New Player Training

Target Audience: New players at Kingdoms of Novitas LARP

Learning Objectives:

- 1. Recall Kingdom of Novitas Larp rules
- 2. Identify basic game mechanics
- 3. Define Kingdoms of Novitas Larp terminology

Seat Time: 20-30 minutes

Outline:

- Welcome
- Navigation
- Objectives
- What is Larp?
- Kingdoms of Novitas Overview
- PC and NPC
- Terminology
- General Must Knows
- Combat
- Armor and Damage
- Death, Dying, Unconscious
- Magic
- Roleplay
- Assessment
- What's next?
- Congratulations

Directions: Please provide feedback in the comments on the articulate review link.

Module Resources/References:

https://linktr.ee/KingdomsOfNovitas?utm_source=linktree_profile_share<sid=d914283a-59c9-44dc-81f0-227109aa2355

Color Palette:



Provided Assets and Audio:

- Audio files for each slide are provided in a separate "audio folder".
- All graphics are provided in a separate "graphics folder". Rights to all images are already acquired.

Standard Background:



Slide [1.1]/ Menu Title: Welcome			Objective: [-]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:

Standard Background	New Player Training	Welcome to Kingdoms of Novitas New	Navigation and start buttons
Light blue background with dark		player training. As a new player at	fade in timed with voiceover
blue bar on top and bottom of		Kingdoms of Novitas LARP there are basic	narration.
screen. Kingdoms of Novitas Logo		rules and terms you will need to learn	
graphic in top left corner. Slide title		before playing your first game. This	Next and previous buttons
is left aligned next to the logo on		course will teach you the basics. Click on	hidden on the player.
the top dark blue bar.		the navigation button if you would like	
		help to navigate this course. If you are	Triggers:
Kingdoms of Novitas social media		familiar with the course navigation, click	Navigation button - Jump to
graphic centered on the screen.		the start button.	slide Navigation.
Navigation button shaped like a			Start button - Jump to slide
maple leaf. yellow			Learning objectives.
Start button shaped like a maple			
leaf, yellow			
Kingdoms of Novitas logo in the			
upper left corner			

Slide [2.1]/ Menu Title: -			Objective: [-]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background	Course Navigation		Next and previous buttons are
Light blue background with dark			set to normal on the player.
blue bar on top and bottom of	Click on the next button		
screen. Kingdoms of Novitas Logo	to start the course		
graphic in top left corner. Slide title			
is left aligned next to the logo on	Use the Menu tab to		
the top dark blue bar.	check your progress in		
	the course.		
Top left corner, teal rectangle with			
white italicized writing "Click on the	Use the resources option		
next button to start the course"	to access external		
	resources.		

Player graphic centered on the		
screen	Use the prev and next	
	buttons to navigate the	
Yellow arrows pointing to each of	course.	
the following items: Menu,		
Resources, Previous/next button,	Use the seek bar,	
volume, seek bar, play/pause,	play/pause button and	
restart.	restart buttons	
	Volume Button	
Notes: This slide is hidden from the m	nenu on the player	

Slide [1.2]/ Menu Title: Learning Obj	Objective: [-]		
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background Light blue background with dark	Learning Objectives	By the end of this course you will be able to: Recall Kingdoms of Novitas Larp rules.	Rectangles with Learning objects fade in time.=d with
blue bar on top and bottom of screen. Kingdoms of Novitas Logo	Recall Kingdoms of Novitas Larp rules.	Identify basic game mechanics. Define Kingdoms of Novitas Larp terminology.	voiceover.
graphic in top left corner. Wizard with a Wand graphic on the	Identify basic game mechanics.		Next button is hidden when timeline starts.
right side of the screen	Define Kingdoms of Novitas Larp		Next button is set to normal when the timeline ends on this
Three rounded rectangles with teal and light teal tri color border. Each has one learning objective inside.	terminology.		slide.

Slide [1.3]/ Menu Title: What is LARP?			Objective: [3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background	What is LARP?	What is larp?	Next button is hidden when
Light blue background with dark	Click on each letter to	Click on each letter to learn more	timeline starts on this slide.
blue bar on top and bottom of	learn more		

screen. Kingdoms of Novitas Logo graphic in top left corner. Slide title is left aligned next to the logo on the top dark blue bar. Top left corner, teal rectangle with	<i>Click the Next button to continue</i>	Click the Next button to continue	teal rectangle with white italicized writing "Click on each letter to learn more" fades in timed with voiceover. Transparentshap fades away
each letter to learn more"			L A B P are all clickable and
LARP graphic centered on the screen.			show their corresponding layer when clicked.
Transparent shape over the LARP graphic			When user has visited all layers Next button will change to Normal.
Bottom left corner, teal rectangle with white italicized writing "Click the Next button to continue"			Bottom left corner, teal rectangle with white italicized writing <i>"Click the Next button</i> <i>to continue"</i> will fade in once user has visited all layers.
Slide [1.3a]			Objective: [3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
1.3a Title: L Dark Blue callout shape above the "L" on the base layer with white writing.	LARP stands for Live Action Role-Play.	LARP stands for Live Action Role-Play.	
Slide [1.3b]			Objective: [3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
1.3b	Think Dungeons and	Think Dungeons and Dragons but instead	
Title: A	Dragons but instead of sittina around a table.	of sitting around a table, players physically act out the story.	

