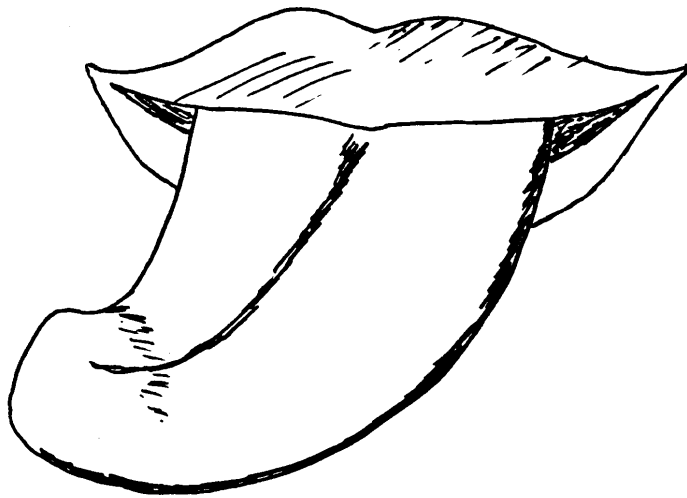


# The Not Ready for Prime Time Handbook



*Anyone offended by the  
rules in this book is  
undoubtedly playing  
by them..*

By Her Grace, Sir Tawnee Darkfalcon, reprinted  
with permission by His Grace, Sir Terarin.

# THE NOT READY FOR PRIME TIME HANDBOOK

## *Part 1*

Rules to live by:

- Rule #1: Only obey the rules you like.
- Rule #2: Never take an officer seriously.
- Rule #3: Its not my fault!

### **DISCLAIMER**

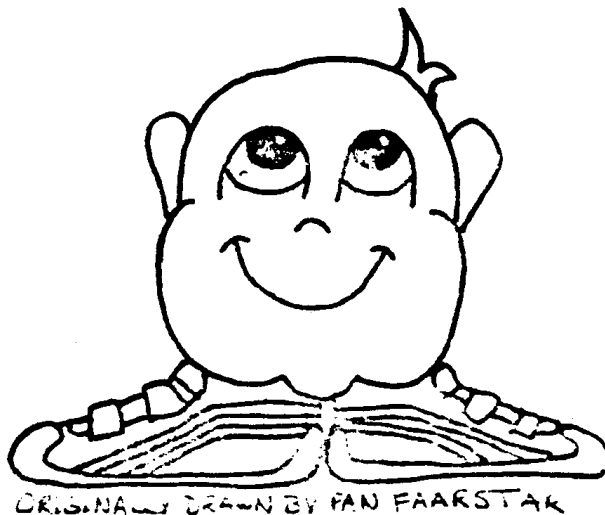
Amtgard is a no longer for profit, anti-sectarian organization, open to anyone who can take a full swing in the face with raw P.V.C. from an Ogre.

### **CHOOSING A PERSONA**

Make sure you choose a name which cannot be bent or twisted in a way you wouldn't like, for example, Gorad. Don't bother making up a character history, 'cause we don't care who you are. Don't bother wearing garb, it will make you stand out.

### **WHAT COUNTS AS A HIT**

Anything that more than five people or one reeve that is bigger than you clearly saw counts as a hit. Anything else is considered head or feet. Head shots are illegal, but an excellent tactic when you can't beat a conscious opponent.



## SO NOW I'M DEAD

If you can't out argue the reaper, you're dead. You now have three options:

- a) You can stand in a strategic position, weapons at ready, and count until a member of the enemy team has his back to you. Then leap out and kill him. If anyone hits you while you are standing there, yell loudly "I'm dead, Asshole!".
- b) Less aggressive fighters can go to Nirvana and flirt with the reeve for half an hour or so.
- c) Players wearing skulls on their persons may be admitted to Hel, a backalley of Nirvana, where you can listen to ghetto blasters and partake of illicit substances.

## WEAPONS

Big, strong people should use hard, heavy weapons, so they can knock down little, weak people. Little, weak people should use soft, light weapons, so they don't get the big, strong people mad at them.

Don't bother taking the pointed tips off your arrows, as you'll only have to screw them back on again when you get mad at someone.

## ARMOR

Armor makes you invulnerable. The only hit you'll ever have to take is magic. And we all know wizards are chickens. So just pour yourself into a few ounces of vinyl, staple on some paper clips, and you're invincible.

Remember, a high level warrior with six point armor has forty two lives, and that's if he counts every puny hit!

