



STARBASE 1 LARP

NEW PLAYERS START-UP GUIDE



NEW PLAYERS GUIDE

WELCOME TO THE STARBASE 1 LARP!

The Starbase 1 LARP is a “Contact Safe”, Laser Tag-based, Live Action Role Playing (LARP) Game that is set in the very near Future, and takes place on a remote Starfleet Outpost, and centers around completing assigned Missions and Tasks.

“Contact Safe” means that the LARP Game uses Digital Sensors, a Realtime Digital Electronic Scoring and Tracking System, QR-Codes and RFID Tag based Targets, and other Artificial Representations to help keep Track of things, and to Execute Game Mechanics, in an effort to avoid any Physically Dangerous Situations, Serious Injury, unnecessary, or unwanted Physical Contact.



OH CAPTAIN, MY CAPTAIN...

In the Starbase 1 LARP, you Create your Profile, then actually Play that Character with other Teammates on exciting and challenging Missions. It is much like improvisational Theater, in that you have a framework, created by the Props and supporting Characters, and must develop your Part, as you progress through the Storyline.

If Adventure is your calling, consider choosing to be the Team Captain, leading an Away Mission with your Teammates to a Remote Outpost, to replace some faulty Equipment. If you're lucky, perhaps your Team will detect a Bonus Target, or even luckier, detect a clutch of Tribbles, in one of the nearby rock outcroppings. If during the Mission you manage to dismantle a Target's Defensive Shields, and Disable it, or trap a Tribble, you rack up extra Bonus Points for you, and your Team.



If Leadership is not your cup of tea, you can also option to Play either a Tactical, a Science, or a even Medical Officer. No matter what Department you choose, you are tasked with helping the Team install, repair or replace complex Equipment, and detect and solve Problems and correct faulty Circuit malfunctions, and other fun and exciting Mission Tasks. Many Missions not only require you to solve Logic Puzzles and Riddles, but may also require you to provide help in the Defense of the Team, including completing pertinent and timely individual Tasks, and to overall aid in the Success of the Team's Mission. Or, perhaps you wish to be one of the NPC's who populate the Event, selling your Goods and Services to earn Money.



We are dedicated to the Ethos of the Starfleet Code of Honor, and are committed to running a Fun, and Safe Game.

Since the Starbase 1 LARP uses Fake Violence, emotionally stressful Situations, and Mature Themes, Players must be 17 and older, with Personal Waivers signed by all Members over the age of 18, and Parental Waivers for anyone under 18 years of age.



YOUR 1ST OUTYSHIFT

FIRST TIMERS

If you have never been to the Starfleet Command – Mojave Outpost, try to make it onto site before 5:00 p.m. on Friday Night (before dark). This way, you will have ample time to get Registered, Parked and settled in before the Game begins. Below is a list of Procedures to help you get started.

FIRST, FIND THE LOGISTICS!

Logistics is the easiest building to find on Site, located in Parking Lot B, there are always lights on there, and it should be the most crowded building during the Event. Once inside, there will be a Check-in area near the entrance, where you begin the Check-in process, and receive your VIP Wristband, General Info, Member's Kit, ID, current Game Wristbands, and Tags. It is necessary for you to bring a Legal ID, because you, or your Legal Guardian (with their Legal ID) will need to Sign a Legal Release Form; while we do everything possible to maintain one another's Safety, we're still Outdoors! You may also get answers for any initial questions or concerns you (if over 18), or your Legal Guardian may have. Then go unpack!

If you are have a VIP Package, Double check to make sure you have your paid Receipt, which will have your assigned Tent, and Bed number written on it. Feel free to drive directly to the VIP Camp Parking Area, if it is before midnight on Friday.

After this, there will be too many Players walking around, and we ask you to carefully Park, and walk through the Parking and Camping Areas to find your Location. Once you have found your Camping Spot, your Team's Camp, or your VIP Tent, find your Bed, and get unpacked. This is a great time to meet your Teammates, Tent Mates, and others in the area, as well as to locate the nearest Bathroom and Showering Facility. It's a great time to grab a bite to eat as well.

NEXT, FIND HQ!

Further into the site is HQ, which is where you go once you have Checked In. Located on the main center road, Speedway Blvd, just follow the signs. This is where you make your Profile, choose your Department, and complete other information necessary for you to participate the Game. Your first stop is the Check-In Counter, where you will receive your Mission Assignment and Equipment. If you are new, there will always be someone waiting for you, to help get you started.