Dark Blue callout shape above the "A" on the base layer with white writing	players physically act out the story.		
Slide [1.3c]			Objective: [3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
1.3c Title: R Dark Blue callout shape above the "R" on the base layer with white	There are two parts to larp, role-play and combat.	There are two parts to larp, role-play and combat.	
writing.			
Slide [1.3d]			Objective: [3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
1.3d Title: P Two Dark Blue callout shapes, one above and one bellow the "P" on the base layer with white writing.	Role-play (RP) The acting part where players play a role they have created or were assigned. Combat The physical part where players use foam	Role-play (RP) The acting part where players play a role they have created or were assigned. Combat The physical part where players use foam weapons to fight.	

Slide [1.4]/ Menu Title: Kingdoms of Novitas Events			Objective: [1]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background Light blue background with dark blue bar on top and bottom of screen. Kingdoms of Novitas Logo graphic in top left corner. Slide title is left aligned next to the logo on the top dark blue bar.	Kingdoms of Novitas Events Shield button - The experience is like living a weekend in a medieval town	Kingdoms of Novitas Events Click on each icon to learn more	Next button is hidden when the timeline starts on this slide. When the user clicks on each of the four yellow buttons the selected state will show the corresponding text.

Top left corner, teal rectangle with	Map button - Camp	When the user has selected all
white italicized writing "Click on	Kingsley in Ava, NY	four buttons the Next button
each icon to learn more"		will be set to normal.
	Calendar button - Event	
Wizard with a Wand graphic on the	dates are typically the	
right side of the screen	first full weekend of	
	every month.	
Four yellow square buttons on the		
left side of the screen with four	Money Button - To	
different icons. Shield, map,	participate for an entire	
calendar, money. Each as a normal,	weekend, \$30 Cash or	
hover and selected state.	Paypal.	

Slide [1.5]/ Menu Title: PC and NPC			Objective: [2,3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background	PC and NPC	PC and NPC	Next button is hidden when
Light blue background with dark		NPC stands for Non Player Character	the timeline starts on this slide.
blue bar on top and bottom of	Non Player Character	PC stands for Player Character	
screen. Kingdoms of Novitas Logo	NPC	NPC vs PC is not an adversarial	Yellow rectangle button with
graphic in top left corner. Slide title		relationship	"NPC" fades in timed with the
is left aligned next to the logo on	Player Character	Click on each button to learn more	voiceover.
the top dark blue bar.	PC		
			Yellow rectangle button with
Top left corner, teal rectangle with	Click on each button to		"PC" fades in timed with the
white italicized writing "Click on	learn more		voiceover.
each button to learn more".			
			"Non Player Character"text
Yellow rectangle button with "NPC"			and "Player Character" text
in black writing on the left side of			fades in timed with voiceover.
the screen, has a normal, hover and			
visited states. "Non Player			Teal rectangle with white
Character"text bulleted above this			italicized writing "Click on each
button.			

Yellow rectangle button with "PC" in black writing on the right side of the screen, has a normal, hover and visited states. "Player Character" text bulleted above this button. Transparent shape covering the buttons. <i>NPC vs PC is not an adversarial</i> <i>relationship</i> at the bottom of the screen in the center. Wizard with a Wand graphic on the left side of the screen. Fighter with a sword graphic on the			button to learn more" fades in timed with voiceover. Transparent shape fades out just before "Click on each button to lean more" appears. When the user has selected both buttons the Next button will be set to normal.
right side of the screen.			Objective: [2 2]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
1.5a NPC Wizard with a Wand graphic is hidden	Any character that is not a player character. These characters are sent out from logistics by game masters. Examples: townsfolk, bandits, and monsters.	An NPC is any character that is not a player character. These characters are sent out from logistics by game masters. Examples: townsfolk, bandits, and various types of monsters.	Text is bulleted and fades in when voiceover begins
Slide [1.5b]			Objective: [2,3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
1.5b PC	Any character created by and role-played by a player.	A PC is any character created by and role-played by a player.	Text is bulleted and fades in when voiceover begins

Fighter with a sword graphic is	Players are allowed to	Players are allowed to play a PC for up to	
hidden	play a PC for up to 2	2 shifts per event as long as they NPC at	
	shifts per event as long	least the same number of shifts that	
	as they NPC at least the	event.	
	same number of shifts		
	that event.		

Slide [1.6]/ Menu Title: Terminology		_	Objective: [3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background	Terminology	Terminology used at Kingdoms of Novitas.	Next button is hidden when
Light blue background with dark			the timeline starts on this slide.
blue bar on top and bottom of	What is a GM?	What is a GM? A GM is a Game Master.	
screen. Kingdoms of Novitas Logo	 Game Master. 	They are responsible for running the	Next button is set to normal
graphic in top left corner. Slide title	 They are 	game during each shift of a typical event.	when the timeline ends on this
is left aligned next to the logo on	responsible for		slide.
the top dark blue bar.	running the	What is a plot? Any role-play or combat	
	game during	an NPC is assigned to do by the GM.	Four rectangles with questions
Fighter with a sword graphic on the	each shift of a		and bulleted text on the right
right side of the screen.	typical event.	What is logistics? Logistics is the out of	side of the boxes fade in timed
	What is a plot?	game building where GMs and NPCs	with voiceover.
Four rounded rectangles with teal	 Any role-play or 	prepare the plots.	
and light teal tri color border. Each	combat an NPC		
has one question inside. What is a	is assigned to do	What is garb?The costuming worn by	
GM?, What is a plot?, What is	by the GM.	players	
logistics?, What is garb?.	What is logistics?		
	 The out of game 		
Answer text bulleted next to each	building where		
question box.	GMs and NPCs		
	prepare the		
	plots.		
	What is garb?		
	 The costuming 		
	worn by players.		