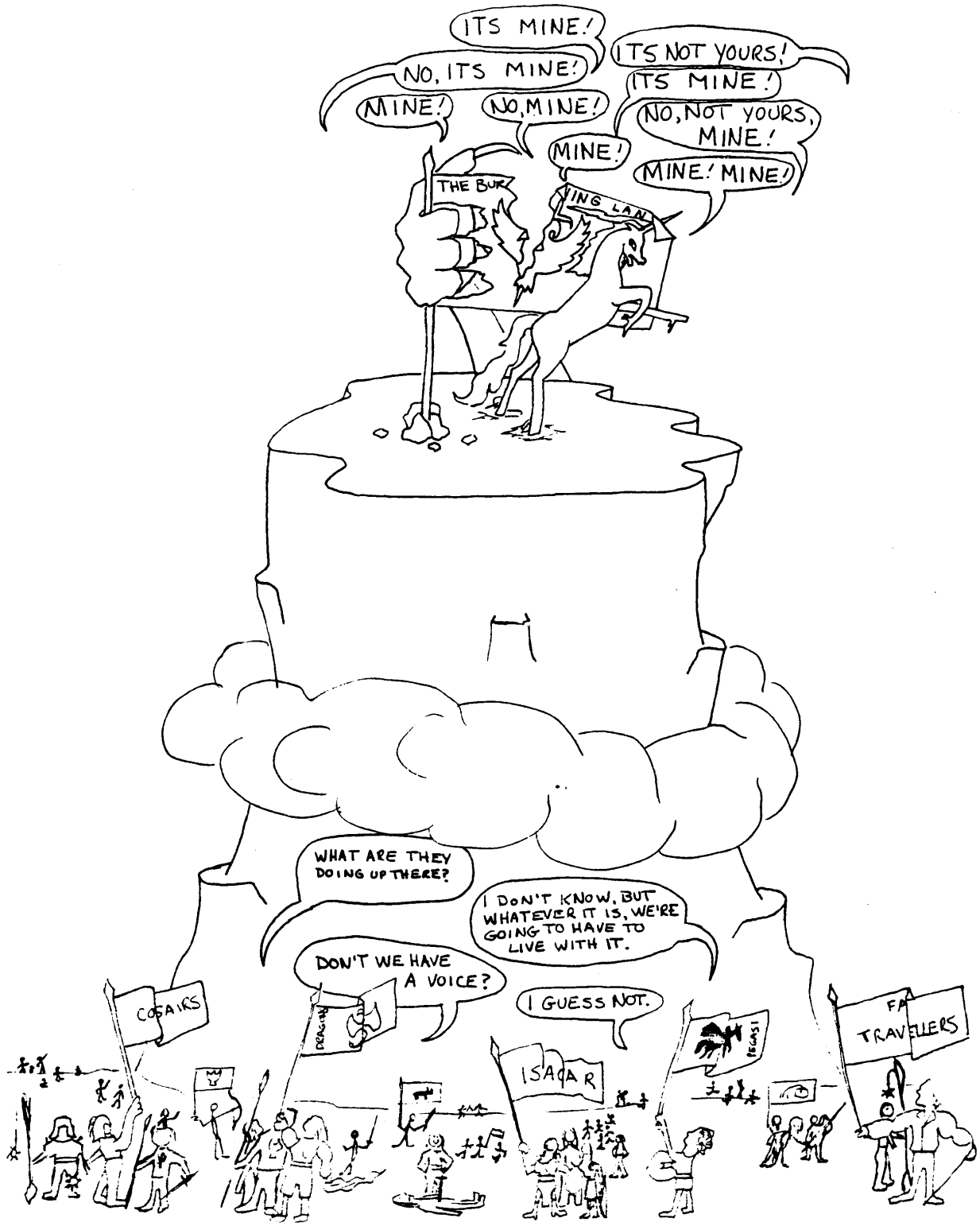


## THE CORPORA

The Monarch:	Because the Crown of the Realm is so large, it is necessary for the Monarch's head to swell up to fit in it. Because of this condition, the Monarch generally loses the ability to see past his own nose. The primary duty of the Monarch is to irritate the populace with constant rule changes.
The Consort:	Half the players who have ever held this office have quit the club. The strain of performing their duty has just been too much for them. The primary duty of the consort is to keep the Monarch's left arm warm.
The Champion:	As the second place winner in Crown Tourney and heir apparent to the Crown, the Champion has been voted "most likely to commit an assassination". Unfortunately, we've never had a Champion that stupid. The primary duty of the Champion is telling jokes and knocking heads.
The Defender:	The player chosen to be defender is either: a) Someone the Monarch wanted to win Champion b) Someone with blue eyes The primary duty of the defender is to act defensive.
Prime-Minister:	If the pen is mightier than the sword, then the photocopier rules supreme. The primary duty of the Prime-Minister is to generate mountains of paperwork and prejudicial statistics. Fortunately, the scribe is always willing to help with these duties.
Smith's Guild:	The Smith's Guild exists so that various parties could claim membership in it. The primary duty of the Smith's Guild is not to check weapons.
Garber's Guild:	The Garber's Guild exists so that the general population of Amtgard will not feel obligated to sew their own garb. The primary duty of the Garber's Guild is to complain about the lack of garb.

