

emailed to the Moderators no later than the Thursday before the game.

Remember that your scenarios will probably appear on the MGL website once they have been played, so your name will be known to the laser tag hobby community.

STEP 3: MODERATING THE CAMPAIGN

When the night comes that you are scheduled to moderate your campaign, try to show up by five o'clock to insure that everything will be set up by six o'clock when the campaign will start. Once everyone is suited up and ready to begin, it's your show.

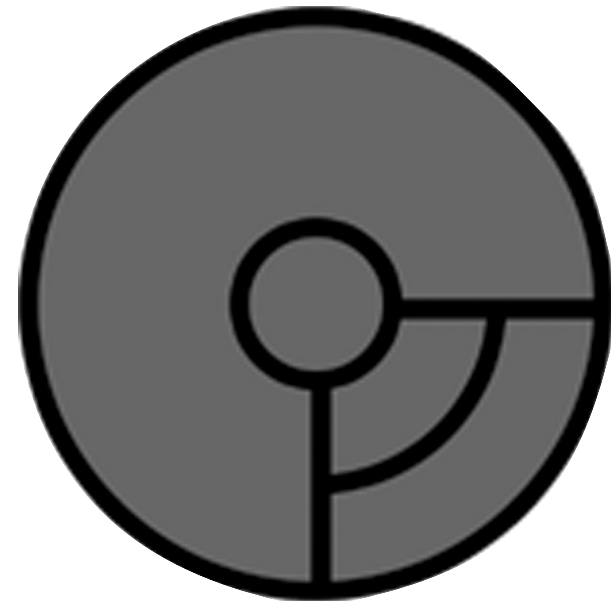
Depending on how you write the campaign, you may not be able to play, so be prepared for that. Check often with your team captains to be sure everyone understands how each scenario will begin, and any special rules or victory conditions. Know each team's radio frequency and feel free to ask for the occasional update on game play.

It is necessary to have downtime between scenarios to allow the players to rest and regroup, and tell a few stories. Five to ten minutes is plenty of time. If additional setup is required for the next scenario, inform the team captains of the extended break and try not to take longer than twenty minutes. The best time for setup is usually around eight or nine o'clock, allowing for a "dinner break" for players to take about forty-five minutes to eat and digest their food.

Unexpected occurrences often happen and should always include the MGL Moderators. If an emergency arises, report it immediately and be prepared to assist in any way – it will be the Moderator's call if the game will continue. If Security or the Police make an inquisitive appearance, be polite and open and direct them to the Moderators before asking their permission to proceed with the game.

FINAL WORD

When your campaign is finished, thank the players for coming and ask for their feedback. Collect any props still on the field and check with the Moderators for any unaccounted-for equipment. Once the Quartermaster is satisfied and the Admin Assistant has done the walkthrough of the Student Center, you are officially a contributor to the furtherment of the laser tag hobby in the Middle Georgia area.



OVERVIEW

Writing a campaign for the MGL can be an enjoyable experience, but only if you put forth the effort to make it good and see it through. You must dedicate enough time over the month to develop a strong concept and write a series of dynamic scenarios, meet with the MGL Moderators for final approval, and moderate your campaign during the monthly game. It is often thankless work, and is not something that you can seriously include on a résumé. It is not the elusive Second Step to World Domination. This is a means of supporting the MGL and showing off your creativity and leadership skills.

INTRODUCTION

It is important to realize that while the MGL is a non-profit organization, the Moderators of the MGL take great pride in what has been accomplished in the almost three years (as of January 2004) that the MGL has been operating. They are the ones whose names are associated with the ensuing shenanigans, and people rarely complain about a person's scenarios but rather the MGL's scenarios. It is for this reason that the Moderators give great creative control but expect certain responsibilities to be fulfilled. Those responsibilities and the simple process for submitting a campaign are detailed in this document.

STEP 1: FORMULATING A CONCEPT

We begin by choosing a theme and laying out the roles the players may fill.

The MGL already has several playtested themes to choose from (Star Wars, Stargate SG-1, and Rifts), though you are free to create your own theme. The idea is to create a context, or setting, for the scenarios that will grab the interest of the players. Sometimes a little explanation is required to "sell" the players on your theme, and don't be afraid to modify your ideas based on player reaction and input.

A dynamic and interesting campaign usually begins with the roles, or character types, that the players will fill. By allowing for unique jobs or even abilities, the players will find it easier to associate with the concept. Many will appreciate the opportunity to be a "special" player even though most players could be described as such. For example, John likes the solo warrior-type; bounty hunter, scout, sniper, etc. Rob likes the team player-type; commander, spotter, reinforcement, etc. By creating different roles in your concept, you automatically allow for players to feel "unique" and identify with their position on the battlefield.

Props are always a great way to help present your theme and add flavor to a scenario. Even one or two uniquely identifiable props can go a long way (lightsabers in Star Wars, uniforms for Stargate SG-1, etc). Just remember that you may have to provide the props yourself

or have them made, and that takes time and money. Be creative, but be conservative.

STEP 2: WRITING THE SCENARIOS

When you've settled on a concept, start making notes of 'tag scenarios you've seen or played in the past. Try to stick with the tried and true, but don't feel confined by them. Feel free to modify, combine, and alternate scenarios and methodologies. If you have a scenario in mind that breaks all previous conventions, by all means go with it. Just remember not to dictate tactics to the players because they should be free to make their own decisions, good or bad. Also, try to keep the scenarios as loose and free as possible, because the surest way of ruining a highly structured scenario is by including players – creative thinkers who thought of something you didn't, and rules lawyers who found a loophole.

Each scenario should have a briefing for each team. If necessary, include two versions of the briefing: one catering to the setting (what the players are trying to accomplish and why), and one detailing game play (plain words and proper terminology). Be clear in your writing and don't leave anything to interpretation or assumption. A simple misunderstanding could lead to the ruination of the scenario and possibly the campaign.

Include everything necessary to play the scenarios. If necessary, write a list of props to be used, victory conditions, and special rules unique to the scenario. When all scenarios are finished, package them together in one electronic file (a simple text [* .txt] file is fine) and send them privately to the Moderators and schedule a meeting. The meeting should be at least one to two weeks before the game so that any input by the Moderators will have plenty of time to be assimilated into the final product. The campaign in it's finished form should be

NOTE

Bear in mind the conditions on the night of your campaign. Summer and winter temperatures may dictate more inside games to be necessary (if available). In autumn it gets darker quicker so you'll have to center your games closer to the inner corset of campus to stay near the light sources (MSC's rule, not ours). A light drizzle of rain won't slow down our games, but beware of any props that may sustain water damage. Finally, a check of the moon phase will tell you how much light away from the lamp posts will be cast, changing the number of potential hiding places and creating a desired mood if pointed out properly.