked line and hold the wooden shield.

Toss the shield as far as you can, must be thrown like a discus or frisbee. Stay behind the line; stepping over disqualifies the throw. Farthest toss wins!

Raiding Game

Test your metal against the Vikings, who made a living of raiding your shores! Get past the shield wall, grab the treasure, and get back to your ship before time runs out or the Vikings take their treasure back.

Any armor and weapons are welcome. 10 Minute rounds, 4v4 squads. The person carrying the chest is only allowed to walk and must either drop or sheath their weapon. If the carrier is killed, they must drop the chest where they are. The raiding team or the Vikings can pick up the chest and bring it back to the "vault" or raiders to their "ship."

Carrying rules apply to both Vikings and Raiders.

Entry Fee: 1 Tower per game

Rewards for each category of Viking Game:

1st - 1 Crown,

2nd - 3 bits,

3rd - 1 bit

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

Archer's Marksmanship Court

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 at 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.

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