DON'T MISS OPENING CEREMONIES!

Park your Car in your assigned spot in the Parking Area. Never, leave a Car or Vehicle in front of other People's Tents or Camps, or in the Vendor Areas during the Day! Once unloaded, park in the Parking Lot, and check back in at the Main Stage by 5:00 p.m. Friday night for Opening Ceremonies. It starts with introductions from the Staff, Game News, and Important Announcements. Immediately following Opening Ceremonies, the first Mission Briefing begin at HQ, where Rules are discussed, a mandatory Safety Course is covered, and any new Questions you may have, will be answered. Before Opening Ceremonies is also the best time to get your Uniform, and any Personal Items checked for Safety. Now go have fun!

The Missions begins immediately following Opening Ceremonies. The Event runs all Weekend long, until Monday at 6:00 p.m., when we go "Out-of-Play", and begin Cleaning the Site. Remember, you are staying on Private Property, adjunct to a Protected Federal Tortoise Reserve— we are hoping you use a self-limiting Code of Conduct, when accessing the surrounding Natural Desert Resource, that we must Protect—so always make sure you leave your Camping area a little cleaner than you found it. Clean your Tent and surrounding area, pack out your belongings, and turn in your Game/Work Equipment, and Footlocker Key (if VIP Ticket Holder) at the Check-Out box located at the Check-In Counter at Logistics. Remember to have all this done by no later than 6:00 p.m. on Monday night. This ensures that the Starbase 1 LARP Staff will have enough time to finish cleaning the Site.

In case anyone needs to get in touch with you at the Starbase 1 LARP's Event, Starfleet Command - Mojave, there is a Telephone Number. At both HQ and the Check-In and the Front Office, however, it is easiest to just use a Cell Phone (there is decent reception in the area). Make sure that anyone who might need to reach you during the Weekend has your Number.



NAVIGATING LOGISTICS AND CHECKING IN

LOGISTICS

The function of Logistics located in the back of Parking Lot B, is to provide Information and Assistance required for the Event to function smoothly. Beginning around 8:00 a.m. on Friday, and lasting until after midnight, this is known as “Check-In” and occurs at Logistics (LOG). Many items of Business are accomplished during these hours. Most importantly, you can pay for the Event, Check in, make or update your Tent and Bunk Reservation, receive your Parking Assignment, Personal Locker assignment and Trunk Keys, and any Wristbands, or Tokens required for Event and VIP Services, and listen to the initial Mission Briefing, where a great deal of important In- and Out-of-Play information can be gathered.

HQ CHECK-IN

So you’ve found Logistics, signed in for your Weekend, picked up your Uniform, VIP Wristband and Tokens, your Parking Pass, and now need to do your Mission Check In. If this is your first time, our HQ Staff will guide you through the Check-In Process.

The first thing to do is to sign in to your “Profile Page”. When you Check in with your Membership # from your Paid Receipt, you will find marked on your Profile, your Team and Mission Assignment, and you should have Equipment waiting for you including your Tricorder, and any Medical Equipment, or Weapons required by your Department choice, when you signed in for your Weekend. If you do not have any Equipment waiting for you, get in the appropriate line and our HQ Staff will find your Profile, and manually update you so that you can walk away from the HQ Check-In Counter with the aforementioned items.

DAILY TAGS/BANDS AND MISSION REPORTS

Having already received and read your Mission Briefing Report, you must now fill out the Mission Info portion of the Profile with the appropriate Equipment/Special Orders that you were assigned. Some Tags and Wristbands are required, and will be asked for over the course of the Weekend, to access Services. These include (but are not limited to) the Autograph Salon, Special Events, Secret Missions, Daily Cafeteria Meal Tokens, Speaking Engagements, and all Reservations of any kind. These Services/Events/Access will be noted with “Tags/Wristbands/Tokens Required” on your Profile.

In order to receive these Tags/Wristbands/Tokens, you must present an ID at Check-In in Logistics, and have a valid Profile that contains the Authorization for the Service you wish to access. Adjacent to the Logistics’ area, is the VIP Tents and Services, where you will show your VIP Tags/Wristbands/Tokens at the Concierge Desk. After receiving your daily Tags/Wristbands/Tokens, finalize all Camping Reservations. Remember to change out each of your daily Tags, as well as pick up any Tokens or Wristbands needed for that Day. Note that this includes all Event Wristbands, Equipment Tags, Tokens, and any Item Tags. As a note, should your character be a Section 31 Agent with a Secret Mission Agenda, and you possess at least three of them, you must choose which you would like to complete per day.

