

Drachenfest

Freunde "treffen" Freunde



**Winning conditions &
competition rules**

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1. Basic principles

Aim of the competition

The annual contest aims to determine a winner for one year.

EVERY avatar has the goal of being that winner. It is NOT in their interest to let another avatar have that victory, for whatever reason. They are driven in every case by their aspiration to rule. That does not mean that they don't support another camp through diplomatic negotiations if they realize they cannot assert their claim.

Representation of the contest

The power and victory of each avatar are determined annually by how many victory points (dragon eggs) their followers collect to proclaim them ruler. The dragon eggs are obtained by solving plots, winning contests, capturing banners, and through the final battle.

Winning an official contest brings 2 dragon eggs as a reward, and the runner-up wins 1 dragon egg as a reward.

Winning the DrachenFest

- Each camp that has its own camp banner at the start of the final battle can receive dragon eggs for its placement in the final battle.
- Victory is ultimately decided by which of the dragon camps, at the time of the final ritual at 10 p.m. Saturday has the most dragon eggs (see dragon egg rules).
- At the start of the final battle, no more dragon eggs can be acquired - except by winning in the final battle itself.
If the number of dragon eggs is tied, the winner is the one who has kept his banner on the battlefield longest.

2. General regulations

The banners

- Each camp whose avatar is called into the Ritual circle at the opening ritual and has an official camp banner provided by us takes part in the competition for the victory of the DrachenFest.
- The following camps have an official banner:
Blue, Gold, Gray, Green, Copper, Red, Silver, Black, Change, and White.

Issuing the banner

- The official banner will be given to the camps after the opening (approximately between 10pm and 12pm).
- At midnight when all avatars are in their camps the official competition begins. Before that no attacks, ambushing in front of or in other camps is allowed.

Carrying the banners

- Each camp receives a so-called banner belt. This belt can be summoned and placed on a selected bearer at the camp's own ritual place. The bearer of the banner belt is thus able to carry one of the official banners, whether it is that of their own camp or of another. Each banner belt bearer can carry only one banner at a time.
- The banner belt is bound to the wearer and can only be put on and taken off in the camp's ritual place. If the banner belt wearer dies, the banner belt remains bound to the wearer even while walking through limbus. If the player decides to kill his character for good, the banner belt will reappear at the camp's ritual place (the player or a referee will bring it there!).
- The wearer of the banner belt is not attackable if they carry a banner (however, if they walk around only with the belt but without a banner they can be attacked). This means that they are invulnerable to weapons, alchemy or magic. However, under the „divine weight“ of the banner, they may only walk with it and are unable to walk faster or even run.
- As soon as the banner bearer has brought a banner to their own camp, it can be placed at the camp ritual place and is subject to the „protection“ of the respective camp from the moment it has been placed there. Immediately afterwards, the banner must be placed so that it is clearly visible from the outside.

- When a banner is captured, the banner is bound to the banner belt bearer.
- The banner-belt bearer of a camp can only place the banner they carry at the camp's own ritual place.
- 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 lay it down at their camp's own ritual place. 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 they are completely surrounded without any other fighter of their camp immediately around them.
They do not have to go with the attackers 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 together with the 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 detained. If a banner-belt bearer is „captured“ without a banner, he „disappears“ after 5 minutes and „automatically“ reappears at the ritual place of his camp. If the banner belt bearer is carrying a banner, the 30 minute rule comes into effect.

Location of the banners

- Banners must be attached to the camp gate. The important thing for the location is that it must be apparent from the outside that the camp has a banner. This means that each banner must be placed so, that it is visible from outside the camp and that it can be easily removed.

Obtaining Dragon Eggs

Dragon eggs are obtained through the following actions:

- As an avatar's reward for winning competitions, solving tasks, etc....
- By capturing other camp's banners, which were brought to your own camp at the camp's ritual place.
- By owning your own banner at 8:59am (should the battle time change = 1 minute before), before the battle time starts. If you own your own banner at this time, you will receive 1 dragon egg each for it
- The first place winner of the final battle receives 7 dragon eggs, the second place winner receives 5 dragon eggs, the third place winner receives 3 dragon eggs.
- All Dragon Eggs earned will be handed out by the Avatar in a solemn ceremony at the camp's own ritual place.
- Dragon eggs cannot be moved except by an avatar.
- Dragon eggs cannot be given away.

3. Competition

Camp sizes and dragon eggs

The subdivision is based on the size of the respective camp (small, medium, and large camps). A small camp has up to 250 players. A large camp has over 500 players. Medium camps are everything in between.

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

This also applies to banner stealing 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 conspired outcome of a siege or thieving action is not rewarded with a dragon egg.

Capture of banners

- 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 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. They do not have an official camp banner, but may still be attacked. However, this camp cannot take an official camp banner, since it does not have its own banner belt.

