

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&itsid=d914283a-59c9-44dc-81f0-227109aa2355

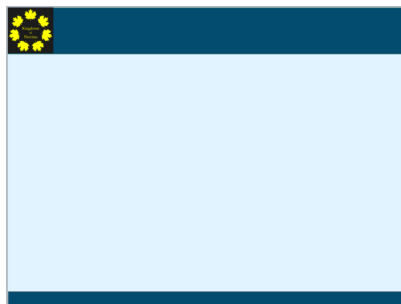
Color Palette:



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: <i>Welcome</i>		Objective: [-]	
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:

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

Slide [2.1]/ Menu Title: -			Objective: [-]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>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.</p> <p>Top left corner, teal rectangle with white italicized writing "<i>Click on the next button to start the course</i>"</p>	<p>Course Navigation</p> <p>Click on the next button to start the course</p> <p>Use the Menu tab to check your progress in the course.</p> <p>Use the resources option to access external resources.</p>		<p>Next and previous buttons are set to normal on the player.</p>

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

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

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

<p>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.</p> <p>Top left corner, teal rectangle with white italicized writing “<i>Click on each letter to learn more</i>”</p> <p>LARP graphic centered on the screen.</p> <p>Transparent shape over the LARP graphic</p> <p>Bottom left corner, teal rectangle with white italicized writing “<i>Click the Next button to continue</i>”</p>	<p><i>Click the Next button to continue</i></p>	<p><i>Click the Next button to continue</i></p>	<p>teal rectangle with white italicized writing “<i>Click on each letter to learn more</i>” fades in timed with voiceover.</p> <p>Transparency fades away before timeline ends.</p> <p>L, A R, P are all clickable and show their corresponding layer when clicked.</p> <p>When user has visited all layers Next button will change to Normal.</p> <p>Bottom left corner, teal rectangle with white italicized writing “<i>Click the Next button to continue</i>” will fade in once user has visited all layers.</p>
---	---	---	--

Slide [1.3a]			Objective: [3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>1.3a Title: L Dark Blue callout shape above the “L” on the base layer with white writing.</p>	<p><i>LARP stands for Live Action Role-Play.</i></p>	<p><i>LARP stands for Live Action Role-Play.</i></p>	
Slide [1.3b]			Objective: [3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>1.3b Title: A</p>	<p><i>Think Dungeons and Dragons but instead of sitting around a table,</i></p>	<p><i>Think Dungeons and Dragons but instead of sitting around a table, players physically act out the story.</i></p>	

Dark Blue callout shape above the “A” on the base layer with white writing.	<i>players physically act out the story.</i>		
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 writing.	<i>There are two parts to larp, role-play and combat.</i>	<i>There are two parts to larp, role-play and combat.</i>	
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 below the “P” on the base layer with white writing.	<i>Role-play (RP) The acting part where players play a role they have created or were assigned.</i> <i>Combat The physical part where players use foam weapons to fight.</i>	<i>Role-play (RP) The acting part where players play a role they have created or were assigned.</i> <i>Combat The physical part where players use foam weapons to fight.</i>	

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	<i>Kingdoms of Novitas Events</i> <i>Click on each icon to learn more</i>	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.

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

Slide [1.5]/ Menu Title: <i>PC and NPC</i>			Objective: [2,3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>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.</p> <p>Top left corner, teal rectangle with white italicized writing <i>“Click on each button to learn more”</i>.</p> <p>Yellow rectangle button with “NPC” in black writing on the left side of the screen, has a normal, hover and visited states. “Non Player Character”text bulleted above this button.</p>	<p>PC and NPC</p> <p>Non Player Character NPC</p> <p>Player Character PC</p> <p><i>Click on each button to learn more</i></p>	<p><i>PC and NPC</i> <i>NPC stands for Non Player Character</i> <i>PC stands for Player Character</i> <i>NPC vs PC is not an adversarial relationship</i> <i>Click on each button to learn more</i></p>	<p>Next button is hidden when the timeline starts on this slide.</p> <p>Yellow rectangle button with “NPC” fades in timed with the voiceover.</p> <p>Yellow rectangle button with “PC” fades in timed with the voiceover.</p> <p>“Non Player Character”text and “Player Character” text fades in timed with voiceover.</p> <p>Teal rectangle with white italicized writing <i>“Click on each</i></p>