Slide [1.7]/ Menu Title: <i>General Must-Knows</i> Objective: [1,2]			
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background Light blue background with dark	General Must-Knows	General Must-Knows Hover over each icon to learn more	Next button is hidden when the timeline starts on this slide.
blue bar on top and bottom of screen. Kingdoms of Novitas Logo graphic in top left corner. Slide title is left aligned next to the logo on the top dark blue bar.	Out of game sign Use sparingly Food Food is provided by the		Next button is set to normal when the timeline ends on this slide.
Top left corner, teal rectangle with white italicized writing "Hover over each icon to learn more".	Inn. During NPC shifts, it's free. During PC shifts, it costs in-game coin.		Teal rectangle with white italicized writing <i>"Hover over</i> <i>each icon to learn more"</i> . fades in with voiceover.
Three teal rounded rectangles with normal and hover states with white writing "Out of game sign", "Food", "Shifts".	Shifts 4 Shifts Friday: 9:00pm-2:00am Saturday:		Teal rounded rectangle with Out of game sign. Hover state has out of game sign graphic and "Use sparingly" text.
One teal rounded rectangle with normal and hover state bottom center with white writing "Game Day/ convergence"	10:00am-3:00pm 3:00pm-8:00pm 8:00pm-1:00am Game Day/ Convergence		Teal rounded rectangle with Food. Hover state has "Food is provided by the Inn. During NPC shifts, it's free. During PC shifts, it costs in-game coin."
Top half of Wizard with a Wand graphic on the bottom left side of	Anytime the clock hits 6 or 12		text.
			Shifts. Hover state has "4 Shifts
Top half of Fighter with a sword			Friday: 9:00pm-2:00am
graphic on the bottom right side of			Saturday: 10:00am-3:00pm
the screen.			3:00pm-8:00pm
			8:00pm-1:00am" text.

Transparent shape covering the		
buttons.		Teal rounded rectangle with Game Day/ Convergence. Hover state has "Anytime the clock hits 6 or 12" text.
		Transparent shape fades out just before " <i>Hover over each</i> <i>icon to learn more</i> " appears.

Slide [1.8]/ Menu Title: Basic Comba	Objective: [1,2,3]		
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background Light blue background with dark	Basic Combat	Combat in Novitas is a real life talent where character skill has only limited	Accordion interaction. Each slide layer will have an open
blue bar on top and bottom of screen. Kingdoms of Novitas Logo	Combat in Novitas is a real life talent where	effect. Players over the course of an event will almost certainly find themselves in	and close animation.
graphic in top left corner. Slide title is left aligned next to the logo on the top dark blue bar.	character skill has only limited effect.	combat. There is no realistic way for a player to officially remain out of combat during an event. Ambush without prior	Next button is hidden when the timeline starts on this slide.
Text is inside two different rounded rectangles with teal and light teal tri color border.	Players over the course of an event will almost certainly find themselves in combat.	warning is legal and fairly common. Should players have medical reasons to worry about these things they are the ones responsible for taking appropriate steps to safeguard themselves. Click on	Next button is set to normal when the user visits each layer on this slide.
Transparent shape covering the slide.	Click on each button to learn more.	each button to learn more.	with teal and light teal tri color border with text and "Click on each button to lean more" will
Fighters graphic to the right of the screen.			fade in timed with voiceover
Top left corner, teal rectangle with white italicized writing "Click on			Transparent shape fades out just before the end of the timeline

each button to lean more" just above the Fighters graphic Each slide layer has a rectangle button with a vertical label in white lettering. label - color of rectangle Hit location - teal Combat calls - blue Damage types - dark blue Not allowed - blue Glasses and you - teal The closed accordion will show on the screen to start			
Slide [1.8a]			Objective: [1,2,3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background Two fighters graphic Text is inside four different rounded rectangles with teal and light teal tri color border. Yellow seven pointed star button in the left corner above the two fighters graphic.	 Hit Locations A legal strike is one that is clearly and distinctly felt on the receivers body in an eligible hit location. The head & neck are off limits to weapon strikes. A player can take a wound in their Right Arm, Left Arm, Right Leg, Left Leg, and Torso. 	Hit Locations. A legal strike is one that is clearly and distinctly felt on the receivers body in an eligible hit location. The head & neck are off limits to weapon strikes. A player can take a wound in their Right Arm, Left Arm, Right Leg, Left Leg, and Torso. A person's torso includes, shoulders, chest, stomach, sides, back, groin and buttocks. Although aiming for a persons groin is forbidden, accidental hits should be accepted as torso hits.	Four different rounded rectangles with teal and light teal tri color border will fade in timed with voiceover. Yellow seven pointed star button closes the layer.

	1	· · · · · · · · · · · · · · · · · · ·	
	A person's torso		
	includes, shoulders,		
	chest, stomach, sides,		
	back, groin and buttocks.		
Slide [1.8b]			Objective: [1,2,3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background	Combat Calls	Combat Calls	Five different rounded
		Combat calls are used to convey	rectangles with teal and light
Fighter and wizard graphic.	Combat calls are used to	information about attacks and special	teal tri color border
Callout shapes, one says "4" and the	convey information	abilities characters have. Some calls are	will fade in timed with
other says "3 Magic", from the	about attacks and special	used only with attacks, others are used to	voiceover.
fighter and wizard respectively.	abilities characters have.	announce defenses, and some calls just	
		let people know that you benefit from an	Yellow seven pointed star
Text is inside five different rounded	Some calls are used only	ongoing effect. When you make an attack	button closes the layer.
rectangles with teal and light teal tri	with attacks, others are	you announce the damage you will deal	
color border.	used to announce	to another character by making a combat	
	defenses	call, such as "3" indicates that you are	
Yellow seven pointed star button in		dealing 3 points of normal damage. Other	
the left corner above the graphic.	Some calls just let	types of damage can be dealt by stating	
	people know that you	the type after the number, so "2 magic"	
	benefit from an ongoing	means 2 points of magic damage.	
	effect.		
	"3" indicates that you		
	are dealing 3 points of		
	normal damage.		
	Stating the type after the		
	number, so "2 magic"		
	means 2 points of magic		
	damage.		

