

# Legends House Rules

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## **LPE (Sending in turns by email)**

When you have finished writing your orders in LPE, your LPE program will make an upload file containing your orders, which you need to send to us. This will be smaller than the turn we send you, and will read as complete computerese. If you can understand it, it isn't an upload!

Email the orders to us with the file name as the email subject. For example, if you are playing in Swords of Pelarn game 21, your main character ID is 18, and the orders are to be processed on the 26<sup>th</sup> April, the subject would be s210426t.018. Don't add anything to this basic format.

Please send your turns to [leg@harlequingames.com](mailto:leg@harlequingames.com)

Do not send any other message with your orders. If you wish to send us a message, please use a separate email (see below).

## **Talking to Sam or Ed, the GMs**

Please do not hesitate to contact us for any reason, even if it seems trivial. That is what we are here for! So if you have a reason for getting in touch and then think 'oh no, I don't want to bother Sam', then think twice and contact me after all. I don't mind dealing with your issues, no matter if they turn out to be important or trivial.

By far the best way to contact us is by email. If the matter is particularly urgent you can ring the office, but since most problems require some time to consider, email is still preferable, giving us time to look into the matter without keeping you waiting on the phone. You are also welcome to write a letter, but obviously correspondence via this means is rather slow.

Please include the game and your main character ID in all correspondence with us. When emailing, include these in the email subject.

Always keep correspondence separate from your turn. So if emailing, send the turn and any message in separate emails, or if writing, use a separate piece of paper.

Finally, LPE has a section where you can write notes to the GM. ***Do not use this!***

### **The Office**

Whilst the office is open at a variety of exotic times throughout the week, the phones are only manned between 11am and 6.30pm British time. We do not work on weekends.

Deadline for turns is 12 noon BST, any that we receive later than that may not be processed until the following day. We do not backdate turns which process on a weekend day (which happens during 10 day games).

### **Etiquette**

You may only play one position in each game. Please try your best to act in character within the vibrant world of your module, as it makes the game more rewarding for everyone.

### **Database Errors**

Legends is probably the most complex PBM on the market. A new module is brought out every two years and there is no way that the databases can be fully play-tested. As a Legends player you must accept that there will be many database errors, and if you discover an item or 'piece' that seems suspect, please report it to the GM. You will receive a small perk for your trouble, and other Legends players around the world will benefit from your bit of sleuthwork. Those who try to exploit these flaws will have their ill gotten gains removed.

### **Changes to Production or Standing Orders**

Any changes to production or standing orders, whether via normal turn or production turn, must be submitted for input with turns on the last processing day PRIOR to the day of production in order to be effective in the month of submittal.

For example, if production falls on a Monday; all changes must be in by the turn deadline on previous Friday.

### **Multiple copies of your Turn**

If you send in multiple copies of a turn, each with the same date, we will overwrite the versions which arrived first with the version which arrived last.

If you are due to process and you have sent in more than one version of your turn with different dates, the computer will run the one with today's date, or then start checking backwards one day at a time until it finds a turn to run.

The computer never checks forwards. It never checks further back than the day after the date of your last turn process.

If for any reason you need us to do something different to the above system, let us know in a separate email. Be very clear.

Furthermore, remember that emails sent to us conventionally sometimes arrive out of order. If you submit two turns with the same date by conventional email, we may not know which is meant to be the correct turn.

To avoid this problem, we highly recommend that you use the Legends Webmailserver at COPY LOCATION to submit your turns whenever possible, as the webmailserver is linked directly to our system and turns sent from the webmailserver arrive instantly.

A technique to make use of the above: If you have a turn due to be processed on, say, the 10<sup>th</sup> of the month, just backdate your turn, i.e. send your turn dated 1st of the month. If you then have to update your turn, resend with a following date (the 2nd) ... then the 3rd ... and so on. The Legends engine will automatically process the turn with the date nearest to the due date. Many players always use this strategy, which requires slightly more effort but is guaranteed to have the right turn run.

### **Address (and Email address) changes**

***Please inform us of any changes in address.***

Since having your turn emailed to the correct address is crucial, we suggest that you notify Harlequin as soon as possible whenever you change, or are about to change, your email address. If possible, this should be done separately from any turn that you may be sending, so that the change does not get misplaced amidst other turns.

Although turns are sent out by email, it is also helpful for us to have an up-to-date postal address for you, especially if you pay automatically by credit card so please also keep us informed of any change of postal address.

### **Ceasing play**

***If ceasing play, please let us know as soon as possible.***

If for some reason you wish to drop a position in any of our games, please inform us as quickly as possible, so that other players in the game do not suffer. Refunds of any remaining credit are available, but we reserve the right to charge a small administration fee for this. If you are dropping a position, and know of anyone else who may be interested in taking it over, please let us know.