ITEM BONDING

When you Check-In, you will receive an Item Bonding Number for the Weekend that you must fill out for the Mission Equipment, and any items you are issued for the Weekend.

This includes:

All Mission Equipment such as Tricorders, Med Kits, issued Weapons, or other Equipment; ie Remote Probe Equipment, or Dilithium Mining Equipment. You are to keep your Mission Report Page up-to-date, showing any new items you are Bonded to, and your Point Tally on the Leaderboard, for the duration of the Weekend – you can either get a Print out, or have them send the Summary to your Email, when you Check Out at the end of the Event.

SATURDAY AND SUNDAY “RESET”

“Reset” is the period from 6 p.m. to 8 p.m. on Saturday and Sunday, when the new “Game Day” begins, for purposes of Logistics. At any point during this time, Team Members are required to set aside a minimum of ten minutes, in order to study their Mission Reports, while NPCs and Marshals must Rest for the same period of time, to replenish and/or work on their Mission Reports. This is also the time in which you may change Departments, and Bonded Items and Weapons (for more on this, see Item Bonding and Weapons in the Rule Book). At this time, you should change to the Bands and Tags to the color used for that Day of the Event. The typical Tag Color for the NPCs of the Event is Green.

USING EQUIPMENT/THE APP/TRICORDER/MED KIT

Mission Equipment is fairly straight forward, and is very easy to use if you pay attention to the instructions during the Mission Briefing. Each Team Member will receive instructions according to the Department you are assigned to. Usually every Department except Command is assigned at least a Tricorder, with Security among the few to be assigned a Weapon. If shooting stuff is your thing, be our Guest, you have the option to check out one of the Weapons, regardless of the Department you are in.

MISSION POINTS AND BONUS TARGETS

Mission Points may also be increased by Tags, and Targets found In-Play. If a Team Member cannot solve a particular puzzle, you can buy bonus Hints from HQ using Mission Points, you cannot solve puzzles using the Points alone.

It is possible to use Special Bonus Mission and Targets, found In-Play, to enhance the amount of Points that a Team can achieve. The maximum number of points a Team or individual can gain from these Bonus Targets, is ten (10).

LATE LOGISTICS/CHECK-IN

Late Logistics is for those who arrive to the Game after normal Logistics hours are over. Late Logistics serves all the same functions as normal Logistics, but in a much more limited capacity, due to lack of staffing during off-hours.

TYPICAL WEEKEND SCHEDULE

Friday

Check-In 8:00 a.m.–Midnight

Opening Ceremonies 5:00 p.m.

In-Play 6:00 p.m.

Saturday

Mission Reset 7:00 a.m.–8:00 a.m.

Check-In 8:00 a.m.–Midnight

Sunday

Mission Reset 7:00 a.m.–8:00 a.m.

Check-In 8:00 a.m.–Midnight

Monday

Check-In 8:00 a.m.– 12:00 p.m.

Event Ends/Out-of-Play 4:00 p.m.

Closing Ceremonies 5:00 p.m.

Clean-up 4:00 p.m.–6:00 p.m.

Off site 6:00 p.m.

OUT-OF-GAME/PLAY

Players may be Out-of-Game, Buildings and Items may be Out-of-Play. This means that the Person or Place is not in the Game World, and therefore, cannot affect nor be affected by anyone, or anything, that is In-Game/Play, nor can an Out-of-Game Player affect anyone, or anything that is In-Game.

Certain Buildings are always Out-of-Play, and anyone in these Buildings is Out-of-Game. A Person in an Out-of-Play Building must have a good reason for being in there, it is not permissible for a Player to run into an Out-of-Play Building to get away from someone, or something.

A Person may take himself Out-of-Game at any time, provided that doing so will not change the course of action of other Players around him, and that he is doing so for good reason. For instance, if a Robot is chasing a Team, the Player of that character may not remove himself from the situation by going Out-of-Game.

OUT-OF-PLAY BUILDINGS

BATH HOUSES— A Player is Out-of-Game while in a Bathhouse.

