Events

Events of *Tales Untold* are great meetings of representatives and denizens of the Hundred Realms in the ruins of Camelot. Here they meet to diplome, to scheme, to battle, to plot, to forge partnerships, to experiment with magic, and to wage war against each other. Events consist of a number of components, listed on this page.

There will be 7 Tales Untold Events total:

- Chapter 1: Once Upon a Time - 7-9th September 2018
- Chapter 2: The Plot Thickens - 30th August - 1st September 2019
- Chapter 3: A Twist of Fate - 6-8th May 2022
- Chapter 4: Too Good To Be True - 14-16th April 2023
- Chapter 5: As Yet Untitled - 29th September - 1st October 2023
- Chapter 6: Into the Abyss - 5-7th April 2024
- Chapter 7: ??? - 27-29th September 2024

Check-In

Upon arriving on site for the event you must check in and the check-in desk. This will be situated before the OC camping field and crewed during the time before the game. For safety reasons, it is not permitted to be on site without signing in there.

Time In / Time Out

Between the following times, everywhere on site except the crew hut, OC camping field, car park, toilets, showers, kitchen and medical tent are IN CHARACTER areas:

- 8pm-Midnight Friday
- 9.30am-Midnight Saturday
- 9.30am-1pm Sunday

Outside of these times, only the main hall will remain IN CHARACTER.

All camping and sleeping areas are always OUT OF CHARACTER areas.

Schedule

Friday

- 1.00pm - Crew (and players for whom it is inconvenient to be later) may be on site
- 4.00pm - Players may generally be on site
- 5.00pm - Player Cards may be collected
- 7.45pm - Pre-game briefing
- 8.00pm - TIME IN + Dinner

- 8.00pm - Friday Evening Audience Schedule will be available
- 9.00pm - Mages may collect their first stipend of Beans from the Fonts of Magic
- 9.00pm - First Phase Conquest Orders may be submitted
- 9.00pm - Monarchs may collect new Realm resources from the Conquest Refs
- 11.00pm - First Phase Conquest Orders deadline
- 11.00pm - Fonts of Magic Close
- Midnight - TIME OUT except in the Main Hall

Saturday

- 9.30am - TIME IN
- 9.30am - Saturday Audience Schedule will be available
- 9.30am - Mages may collect their second stipend of Beans from the Fonts of Magic
- 10.30am - Monarchs may collect new Realm resources from the Conquest Refs
- 10.30am - Second Phase Conquest Orders may be submitted
- 11.00am - The Tournament Melee
- 12.30pm - Second Phase Conquest Orders deadline
- 2.30pm - Monarchs may collect new Realm resources from the Conquest Refs
- 2.00pm - Third Phase Conquest Orders may be submitted
- 4.00pm - Third Phase Conquest Orders deadline
- 6.30pm - Conquest Map updated
- 6.30pm - Monarchs may collect new Realm resources from the Conquest Refs
- 7.30pm - Fourth Phase Conquest Orders may be submitted
- 8.30pm - Mages may collect their third stipend of Beans from the Fonts of Magic
- 9.30pm - Fourth Phase Conquest Orders deadline
- 11.00pm - Fonts of Magic Close
- Midnight - TIME OUT except in the Main Hall

Sunday

- 9.30am - TIME IN
- 9.30am - Saturday Audience Schedule will be available
- 9.30am - Mages may collect their final stipend of Beans from the Fonts of Magic
- 9.30am - Conquest Map updated
- 9.30am - Monarchs may collect new Realm resources from the Conquest Refs
- 9.30am - Fifth Phase Conquest Orders may be submitted
- 11.30pm - Fifth Phase Conquest Orders deadline
- 1.00pm - TIME OUT, end of Event
- 3.00pm - Packed down and Off Site

Note that Conquest resources may be collected at any time during the open Conquest phase (between the map being updated and the Orders deadline) and these do not accumulate if not collected. Mage stipends may be collected at any time after the stipend is made available and these do accumulate if not collected.

Locations

IN CHARACTER

- Fonts of Magic
- Conquest Table
- Audience Tent / Shrine
- Quest / Vignette locations
- The Proving Ground
- Camelot (the edge of which will be marked clearly)

If in doubt, if you are not in an explicitly OC area during TIME IN then you are likely in an IN CHARACTER area.

OUT OF CHARACTER

- Check-In Desk
- Crew Hut
- Monster Hut
- Operations desk
- Camping Area
- Car Park
- Toilets
- Showers
- Catering Building + Building
- Medical Isolation Tent
- Areas on Quests / Vignette that are marked off by hazard tape

Crests

Every character will receive a “Crest” which represents them. This can be passed to other characters to perform tasks in their stead (such as collecting resources or delivering orders). A crest is intrinsically tied to the character and cannot be withheld from them or stolen by any means - if someone asks for their Crest back you must return it immediately.

