

# HOST'S GUIDE: FORMAT

## GETTING STARTED

- Draw a template of your map. Use color pencils or markers to fill in each player's nation.
- With a larger group, you can make the map in Photoshop/Pixelmator. After each war night, you can go in and update the map.
- Have nations marked with 5 plots of land and number them.

## BEFORE GAME NIGHT

- Each player creates their nation.
- Players roll a die to determine which territory will be their nation.
- Create a chart for the nations with its matching color.

## 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)
- After each game, the host gives the players a sticker for each opponent they defeated, and the winner of the game gets 3 additional stickers.
- 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.

## AFTER THE GAME

- When you get home, calculate how much land everyone currently owns, and list the rankings.
- Rankings can be on a spreadsheet, a piece of paper, or dry erase board.
- Print out a new map. black outline, where you color in all the new nations, or use photoshop to update the map.

## COMMUNITY ABOVE COMPETITION

### HAVE A HOST

The key to The Broken Realm is its commitment to having a host.

When an MTG player walks into a local mtg event, there's no way for them to know if the games are friends playing together, or if they're random players grouped into pods of 3-4 players. Having a host to greet players and get them settled into a pod can make all the difference.

It's natural for friend groups to want to play together, but as a host, it's more important to avoid anyone feeling left out. After all, some people might be new in town, new to magic, or just not know anyone who plays.

### HAVE A FILTER

A lot of great ideas have come from players, so it's always good to keep an open mind to feedback.

As for the complaints, players love to complain about other players, banned cards, brackets, etc. So when they complain about rules and/or your event, it's best to determine if their complaint/suggestion would only help their own experience or perhaps improve the overall events.

### KEEP IT BALANCED

Why limit the proxies? This is by far the most unpopular rule in The Broken Realm. But as a host of TBR, it's been very clear that proxies benefit experienced players for more than they benefit new players.

With War Nights that are open to the public, where players' experience range from months to decades, the proxy rule keeps that range from getting even wider.