

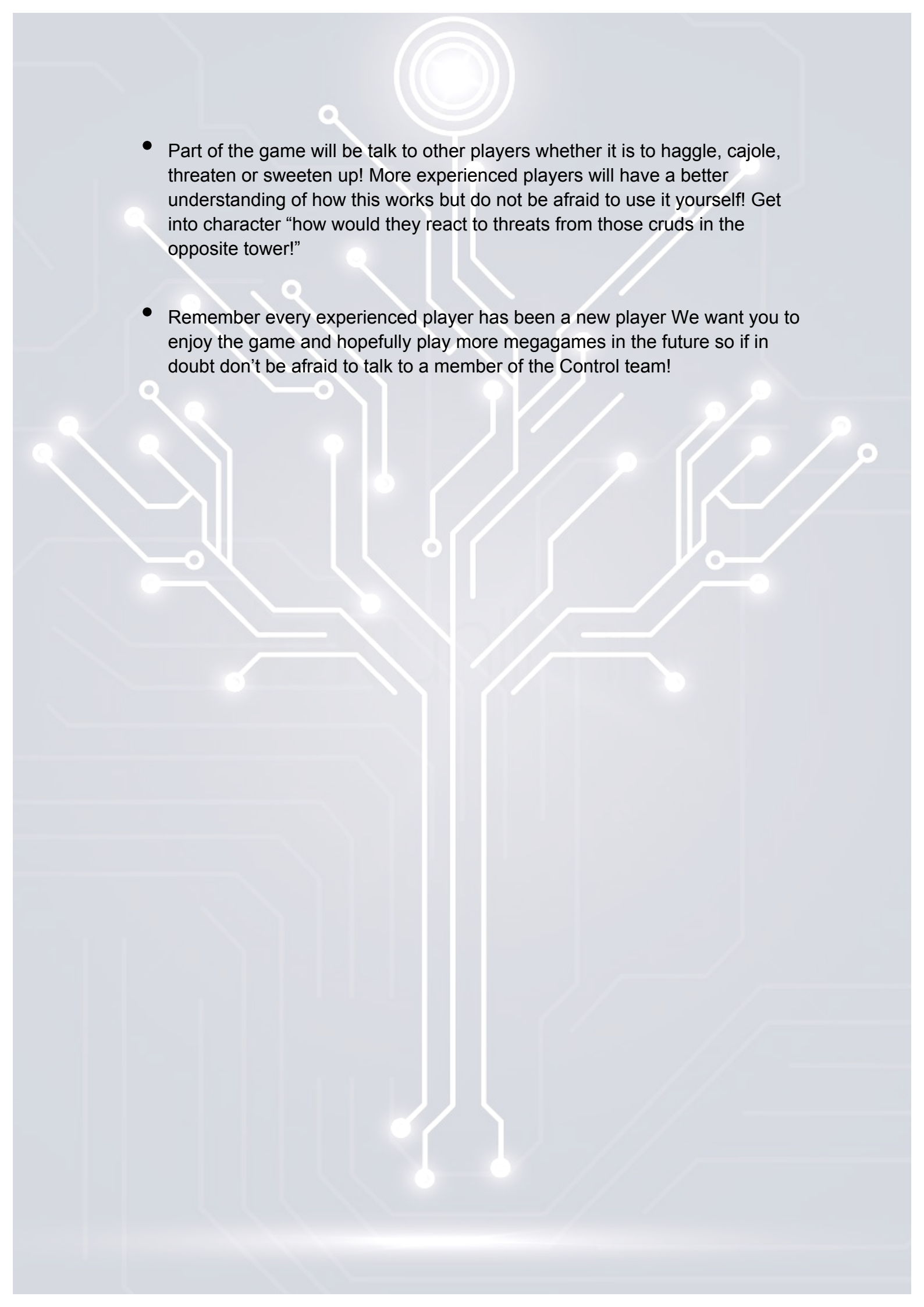
## NEW PLAYERS

It is anticipated that there will be a number of new megagame players attending Megamunda, some with experience of board games, RPG, LARP and others simply out of interest or on advice from their friends.

With this in mind, casting has been made to accommodate player's preferences for roles and/or play with friends whilst also mixing new and experienced players where possible.

We want new players to enjoy the day and here are a few pointers to help you get the most out of your first megagame!

- Read this handbook before the game so you are familiar with the mechanics of the game i.e. how the game works. Sounds straightforward but forewarned is forearmed!
- Each of these briefings will have a section labelled "Your Role" which will be unique to your character detailing the personal objectives you are expected to achieve. Think how you may achieve this but have plans B, C & D on standby as things may not go so easily!
- Many megagame players enjoy the role playing aspect which may or may not involve wearing costumes. As Megamunda is set in a futuristic world ideas for characters "looks" are suggested in the overview of the game and whilst it is encouraged it is purely personal choice.
- On the day you will arrive and report for registration before a short briefing and allocation to the CiTi's. As every table will contain representatives from each gang as well as the Judges get to know your fellow players, a smile and a handshake now may prove useful later!
- Each table will also have a member from Control on it. These are the people who will help the game run along and resolve combat, movement and any issues that may arise. Don't be afraid to ask at any point if you are unsure of rules or need help.
- Once started, a megagame will get very loud and very busy! In this atmosphere it could be easy to lose concentration and find yourself thinking "what am I supposed to be doing???" DON'T PANIC not only will there be Control on the tables, there will be a new player Control member (suitably advertised) who is happy to give guidance and answer questions.

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- Part of the game will be talk to other players whether it is to haggle, cajole, threaten or sweeten up! More experienced players will have a better understanding of how this works but do not be afraid to use it yourself! Get into character “how would they react to threats from those cruds in the opposite tower!”
  - Remember every experienced player has been a new player We want you to enjoy the game and hopefully play more megagames in the future so if in doubt don't be afraid to talk to a member of the Control team!