

DrachenFest

Freunde „treffen“ Freunde



Winning Conditions and Competition Rules

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1. Fundamentals

GOAL OF THE COMPETITION

The goal of the competition is to determine a winner among the Dragons, who will be the ruler for one year.

Basically, an Avatar is interested in being this winner themselves, of course, but can - if they realize very early that they can't achieve this - support other Dragons in their interest. As a fighter of their own Dragon, it is in their interest that their own Dragon wins or at least gains the most advantages in the competition.

OT/OG PREAMBLE:

The DrachenFest has as a motto - friends "meet" friends. This motto, that you "meet" OT/OG friends in the fight, play fair with each other and want to spend together a nice DrachenFest with intense and exciting game moments, is the most important goal of the DrachenFest.

We understand that over the years you have also developed and worked out friendly relations with other camps, but we would also like to urge you in this way to create a nice DrachenFest for everyone. Even camps that are friendly to each other can fight each other. Especially these fights promise to be fair and beautiful. Alliances that have been established for years take away a lot of play opportunities for many players. New players of the camp, who were not part of the alliance, but also returning players, who maybe go other ways and don't always want to commit themselves for years, have to live with such decisions or have to act as alliance breakers IT/IG. A situation they were not involved in deciding and should not really be exposed to the consequences of.

Overpowering alliances are always fun only for the „overpowered“.

Please always keep this in mind when offering your game to the other players. Surprises bring lots of beautiful and unique roleplaying moments.

Don't deprive yourself and others of the joy of these moments. How the annual winner is determined is quite clearly defined.

Of course, there should and can be many interesting ideas that can lead to beautiful moments - however, only the ways listed below without interpretation are clearly relevant to the competition.

If it is not stated exactly as below, it is also not possible within the context of the competition to obtain rewards in any other way that are relevant to the competition.

ENACTING THE COMPETITION

The power and victory of each Avatar is determined annually by how many victory points (Dragon Eggs) their followers collect to crown them ruler.

The Dragon Eggs are obtained by solving plots, winning competitions, conquering banners, holding one's own banner, redeeming „Laudemiums“, voting for the city of „Aldradach“ and through the final battle.

WINNING DRAGON EGGS

CAMP PLOTS: : Each camp has once a year recurring camp plots to solve. In addition, there are various „big“ tasks.

The camp plots give 1 Dragon Egg each, if successful.

COMPETITION: There will be a total of 10 competitions officially set up by the Dragons. Each camp competing for victory at the DrachenFest may submit a preferred competition in consultation with its Avatar in advance of DrachenFest. If this competition is accepted by all Dragons, it will be organized by an enterprise in the city. Which enterprise will host the competition will then be agreed upon by the Avatar with the city of „Aldradach“.

The winner of each competition will be decided by a neutral „observer“.

Winning an official competition brings 2 Dragon Eggs as a reward, the second place wins 1 Dragon Egg as a reward.

CONQUERING BANNERS: There are clear rules for the conquest of banners (see separate point „Capturing Banners“). Depending on the conditions, one gets between 0 and 3 Dragon Eggs for conquering a banner.

HOLDING YOUR CAMP BANNER: By possessing their own banner at the morning time (8:59 am - should the battle time change - 1 minute before), the camp will receive 1 Dragon Egg for each.

REDEEMING “LAUDEMIUMS”: For certain wishes and works in the city of „Aldradach“, the inhabitants award benevolent letters of recommendation, so-called “Laudemiums”. These can be purchased by anyone, including members of the camps who do not participate in the competition for victory. These Lau-

demiums have a certain coin value within the city - depending on the „market situation“ of the Laudemiums. They can be traded, thieved, gambled or given away. However, if 20 Laudemiums are given to an Avatar, these Laudemiums are converted by the Avatar into a Dragon Egg for their camp.

VOTE OF THE CITY ALDRADACH: The inhabitants of the city of Aldradach are „ruled“ for a year by the winner of the competition. Therefore, they too are allowed to give their „opinion“ about the different camps, and through their vote evaluate how the fighters of the different camps have behaved, earned and made themselves popular in the city. The opinion can therefore be influenced by engagement of the different camps with each enterprise. Each enterprise in the city has one vote, which they may cast into the city ballot box on Saturday at noon. The winner of this vote will receive 3 Dragon Eggs, the second place 2 Dragon Eggs and the third place 1 Dragon Egg.

THE FINAL BATTLE: Each camp that leads its banner into the final battle at the beginning of the final battle can earn Dragon Eggs for one placement. The first place finisher in the final battle will receive 7 Dragon Eggs, the second place finisher will receive 5 Dragon Eggs, and the third place finisher will receive 3 Dragon Eggs.

WINNING THE DRACHENFEST

Victory is ultimately decided by which of the Dragon camps has the most Dragon Eggs at the time of the final ritual at 10 pm Saturday night. Once the final battle begins, no more Dragon Eggs can be acquired - except by winning the final battle itself. In the event of a tie in the number of Dragon Eggs, the winner will be the one who has held their banner on the battlefield longer in the final battle.

