

# Welcome to Warcry 2019!

Prelog is OPEN for WARCry 2019! Prelog will remain open until 11:59pm on July 30th, 2019!

## Contents

Date, Times and Location.....	2
Event Cost .....	2
Experience.....	2
Contact.....	3
Facebook Invite.....	3
General Information .....	3
NPC SHIFTS.....	3
HOW TO PRELOG & FAQ'S .....	4
HOW TO PRE-REGISTER FOR WARCry.....	4
HOW TO LOG ON SITE, WHEN LOG HAS CLOSED.....	4
WAIVER .....	5
ITEM / ABILITY REGISTRATION .....	5
ITEM / ABILITY POLICY .....	6
MARSHALLING AND GEAR CHECK.....	6
REQUIREMENTS .....	6
LOCATIONS.....	6
MEDICAL - FIRST AID AND MEDICAL MARSHALS .....	7
LOCATION.....	7
OUT OF TOWN PLAYERS .....	7
QUESTIONS .....	7

## Date, Times and Location

August 2nd to August 5th, 2019

On Site Logistics Opens: Friday 6:00PM

Event Start: Friday, 10:00PM after opening announcements

Event End: Monday. 2pm, cleanup afterwards

Address: 36 Walkers Rd, Fenelon Falls, ON K0M 1N0

<https://goo.gl/maps/iGxijnz9dWWo3V6t9>

## Event Cost

Weekend Events: Prelog w/ Prepay \$80.00

Prelog & Pay at event: \$90.00

No Prelog & Pay at Door: \$95.00

Online Payments: Send an e-transfer to [payments@larp.ca](mailto:payments@larp.ca) - please ensure that your password is set to "Underworld", and include your name, character name, and home guild, e-mail, and that you are attending Warcry 2019.

Cash at site: Cash on site is accepted.

If you have any questions regarding logistics, please email us at [underworldwarcry@gmail.com](mailto:underworldwarcry@gmail.com)

## Experience

PC experience gained: 2 CP Blankets of Experience

Weekend NPCs earn: 2 blankets

Shift NPCs earn: 5 frags in your character's home guild

(Note: There is no "first event free" for Warcry, but your local guild may offer you your first local event free after Warcry!)

## Contact

Shapers & Plot Related - worldshapingcouncil@larp.ca

Logistics - underworldwarcry@gmail.com

## Facebook Invite

You can find the official announcement here with information about site location, storyline, and more. Camp Locations will be released closer to event.

<https://www.facebook.com/events/414577836062587/>

## General Information

There is a LOT to know for Warcry, so we've broken it down into sections. Please familiarize yourself with the contents to ensure you log correctly.

## NPC SHIFTS

You may choose one or more of several NPC shifts, when you preregister for WarCry. They will be visible on the right. As with your home guild, shift availability is based on number of people preregistered. If the shift you want is not available, check back later, it may open as more people register. Each shift attended will earn you 5 frags in your character's home guild. These frags may not be transferred to another guild or to another player. Alternatively, you may Opt Out of your NPC shift for a \$15.00 fee. Not selecting an NPC Shift will be treated as an opt out. If you sign up for an NPC shift and do not attend or do not select an NPC shift, your 2 blankets will be withheld until a \$15.00 no-show/opt out fee is paid.

If you Pay for Event, you are entitled to take up to the maximum number of NPC shifts available, minus 1 (ie, standard 3 day event has 7 shifts, so you can take 6), earning 5 frags per shift. If you have NOT paid for event, you either earn blankets for attending the entire game as an NPC (Event NPC as we call them). If you are unable to attend the entire game, there are now hard caps on how many frags you can earn.

It is now required that all Staff (including event NPC's) and all Shift NPC's to personally Sign In, and Sign Out, on the attendance sheets (to be provided by log). Individuals are not permitted to do this for others. The sheets will be located either at the entrance to NPC camp, or attached to a clipboard somewhere reasonably dry. Your Monster Marshals will be told where it is. If your entry is not completed in full, there will be a \$10.00 administration fee for having to track down the information, post event, the hard way. This may also result in you not being fully compensated for your time. You earned your frags. Help us make sure you get everything you worked for.

## HOW TO PRELOG & FAQ'S

### HOW TO PRE-REGISTER FOR WARCRY

- 1) Go to the database at: <https://underworldlarp.com/logistics>
- 2) Select the Preregistration option
- 3) Under the Guild pull down, select Global. On the next screen, select the Warcry event.4) Near the bottom of the screen in the Prelog section, choose the character you will be attending as (or NPC/Staff Position for the weekend. Only select a Staff position if you have been approved to attend as that staff position)
- 4) ALL PLAYERS ARE CONSIDERED VISITORS. You must complete an attendance form in order to complete your pre-registration. Failure to fill out the form means you did not fully pre register. As a result you will not benefit from the \$10 discount for pre registering.

Attendance form: <https://forms.gle/5tozooGah76Q25UA9>

\*\* If you are planning to attend Warcry, and you haven't created a character, you will need to contact your local guild to create a character for you. There are no "Global" guild characters. Once a character has been created in the guild of your choice, you will be able to prelog for Warcry.

