

❧ HOW DO I PLAY? ❧

It's very easy to start out.

White Stone Valley has a collection of starter weapons to try out and a simple system of hit locations to learn before your first *fight*. If you're 14 or older we can have you in your first line ditch or battlegame in under 15 minutes (*warning*, your legs will be cramped the next day)

❧ WHAT THEN? ❧

If you're hooked, then you should start looking at the rule book, decide on a class, pick a unique name and consider making your own weapons, spell balls and garb. We can help teach you *all* of these skills at Arts and Sciences Nights.

❧ HOW DO I LEVEL UP? ❧

A common question. You level up by coming to field and earning a credit for playing a particular class. Level 2 is a quick 5 credits but it gets progressively harder until you max out at level 6.

❧ WHY SHOULD I PLAY? ❧

Amtgard is an extremely interactive community. In this community you improve your fighting techniques, role-playing potential, real-world crafting skills and meet some of the friendliest people in North America.



Amtgard fields spread from the Southern United States to Northern Canada. White Stone Valley is one of over 200 groups America-wide.

Over time you receive recognition for your personal and group contributions through awards and titles. You could be the next Knight!

WHITE STONE VALLEY

AMTGARD BARONY

EXHIBITION PARK, SATURDAYS 12PM
GUELPH, ONTARIO, CANADA



❧ WHAT IS AMTGARD? ❧

Amtgard is a live-action fantasy role-playing (LARP) game. This game features combat with foam boffer weapons, magic, battlegames, and quests. People play different classes such as Assassin, Bard, Healer, Barbarian, Wizard, Warrior and more!

❧ WHAT CAN I PLAY? ❧

There are a great number of standard classes to play, all with their unique abilities and challenges including:

Archer

Focus is on Bows and different arrows (destruction, pinning, phase)

Assassin

Weapons, throwing weapons and sneaky Assassin things like poisoned weapons and assassinate

Barbarian

Brute force, most weapons and a great thing called Fight after Death!

Bard - *Magic Caster*

Weapons plus spells and songs to benefit yourself or your teammates

Druid - *Magic Caster*

Great defensive spells and enchantments plus offensive spells

Healer - *Magic Caster*

Team ambulance with enough offensive magic to be fearful of

Monk

Casters worst nightmare.
Immunities to spells, Sanctuary plus projectile blocking

Scout

Bows, Weapons plus some magic like abilities such as tracking and healing

Warrior

All sorts of weapons, shields and ready for armour. Specializing in melee and protecting casters

Wizard - *Magic Caster*

Great offensive spells such as Fireballs, Lightning Bolts and Finger of Death

❧ WHAT DO I BRING? ❧

Only yourself. Amtgard is free to play, with no commitment required. We only ask that you start to make or purchase your own weapons and garb after your first month of playing - we'll even teach you how!



❧ THERE ARE OTHER FIELDS? ❧

Players regularly trek to parks across Ontario or the United States to participate in camping events with anywhere between 50 to 500 participants. There are over 200 Amtgard parks in North America!

❧ WHERE DO YOU PLAY? ❧

We meet every Saturday, 12pm at Exhibition Park which is on London Rd W between Woowich St and Edinburgh Rd N. Look for something out of the ordinary, introduce yourself, and make it something special.

❧ ON THE WEB FIND US AT ❧

www.whitestonevalley.vpweb.ca

❧ EMAIL US AT ❧

whitestonevalleyinfo@gmail.com

We encourage all those 14 years and older to participate, and get some excellent physical exercise, while learning real world crafting skills, showing creative thinking during roleplaying, and enjoying the first hand friendships and experiences of face to face gaming.

**NOW GET OFF THE
COMPUTER AND INTO
THE ACTION!**

Barony Of White
Stone Valley

Amtgard Guelph