2. General Rules

THE BANNERS

- Each camp whose Avatar is summoned to the Dragon Circle during the opening ritual and has an official camp banner provided by us will participate in the competition for the victory of the Drachen-Fest.
- The following camps have an official camp banner: Blue, Gold, Gray, Green, Copper, Red, Silver, Black, Change, and White.

ISSUING THE BANNERS

- The official banner will be given to the camps after the opening ritual (approximately between 10 pm and midnight).
- At midnight, when all Avatars are in their camps, the official competition begins. Before that, no attacks, ambushing in front of or in another camp, are allowed.

BEARING THE BANNERS

- Each camp receives a so-called banner belt. This can be summoned at the camp's own place of power and put on a selected bearer in the place of power. The bearer of the banner belt is thus able to carry one of the official banners, whether that of the own camp or of another. Each banner-belt bearer can only carry one banner at a time.
- The banner belt is bound to the bearer and can only be put on and taken off in the camp's own place of power. If the banner-belt bearer dies, the banner belt remains bound to the bearer even while walking through Limbo. If the player should decide on a final death of their character, the banner belt reappears in this case at the place of power of the own camp (the player or a referee brings it there then!)
- The bearer of the banner belt, when wearing a banner, is invulnerable to attacks (but not if they just walk around with the belt without banner). That is, they are invulnerable to weapons, alchemy or magic. However, under the „divine weight“ of the banner, they may only stride with it and are not capable of a „faster gait“.
- As soon as the banner bearer has brought a banner into their own camp, it can be deposited there at the camp's place of power and is subject to the „protection“ of the respective camp from the moment it is deposited. Immediately thereafter, the banner must be placed in a manner that is clearly visible from the outside.
- If a banner is captured, the banner is bound to the banner-belt bearer.

- The banner-belt bearer of a camp can take off the banner they wear only at the camp's own place of power.
- If a banner-belt bearer carries a banner, they cannot leave the „official battle area“ (meadow between the camp gates and the battle areas of the camps) with the banner, except to put down the banner at their camp's own place of power. It is also not possible to enter the city with a banner.
- If another camp tries to capture the banner that the banner-belt bearer is currently carrying, the banner is considered captured as soon as the banner-belt bearer is completely surrounded by enemies - without any of their camp's own fighters immediately around them. The banner-belt bearer does not have to go with the attackers, but in this case the attackers' banner bearer can take the banner immediately within 30 minutes. If the banner is not „picked up“ within 30 minutes, the banner-belt bearer and banner will reappear in the camp where they „picked up“ the banner or in the camp where the banner was last located.
- A banner-belt bearer may not be captured. If a banner-belt bearer is „captured“ without a banner, they „disappear“ after 5 minutes and „automatically“ reappear at their camp's place of power. If the banner-belt bearer is wearing a banner, the 30 minute rule comes into effect.

LOCATION OF THE BANNERS

- Banners must be attached to the camp gate. It is important for the location that it must be obvious from the outside that the camp has a banner. This means that each banner must be placed in such a way that it is visible from outside the camp and that it can be easily removed.

RECEIVING DRAGON EGGS

- ◇ All Dragon Eggs earned are given out by the Avatar in a solemn ceremony at the camp's own place of power.
- ◇ Dragon Eggs cannot be moved except by an Avatar.
- ◇ Dragon Eggs cannot be given as gifts.

3. Competition

CAMP SIZES AND DRAGON EGGS

In terms of competitive balance, the camps are divided into three groups. The subdivision is based on the size of the respective camp (small, medium and large camps). A small camp is a camp whose participants have up to 250 players. A large camp is one whose participants have over 500 players. Medium camps are everything in between.

The size of the camp determines the value of the banner(s) that an official attacker(s) can capture from that camp.

This also applies to banner thieving actions.

- ◇ A banner captured from a small camp is worth one Dragon Egg.
- ◇ A banner captured from a medium camp is worth two Dragon Eggs.
- ◇ A banner captured from a large camp is worth three Dragon Eggs.
- ◇ A collusive outcome of a siege or a thieving action is not rewarded with a Dragon Egg, but punished by taking away 2 Dragon Eggs from each of the two camps involved.
- ◇ The value of the banner always changes when it is attached to the palisade. It takes on the value of the camp to whose palisade it is attached and only changes value when it has been attached to another palisade by conquest.
- ◇ A banner handover to the actual banner owner may take place, but no one gains or loses a Dragon's egg in the process - unless the banner is captured elsewhere during transport. This can only take place if both parties agree and neither party is involved in active combat.

CAPTURING BANNERS

Banners can only be captured by combat (field battle or siege battle) or by theft. Basically, a camp may only be attacked if it is in possession of a banner - its own or a foreign one. If a camp does not have a banner, the IT/IG rule of competition prohibits that camp from being attacked. This prohibition of attack also applies to the camps that do not have their own official banner. (A siege previously agreed between the camps or an open field battle is of course excluded here.)

Exception: Orc Clan camp: This camp does not have an official camp banner, but may still be attacked. However, they cannot take an official camp banner with them, as they do not have their own banner belt.