Slide [1.8c]			Objective: [1,2,3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background	Damage Types	Damage Types	Four different rounded
		These calls modify the type of damage an	rectangles with teal and light
Two fighters with shield graphic	These calls modify the	attack deals. Some creatures require a	teal tri color border
Callout shapes, one says "3 Blunt"	type of damage an	certain type of damage to be hurt and	will fade in timed with
and the other says "4 Elven Steel",	attack deals.	others are immune to some types of	voiceover.
from the fighter on the left and		damage. The different types of damage	
fighter on the right respectively.	Some creatures require a	are magic silver, elven steel, poison,	Yellow seven pointed star
	certain type of damage	nature and primal. 'Blunt' Calls. This	button closes the layer.
Text is inside four different rounded	to be hurt and others are	combat call can be made voluntarily by	
rectangles with teal and light teal tri	immune to some types	someone wielding a melee weapon. Any	
color border.	of damage.	blunt attacks that cause loss of body	
		points or wounds will only last for 10	
Yellow seven pointed star button in	The different types of	minutes. After the 10 minutes are up any	
the left corner above the graphic.	damage are magic silver,	wounds caused by blunt damage are	
	elven steel, poison,	automatically healed.	
	nature and primal.		
	'Blunt' Calls		
	This combat call can be		
	made voluntarily by		
	someone wielding a		
	melee weapon.		
Slide [1.8d]			Objective: [1,2,3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background	Not Allowed	Actions in combat that are never	Three different rounded
		permitted. Headshots. Do not aim for a	rectangles with teal and light
Animated hand graphic	Headshots. Not in the	player's face or neck. Charging. Running	teal tri color border
	face or neck	directly at a player without stopping and	will fade in timed with
Text is inside three different		striking them with a weapon. Physical	voiceover.
rounded rectangles with teal and	Charging Running	contact for combat purposes is never	
light teal tri color border.	directly at a player	permitted.	Yellow seven pointed star
	without stopping and		button closes the layer.

Yellow seven pointed star button in the left corner above the graphic.	striking them with a weapon. Physical contact for combat purposes is never permitted.		
Slide [1.8e]			Objective: [1,2,3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background	Glasses and You	Be careful if you wear glasses. There is a high probability that glasses will	The rounded rectangle with teal and light teal tri color
Glasses graphic	Be careful if you wear	eventually become broken.	border will fade in timed with
Text is inside a rounded rectangle	glasses.Contacts are	Contacts are recommended.	voiceover.
with teal and light teal tri color	recommended.	Combat doesn't stop if glasses drop or	
border.	Combat doesn't stop if	are knocked off someone's face.	Yellow seven pointed star
	glasses drop		button closes the layer.
Yellow seven pointed star button in			
the left corner above the graphic.			

Slide [1.9]/ Menu Title: -		Objective: [1,2]	
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background Light blue background with dark	Knowledge Check	Now it is time to check your knowledge. Click on a safe part of the body to aim for	Hot spot Freeform question
blue bar on top and bottom of screen. Kingdoms of Novitas Logo graphic in top left corner. Slide title is left aligned next to the logo on the top dark blue bar.	Click on a safe part of the body to aim for when swinging your sword!	when swinging your sword!	On the fighter with the sword graphic the hot spots are as follows: Right arm, Left arm, Left leg, right leg, Head and neck, groin, torso.
Top left corner, teal rectangle with white italicized writing "Click on a safe part of the body to aim for when swinging your sword!"	Correct feedback That's right! A player's eligible hit locations are their Right		Correct: Right arm, Left arm, Left leg, right leg, torso. Incorrect: Head and neck, groin

Fighter with a sword standing in a	Arm, Left Arm, Right Leg.	Allow user two chances to
field graphic centered on the	Left Leg. and Torso. The	answer
screen.	head & neck are off	
	limits to weapon strikes.	Teal rectangle with white
Transparent shape covering the graphic	Incorrect feedback	italicized writing "Click on a safe part of the body to aim for
	The head & neck are not	when swinging your sword!"
	eligible hit locations.	fades in timed with voiceover
	Aiming for a person's groin is forbidden, accidental hits should be accepted as torso hits.	Transparent shape fades out timed with "Click on a safe part of the body to aim for when swinging your sword!"
Notes: This slide is hidden from the n	nenu on the player	

Slide [1.10]/ Menu Title: Armor and Damage			Objective: [1,2,3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background	Armor and Damage	Armor and Damage.	Two rounded rectangles with
Light blue background with dark		There are four different types of armor a	teal and light teal tri color
blue bar on top and bottom of	There are four different	player could possibly have before taking	border. and Five light blue
screen. Kingdoms of Novitas Logo	types of armor a player	damage. Magic armor, Physical armor,	buttons fade in timed with
graphic in top left corner. Slide title	could possibly have	Natural armor, Body and Damage. When	voiceover.
is left aligned next to the logo on	before taking damage.	you are an NPC the GM will tell you what	
the top dark blue bar.		type and how much armor you have. Click	Magic armor, Physical armor,
	Magic armor	on each button to learn more.	Natural armor, Body and
Top left corner, teal rectangle with	Physical armor		Damage buttons show their
white italicized writing "Click on	Natural armor		corresponding layer when
each button to lean more"	Body		clicked.
	Damage		
Text is inside two rounded			Next button is hidden when
rectangles with teal and light teal tri	When you are an NPC		the timeline starts on this slide.
color border. Center top of screen.	the GM will tell you what		