\*\* Production/Trades will function as normal

### HOW TO LOG ON SITE, WHEN LOG HAS CLOSED

Logistics is held at the site entrance. This will, typically, pack up at 11:30pm, when people have stopped coming through. No cars may go past the parking lot after 10:00pm.

If you arrive at game and the logistics table, at the front gate, is closed, you will need to proceed to the town centre fire pit. There is a cabin there, light beige in colour. This will be where you do all of your logistics things, pick up your card, get your weapons/armour checked, etc. There will, typically, always be someone there or close by. Knock on the door, firmly, we will help you. Ask for either Phil or Jordan.

Keep in mind, until you have picked up your card you are OUT OF GAME. Please make sure to limit any interactions while out of game, as you would back at your home guild.

If you know, for a fact, you will be late, we ask that you inform [underworldwarcry@gmail.com](mailto:underworldwarcry@gmail.com) in advance so we can make sure we are at the cabin for when you plan to arrive.

## WAIVER

Each guild is responsible for maintaining player waivers. Because this game is being hosted by UW Global, you will need to complete a new waiver, even if you have completed one before. It is a requirement to have signed a waiver in order to play Warcry 2019. If we discover players and staff who haven't signed it once we begin post-event upkeep, said people may not receive their blankets.

Waiver: <https://app.waiverforever.com/pending/HENuJGOV9y1436308059>

## ITEM / ABILITY REGISTRATION

Warcry does not count as being a "guild specific" event - all players are considered to be visitors. As such, every player must register certain items and abilities with Warcry Logistics for approval. If you do not register these items or abilities, they will not exist/function at Warcry, and will not be approved at the logistics table. Please review the policy below and let us know what applies to you.

Any magic items will require the full name, description, effect, flaws, Guild, expiry date, and Marshal. If you are requesting approval for a specific ability that may be attached to your character card, we will need full information on where it came from, and which shaper from which guild created it.

The use of an unregistered and un-approved item/ability will be addressed on a case by case basis by UW Global.

## ITEM / ABILITY POLICY

Attending Warcry 2019 with certain items or abilities requires approval. This includes approval for race, class, level, items and magic items plus anything special (templates, etc.) or unique to your home guild. If you attend Warcry 2019, your character and wish to bring new items and effects back with you, you also need approval. The following requires approval:- Any individual item worth more than 25 gold, or total coin (gold bars, jewelry, items of value, etc.) worth more than 100 gold.- Magic items and items with special effects, including rituals on your character.- Unique, important or special plot related items or effects on your character. If in doubt – ask. All synergies (Ritual, Chemistry, Artifice) active effects on gear and your person and all Blueprints, Recipes and Ritual scrolls you plan to bring.

Note: Underworld Global will not approve any incoming item, race, effect or otherwise which does not exist in the Underworld LARP rulebooks. This includes magic items which cannot be created via ritual magic, artifice or other existing rules, templates gained by non-standard methods and special effects on characters which require the involvement of Shaper teams in other Guilds. Items and effects created within Warcry / Underworld Global are unaffected by this policy. Exceptions to this may be made by Underworld Global ownership only. If your item or effect is rejected, it will still function in the Guild you obtained it in.

In order to expedite this process a Google Form has been created, please fill it out.

<https://forms.gle/5tozooGah76Q25UA9>

## MARSHALLING AND GEAR CHECK

### REQUIREMENTS

All players are considered to be visitors for Warcry. All weapons and armour will need to be marshalled by the Global Armour Marshal team. Non-Global safety stickers or armour cards will not be accepted.

### LOCATIONS

Armour marshals will be available between 6:00pm-11:30pm (approx), located directly beside logistics.

When logistics has been closed, armour marshalling will take place at the same cabin as logistics.

## MEDICAL - FIRST AID AND MEDICAL MARSHALS

### LOCATION

In the town center, the light beige cabin will, not only house the logistics team but also the lead Medical Marshal. If you need some help, there are medical marshals on the site, in game as characters or working as staff. The lead marshal will almost always be at or close to this cabin.

### OUT OF TOWN PLAYERS

Since Warcry is a UW global event, we get some people who travel far and wide to attend. This travel does come with some pitfalls. Example, try getting larp weapons on a plane and explaining why you have arrows in your overhead.

Ultimately, for various reasons, people are not able to bring everything they want to. To save money, some of these travelers would like to bunk with some fellow players and keep the hype train going all night! The UW Global Facebook group, as well as the UW WarCry travellers group is trying to connect people who need with those who have extra.

This can range from a pickup/drop off to and from the airport and site, an extra tent or cot to sleep in/on, some spare boffer weapons and so on.

Travelling players are filling in this Google Form, <https://forms.gle/vAZYWfdu1N6LgYgx9> . As we get results we post what is needed in the UW Global Group to reach the player base at large to help these folks get to WarCry and have a great time. If you are a traveller, fill in the form, talk to people, if you are someone who wants to help, post so in the UW Global FB group or respond to the player's whose requests are posted. A little can go a long way to make an event go from good to great!

### QUESTIONS

If you have any questions about anything listed above, please e-mail them to [underworldwarcry@gmail.com](mailto:underworldwarcry@gmail.com). We will answer them as fast as we can.