

Legends House Rules

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LPE (Sending in turns by email)

When you have finished writing your orders in the 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 upload file 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 26th April, the subject would be s210426t.018. Don't add anything to this basic format.

Please send your turns to pbm@harlequingames.com

Submit before NOON to ensure running on THAT day.

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 Ed, Dean or Sam, 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 Ed',

then think twice and contact me after all. I don't mind dealing with your issues, whether 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 5.30pm 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). Turns submitted later than Noon may get processed on the same day if the games process later due other issues needing attention before games can run. Submitting a revised turn past the Noon deadline and it running actually running on that day is a bonus! Communicate with the GM if unsure.

Etiquette

You may only play one position in each game, unless it is a dual position 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 Turn Based Game 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 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 sleuth work. 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 **at the latest**, 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 (i.e. Noon on 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.

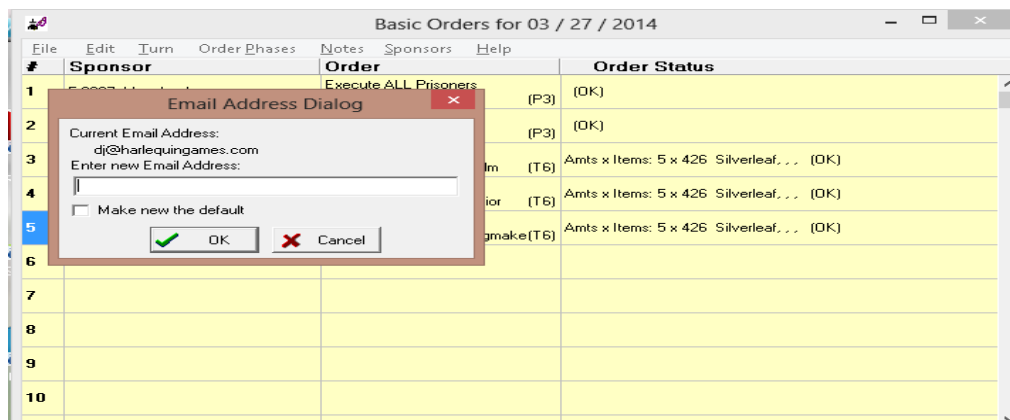
Furthermore, remember that emails sent to us conventionally sometimes arrive out of time order. If you submit two turns with the same date by conventional email, we may not know which is meant to be the correct turn.

To avoid this problem, we highly recommend that you use the Legends Webmail server at <http://legends.dyndns-server.com:88/src/login.php> to submit your turns whenever possible, as the webmail server is linked directly to our system and turns sent from the webmail server are date/time stamped and arrive instantly.

A technique to make use of the above: If you have a turn due to be processed on, say, the 10th 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

Since having your turn emailed to the correct address is crucial, the power to control this is in the hands of the player via the LPE! When on the Order writing screen of the LPE, hit the turns → Email Address menus and the Email Address Dialog popup appears.



Enter your new e-mail address in the pop up window. Note you can set this to any address and have your turn sent to ally when you are on holiday etc... However, please double check your entries, for a typo can stop your turns arriving when you expect them.

We suggest that you also 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.

If another player in your faction is dropping and no other player can be found to take over running their position, then with their permission, a nominated faction mate can run two final turns for their position to re-distribute resources within the faction. More than two turns cannot be run and this is not allowed in Swords of Pelarn (or similar modules) where multiple faction memberships makes this too tricky to manage. If they are a member of only one faction then it is acceptable.

If a faction mate drops with no communication, then after a month you can ask the GM to contact them and assess the state of play. If the GM cannot get a reply from them (2-weeks nominal period) then he can grant permission to run two final turns for the dropped position.

When a player has not submitted a turn for 3 months of play (4 productions have passed) all titles on the main character are automatically lost, including faction membership titles. At this point they no longer count as a member of a faction for victory purposes and it is clear to all players from title information in the LPE that they are not running turns. A player who returns wishing to play after such a period, can at the discretion of the GM (decided on a case by case basis) return to play. They have the minimum (least advantageous) amount of titles restored, including the original faction membership. For example, this would be refused if it would catapult a faction into victory from nowhere, surprising the opposition who were relying on the cities owned by the returning position not being owned by the rival faction. This may not be allowed in Swords of Pelarn (or similar modules) where possible multiple faction memberships can make this too tricky to manage.

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* – The Q1 order will NOT work on summoned beings. You may equip a target summoned character (ID 1200-1250) by special action. 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. Equipping the being with ‘better’ items often succeeds.

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: *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 hindrance 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.

Defaults when setting up a Force for a Combat Clash

In many modules there are combat clashes between Knights, Wizards, Priests etc... to decide titles and rewards. These can be fought between single characters, or parties of up to 8 combatants. In any clash, one player will be responsible for organizing the participants in his team (1-8 characters). He should before the clash deadline,

1. Activate an off map force in Province 1/1.
2. Appoint each of his team members to a combat slot (remember this will fail if you are appointing a character that is not in your position and they have stealth on).
3. Set the overall retreat percentage for the force (or it has the default of 33%).
4. Make sure the listed combatants meet any qualifying conditions to compete.
5. Inform the GM of the Force ID and Character IDs.

The GM will then use this force for the clash, moving the relevant characters in for the duration and then back to their current in game locations after the clash is over.

Sequence of Processing at/near Production (different to SSV)

On the day of production the Harlequin sequence is:

Revolts (to check you still own characters before clashes)

Clashes (so that charms etc. still apply) and Rewards for clashes in order (get a mark have it for the second clash)

Production (incidentally meaning you get a chance of Mark type rewards kicking in)

Special actions (which happen just before all turns run)

Turn orders process and results print.

Adventure/Special Action Requirements

When an Adventure has requirements base statistics including Prestige (not enhanced by equipment/statuses/blesses etc.) must be used when determining eligibility for adventure completion. Similarly when a special action asks for stats it is the base stat (except in very very rare circumstances if the text specifically says otherwise).

Main Character Death: Heirs (not available in all games)

If your main character dies or has been captured and you feel you have no hope of rescue, you may have to write him out of the story line...how sad. This is done by declaring an Heir who will take over the main character number ID. The heir must be one of your starting characters (201 - 1000), and not some Rited Undead follower from another position. As such, Overlords will have plenty of heirs while heroes will have only one or two. The Heir will simply have his character ID changed to the main character's position and off you go. All titles and Marks of the old main character will be lost in the transfer although titles may be reclaimed as per normal adventures. The holder of the old main prisoner will receive all the items on the prisoner who will then fade away as the new heir takes command where he is. Factional membership will remain; however, leadership will be forfeit with the titles. Guilds will remain, however, if there is a challenge and the owner does not meet ownership requirements it will be lost.

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

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Bernie Hasselman

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Rob Lohman

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Dean Johnson

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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. We will do our best to be fair, and to reward socially-minded players who 'make it fun for others'.