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

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

Slide [1.6]/ Menu Title: <i>Terminology</i>			Objective: [3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>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.</p> <p>Fighter with a sword graphic on the right side of the screen.</p> <p>Four rounded rectangles with teal and light teal tri color border. Each has one question inside. What is a GM?, What is a plot?, What is logistics?, What is garb?.</p> <p>Answer text bulleted next to each question box.</p>	<p>Terminology</p> <p>What is a GM?</p> <ul style="list-style-type: none"> ● Game Master. ● They are responsible for running the game during each shift of a typical event. <p>What is a plot?</p> <ul style="list-style-type: none"> ● Any role-play or combat an NPC is assigned to do by the GM. <p>What is logistics?</p> <ul style="list-style-type: none"> ● The out of game building where GMs and NPCs prepare the plots. <p>What is garb?</p> <ul style="list-style-type: none"> ● The costuming worn by players. 	<p><i>Terminology used at Kingdoms of Novitas.</i></p> <p><i>What is a GM? A GM is a Game Master. They are responsible for running the game during each shift of a typical event.</i></p> <p><i>What is a plot? Any role-play or combat an NPC is assigned to do by the GM.</i></p> <p><i>What is logistics? Logistics is the out of game building where GMs and NPCs prepare the plots.</i></p> <p><i>What is garb?The costuming worn by players</i></p>	<p>Next button is hidden when the timeline starts on this slide.</p> <p>Next button is set to normal when the timeline ends on this slide.</p> <p>Four rectangles with questions and bulleted text on the right side of the boxes fade in timed with voiceover.</p>

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

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

Slide [1.8]/ Menu Title: <i>Basic Combat</i>			Objective: [1,2,3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>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.</p> <p>Text is inside two different rounded rectangles with teal and light teal tri color border.</p> <p>Transparent shape covering the slide.</p> <p>Fighters graphic to the right of the screen.</p> <p>Top left corner, teal rectangle with white italicized writing “Click on</p>	<p>Basic Combat</p> <p>Combat in Novitas is a real life talent where character skill has only limited effect.</p> <p>Players over the course of an event will almost certainly find themselves in combat.</p> <p>Click on each button to learn more.</p>	<p><i>Combat in Novitas is a real life talent where character skill has only limited effect. Players over the course of an event will almost certainly find themselves in combat. There is no realistic way for a player to officially remain out of combat during an event. Ambush without prior 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 each button to learn more.</i></p>	<p>Accordion interaction. Each slide layer will have an open and close animation.</p> <p>Next button is hidden when the timeline starts on this slide.</p> <p>Next button is set to normal when the user visits each layer on this slide.</p> <p>The two rounded rectangles with teal and light teal tri color border with text and “Click on each button to learn more” will fade in timed with voiceover</p> <p>Transparent shape fades out just before the end of the timeline</p>

<p>each button to lean more” just above the Fighters graphic</p> <p>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</p> <p>The closed accordion will show on the screen to start.</p>			
Slide [1.8a]			Objective: [1,2,3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Standard Background</p> <p>Two fighters graphic</p> <p>Text is inside four different rounded rectangles with teal and light teal tri color border.</p> <p>Yellow seven pointed star button in the left corner above the two fighters graphic.</p>	<p>Hit Locations</p> <p>A legal strike is one that is clearly and distinctly felt on the receivers body in an eligible hit location.</p> <p>The head & neck are off limits to weapon strikes.</p> <p>A player can take a wound in their Right Arm, Left Arm, Right Leg, Left Leg, and Torso.</p>	<p><i>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.</i></p> <p><i>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.</i></p>	<p>Four different rounded rectangles with teal and light teal tri color border will fade in timed with voiceover.</p> <p>Yellow seven pointed star button closes the layer.</p>

	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:
<p>Standard Background</p> <p>Fighter and wizard graphic. Callout shapes, one says "4" and the other says "3 Magic", from the fighter and wizard respectively.</p> <p>Text is inside five different rounded rectangles with teal and light teal tri color border.</p> <p>Yellow seven pointed star button in the left corner above the graphic.</p>	<p>Combat Calls</p> <p>Combat calls are used to convey information about attacks and special abilities characters have.</p> <p>Some calls are used only with attacks, others are used to announce defenses</p> <p>Some calls just let people know that you benefit from an ongoing effect.</p> <p>"3" indicates that you are dealing 3 points of normal damage.</p> <p>Stating the type after the number, so "2 magic" means 2 points of magic damage.</p>	<p><i>Combat Calls</i></p> <p><i>Combat calls are used to convey information about attacks and special abilities characters have. Some calls are used only with attacks, others are used to announce defenses, and some calls just let people know that you benefit from an ongoing effect. When you make an attack you announce the damage you will deal to another character by making a combat call, such as "3" indicates that you are dealing 3 points of normal damage. Other types of damage can be dealt by stating the type after the number, so "2 magic" means 2 points of magic damage.</i></p>	<p>Five different rounded rectangles with teal and light teal tri color border will fade in timed with voiceover.</p> <p>Yellow seven pointed star button closes the layer.</p>

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

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 graphic Text is inside a rounded rectangle with teal and light teal tri color border. Yellow seven pointed star button in the left corner above the graphic.	Glasses and You Be careful if you wear glasses. Contacts are recommended. Combat doesn't stop if glasses drop	<i>Be careful if you wear glasses. There is a high probability that glasses will eventually become broken. Contacts are recommended. Combat doesn't stop if glasses drop or are knocked off someone's face.</i>	The rounded rectangle with teal and light teal tri color border will fade in timed with voiceover. Yellow seven pointed star button closes the layer.