CAMPING AREA — This is Out-of-Play, and may only be entered by the Plot Marshal Members. If anyone else other than a Plot Member enters the area, his Profile will be destroyed, and the Player may be asked to never play the Starbase 1 LARP again. SO STAY OUT!

TOILETS — The Toilets are always Out-Play, even if the Toilet is in a Combat area. If a Player is being chased, he may not run into the Toilet, and claim that he cannot be Attacked. If this occurs, the NPC may find a Marshal who will have the Player either give up his Mission Points, or fight.

VIP CAMPING SECTOR — It is Out-of-Play. This is because Players needs to go to their Camps and Tent's to Eat, Sleep, change Clothes, or Rest.

ACCEPTABLE REASONS TO GO OUT-OF-GAME:

GOING TO THE BATH HOUSE – A Player going to the Bathroom or to take a Shower may take themselves Out-of-Play.

MEDICAL REASONS – A Player who has been physically hurt may take themselves Out-of-Game until they recuperate. If it is an Emergency, the Player should send for a Marshal or Medic.

EATING – Although it is discouraged, it is understood that some People do not want to be disturbed while they are Eating. Players are encouraged to Eat In-Play, and handle the consequences.

SLEEPING – Sometimes Bed Space is limited, and may cause the Players of rival Teams to share a Tent.



GET INTO THE GAME

Just showing up to a LARP, and hanging around the Bars, Food and Vendors is never really enough to get all you can from a LARP Gaming Weekend. The best way to get something out of it all is to start getting involved. You won't be able to immediately become a great, and dedicated Officer, but you'll never even get there if all you do is hang back, and wait to pick up the Points from Targets others have disarmed.

HERE ARE A FEW SUGGESTIONS:

- Join a Team—it doesn't have to be just a group of close Friends, though there are some distinct advantages to playing with People you know. Get together with your Team "Out of Game", and build a bond, and a reason for your Team to be together, not just because you showed up in the same Car. Now, with a purpose, you can start working your way into the greater Levels of all that goes on during a Starbase 1 LARP Mission.

Getting into, and out of Problems, is essentially what Adventure is all about.

- Don't try to be involved with everything. If you do get with a Team, at some point a string of the Plot might fall right in your lap. Grab on to it, and see where it takes you. Too many times, People seem to hang around the Team Unit because they don't want to be involved in "anything too complex or complicated." It doesn't work that way. Go out, get involved, and Explore!

- Stay in-Play! (this is the second most important Rule in the Book)—it might seem a little obvious, but very few actually carry it out. LIVE the life of your Character, don't treat it like a chess piece to be moved around, only when it's advantageous. Sure, there are times in your character's life that you're also eating and sleeping, among other things, but it changes the Game from something to do, while you're in the Desert, into something epic. You'll be a better Role-Player for it, and you'll probably be one of those who seem to come away from the Weekend weakened, yet glowing.



GETTING STARTED



You will first need to Read the Player's Rulebook and Gameplay Manual, then create a Profile, which will be used for your very first Mission. Next, you can Submit your Profile either to a Team for Assignment, or Request to be assigned to a Team.



The higher Level Missions require Approval before Play. Please submit your Team Application at least one hour in advance of your Mission, as the Marshals need time to Read, and Approve your Team, and Mission Assignments.

(Before choosing a Mission, please be aware that some Missions are not readily available, and there are Guidelines to follow in order to choose some Missions.)



MISSION DEPARTMENT CHOICES:

THE MEMBERS ON MISSION: BRAVO TEAMS ARE:

TACTICAL

The Tactical Officer(s) selects what type of Ordinance to Fire at whom. Tactical Officers on Missions can be equipped with Phaser Rifles, or Pistols. Tactical Officers can also take over Secondary Department Duties.

SCIENCE

The Science Officer gets to see the big picture, and can View the whole Game Map. The Science Officer identifies Friends and Foes, and is the first to know if one of your Target installations, or if a Friendly Target has an Active Defense, and is about Attack.

ENGINEERING

The Engineer can see the Status of Equipment and their Systems in detail, and can adjust the Operations and Power Levels of different Systems. Engineers have to stay on their toes, particularly in tight situations, to deal with any Power requirements during Operations.

COMMUNICATIONS

The Communications Officer sends and receives Messages from HQ and Team Members. The Communication's Officer needs to work closely with Science to monitor what's happening on the play Map, and in Combat situations keeps the Team informed and on Task.

