

You are INVITED to attend
a GREAT GAME
woven from threads of history and strategy by the will and flesh of ZAKALWE

Strategists from THREE NATIONS are invited to compete
in planning the orders of a recreation of the Jarmish armies that faced the Commonwealth over the Straights of
Decima in a historical conflict

Your team may consist of up to FIVE, who must be able to enter the HALL OF WORLDS so that they may be
conveyed to Zakalwe's presence

You will have THIRTY MINUTES to assess, plan, expend resources and consider your actions

If you are LATE, it will be deducted from your time available

If you do not turn up, your nation will forfeit its place in the game

If you attempt to break the RULES OF THE GAME your nation will forfeit its place in the game

The orders and achievements of each team will be compared against the others

The team that has achieved the most, in accordance with the factors weighing on the generals at that time, will be
VICTORIOUS and earn a boon from ZAKALWE

YOUR TIME IS

A QUARTER TO EIGHT O'CLOCK IN THE EVENING UPON SATURDAY