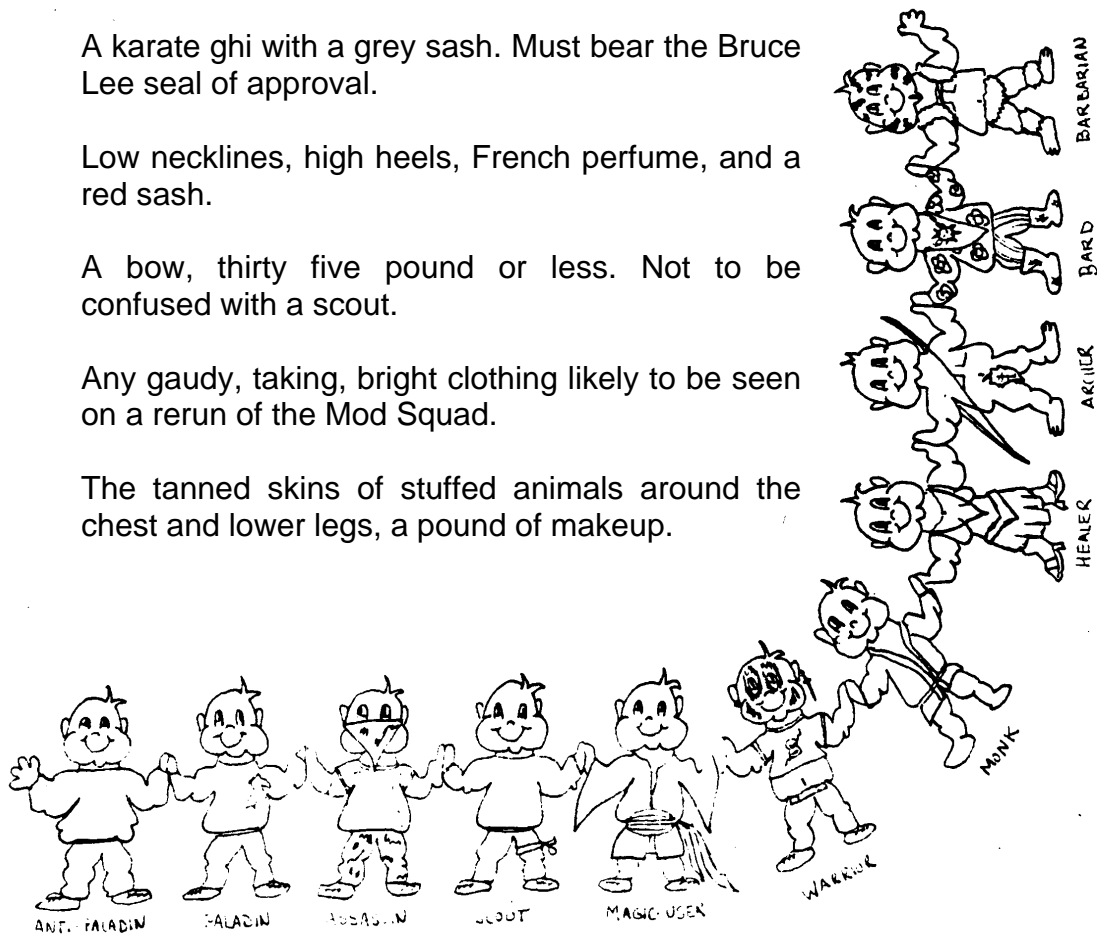
## **So How Do I EARN ORDERS?**

Walker in the Middle:	Never commit to a cause.
Masque:	Bellow a lot and die young.
Jovious:	Keep your mouth shut and smile, no matter how much it hurts.
Hydra:	That's Aramithris' secret.
Claw:	Be a member of the Claw Legion who is unable to earn any real orders.
Rose:	Do a personal favor -- or maybe a private one -- for someone entitled to give them out.
Dragon:	Dress well at feasts and make damn sure everyone knows about it.
Warrior:	Spend a Zombie Battle at McDonald's.
Sword:	Single-handedly kill every living thing in Memorial Park, honorably, with the Monarch and at least two witnesses -- whom you kill last -- watching.
Gryphon:	Throw yourself across a mud puddle and let the Consort walk across.
Owl:	Design and build a medieval thermonuclear device.



## GARB REQUIREMENTS

- Anti-Paladin: A black phoenix device cleverly concealed beneath a minimum of seven layers of cloth.
- Paladin: A white phoenix device made of some flimsy material and precariously attached.
- Assassin: Camouflage pants, a faded camouflage T-shirt, and a camouflage bandana. Must bear the Rambo seal of approval.
- Scout: Any size, shape, or color of green cloth, attached to an obscure portion of the players anatomy.
- Magic-User: A bathrobe, usually black, with a length of yellow cloth wrapped thirty times around the waist.
- Warrior: Cut off concert T-shirt, blue jeans. One and a half pounds of makeup and biker jewelry.
- Monk: A karate gi with a grey sash. Must bear the Bruce Lee seal of approval.
- Healer: Low necklines, high heels, French perfume, and a red sash.
- Archer: A bow, thirty five pound or less. Not to be confused with a scout.
- Bard: Any gaudy, taking, bright clothing likely to be seen on a rerun of the Mod Squad.
- Barbarian: The tanned skins of stuffed animals around the chest and lower legs, a pound of makeup.



## THE CLASSES

Monsters:	Like vampires, monsters may only enter a scenario by invitation. A monster may only be played by people with more than four limbs.
Warriors:	Warriors not only have an unlimited selection of armor and weapons, many of them seem determined to carry them all at once. Warriors love to die so much that they do it twice as often as other classes. At thirtieth level, warriors have a five second death and may use a Sherman tank once per battlegame.
Healers:	Professional decorations and prisoners of war, the healer class would be immensely powerful if it had any rules for more than one week at a time.