Five light blue rounded rectangle	type and how much		Next button is set to normal
buttons with black lettering. Each	armor you nave.		when the state of all buttons
and visited states. Button labels:	Click on each button to		are visited.
Magic armor Physical armor	learn more		
Natural armor, Body and Damage			
Top half of Wizard with a Wand			
graphic on the bottom left side of			
the screen.			
Top half of Fighter with a sword			
graphic on the bottom right side of			
Transparent shape covering the			
buttons.			
Slide [1.10a]			Objective: [1,2,3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Wizard with a Wand graphic on the	Magic armor	Magic Armor represents a magical barrier	Two rounded rectangles with
left side of the screen.		protecting the character. A character can	teal and light teal tri color
	Magic Armor represents	gain magic armor from spells, magic	border fade in timed with
lext is inside two rounded	a magical barrier	items, and or other unusual abilities.	voiceover.
rectangles with teal and light teal tri	protecting the character.		Vellow seven rejeted star
color border.	A character can gain		button closes the lover
Vellow seven pointed star button in	magic armor from spells		button closes the layer.
the left corner above the graphic	magic items, and or		
	other unusual abilities.		
Slide [1.10b]			Objective: [1,2,3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:

Fighter with a sword graphic on the right side of the screen. Text is inside two rounded rectangles with teal and light teal tri color border. Yellow seven pointed star button in the left corner.	Physical armor When a player wears armor as part of their garb, their character gets to enjoy the benefit of gaining points of armor.	When a player wears armor as part of their garb, their character gets to enjoy the benefit of gaining points of armor. This defense only applies to hits that make contact with the armor.	Two rounded rectangles with teal and light teal tri color border fade in timed with voiceover. Yellow seven pointed star button closes the layer.
	This defense only applies		
	with the armor.		
Slide [1.10c]			Objective: [1,2,3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Wizard with a Wand graphic on the left side of the screen.	Natural armor Natural armor	Natural armor represents a creature with a shell, thick hide, or extra tough skin. It is location based like physical armor.	Two rounded rectangles with teal and light teal tri color border fade in timed with
Text is inside two rounded rectangles with teal and light teal tri color border.	represents a creature with a shell, thick hide, or extra tough skin.		voiceover. Yellow seven pointed star
Vellow seven nointed star hutton in	It is location based like		button closes the layer.
the left corner above the graphic.			
Slide [1.10d]			Objective: [1,2,3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Fighter with a sword graphic on the right side of the screen.	Body Body is a stat possessed	Body Body is a stat possessed by both characters and creatures. Body allows a	Three rounded rectangles with teal and light teal tri color border fade in timed with
Text is inside three rounded rectangles with teal and light teal tri	by both characters and creatures.	character to take more hits in combat before succumbing to wounds. Regardless of the source, characters cannot have	voiceover. Vellow seven pointed star
Yellow seven pointed star button in the left corner.	Body allows a character to take more hits in	more than 4 points of body.	button closes the layer.

	combat before succumbing to wounds. Regardless of the source, characters cannot have more than 4 points of body.		
Slide [1.10e]			Objective: [1,2,3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Fighter with a sword graphic on the right side of the screen.	Damage and Wounds Damage is always	Damage and Wounds. Damage is always applied to magic armor first, physical armor second, natural armor third, body fourth and finally as a wound last. If you	Two rounded rectangles with teal and light teal tri color border fade in timed with voiceover
left side of the screen.	first, physical armor second. natural armor	no longer have any magic armor, physical armor, natural armor or body left.	Yellow seven pointed star
Text is inside two rounded	third, body fourth and	damage is applied as a wound to the	button closes the layer.
rectangles with teal and light teal tri color border.	finally as a wound last.	location hit: Right Leg, Left Leg, Right Arm, Left Arm or Torso.	
	If you no longer have any		
Yellow seven pointed star button in	magic armor, physical		
the left corner above the graphic.	armor, natural armor or		
	body left, damage is		
	the location bit: Pight		
	Leg Left Leg Right Arm		
	Left Arm or Torso.		

Slide [1.11]/ Menu Title: Death, Dying, Unconscious			Objective: [1,2,3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background	Death, Dying,	If you die in game. Lie on the ground in a	Dial interaction
Light blue background with dark	Unconscious	place you won't get stepped on until	
blue bar on top and bottom of		someone comes by and moves you. NPCs	

screen. Kingdoms of Novitas Logo graphic in top left corner. Slide title is left aligned next to the logo on the top dark blue bar. Dial interaction is centered on this slide. Five options on the dial marked by five yellow seven pointed stars.	If you die in game. Lie on the ground in a place you won't get stepped on until someone comes by and moves you. NPCs often get disposed of, just head back to logistics.	often get disposed of, just head back to logistics.	Two rounded rectangles with teal and light teal tri color border and "Move the dial to each star to learn more" fade in timed with voiceover. Transparent shape fades out timed with "Move the dial to each star to learn more"
Text is inside two rounded rectangles with teal and light teal tri color border on the top right of the screen. Top left corner, teal rectangle with white italicized writing "Move the dial to each star to learn more" Transparent shape covering the buttons.	Move the dial to each star to learn more		Next button is hidden when the timeline starts on this slide. Next button is set to normal when the dial is between 11 and 12.
Slide [1.11a]	l	L	Objective: [1,2,3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background Teal snip diagonal corner rectangle at dial position 0 -2 with white text.	A torso wound will knock a character unconscious.		
Slide [1.11b]	· · · · · · · · · · · · · · · · · · ·		Objective: [1,2,3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background	Once unconscious they will "bleed out" in		
Teal snip diagonal corner rectangle at dial position 3 -4 with white text.	10 minutes.		