Conquest

Conquest is the way wars are fought in *Tales Untold*. Throughout the event, a large map detailing the military situation of the Hundred Realms will be available, five conquest phases will occur during the Generals will be asked to submit their orders to the Oracular Mirror. Between each Phase the Oracular Mirror will predict the outcomes of their battles and update the map accordingly. By the end of each event, the military fate of the Hundred Realms will be known and sealed. For clarity, the phases are as follows:

- **Phase 1** - Opens 8.30pm, Friday. Closes Midnight, Friday.
- **Phase 2** - Opens 10.30am, Saturday. Closes 2.00pm, Saturday.
- **Phase 3** - Opens 2.30pm, Saturday. Closes 6.00pm, Saturday.
- **Phase 4** - Opens 6.30pm, Saturday. Closes 10.00pm, Saturday.
- **Phase 5** - Opens 9.30am, Sunday. Closes 12.00pm, Sunday.

Magic

Magic scrolls can be created at Camelot. The location is home to the Fonts of Magic from which Magic flows and can be written into Scrolls by those skilled in the art (Mages). Using magical resources, Mages can visit the Fonts of Magic at any time to create scrolls, to grant blessings or enact grave curses.

The Round Table

A number of members of Arthur's Round Table (including Arthur and Merlin themselves) survived the Fall of Camelot and are known to still call the ruins home. They are still very much around and keen to find out about the world and to offer their advice.

Quests and Vignettes

A number of powerful individuals are capable of taking people out of Camelot and on short Quests (and non-combat Vignettes) to locations in the Hundred Realms to achieve various goals such as rescuing people in distress, retrieving valuable artefacts, researching ancient secrets, saving villages from dragons and so on and so forth. There will be a number of opportunities to go on Quests across the course of the weekend and these are short linears where combat will be expected.

The exact times, purposes and locations of these linears will be made available as information at the start of the event, and we expect 8 Quests and 8 Vignettes will occur.

The Proving Ground

The Proving Ground is an area of Camelot that is not protected and anyone can be hurt or die in.

In the Proving Ground, Jousts and the Melee will be taking place. Jousts can be requested from the Knight running the Jousts at any point and they will be scheduled. A Tournament will also take place which can be entered by anyone. While Jousts and the Melee are not taking place, anyone can enter the Proving Ground for a fight, bearing in mind that they will not be under Camelot's protection.

Weapon Checking

All weapons and shields intended for use in LARP combat must be checked with a weapons ref before they can be used for combat. This must be done before TIME IN. If you arrive late then get your weapons checked by a Head Ref before you enter the game. Do not enter the game with unchecked weapons.

Weapons will also be checked before Jousts, the Melee and Quests by a present weapons ref. Do not enter any of these without having the weapons ref check your weapon again, and make sure to plan for this to ensure everyone's weapons can be checked in good time.

Accommodation

By default, attendees will need to camp. Camping will be Out of Character and no tents can be provided by the site.

We are able to provide limited indoor accommodation during this event with a priority given to those with access needs and to Crew first. The accommodation will take the form of a bunk house - bedding and mattresses not guaranteed to be provided. We have a further limited gender-separated indoor accommodation that we can provide for attendees who are not male. Please inform us either on your booking form or by emailing us if you would like indoor accommodation and we will assign based on needs.

There are a number of wheelchair accessible toilets and showers with constant electricity - anyone heading to the main building for these reasons will of course be presumed OC.

Welfare

- The OC Camping area will always be out of character, as will the Crew area.
- There will always be a Ref available out of character at the Ops Desk.
- If you need to talk to someone about anything at all, feel free to find someone at either of these places, or ask someone to point you to one.
- Our game mechanics are designed to be straightforward, but if you aren't sure what you're doing, it's always acceptable to ask IC or drop OC for clarification. We would much prefer you drop OC to make your game better than to stay in the dark!
- As per our Policies, you can ask the Refs to make an avoidance request if there is someone you are uncomfortable roleplaying with. No reason needs to be given and honouring the request will be on both parties.
- If you are concerned that the actions of another attendee is impacting the game of another player, contact the Core Team and we will investigate.

Accessibility

The site we have for Events 4-7 is Kinver Scout Camp, which is a scout campsite in the woods in Staffordshire/Worcestershire. The site has attempted to be wheelchair accessible and all areas we are intending to use for gameplay have step-free access. There are wheelchair accessible toilets and showers in the main block as well. If you have questions or concerns about accessibility please contact us at talesuntold.larp@gmail.com.

The main area of site we use for IC gameplay (“Camelot”) is reasonably flat and is accessed up a hill with a gentle slope. The walk between OC Camping / Cabins and Camelot is around 5 minutes. The walk between Camelot and the toilets is 1-2 minutes, including access to the wheelchair accessible toilet.

We operate Vignettes as strictly non-combat linears on a reasonably flat area directly next to the main camp. Quests will have Combat and take place in a wider area with hills – non-combatants can be accommodated in Quests with prior notice to the Quest Team during the event.

There is a large hill with a slope or steps to the Chief's Lodge where we have previously situated the Font of Magic. We are reviewing this location to move it somewhere more acessible.

Places Available

There will be 75 player spaces available and 50 crew spaces. Player spaces cost £80 (£50 Concession). Crew spaces are free.

Meal Tickets are booked separately and cost £30.

Operation Management (Ops) Desk

Throughout the game, a member of Core Team will be available through the Operation Management (Ops) desk. Any queries both OC and IC can be directed here at any time, and this is the best way to locate a Ref for a call to be made. The desk won't be accessible at night.

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