Magic-Users:	Magic-users love archers and armored fighters. They love them fried, sautéed, or charbroiled. For unknown reasons, the archers and armored fighters don't generally like magic-users. A wizard can blow your arms or legs off just by yelling at you. At twentieth level, a magic-user can kill you while you're still dead.
Monks:	It is said that monks can walk through walls. Looked for, they cannot be seen. Listened for, they can not be heard. At third level, monks can catch bullets in their teeth and walk on rice paper without tearing it.
Barbarians:	Barbarians are immune to magic because they are too stupid to know they are dead. By this same logic, when berserk it takes three killing blows to stop them. A barbarian may heal himself by grazing.



## MORE CLASSES

- Bards:** Bards have certain non-magical abilities due to their innate charm and talent. They glow in the dark. They may enter enemy fortresses and drive them out by performing for them. At tenth level, the bard learns how to actually play a musical instrument.
- Assassin:** The only class with ass in its name. Twice in fact. Probably named thus because that is the most often seen portion of an assassin's anatomy. Experts at concealment, they generally hide a minimum of one hundred feet from the battlefield, a brilliant survival tactic. At third level, an assassin may carry a poisoned staple gun.
- Scouts:** Scouts have certain special abilities, and they can use any armor or weapon that is more than three feet in length, or less than thirty six inches in length. Some of their special abilities include: Earthquake, volcano, walk on water. These are not magical abilities, but a result of the scouts' "special deal" with nature.
- Archers:** Scouts with limited weapons, armor and abilities, the archers were unable to cut a deal with anyone.
- Paladins:** Paladins are immune to magic because God loves them. At twentieth level, they are awarded a halo and the ability to heal by smacking people on the head and crying "Do you believe?". At thirtieth level, they begin to glow and must thenceforward carry a harp. At fortieth level they sprout wings and ascend.
- Anti-Paladins:** Anti-paladins are immune to magic because they are too mean to die. At twentieth level they begin to smell of sulfur and have the ability to poison young minds by playing rock music backwards. At thirtieth level, they begin to smolder and must thenceforward carry a motorcycle. At fortieth level, they grow a tail and the earth swallows them up.