Slide [1.11c]			Objective: [1,2,3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background	If the bleeding isn't		
	stopped in time the		
Teal snip diagonal corner rectangle	character		
at dial position 5 -6- 7 -8 with white	will die.		
text.			
Slide [1.11d]			Objective: [1,2,3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background	Death requires stronger		
	healing to recover from		
Teal snip diagonal corner rectangle	than a standard		
at dial position 9 -10 with white	torso wound.		
text.			
Slide [1.11e]			Objective: [1,2,3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background	Should your character		
	remain dead at the end		
Teal snip diagonal corner rectangle	of the event you run the		
at dial position 11 -12 with white	risk of permanent		
text.	character death.		

Slide [1.12]/ Menu Title: <i>Magic</i>			Objective: [1,2,3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background	Magic	In order to cast a spell a character must	Next button is hidden when
Light blue background with dark		know the spell and have at least as many	the timeline starts on this slide.
blue bar on top and bottom of	 In order to cast a 	magic power points as the cost of the	
screen. Kingdoms of Novitas Logo	spell a character	spell they want to cast.	Next button is set to normal
graphic in top left corner. Slide title	must know the spell		when the timeline ends on this
is left aligned next to the logo on	and have at least as	Magic power points also called "power	slide.
the top dark blue bar.	many magic power	points" are a resource used to cast magic.	
	points as the cost of		

Four rounded rectangles with teal	the spell they want	The character must also have at least one	Four rounded rectangles with
and light teal tri color border. Each	to cast.	hand free or holding a tagbag for a	teal and light teal tri color
has one group of text inside.		ranged spell to be thrown.	border fade in timed with
	 Magic power points 		voiceover.
Wizard with a Wand graphic on the	also called "power	The character must speak an eight word	
left side of the screen.	points" are a	(minimum) verbal incantation. The name	
	resource used to	of the spell must be used in	
	cast magic.	the incantation.	
	• The character must		
	also have at least		
	one hand free or		
	holding a tagbag for		
	a ranged spell to be		
	thrown		
	• The character must		
	sneak an eight word		
	(minimum) verbal		
	incontation The		
	name of the shall		
	must be used in the		
	incontation		
	incantation.		

Slide [1.13]/ Menu Title: <i>Role-Play</i>			Objective: [3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background	Role-Play	Kingdoms of Novitas is a Role-Play Game.	Next button is hidden when
Light blue background with dark		The more you put into your story and	the timeline starts on this slide.
blue bar on top and bottom of	Kingdoms of Novitas is a	support others' stories, the more fun you	
screen. Kingdoms of Novitas Logo	Role-Play Game. The	will have.	Next button is set to normal
graphic in top left corner. Slide title	more you put into your	Click on the picture to learn more	when the user visits the layer.
	story and support		