## **Processing Errors**

### **In a perfect world, errors would not be made.**

But we are only human, and acknowledge that on occasion, mistakes will be made. If you think that there has been an error in your turn, please do not panic, as we can sort out nearly any problem or mistake that may have occurred. Simply contact us *as quickly as possible*, giving all the relevant information, and we will do our best to resolve the matter. This is made greatly easier by all concerned keeping calm. We recognise that when something goes wrong it is understandable that you may be annoyed, but by remaining calm, we can best identify the problem and deal with it efficiently.

## **Banned techniques**

If ever you see something in the game which seems odd, or have pause to wonder if what you are doing is OK, ask! Discussion with the GM is the best way to deal with any situation as that allows for a case by case judgment of how to proceed.

For a list of banned tactics, please visit our website: <http://www.harlequingames.com/legba.html>

## **Cross-Game Information**

We recommend that you do not over use information gained from other games of the same module. Each game is different, and you might come unstuck!

## **Standard Special Actions**

1. *Equip summoned creature* - You may equip a target summoned character (ID 1200-1250). The item must be in the same province as the target. The GM may on occasion turn down this SA. Any item displaced due to this equipping action is lost.

2. *Unbury character* - A thief in the same province as a target buried character may capture the target. The target's condition changes from buried to long dead.

3. *Remove MAR* - Within one month of gaining permanent control of a previously unowned character, you may request to have any MAR shell removed from that character.

4. *Restore Guild* - This affect IR4. This will affect all other games from the 30th June 2006 onwards. Send the GM details of a guild which used to belong to your position and which died during the most recent production. The guild must have been affected by a slander guild (C13) order which changed its guild strength from a positive number to zero in the turns immediately prior to production. Gain - The guild will be restored, at strength 5. The rumourmonger will lose 10 points of skills and stats.

5: *Remove start location MAR* - within one month of game start you may remove the MAR shell on your starting location if you are Mercenary or Overlord.

## **Apprentices**

Players with the Apprentice title should not be targeted by other players, or target other players. Any hinderance caused to or by an Apprentice in error will be undone by the GM.

If, at any time after King's Peace is over/nearly over, you see an Apprentice player in your area and are concerned that they are affiliated with an enemy faction, or they have an item/force/prisoner you need for game victory, please contact the GM, who will contact the Apprentice/enemy faction and work to provide a solution acceptable to all.

Apprentices are not meant to get involved in Player vs Player combat, and the Apprentice should forfeit the Apprentice title if they (and/or the experienced players in their faction) think they are ready for PvP. One month before an Apprentice is going to engage in any aggressive PvP action, the ex-Apprentice position should do two things:

- 1) make an in game announcement that they are no longer an apprentice.
- 2) contact the GM so they can remove the apprentice title, and replace it with an ex-Apprentice title.

The ex-Apprentice title confers no benefit, but serves as a marker to explain any previously claimed Apprentice benefits.

During the first month after they have lost their Apprentice title, the ex-Apprentice position ought not to instigate PvP, but if engaged are free to retaliate.

Anyone allied with an Apprentice should point out these rules to the Apprentice once they are ready for them. Any time an Apprentice gets this wrong (no fault implied) please contact the GM who will resolve any problems which arise.

## **Player Mentors**

These are masochistic Legends fanatics who are willing to lay down their (social) lives for the cause and help people with their rules/technical questions. This takes the pressure off us - so we love 'em! Here are some. Any more volunteers are welcome.

### **Ross Inglis**

UK Weekdays 8pm-12am  
12-4pm Weekends  
0118 975 5674  
ross@bizbop.demon.co.uk

### **Andrew Barton**

[AndrewCFBarton@yahoo.co.uk](mailto:AndrewCFBarton@yahoo.co.uk)  
or  
[andrew.157barton@btinternet.com](mailto:andrew.157barton@btinternet.com)

### **Dean Johnson**

UK Weekdays except Fri 8pm-11pm  
12am-11pm Weekends  
01483 418230  
z0001283@zoo.co.uk

### **Edi Birsan**

[edi@mgames.com](mailto:edi@mgames.com)

### **Jimmy van der Meij**

English, German and Dutch  
jim.list@hccnet.nl

### **Richard Hutson**

USA  
910-823-92

## **Have Fun!**

And finally, please remember that the point of all this is to have fun and make it fun for others. If you have a moral or ethical difficulty with something, just talk to me. I will do my best to be fair, and to reward socially-minded players who 'make it fun for others'.