- If a foreign banner has been captured from a camp or from a camp that is carrying a captured banner across the field and brought to your camp ritual spot, your camp will receive a dragon egg as a reward from its avatar.
- Every battle must first be officially communicated. It must be specified who the official attackers are. If the attacked camp is conquered, only camps that are official attackers are allowed to take a banner with their banner-belt bearer.
- If a banner is removed by a non-official attacker, this banner reappears in the camp where it was last placed.
- Each time a camp is captured, only one banner may be taken per banner belt bearer. The banner bearer has 10 minutes after the official „fall“ of the attacked camp to receive the captured banner.
- One's own banner is protected by other camp banners that one has conquered and that are in one's own camp. This means that all other foreign banners must first be conquered before your own banner is taken.
- If you conquer a camp that has more than one banner and your own banner is among them, you must first take your own banner. Otherwise, the officially attacking camps with their banner bearers may take one banner of their choice - if available - per banner bearer in case of a victory. If you are an official attacker and conquer a camp, but you don't have a banner-belt bearer with you, you have to leave without the conquered 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 conquered banner to the camp's own ritual place. If it is moved to another ritual place, no one receives a dragon egg for this „conquest“ and the banner reappears in the camp where it was last placed.
- After the banner has been placed in the ritual place, it must be immediately and clearly visible attached to the palisade of the camp. After that, this banner cannot be moved again until this is done by conquest, theft, or the daily reset.
- A banner captured in battle grants a dragon egg only if the outcome of the battle was not determined in advance.

Banner theft

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

1. The own banner belt bearer of the own camp is included, because nobody without a banner belt is able to carry the banner.
2. The „banner conquering group“ must enter and leave the enemy camp according to the rules, since no victory was won by a siege or battle. This means that the banner-belt bearer must walk through the gate of the camp with the banner from the inside to the outside. The banner-belt bearer may only move forward with the banner in walking speed.
3. There must be a referee present during the action. A „theft“ of a banner without the presence of a referee supervising the course of this action is invalid.
4. Before the „banner capture 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. Banner stealing actions are allowed to take place up until the night rest starting at 4am.
1. A banner theft is only valid if the success was not agreed in advance.

Banner reset

Any camp banner that has been captured will automatically reappear at its own camp's ritual place at 9:00 AM the next day.

The banner and the final battle

- Banners can only be captured until 12:00 noon on Saturday.
Siege battles that have been started before 12:00 o'clock can still be completed if the attacking camp(s) have a chance of success with their siege equipment. However, such a siege battle that has been started will end at 12:30 at the latest if no success has been achieved by then.
- Each camp banner will automatically reappear in its own camp at 1:00pm.
- Each camp whose avatar enters the final battle with its own camp banner has the opportunity 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 2m from the avatar. The avatar and banner may not be more than 3m 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 it is allowed to try to free the avatar and the camp banner until the „line“ into the safety zone is crossed. It does not matter if this is your own camp banner or not.
- All players of the camp banner that is being taken away may continue to participate in the final battle until the end, e.g. to further support allies.
- The camp whose avatar is the last to stand on the battlefield with its own camp banner has won the final battle.

Court of Aldradach

An action of the camps that is not in the spirit of the contest and is criticized by one or more avatars may be brought before the Court of Aldradach. If found guilty, it may result in the loss of one or more dragon eggs.

4. Brief summary:

- ✦ Only camps with an official banner can compete for victory at the DrachenFest.
- ✦ Banners can be worn only by a banner belt bearer..
- ✦ Each camp has exactly one banner belt, which can be put on and taken off only in the camps ritual place.
- ✦ The camp banner appears after the opening ritual in the respective camp.
- ✦ Camp banners can be captured from Sunday 24 o'clock.
- ✦ Camps without their camp banner may no longer be attacked, unless it was previously agreed upon.
- ✦ Worn banners remain in the camp where they are put down and must immediately be placed there visibly.
- ✦ The own camp banner is „protected“ by foreign banners.
- ✦ If a siege battle is won, each of the officially involved attackers may take one banner with their banner-bearer - if available. If the own banner is in the conquered camp, then the own banner must be taken first.
- ✦ The banner belt bearers may only place a conquered banner at their own ritual place.
- ✦ For each captured foreign banner, which you bring to your own camp, you receive one or more dragon eggs, depending on the size of the conquered camp.
- ✦ Your own banner, if conquered, will automatically reappear on the following day at 9:00 am at the ritual place of your camp. Likewise, on the day of the final battle, at 1:00pm, before the start of the final battle.
- ✦ At the final battle, the banner bearer must remain in the immediate vicinity of the avatar and must allow themselves to be led away together with the avatar without resistance during the capture of the banner..
- ✦ Once the camp banner reaches the safety zone during the final battle, it cannot be recaptured.
- ✦ Siege battles end at 12:00 noon on Saturday, after which no battle is allowed except for the final battle.
- ✦ The dragon eggs will decide the winner of the DragonFest. Whoever has the most dragon eggs plus those acquired in the final battle at 10pm on Saturday wins the competition.

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