is left aligned next to the logo on the top dark blue bar.	others' stories, the more fun you will have.		Teal rectangle with white italicized writing "Click on the picture to learn more" fades in
Four fighters graphic centered on			times with voiceover.
screen.			Transparant shape fades out
A rounded rectangle with teal and			timed with "Click on the
light teal tri color border with black text.			picture to learn more"
Top left corner, teal rectangle with white italicized writing " <i>Click on the picture to learn more</i> "			
Transparent shape covering the			
graphic			
graphic.			
Slide [1.13a] Role-playing			Objective: [3]
Slide [1.13a] Role-playing Visual / Display:	Slide Text:	Narration / Voiceover:	Objective: [3] Animation / Interaction:
Slide [1.13a] Role-playing Visual / Display: Fighter with a sword graphic on the	Slide Text: Role-playing is the term	Narration / Voiceover: Role-playing is the term for anything your	Objective: [3] Animation / Interaction: Two rounded rectangles with
Slide [1.13a] Role-playing Visual / Display: Fighter with a sword graphic on the bottom right side of the screen.	Slide Text: Role-playing is the term for anything your	Narration / Voiceover: Role-playing is the term for anything your character does in the game. Talking to	Objective: [3] Animation / Interaction: Two rounded rectangles with teal and light teal tri color
Slide [1.13a] Role-playing Visual / Display: Fighter with a sword graphic on the bottom right side of the screen.	Slide Text: Role-playing is the term for anything your character does in the	Narration / Voiceover: Role-playing is the term for anything your character does in the game. Talking to other characters is role-playing. Walking	Objective: [3] Animation / Interaction: Two rounded rectangles with teal and light teal tri color border fade in timed with
Slide [1.13a] Role-playing Visual / Display: Fighter with a sword graphic on the bottom right side of the screen. Wizard with a Wand graphic on the bottom left side of the screen	Slide Text: Role-playing is the term for anything your character does in the game.	Narration / Voiceover: Role-playing is the term for anything your character does in the game. Talking to other characters is role-playing. Walking from the inn to a merchant's shop is role playing. Anything done in character	Objective: [3] Animation / Interaction: Two rounded rectangles with teal and light teal tri color border fade in timed with voiceover.
Slide [1.13a] Role-playing Visual / Display: Fighter with a sword graphic on the bottom right side of the screen. Wizard with a Wand graphic on the bottom left side of the screen.	Slide Text: Role-playing is the term for anything your character does in the game. Talking to other	Narration / Voiceover: Role-playing is the term for anything your character does in the game. Talking to other characters is role-playing. Walking from the inn to a merchant's shop is role-playing. Anything done in character is role-playing	Objective: [3] Animation / Interaction: Two rounded rectangles with teal and light teal tri color border fade in timed with voiceover.
Slide [1.13a] Role-playing Visual / Display: Fighter with a sword graphic on the bottom right side of the screen. Wizard with a Wand graphic on the bottom left side of the screen. Text is inside two rounded	Slide Text: Role-playing is the term for anything your character does in the game. Talking to other characters is	Narration / Voiceover: Role-playing is the term for anything your character does in the game. Talking to other characters is role-playing. Walking from the inn to a merchant's shop is role-playing. Anything done in character is role-playing.	Objective: [3] Animation / Interaction: Two rounded rectangles with teal and light teal tri color border fade in timed with voiceover. Yellow seven pointed star button closes the layer.
Slide [1.13a] Role-playing Visual / Display: Fighter with a sword graphic on the bottom right side of the screen. Wizard with a Wand graphic on the bottom left side of the screen. Text is inside two rounded rectangles with teal and light teal tri	Slide Text: Role-playing is the term for anything your character does in the game. Talking to other characters is role-playing.	Narration / Voiceover: Role-playing is the term for anything your character does in the game. Talking to other characters is role-playing. Walking from the inn to a merchant's shop is role-playing. Anything done in character is role-playing.	Objective: [3] Animation / Interaction: Two rounded rectangles with teal and light teal tri color border fade in timed with voiceover. Yellow seven pointed star button closes the layer.
Slide [1.13a] Role-playing Visual / Display: Fighter with a sword graphic on the bottom right side of the screen. Wizard with a Wand graphic on the bottom left side of the screen. Text is inside two rounded rectangles with teal and light teal tri color border.	Slide Text: Role-playing is the term for anything your character does in the game. Talking to other characters is role-playing. Walking from the inn to	Narration / Voiceover: Role-playing is the term for anything your character does in the game. Talking to other characters is role-playing. Walking from the inn to a merchant's shop is role-playing. Anything done in character is role-playing.	Objective: [3] Animation / Interaction: Two rounded rectangles with teal and light teal tri color border fade in timed with voiceover. Yellow seven pointed star button closes the layer.
Slide [1.13a] Role-playing Visual / Display: Fighter with a sword graphic on the bottom right side of the screen. Wizard with a Wand graphic on the bottom left side of the screen. Text is inside two rounded rectangles with teal and light teal tri color border.	Slide Text: Role-playing is the term for anything your character does in the game. Talking to other characters is role-playing. Walking from the inn to a merchant's shop	Narration / Voiceover: Role-playing is the term for anything your character does in the game. Talking to other characters is role-playing. Walking from the inn to a merchant's shop is role-playing. Anything done in character is role-playing.	Objective: [3] Animation / Interaction: Two rounded rectangles with teal and light teal tri color border fade in timed with voiceover. Yellow seven pointed star button closes the layer.
Slide [1.13a] Role-playingVisual / Display:Fighter with a sword graphic on the bottom right side of the screen.Wizard with a Wand graphic on the bottom left side of the screen.Text is inside two rounded rectangles with teal and light teal tri color border.Yellow seven pointed star button in	Slide Text: Role-playing is the term for anything your character does in the game. Talking to other characters is role-playing. Walking from the inn to a merchant's shop is role-playing.	Narration / Voiceover: Role-playing is the term for anything your character does in the game. Talking to other characters is role-playing. Walking from the inn to a merchant's shop is role-playing. Anything done in character is role-playing.	Objective: [3] Animation / Interaction: Two rounded rectangles with teal and light teal tri color border fade in timed with voiceover. Yellow seven pointed star button closes the layer.
Slide [1.13a] Role-playingVisual / Display:Fighter with a sword graphic on the bottom right side of the screen.Wizard with a Wand graphic on the bottom left side of the screen.Text is inside two rounded rectangles with teal and light teal tri color border.Yellow seven pointed star button in the left corner above the graphic.	Slide Text: Role-playing is the term for anything your character does in the game. Talking to other characters is role-playing. Walking from the inn to a merchant's shop is role-playing. Anything done in	Narration / Voiceover: Role-playing is the term for anything your character does in the game. Talking to other characters is role-playing. Walking from the inn to a merchant's shop is role-playing. Anything done in character is role-playing.	Objective: [3] Animation / Interaction: Two rounded rectangles with teal and light teal tri color border fade in timed with voiceover. Yellow seven pointed star button closes the layer.

Slide [1.14]/ Menu Title: Quiz	
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Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background	Quiz	Check Your Knowledge There are 5	None
Light blue background with dark		questions to check your knowledge. You	
blue bar on top and bottom of	Check Your Knowledge	will need to answer 80% of the questions	
screen. Kingdoms of Novitas Logo	There are 5 questions to	correctly to pass the Quiz successfully.	
graphic in top left corner. Slide title	check your knowledge.	Click the next button when you are ready	
is left aligned next to the logo on	You will need to answer	to begin.	
the top dark blue bar.	80% of the questions		
	correctly to pass the		
Yellow seven pointed star next to	Quiz successfully.		
"Check your knowledge" text.			
80% passing rate			
Users will be able to review and			
retry the quiz. They will have as			
many attempts to complete the quiz			
as they need to pass.			