Slide [1.9]/ 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. Slide title is left aligned next to the logo on the top dark blue bar. Top left corner, teal rectangle with white italicized writing "Click on a safe part of the body to aim for when swinging your sword!"	Knowledge Check 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	<i>Now it is time to check your knowledge. Click on a safe part of the body to aim for when swinging your sword!</i>	Hot spot Freeform question 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. Correct: Right arm, Left arm, Left leg, right leg, torso. Incorrect: Head and neck, groin

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

Notes: This slide is hidden from the menu on the player

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

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

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

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

Slide [1.11]/ Menu Title: <i>Death, Dying, Unconscious</i>			Objective: [1,2,3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Standard Background</p> <p>Light blue background with dark blue bar on top and bottom of</p>	<p>Death, Dying, Unconscious</p>	<p><i>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</i></p>	<p>Dial interaction</p>

<p>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.</p> <p>Dial interaction is centered on this slide. Five options on the dial marked by five yellow seven pointed stars.</p> <p>Text is inside two rounded rectangles with teal and light teal tri color border on the top right of the screen.</p> <p>Top left corner, teal rectangle with white italicized writing "Move the dial to each star to learn more"</p> <p>Transparent shape covering the buttons.</p>	<p>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.</p> <p>NPCs often get disposed of, just head back to logistics.</p> <p>Move the dial to each star to learn more</p>	<p><i>often get disposed of, just head back to logistics.</i></p>	<p>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.</p> <p>Transparent shape fades out timed with "Move the dial to each star to learn more"</p> <p>Next button is hidden when the timeline starts on this slide.</p> <p>Next button is set to normal when the dial is between 11 and 12.</p>
Slide [1.11a]			Objective: [1,2,3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Standard Background</p> <p>Teal snip diagonal corner rectangle at dial position 0 -2 with white text.</p>	<p>A torso wound will knock a character unconscious.</p>		
Slide [1.11b]			Objective: [1,2,3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Standard Background</p> <p>Teal snip diagonal corner rectangle at dial position 3 -4 with white text.</p>	<p>Once unconscious they will "bleed out" in 10 minutes.</p>		

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

Slide [1.12]/ Menu Title: <i>Magic</i>			Objective: [1,2,3]
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.	<p>Magic</p> <ul style="list-style-type: none"> In order to cast a spell a character must know the spell and have at least as many magic power points as the cost of 	<p><i>In order to cast a spell a character must know the spell and have at least as many magic power points as the cost of the spell they want to cast.</i></p> <p><i>Magic power points also called "power points" are a resource used to cast magic.</i></p>	<p>Next button is hidden when the timeline starts on this slide.</p> <p>Next button is set to normal when the timeline ends on this slide.</p>

<p>Four rounded rectangles with teal and light teal tri color border. Each has one group of text inside.</p> <p>Wizard with a Wand graphic on the left side of the screen.</p>	<p>the spell they want to cast.</p> <ul style="list-style-type: none"> • Magic power points also called "power points" are a resource used to cast magic. • The character must also have at least one hand free or holding a tagbag for a ranged spell to be thrown. • The character must speak an eight word (minimum) verbal incantation. The name of the spell must be used in the incantation. 	<p><i>The character must also have at least one hand free or holding a tagbag for a ranged spell to be thrown.</i></p> <p><i>The character must speak an eight word (minimum) verbal incantation. The name of the spell must be used in the incantation.</i></p>	<p>Four rounded rectangles with teal and light teal tri color border fade in timed with voiceover.</p>
--	---	--	--

Slide [1.13]/ Menu Title: <i>Role-Play</i>			Objective: [3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>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</p>	<p>Role-Play</p> <p>Kingdoms of Novitas is a Role-Play Game. The more you put into your story and support</p>	<p><i>Kingdoms of Novitas is a Role-Play Game. The more you put into your story and support others' stories, the more fun you will have.</i></p> <p><i>Click on the picture to learn more</i></p>	<p>Next button is hidden when the timeline starts on this slide.</p> <p>Next button is set to normal when the user visits the layer.</p>

