

MNLA XIII - SETTLERS OF HOWLING HILLS

In a world...

with no elections for leadership...

with no politicians vying for public favor...

Those, who can control resources and can build social structure, can gain power.

Hear Ye, Settlers of Howling Hills, It is time to test your skills!

The Fae have gathered resources for you to garner and make use in your endeavors to build encampments on crossroads into hamlets thence castles.

Your abilities to lead, strategize, trade and survive will win you the day, if you are lucky.

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Notes for Players:

- All Players will be tent camping. If you need equipment or other arrangements, you must contact the Host or Game Designer as soon as possible.
- If you are arriving before Friday, please let the Game Designer know.
- If you are able to help clean-up after, please let the Game Designer know.
- Additional information about how the game within this year's adventure plays is on the next page. If you are confused, I suggest mulling it over whilst playing Settlers of Catan.
- The design of this year's adventure has much movement involved. If you are disinclined or unable to make so many steps, don't worry because there is still play for you!
- On the other hand, if you are the energetic type and would like an NPC role, the Game Designer has the perfect thing for you. Email or Call the Game Designer ASAP.
- Please pay special attention to your FOOT- and LEG-wear for your costumes. You may be following deer-maintained trails at times or even cutting your own way through.
- You will notice that this is "team" play. If you want to form your teams ahead – bring new players, GREAT! Let the Game Designer know of your plan. If you are in need of a team, you will be joined with one, perhaps not far in advance of the game date. It's not critical for game play to have your team preformed. Team rosters may change during the game.
- Please do NOT bring ALCOHOL, NON-PRESCRIPTION DRUGS, EXPLOSIVES, or other dangerous substances to the Fisher Property. Please NO SMOKING, if you must, then in your realm.
- If you "Pack it IN" then "Pack it OUT" – except poo & pee...port-a-potties are provided.
- MEALS: 5 meals and snacks are provided. Friday Dinner, Saturday Breakfast, Lunch & Dinner, Sunday Breakfast. If you have food allergies or strong preferences, indicate on your form. We have experience with many dietary restrictions. We want you to enjoy the entire experience.

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Notes about this Challenge for Power:

- Teams consist of at least 3 and no more than 6 players. Players may be persuaded to change teams.
- Death happens. Resurrection pool exists.
- A thief exists and can be hired for the right coin. The thief has no loyalties – purely mercenary. The thief can NOT destroy any sort of settlement. The thief can steal resources and can kill. To buy the “right coin” for the thief’s services, you have to use the right amount of resources.
- Resources are represented by 4 coins with these symbols on their faces: sun, tree, water, fire.
- Land is divided into four zones, in which each particular resource may be primarily found.
- Resources may also be obtained through challenges with the Games Maestro.
- Each time a team creates a Settlement, they must map it and register it with the Steward.
- Settlement activities cease at dusk and resume after the Steward has breakfasted.

Settlements are made by the following methods (each settlement area is marked by a pole):

1. Crossroads

- Only one team can control a Crossroads at any time.
- It must be claimed with a FLAG bearing the team’s mark.
- Each team will be issued a limited number of flags.
- If a single team arrives at an unclaimed Crossroads, they may claim it by placing their flag on the pole marking that Crossroad.
- At any time, multiple teams or members thereof, meeting at a Crossroads, may battle for control of that Crossroads.
- Yes, a team may lose their Crossroads, if found unguarded by another team and the trespassers decide they are victorious.

2. Encampment

- Encampments are made from Crossroads by collecting the correct combination of resources and exchanging those for an Encampment Marker, which must then be placed on the Crossroads.
- An Encampment may be destroyed if a team battles the Encampment owner team. If the owner team holds their ground, the Encampment stays. If the challengers are victorious, the Encampment is destroyed and the area no longer inhabitable (pole comes down).

3. Hamlet

- Hamlets are made by connecting two adjacent team-owned Encampments within a zone and expanding with more resources. The Hamlet marker is obtained by exchange of resources. (This is a 2-piece marker that is placed on the poles.)
- Once a Hamlet is made, it cannot be challenged or destroyed.

4. Castle

- Castles are made by using resources to join two team-owned Hamlets within a zone. (The castle marker is a 4-piece identifier that is placed on the 4 Castle poles.)
- Once a Castle is made, it cannot be challenged or destroyed.