COMMAND

Last but not least, the Team Captain. The Captain will also need their own, their Job is to see the big Picture and make Decisions about what Mission Targets and Direction to undertake, what Enemy Targets to take out, and to keep the Team Safe.



WHAT YOU NEED TO PLAY



IN GENERAL, YOU WILL NEED THE FOLLOWING:

- * An Active Profile.
- * A Department Uniform
- * If you are a Medical, Science, or Tactical Officer, you need to be assigned a Tricorder and or, a Weapon.
- * If you are staying Overnight, you will need General Camping Supplies, such as a Tent, Sleeping Bag, Food, Water, etc.

WHAT TO BRING TO YOUR FIRST LARP

WHAT TO WEAR

When deciding what to Wear, remember one major thing: You are going to be in a Uniform, in the Desert, whatever it is you're wearing. You're going to be in a place with Heat, and real dirt and mud, running around solving Puzzles and Fighting off Robots, Raiders and other Horrors. Keep that in mind when picking, bringing, or Shopping for your Uniform.



STARTER EQUIPMENT



We provide every Member with a clean new Uniform Top, color coded to their Department, including the appropriate Level Collar PiP. We will also supply the Standard issue Tricorder, and Weapons for Players who's Positions use them.



We "Do Not" provide Jackets, Hats, Pants, Socks or Shoes for Players, which must be self-supplied. Uniform Pants are not limited to Long Pants, however they must be Black, though coverage, esthetics, and materials are your choice.



MISSION BRIEF

The Mission Briefing for the Starbase 1 LARP is meant to give Players a detailed Overview, familiarize Members with Equipment, and a rundown the Mission Objectives.

(A Player will always have the option to “Tap Out” of Missions where they do not feel comfortable. Make sure to inform the Marshal so adjustments can be made.)

However, we fully understand that this LARP is not for everyone. While it may be a Fun and amazing Experience for one Person, it may not be as Fun for another. Saying “LARP” is like saying “Sports.” One Person may love Basketball, and another Person may love Soccer. They both involve Balls, but they’re completely different Sports, and may not interest every Person—and that’s okay.

STARBASE 1 EVENTS CONTAIN:

Acts of Violence, Torture, War-like Scenarios, and Character Death. Camping, Communal Living Spaces, Dirt Roads, focus on Player versus Environment. Occasional “Player versus Player” Conflict. Fog, Explosive Sounds/Loud Noises, Low Light, complete Darkness, other visual hindrances. Laser Tag Combat. Simulated Team Politics, and Simulated Team Conflict. Attacks at night, and night raids by Antagonists. Non-player Characters to represent both Antagonists and Friends. In-game Disease, in-game Religions and Cults (no real-world religions are used), in-game Illnesses (real psychological conditions are not used). Horror Movie themes. Physically demanding Missions and Experiences that require Running, Climbing, Jumping, or Crawling. Monstrous Creatures such as Gorn, Klingons, Telrites, and Ferengi (and more). Simulated environmental threats such as Earthquakes, Plagues, Starvation, and Droughts. Simulated, STEM Crafting and Problem Solving. Sentinel Modules (specific Modules that attack Players). Swearing. 24-hour Character immersion (no “break” times).

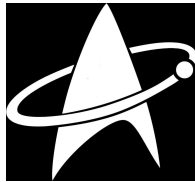
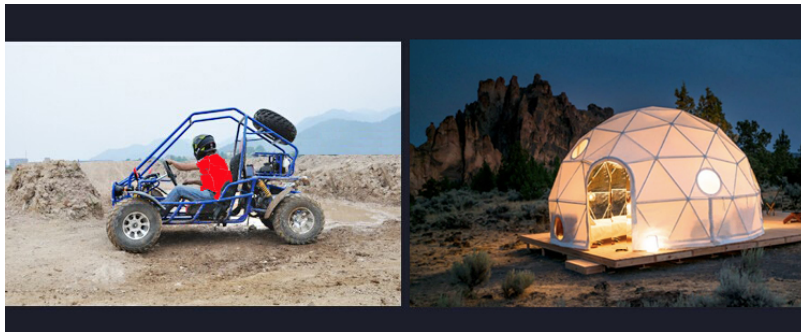
DOES NOT CONTAIN:

Any Content that relates to Sexual Abuse, or Assault (Themes, Discussion, Jokes, or Conversation). Real World Violence, or Non-Consensual Physical Contact. Use of Real World terms, or segregation based on any “ism” or bias (Racism, Sexism, gender Bias, etc.).