Slide [1.15]/ Menu Title: -			Objective: [3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background	Match the larp term with	none	Matching drag and drop
Light blue background with dark	the correct description.		graded quiz question
blue bar on top and bottom of			
screen. Kingdoms of Novitas Logo	Choice - Match		
graphic in top left corner. Question			
text is left aligned next to the logo	GM - They are		
on the top dark blue bar.	responsible for running		
	the game during each		
Matching drag and drop graded quiz	shift of a typical event.		
question			

	NPC - These characters	
i	are sent out from	
	logistics by game	
1	masters, such as	
1	townsfolk, bandits, and	
1	monsters.	
	PC -is any character	
	created by and	
1	role-played by it's	
	creator.	
	Plot-Any role-play or	
	combat an NPC is	
i	assigned to do by the	
	GM.	
	Logistics-The out of	
8	game building where	
	GMs and NPCs prepare	
1	the plots.	
	Garb-The costuming	
	worn by players.	
Notes: This slide is hidden from the me	nu on the player	

Slide [1.16]/ Menu Title: -		Objective: [1,2]	
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background	Which combat rules are	none	Multiple response graded quiz
Light blue background with dark	correct? Select all that		question
blue bar on top and bottom of	apply.		
screen. Kingdoms of Novitas Logo			
graphic in top left corner. Question	Correct		

text is left aligned next to the logo	-Combat calls are used	
on the top dark blue bar	to convey information	
	about attacks and special	
	about attacks and special	
Multiple response graded quiz	abilities characters have.	
question	-A legal strike is one that	
	is clearly and distinctly	
	felt on the receivers	
	body in an eligible hit	
	location.	
	-Contacts are	
	recommended instead of	
	glasses during combat.	
	-"4 Elven Steel" is a	
	damage call when	
	striking with a weapon	
	Incorrect	
	-The head & neck are fair	
	game when striking with	
	a weapon.	
Notes: This slide is hidden from the m	enu on the player	

Slide [1.17]/ Menu Title: -			Objective: [1,2]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background Light blue background with dark blue bar on top and bottom of screen. Kingdoms of Novitas Logo graphic in top left corner. Question text is left aligned next to the logo on the top dark blue bar.	Damage is always applied to armor in which order? Correct 1. Magic armor 2. Physical armor 3. Natural armor	None	Sequence drop down graded quiz question

Sequence drop down graded quiz question	5. Damage		
Notes: This slide is hidden from the menu on the player			

Slide [1.18]/ Menu Title: -			Objective: [1,2]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background	Which Magic rules are	None	Multiple response graded quiz
Light blue background with dark	correct? Select all that		question
blue bar on top and bottom of	apply.		
screen. Kingdoms of Novitas Logo			
graphic in top left corner.Question	Correct		
text is left aligned next to the logo	-In order to cast a spell a		
on the top dark blue bar.	character must know the		
	spell		
Multiple response graded quiz	-The character must		
question	have at least one hand		
	free.		
	-The character must		
	speak an eight word		
	(minimum) verbal		
	incantation.		
	Incorrect		
	-The name of the spell		
	can be used in the		
	incantation if the		
	character chooses.		
Notes: This slide is hidden from the m	nenu on the player		

Slide [1.19]/ Menu Title: - Objective: [1,2]			Objective: [1,2]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:

Standard Background	Death, Dying,	None	Sequence drag and drop
Light blue background with dark	Unconscious. Place these		graded quiz question
blue bar on top and bottom of	rules in the correct		
screen. Kingdoms of Novitas Logo	order.		
graphic in top left corner.Question			
text is left aligned next to the logo	Correct		
on the top dark blue bar.	1. A torso wound		
	will knock a		
Sequence drag and drop graded	character		
quiz question	unconscious.		
	2. Once		
	unconscious		
	they will "bleed		
	out" in 10		
	minutes.		
	3. If the bleeding		
	isn't stopped in		
	time the		
	character will		
	die.		
	4. Should your		
	character remain		
	dead at the end		
	of the event you		
	run the risk of		
	permanent		
	character death.		
Notes: This slide is hidden from the m	nenu on the player		

Slide [1.20]/ Menu Title: - Objective: [-]			Objective: [-]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background	Quiz Results	None	None

Light blue background with dark			
blue bar on top and bottom of	Your score		
screen. Kingdoms of Novitas Logo			
graphic in top left corner. Title text	Passing score		
is left aligned next to the logo on			
the top dark blue bar.			
Notes: This slide is hidden from the m	nenu on the player	•	•
Slide [1.20a]/ Menu Title: -Success			Objective: [-]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background	Quiz Results	None	The Review Quiz button allows
-			the user to review the results
Review Quiz button	Nice job, you passed!		of the guiz with correct and
			incorrect responses.
Continue button	Your score		
			Continue button brings the
Green check mark centered at top	Passing score		user to the next slide.
			Next and previous buttons are
			hidden on this slide.
Slide [1.20b]/ Menu Title: -Failure			Objective: [-]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background	Quiz Results	None	The Review Quiz button allows
			the user to review the results
Review Quiz button	Sorry, you didn't pass.		of the quiz with correct and
			incorrect responses.
Retry button	Your score		
			Retry button resets the results
Red circle with 'X' centered at top	Passing score		and brings the user to slide
			1.15.

	Next and previous buttons are
	hidden on this slide.

Slide [1.21]/ Menu Title: What's Nex	Objective: [-]		
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background	What's Next?	None	Next and previous buttons set
blue bar on top and bottom of screen. Kingdoms of Novitas Logo graphic in top left corner. Title text is left aligned next to the logo on the top dark blue bar.	Attend your first game!		to normal
2023 event dates graphic centered			
"Attend your first game!" centered above the graphic.			

Slide [1.22]/ Menu Title: Congratulat	Objective: [-]		
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background	Congratulations!	None	Yellow maple leaf button exits
Light blue background with dark			the course when clicked.
blue bar on top and bottom of	Exit		
screen. Kingdoms of Novitas Logo			
graphic in top left corner.			
Congratulations graphic centered			
Yellow maple leaf "Exit" button has			
normal, hover and visited states and			
black lettering.			