

Genie Marks Policy for WAR

Overview

“Genie Marks” are a form of ‘bonus points’ that are awarded to players for making various contributions to WAR’s game outside of the game---play. The purpose of Genie Marks is to give players incentives for making extra efforts to improve the gameplay of WAR sponsored events. Genie Marks can be obtained in several ways, including (but not limited to) donation of props, volunteering as a staff or plot member, volunteering time to help with various projects outside of game play, or performing simple tasks as needed by event staff. Genie Marks may only be obtained and spent at WAR events and in no way may be transferred into or out to another chapter/organization that may have a similar system in place.

Obtaining Genie Marks

When an individual makes a donation or performs a task for Genie Marks, the event staffer that is in charge of the particular event will record the details on your character sheet. Genie Marks will never be awarded at an event, but will be awarded based on the donation rating by the logistics person during character sheet update. The task or donation will be given 4 ratings based on the need, the quality, the expense, and a bonus rating (if applicable). The quantity of some donations may also be a factor for an award. Please note that the combination of scores does not equate any exact values, and that scores are only a means to assist the assessment of awards logistically.

After the event, the Genie Mark Awards sheet will be submitted to the Head of Logistics for the chapter (currently Bill Cromer). The Head of Logistics will then review the Genie Mark awards and their corresponding score, then award a number of Genie Marks for each task/donation and record that to the character sheet of the individual who performed the task/ donation. If more than one person submitted a donation, then Genie Marks will be divided evenly between those individuals.

Some Genie Mark awards will have a pre---assigned value to them; anything that does not have a pre---assigned value shall be awarded through the scoring system.

Need Score

The Need Score will determine how much a particular item is in demand and will influence the overall award of Genie Marks. A Need Score of “1” will mean that the item or task is basically not needed or useless while a Need Score of “10” will mean that the item is essential to game play. A Need Score of 10 should only be given if the game absolutely requires the item or task and cannot be played without it. A Need Score of “4” would be an item that is in average demand, such as weapons or spell packets. WAR Owners and the Head of Plot teams should pre---set a Need Score for particular donation requests before events. For example, if a plot team desperately needs spell packets, then the Head of Plot should announce that spell packets have a Need Score of “9” before the event, so that players are aware of the potential increase in Genie Mark awards and may fulfill needs accordingly.

Quality Score

The Quality Score is based on the quality of a particular donation or task performed. A Quality Score of “1” will mean that a particular task or donation is of such low quality that it is essentially useless while a score of “10” shall dictate that the task/donation could not possibly be any greater in quality. A Quality Score of “4” will mean that something is of average quality. This score should be set recognize poor or extraordinary craftsmanship or effort.

Expense Score

The Expense Score is based on how much cost someone incurred while making a donation or performing a task. The Expense Score is not limited to cost of materials, but should also include the cost of time or a combination of costs. An Expense Score of "1" will mean that there was essentially no cost incurred while an Expense Score of "10" will mean that extraordinary costs were incurred. An average Expense Score would be "4".

Bonus Score

The Bonus Score is reserved for donations or tasks that are far beyond the norm. The Bonus Score, a scale of 1--5, will act as a multiplier and will ALMOST ALWAYS be "1" in every case except for extreme circumstances. If a bonus score of "2" is awarded, that means that the particular award should be DOUBLE of the considered award based on the previous award scores. Anytime a Bonus Score is awarded above "1", the donation or task in question will be reviewed after the event by the WAR General Manager and/or potentially other WAR Owners before any award is given.

Quantity

Typically an award or donation will be given a quantity of "1", but in some cases donations of items such as spell packets will be far more. In these cases, the Quantity value will be used in determining the award.

Examples of Genie Mark Awards

Below are some examples of common donations and corresponding scores and Genie Mark awards.

Please note that these are only examples and every case may vary:

Latex Boffer Weapon – Need Score 4, Quality Score 7, Expense Score 7 – 25 Genie Marks

Standard Boffer Weapon – Need Score 4, Quality Score 4, Expense Score 4 – 10 Genie Marks

Spell Packets (per 10) – Need Score 4, Quality Score 4, Expense Score 4 – 1 Genie Mark

Full Body Monster Costume – Need Score 5, Quality Score 9, Expense Score 9 – 250 Genie Marks

Spending Genie Marks

Genie Marks may be spent to acquire a wide range of in---game items and various other "extras". The headings below outline items and services that may be acquired using Genie Marks.

Character Points

A player may purchase 1 Character Point per month per character using Genie Marks at a cost of 25 Genie Marks per Character Point purchased.

Coin

In---Game money, or "Coin", can be purchased at a rate of 1 Genie Mark per Gold Piece. Coin may only be purchased this way at an event in which you are attending and only 100 Gold Pieces may be purchased in this manner per event.

Character "Retraining"

You may use Genie Marks to "buyback" all of your used character points so that you may re-spend them. The cost of a character point re-spend will be 200 Genie Marks and you may only purchase a character point re-spend one time ever for each character that you have.

High Magic Effects

High Magic Effects can be purchased using Genie Marks. Only “Unbound” High Magic Effects may be purchased, at a cost of 25 Genie Marks per effect, and only 2 effects may be purchased using Genie Marks per event that you attend. You may purchase High Magic Enchantments to add additional effects to an existing item or to enchant a new item, but the total effects on the item may never exceed 5 effects. Spirit type effects (such as Allegiance) are not permitted. Effects can only be purchased for High Magic effects as part of your pre-registration for an upcoming event or during event logistics, they may not be used to create items during the game. The effects you can make are:

- Imbue Weapon
- Limited Attunement
- Medallion Protective
- Amulet Unbreakable
- Enhance Weapon

Extra Day of Production

If your character possesses a production skill, then you may use Genie Marks to purchase an extra day of production at a cost of 25 Genie Marks per event. Genie Marks may only be spent in this way at an event or as part of your pre-registration for an event. Purchasing an extra day of production will work for all production skills that you possess and you may only purchase 1 extra day of production per 2 game days of the event. You are still required to pay the associated gold costs for extra production made in this manner.

Transferring Genie Marks between players

Genie Marks may be spent on a number of Player Services, the details of which can be found in the Player Services document. Some services include: Small and Large Plot Submissions, Plot Specialty Items, Small and Large Plot Contacts, Small and Large RP Sessions, and Personalized Closed Modules.

Transferring Genie Marks between players

Genie Marks may be transferred from one player to another player freely, but at a cost of 2 to 1. This means that if Player A wishes to transfer his/her Genie Marks to Player B, then it will cost Player A 2 Genie Marks for every 1 Genie Marks that player B receives. For example, John wants to give Glenda 200 Genie Marks. Then 400 Genie Marks will be subtracted from John’s character sheet to add 200 Genie Marks to Glenda’s character sheet.

Genie Marks can only be exchanged in this way between two characters who are WAR players. If a player comes from another chapter/organization that runs a similar game, then the other player must transfer their character into WAR before they may receive any Genie Marks. If a player ever transfers their character(s) out of WAR, they lose all Genie Marks awarded to them until they return.

Transferring Genie Marks to other Organizations/Chapters

Genie Marks may only be obtained and spent at WAR events and in no way may be transferred into or out to another chapter/organization that may have a similar system in place.