- ◇ If one captures a banner that is currently being carried across the field and brings it to their camp's own place of power, the camp receives as a reward from its Avatar which is the number of Dragon Eggs equal to the banner's value at that time. (The value of the banner is visibly attached to the ban-

ner. It changes only when the banner is attached to a palisade).

- ◇ Each time a camp is conquered, only one banner per banner-belt bearer may be taken. The banner-belt bearer has 10 minutes after the official „fall“ of the attacked camp to receive the conquered banner.
- ◇ The own banner is protected by other camp banners that have been captured and are located within one's own camp. This means that all other foreign banners must be captured first before the own banner is lost.
- ◇ If one conquers a camp that has several banners and their own banner is among them, they must first take their own banner. Otherwise, the victorious camps with their banner-belt bearers may take one banner of their choice - if available - per banner-belt bearer. If one captures a camp but does not have a banner-belt bearer, they must leave without the captured banner or the banner-belt bearer appears within the given 10 minutes after the „fall“ of the camp and can take the banner.
- ◇ The condition for receiving a Dragon Egg on the basis of a „conquest“ (see above) is the transfer of the captured banner to the camp's own place of power. If it is moved to another place of power, no one receives a Dragon Egg for this „conquest“ and the banner reappears in the camp where it was last placed.
- ◇ After placing the banner on the place of power, it must be immediately attached to the palisade of the camp in a clearly visible place. After that, this banner can only be moved again if this is done by conquest, theft or a chosen reset.
- ◇ A banner captured in battle grants the respective number of Dragon Eggs only if the outcome of the battle was not determined in advance. This type of collusion also results in the loss of 2 Dragon Eggs per camp involved.
- ◇ As a form of conquest, field battles can also be agreed upon. The winner still has to pick up the enemy banner after the field battle and bring it across the battlefield to the camp's own place of power. The winner here has 15 min to pick up the banner, otherwise they did not use the chance to get the banner and the banner stays where it was.
The value of the banner here is determined by the palisade it was last attached to and does not change its value again until it is attached to a palisade.
The value of the banner is visibly attached to the banner.

BANNER THEFT

Secret „theft“ of a camp banner is possible only under the following conditions:

1. The camp's banner-belt bearer is present, because nobody without a banner belt is able to carry the banner.
2. The „banner conquering group“ must - since no victory was won by a

siege or battle - go in and out of the enemy camp according to the rules. This means that the banner-belt bearer must go through the gate of the camp with the banner from the inside to the outside. The banner-belt bearer may - as always - only move forward with the banner in stride.

3. There must be a referee present during the action. A „theft“ of a banner without the presence of a referee who monitors the course of this action is invalid.
4. Before the „banner conquest group“ enters the other camp, the planned action must be reported to a referee. After that, the group has 30 minutes to start their action, otherwise this attempt is considered failed.
5. A banner theft is valid only if the success was not agreed in advance.
6. Since the guild skill „Palisade Climbing“ no longer exists for players, if this action is required for the theft, one must contact the „Shadow Guild“ in advance and use their services for this. This action must be performed in the presence of an authorized person of the Shadow Guild and is otherwise invalid.

BANNER RESET

Any camp banner that has been captured can reappear at the camp's own place of power at 9 am the next day if the camp wishes. To initiate this, the camp must perform a small ritual at 8:30 am at the camp's own place of power. The banner then appears delayed at 9 am at the camp's own place of power.

Each camp banner will automatically reappear at its own camp on Saturday at 1 pm to be led into the final battle.

THE BANNER AND THE FINAL BATTLE

- Banners can only be captured until 12 pm noon on Saturday. Siege battles that were started before 12 pm noon can still be completed contrary to this rule if the attacking camp(s) have a chance of success by means of their deployed siege equipment. However, a siege battle started in this way ends at 12:30 pm at the latest if no success has been achieved by then.
- Each camp banner automatically reappears in its own camp at 1 pm.
- Every camp whose Avatar goes to the final battle with their own camp banner has the possibility to win the final battle and the DrachenFest. (The camp banner does not have to be carried by the Avatar themselves, but can be carried by a banner bearer at a direct distance of 2 m from the Avatar. The Avatar and banner may not be more than 3 m apart. The banner bearer may not intervene in the fight, flee independently or move away from the Avatar. The banner bearer must allow themselves to be led off the battlefield together with the Avatar without fighting back when the banner is captured.)

- The banner is considered captured when the Avatar and the banner are completely surrounded by enemies. Then both of them can be led away together towards the safety zone.
- The Avatar and the camp banner are still in play until the safety zone is reached and one may try to free the Avatar and the camp banner until the „line“ into the safety zone has been crossed. It does not matter if this is one's own camp banner or not.
- All players of the camp banner, which is currently being led away, may continue to participate in the final battle until the end, e.g. to further support allies. Winning the final battle is ruled out from the moment when the camp's banner has reached the safety zone.
- The camp whose Avatar is the last to stand on the battlefield with its own camp banner has won the final battle.

NON-COMPETITIVE ACTIONS

An action of the camps that is not in the spirit of the competition and is criticized by one or more Avatars can be brought before the Court of Dragons. They will hand over the case to the Guardian of the Competition. If a fault is found, one or more Dragon Eggs may be forfeited.

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