MISSION: ALPHA

Mission: Alpha is a Cooperative Mission, where 5 to 11 Players are on an Away Mission to a Remote Science Outpost. The Game is designed to be played by a Team of People who are all on the same Mission.



MISSION: BRAVO

Mission: Bravo is a Cooperative Mission, where 5 to 11 Players become the Away Team on Away Missions. The Missions range from Equipment deployment, to Tribble chasing. Teams are assigned to complete Tasks and Repairs on Outpost Equipment.



MISSION: CHARLIE <<<< ACCESS RESTRICTED >>>>



MISSION BRIEFING:

MISSION TARGETS are the main focus of your Mission. They are the source of Mission Point, and how you complete your assigned Mission.



BONUS MISSION TARGETS are Targets that can be discovered through Scans or Visible Detection. They are not part of your normal Assigned Mission Tasks.



REMOTE MISSION PROBES are pieces of Equipment that needs to be Deployed, effect Maintenance, or be Retrieved, during Missions.

THE LEADERBOARD shows the Team's and Crewmember's Personal Points, Ranking, and Stats.

DILITHIUM MINING is a great way to get extra Points, and Prizes. Look for Icons on your Short Range Scans, for Tokens, Crystals, and Data Badges everywhere during the Mission. The Icons can only be seen and captured through the APP's Tricorder.

SENTINELS are unmanned, stationary robotic drone Security Guard Units, mounted on Poles along the route, that are Sound and Motion Activated, and basically guard the Road, or specific Area. If you are hit by it's Laser, it will drain your Mission Points.

THE OMEGA PROTOCOL deals directly with the Omega Directive (denoted by Ω), a highly classified Starfleet General Order, requiring the Captain of a Starship, or Commander of an Away Mission to notify Starfleet Command immediately upon detection of an Omega Molecule. The Omega Directive supersedes all previous Mission Assignments

TOOLS AND CHEAT CODES:

What would a great Game be without those less than legal, Tools and Cheat Codes? With Tools you can Purchase with Points and Cash, they open up a new faster, better way to Play the Game...



TRIBBLE "CATCH AND RELEASE" PROGRAM:

Earn extra Points for tracking down, and Tagging those pesky Tribbles.



BEGINNERS GUIDE TO LASER TAG:

WHAT IS LASER TAG?

Laser Tag is a Shooting Game similar to Paintball and Air Soft. The biggest difference between Laser Tag and other Sports, however, is that Laser Tag is Safe and Clean. You'll never have to wear Safety Equipment because Players don't Shoot Pellets or Paint Balls; Instead, Laser Tag uses completely Safe Beams that will never hurt anyone. Not using Pellets or Paint Balls also means that there won't be any Residue or Cleanup involved after Playing.



Learn about Laser Tag and how to Play

Our Laser Tag Guns shoot much farther than Paintball and Air Soft Guns, and can shoot Players from 650 feet away, even in broad Daylight. This makes it great for Indoor and Outdoor Fields because range is never a problem. Each Gun has a Sensor, and a Vest with Sensors.

Laser Tag is a Fun Sport that a Person of any Age can Play. Laser Tag is flexible with its Game Design, allowing us to fit it into many Mission Types and Settings. Teamplay Laser Tag is perfect, and appeals to any type of Player, whether it those looking to have Fun, or a competitive Group wanting a Challenge.

LASER TAG EQUIPMENT

YOUR FIRST MISSION

The most important things to understand when Playing for the first time are the Mission Goals, your Equipment, and the Rules you have for your Mission. Once you have a good understanding of these, it is also important to be able to Communicate with your Team. Players that understand these things will have a much better Play Experience than those that don't.



To get an idea of what to know, here is a Sample outline of the Mission Briefing, which explains the Equipment, the Rules and goes over the Mission Objectives with Players.

- * We Explain how the Equipment you are issued and will encounter, works. Guns, Targets, Bases, and other Equipment.
- * We Explain all the Safety Rules, and Game Rules.
- * We Go over Play area Boundaries, where Players Start, and where Players go if they are Eliminated, or when the Mission ends.
- * We ask if anyone has any Questions.

