

Fallen Empires Pricing 2022

Pricing:

Membership

Cost: \$25, this is due by January 30th each year. New players have this waived when they join as a bonus, and no due is paid until the yearly membership re-up in January. This fee covers Insurance as well as Marketing and Game Operations costs. Players receive 1 SP on a character of their Primary and Secondary characters each month, while their membership is active.

2-Day Events-Cost: \$65

This is the Standard event length for full games, running from Friday evening until Sunday afternoon. When registering for an event, players should sign up for their NPC shift as early as possible to have the most options to choose from.

Bonus SP- \$10 for Primary, \$5 for Secondary

In addition to the normal SP a character earns for each game, a player can purchase 1 additional SP, per character, each event.

Secondary: \$20 for Full Games.

This allows a player to check in a secondary character to an event they attend, the price varies based on if the event is a Fairday or Standard Event. A player can switch between characters only once at a game and must check out fully with one character before they can bring the other character into game. They receive all the normal benefits of attending an event.

Tavern: \$25 for PC's, \$5 for NPC's that are not on an NPC Contract.

This fee covers meals including; these are some examples of food we have had in the past.

- Friday (Stew/Chili, Bread)
- Saturday- Breakfast (Eggs, Bacon, Fruit, French Toast)
- Saturday- Lunch - Varies Ex.(Teriyaki Beef, Rice, and Veg; Pulled Pork and Sides)
- Saturday- Dinner- Varies Ex. (Baked Chicken, Mac&Cheese, Veg.; Pot Roast and Veggies.)
- Sunday- Breakfast (Eggs, Bacon, Fruit, French Toast)

New Character Buy-in (\$150)

We offer a package for players that are starting new characters and want to get a little bump in game play. This can only be purchased once for a starting character (up to 4th level). The package comes with the following benefits, when purchased as a new character:

- 40 Earned Skill Points (70 Total)
- Can purchase 1 Advanced Skill they meet the prerequisites for.
- 100 points of production items (Non-Advanced) to get them going (Items- 1 Point/Rank, Recipes- Rank^2 Points)
- 200 Crowns (Donation Points- Can be exchanged for IG money and extra SP)
- 2 Gold extra starting cash

Discounts

We offer several discounts for players to try and help where we can to improve the overall quality of the game for everyone. Discounts are just that; at no time will you receive money back from the game due to discounts. Additionally discounts cannot be used to lower the price of the Bulk Buy; however, they can be used to pay for other game services (IE Bonus SP, Alt Check In). If you are paying using the web-store and have multiple coupons to use please contact Jason Myrick at (jsmyrick129@gmail.com) so a total coupon code can be set up for you.

First PC Game

The first game that you attend as a Player Character (PC), you get an additional \$20 off the event fee.

Good Student

If you are a Grade School or Full time College student and your grade average is a B or higher we offer a \$5 discount.

Traveler

If you have to commute further than 300 miles to attend events we offer a \$10 discount to help with travel costs.

New Player Referral

As a way to boost the player base we offer a referral system with a reward. When you refer a new player to the game, you receive a \$5 Game Coupon on any game they attend, PC or NPC. These Coupons can be used to pay for: **Game Fees** Save for Membership. You can use multiple of these at a time but the discount will never be greater than the base event cost.

Bulk Packets for 2022

Players who purchase the Bulk Packet will have first choice of NPC time slots.

Full Year

Cost: \$325

Includes:

- Base **Event Fees** paid for 5 Full Events (March, April, August, September, November)
- 500 Crowns
- 4 Favor or Immediate membership in an Order
- Port Masters Pass- Can use the Wayfarers Guild services once each event at no cost.
- Makers' Sigil- This ability can be used 1/reset and will last for 1 hour or module. When activated the player can choose one of the following effects to gain for the duration.
 - Master's Staff
 - Major Elemental Brand Weapon
 - Major Armor of (Darkness, Evocation, Elusion, or Mind Shielding)
- Guild Crafter's Commission- The guilds will craft a single item for you at a discount, they will craft the item at the Guild Cost instead of the normal Market Rate.