<p>is left aligned next to the logo on the top dark blue bar.</p> <p>Four fighters graphic centered on screen.</p> <p>A rounded rectangle with teal and light teal tri color border with black text.</p> <p>Top left corner, teal rectangle with white italicized writing "<i>Click on the picture to learn more</i>"</p> <p>Transparent shape covering the graphic.</p>	<p>others' stories, the more fun you will have.</p>		<p>Teal rectangle with white italicized writing "<i>Click on the picture to learn more</i>" fades in times with voiceover.</p> <p>Transparent shape fades out timed with "<i>Click on the picture to learn more</i>"</p>
--	---	--	--

Slide [1.13a] Role-playing			Objective: [3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Fighter with a sword graphic on the bottom right side of the screen.</p> <p>Wizard with a Wand graphic on the bottom left side of the screen.</p> <p>Text is inside two rounded rectangles with teal and light teal tri color border.</p> <p>Yellow seven pointed star button in the left corner above the graphic.</p>	<p>Role-playing is the term for anything your character does in the game.</p> <p>Talking to other characters is role-playing.</p> <p>Walking from the inn to a merchant's shop is role-playing.</p> <p>Anything done in character is role-playing.</p>	<p><i>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.</i></p>	<p>Two rounded rectangles with teal and light teal tri color border fade in timed with voiceover.</p> <p>Yellow seven pointed star button closes the layer.</p>

Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>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.</p> <p>Yellow seven pointed star next to "Check your knowledge" text.</p> <p>80% passing rate</p> <p>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.</p>	<p>Quiz</p> <p>Check Your Knowledge There are 5 questions to check your knowledge. You will need to answer 80% of the questions correctly to pass the Quiz successfully.</p>	<p><i>Check Your Knowledge There are 5 questions to check your knowledge. You will need to answer 80% of the questions correctly to pass the Quiz successfully. Click the next button when you are ready to begin.</i></p>	<p>None</p>

Slide [1.15]/ Menu Title: -			Objective: [3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>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.</p> <p>Matching drag and drop graded quiz question</p>	<p>Match the larp term with the correct description.</p> <p>Choice - Match</p> <p>GM - They are responsible for running the game during each shift of a typical event.</p>	<p>none</p>	<p>Matching drag and drop graded quiz question</p>

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

Slide [1.16]/ Menu Title: -			Objective: [1,2]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>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</p>	<p>Which combat rules are correct? Select all that apply.</p> <p>Correct</p>	<p>none</p>	<p>Multiple response graded quiz question</p>

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

Slide [1.17]/ Menu Title: -		Objective: [1,2]	
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Standard Background</p> <p>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.</p>	<p>Damage is always applied to armor in which order?</p> <p>Correct</p> <ol style="list-style-type: none"> 1. Magic armor 2. Physical armor 3. Natural armor 4. Body 	<p>None</p>	<p>Sequence drop down graded quiz question</p>

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:
<p>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.</p> <p>Multiple response graded quiz question</p>	<p>Which Magic rules are correct? Select all that apply.</p> <p>Correct</p> <ul style="list-style-type: none"> -In order to cast a spell a character must know the spell -The character must have at least one hand free. -The character must speak an eight word (minimum) verbal incantation. <p>Incorrect</p> <ul style="list-style-type: none"> -The name of the spell can be used in the incantation if the character chooses. 	None	Multiple response graded quiz question
Notes: This slide is hidden from the menu on the player			

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

<p>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.</p> <p>Sequence drag and drop graded quiz question</p>	<p>Death, Dying, Unconscious. Place these rules in the correct order.</p> <p>Correct</p> <ol style="list-style-type: none"> 1. A torso wound will knock a character 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. 	<p>None</p>	<p>Sequence drag and drop graded quiz question</p>
<p>Notes: This slide is hidden from the menu on the player</p>			

Slide [1.20]/ Menu Title: -			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 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.	Your score Passing score		
Notes: This slide is hidden from the menu on the player			
Slide [1.20a]/ Menu Title: -Success			Objective: [-]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Standard Background Review Quiz button Continue button Green check mark centered at top	Quiz Results Nice job, you passed! Your score Passing score	None	The Review Quiz button allows the user to review the results of the quiz with correct and incorrect responses. Continue button brings the 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 Review Quiz button Retry button Red circle with 'X' centered at top	Quiz Results Sorry, you didn't pass. Your score Passing score	None	The Review Quiz button allows the user to review the results of the quiz with correct and incorrect responses. Retry button resets the results and brings the user to slide 1.15.

			Next and previous buttons are hidden on this slide.
--	--	--	---

Slide [1.21]/ Menu Title: <i>What's Next?</i>			Objective: [-]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Standard Background Light blue background with dark 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.</p> <p>2023 event dates graphic centered</p> <p>“Attend your first game!” centered above the graphic.</p>	<p>What's Next?</p> <p>Attend your first game!</p>	None	Next and previous buttons set to normal

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