The Mission Briefing takes about 10-15 minutes, depending on the Players. We often have a Marshall on call to help Players if they are having Problems, and to Enforce the Rules.

For your first Mission, we recommend that you try one of the Beginner Missions such as Dilithium Mining, or Tribble Hunting. These are great for newer Players because the Rules are simple, and easy to understand.



NPC TEAM MEMBERS:

THE GAME MASTERS



What are the Game Marshals, exactly? It is many things, to many people. Even though they are quantified as an NPC shift, the fact remains that without the Game Marshal Structure, the Game would not run well, if at all. They serve as Operations Marshals to make sure the Mission Content runs smoothly, and able give Hints and Tips, to effect Repairs and Maintenance on Mission Assets. Rules Marshals get the NPCs ready and mobilized quickly, giving them Stats, and making sure the Missions go as intended. The Operations Marshal runs the HQ, making sure the needs of the Players are met quickly, efficiently, and with little error. Settings Marshals help in other Roles, such as the Starship Bridge, or the Remote Outposts, they also serve as part of the Safety Team, the Set-Up Team and other areas.

THE MARSHALS

Marshals are the Workhorse Team Members of the Mission. They run the Game as Ops Game Marshal, Rules Marshals, or work in the HQ as Co-Ord Game Marshal. Settings Marshals are the fourth category, and help out in many different ways.



OPERATIONS MARSHAL

An Operations Game Marshal is a Position that involves “Running” the Mission from the “Driver’s Seat”. His main responsibilities is to ensure that the Leader Board System is being used properly, and updated promptly, and maintains the flow of the Missions, and Content that is going on in the Game. Operations Marshals typically never leave the Operations at HQ, and interact with the Game via their Rules Marshals and NPCs on shift.

RULES MARSHALS

Rules Marshals are the Marshals that are seen overseeing and running Missions in the Field. They are the ones that enforce the Orders that the Ops Game give. The Rules Marshals are the backbone of the Team - they are the eyes, ears, and hands of Operations.

COORDINATION GAME MARSHALS

Coordination, or “Co-Ord” Game Marshals are the ones that maintain the numerous Mission and Bonus Target Points on the Leaderboard as they happen in the Game. They take the raw ingredient from the Q-Codes, Tricorders and Weapons and Logs it in, and fulfill the Actions that the Results require. They also work in a building that is “in Game”, called the Outpost’s HQ, so they work in Character.

SETTINGS MARSHALS

A Settings Marshal is a catch-all Position for other Responsibilities that require the Authority to act as a Game Marshal. Typical positions are “New Player” Marshals, the “Makeup” Staff (that handles the NPCs that Volunteer for Makeup Duty instead of a standard NPC shift), the “Kitchen” Staff, and “Safety” Marshals. In reality, they are all considered Settings Marshals, as they all work to create the backdrop of the Safe, Welcoming Environment that Starfleet aspires to.

SUPPORT

There are many People that help behind the Scenes, Volunteering their Time and Energy to making the Game better. Sometimes they participate in the Events as Players, but there are some that do not Play, but still help out in some capacity. If you would like to help out in any of these ways, please email iMachine@-Hotmail.-Com



POLICIES:

These Policies are our strict Codes of Community Standards, that all Members are expected to adhere to. We will be adding other Policies over time, so stay tuned for updates!

STANDARD: COMMUNITY BORDER

We enforce Community Standards at Events, and Internet Spaces that we Moderate. Conversations on your Personal Page, in a Private Group, or in your Home simply do not matter to us.

PROBLEM:

Some Players want to stand on the Border of where we enforce Community Standards, and attempt to engage in all manner of behavior that would otherwise see them Suspended or Banned. The Community will still be damaged and abused, but we cannot effect change.

SOLUTION: THE FIFTY PERCENT RULE

If a Player is simply attempting to camp on the Line of Community Standards, they are Gaming the System, and we will simply enforce the Community Standards anyway. Those Standards exist to protect Players, and help us. They are not a safe haven for Trolls. Does this mean we suddenly care that you think so-and-so is such-and-such is on your Team? No. But if you are causing wide-scale damage and harm to the Community, from the Safety of your Keyboard, then your day is up. If fifty-percent of your impact on the Community is negative (not neutral, but negative), if you are playing the Community equivalent of "Not touching you, can't get mad," you are not Welcome.

