

PLAYER'S GUIDE: FORMAT

December 2025 Edition

One of our monthly events is War Night, where players' kills and wins get converted to points on a map.

FRIEND GROUP VS PUBLIC VENUE

When hosting a **friend group**, everyone can continue to play as they always have, but when you're hosting at a **public venue**, rules for proxies, mulligans, etc should be shared with all players.

- Have a consistent schedule. Whether it's weekly, monthly, it's important to keep a consistent day and time so that players can plan ahead
- Welcome every new player as soon as they arrive
- Work with owners of the venue to optimize the accommodations for your guest as well as prevent them from losing any of their regular business
- Whether it be through emails, Facebook event page, group chat, etc., keep every player up to date on events, the map, and rankings.

BEFORE THE GAME

Each player creates their nation:

Player: First name and last initial

Nation: It can be a real or imaginary place. (Z-nation, Italy, The Vale)

Color: Must be specific; can't just be "blue", but navy, powder, aqua, etc.

Symbol: This will go in the center of your nation's banner

Ruler: An MTG character, your pet, you

Mantra: The philosophy of your play style

- Deadites "Nothing remains dead."
- Zindar: "Always, I rise."

GAME NIGHT

As players arrive, they put their commander in the "Battle Box" (to prevent players choosing a deck as a response to another player's commander)

1 Point for defeating a player

3 Points for winning the game

*If a player causes everyone to die, including themselves, the player who caused this only gets 1 point.

After each game, players a sticker for point they've earned. The stickers are placed on the lands they've chosen to invade. The winner places their stickers last-- in case the other player(s) use their stickers to invade the winner's nation, the winner can use their stickers to take their land back.

One point is required for crossing water to take land. When a player pays a point to cross water, they no longer have to pay to cross water for the rest of the night.