STANDARD: CORRECTIVE ACTION PRIVACY

We do not discuss Corrective Actions in Public. We disclose information to Game Masters and Marshals because it is necessary to know if problematic behavior is repeating itself. However, because it is our Mission to Reform and Educate, not to Punish, we “do not” Publicly discuss this. We do not want Players to feel Shamed, Ridiculed, or Branded because of a Mistake. After all, we all make Mistakes.

PROBLEM:

Some Players may try to exploit our Respect for Privacy, by misrepresenting the Truth about why they received a Correction Action, giving us the undeserved Black Eye. For those Players, this Policy can become a vehicle for Abusing us directly, and the Game Masters and Marshals indirectly.

SOLUTION: DISCLOSURE

Any Marshal, Game Master, or Director can discuss the details of a Correction Action if someone else is misrepresenting the Truth. We will never be the first to discuss this information, because we want to Respect Player’s Privacy. However, we will Confront Misinformation, and set the Record straight.

CRITICISM

When we see Criticism on the Internet we confront it to discover the Source of Dissatisfaction, and work to Correct it. Game Marshals often do the same, not because we ask them to, but because they want Players to have a better Experience. Often this doesn't happen on our Pages, our Groups, but on Personal Feeds.

PROBLEM:

For Community-Oriented Players, this feels like an intrusion where they cannot Criticize, Vent, or just be themselves, without feeling like we are going to swoop in and give them the side-eye at Game. (We won't. We simply have too much to do, and honestly, while we want you to have a good time, being Critical doesn't make you a bad Person. Our Best Friends Criticize us at times.)

SOLUTION: DISENGAGEMENT

We will not engage in Criticism outside of our Space. If you want to Vent or Criticize, go for it. We do not mind. If you would like to express your Dissatisfaction with us, to seek Recourse to some Wrong, to discuss quite literally anything, then we are happy to do so. Our email is well advertised, and we no problems with a Text, a Phone Call, or even to meet Face-to-Face, when the Situation warrants it. The caveat to this is simple. We are also a part of this Community, and while we are not Players, we still deserve the same Respect and Courtesy we want everyone else to have. There is a difference between Criticism and Abuse. We Welcome the former, but will not Tolerate the latter. If someone wants to internet-Punch us in our internet-Faces, then we kindly refer them to the Fifty Percent Solution above.



WHAT THIS MEANS FOR YOU

Probably nothing. The overwhelming majority of Players color well within the lines, because the overwhelming majority of Players are Good People who want a great Community, and to positively Contribute to it. They Promote the Event, Host Theme Camps, introduce new Players from new Social Groups, share info, Host Camp Parties, etc.

So... Mostly what you, the Average Player, will see is a better Community Experience.



STARFLEET COMMAND - MOJAVE:

STARFLEET COMMAND - MOJAVE is an International, NASA-Inspired, American-based, Cultural and Educational Organization. Our aim is to Educate the Public, provide a friendly and safe Environment, and to promote the General Interest in Space Travel, the Space Culture, Society and it's History.



SITE INFORMATION

STARBASE 1

STARFLEET COMMAND – MOJAVE OUTPOST

13144 Munsey Road Cantil, CA 93519

Here at Starfleet Command - Mojave, we have dedicated overnight Tent, and RV Camping areas; meaning yes, you need to bring your own Tent, or make Sleeping Arrangements for overnight stay. We have VIP Tents and Vendor Spaces for Rent, we also have Buildings, and Domes, that Players will be using for In-Game, and Out-of-Game purposes.

If you are traveling here, we would recommend reaching out to us, or your Team Players on our BBS Messageboard, or Facebook, to try and coordinate sleeping arrangements, if bringing your own tent isn't possible.



TEAM MEMBERS:

CURRENT STARFLEET COMMAND TEAM MEMBERS...

OPS MARSHALS

TBD

COORDINATION GAME MARSHAL

TBD

RULES MARSHALS

TBD

SETTINGS MARSHALS

NPC (Non-Playing Character)

TBD (New Player Marshal)

TBD (New Player Marshal)

TBD (Makeup Team)

TBD (Safety Team)

TBD (Kitchen Staff)

TBD (Costumes)

TBD (Mental Health Team)

TBD (Media/Photography Team)

VOLUNTEERS

TBD (Props/Costumes)