

NERO Live Adventure Games, LLC

[Http://NeroLarp.com](http://NeroLarp.com)

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RE: NERO Rule Book 9th Edition Playtest Policy

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Submitting a Rule for Playtest

Any chapter owner can propose a playtest for the NERO Game Rules. However, please bear in mind that many playtest proposals will never become an actual playtest.

In general, we are looking for playtests that meet the overall goals of the NERO Game System. These goals include:

- **Races:** Balance racial advantages, remove disadvantages which restrict play style (ie forbidden classes and weapons). Certain advantages should scale with level.
- **Math streamline:** make the game's math simpler and easier to process. Lower numbers would result in less guesswork in mid-combat math calculations.
- **Increase Game Accessibility:** You should be able to play a full NERO weekend at your very first game. New characters should not be overwhelmed by the game's power level, even if everybody else in the chapter is level 30+. It should be easy for staff members to run the game. Playtests aimed at this objective could explore ways to give newbies more access to game content, or remove set-up paperwork and logistics for game staff. (for example, removing basic common production tags)
- **Character Specialization / Options:** add high cost skills/talents relating to character concept/theme. These should not add significant amounts of power, but make characters shine in certain situations. These should be available to new characters.

All submissions must include an overall goal which the playtest addresses.

Submissions should contain the information needed to review the proposed change and be formatted as editorial notes. (for example: "on page 110, under the heading "skills", insert the following text...", "Add the following item to table 3-8...")

E-Mail playtest submissions to neronationalrules@googlegroups.com.

Playtests may be rejected for the following reasons:

1. Too Complex

A playtest should not significantly increase the game's complexity. We do not want to increase the learning curve or amount of memorization needed to play NERO.

New rules should avoid adding exception to existing rules. For example, a type of scroll which does not follow the standard rules for scrolls.

2. Excessive Logistical Overhead

A playtest should not have a significant impact on the time spent on logistics at a game. Systems that require excess tag generation (outside of normal production) are not likely to be accepted.

3. Does Not Promote Immersion

NERO is intended to be an immersive experience. For that reason, playtests that add a significant amount of OOG calls or marshal interaction (that are not handled off-board) are not likely to be accepted.

4. Unbalanced

While we recognize that certain parts of the game need to be improved, we still want to maintain power between the various classes that exist in the game. Playtests that greatly skew players towards one class or another are not likely to be accepted.

5. Poorly Written

Playtests using poor grammar/spelling, leaving large loopholes, or leaving key concepts undefined/open ended are not likely to be accepted.

6. Does Not Fit with NERO

Some playtests simply do not fit with the current NERO game. These may include, but are not limited to, effects that drastically change the feel of NERO, playtests that fall outside of the NERO setting (steampunk), or simply do not fit the core values of NERO.

7. Does Not Achieve Goal/Goal is not Desirable

All playtests need to have a goal associated with them. Without a goal, we can't be sure what a playtest is expected to accomplish. Playtests that do not directly address their goal, or have a goal that is not considered desirable are not likely to be accepted.

8. Superseded by Another Proposal

There will be times where we receive many different playtests all looking to solve the same problem. While there will be times where we can roll two proposals into one playtest, there will also be times where one proposal is considered more likely to achieve the goal than another.

In the end, the decision to adopt a proposed playtest lies with the NERO National Rules Committee.

What Happens When a Proposal is Accepted?

Once a proposal is accepted, the details of it are ironed out before release. Playtests will run for a period of six months. During that time, players who participate in the playtest are encouraged to provide feedback through a [google form](#) (a type of google document which can be used as a survey). The feedback form for each playtest will be listed next to the playtest itself on [nerolarp.com](#).

For playtests that require build-purchased skills, National may allow build to be re-spent at check-in to pick up those specific skills. Some playtests may only allow the respending of specific build to prevent players from rewriting their characters every event. This information will be contained with each playtest.

The Feedback Process

Once the playtest is accepted, the person who submits the playtest is also responsible for setting up a google form. You will need to access google docs via a google account. This document must be shared with the NERO rules committee (neronationalrules@googlegroups.com) and Joseph Valenti (jvalenti@nerolarp.com)

The survey must contain the following questions:

1. Your real name (text)
2. Your character name (text)
3. Your race (multiple choice: select from list of 13 races)
4. Your class (multiple choice: select from list of 4 classes)
5. Your level (text)

6. Location/date of event at which playtest was used (text)
7. Did this playtest improve your game experience? (scale 1-10 with 1 being “definitely not” and 10 being “definitely”)
8. What, if anything, would you change about this playtest? (paragraph text field)
9. Do you think this playtest should be added to the core NERO rules? (scale 1-10 with 1 being “Definitely not” and 10 being “Definitely”)
10. Any other comments? (paragraph text)

Then What?

After six months, three things can happen.

1. The Playtest is Completed

This is the most common outcome from a playtest. This means that National collected meaningful data about the playtest in question, but it was not successful enough to become part of the NERO LARP Game System. However, this information may be used to shape the next edition of the NERO rules.

2. The Playtest is Accepted

Playtests that are very successful and utilized at most of the NERO chapters may be accepted. They become part of the core game rules. At this point, characters must spend their build on their national character sheet to use playtest skills (when appropriate).

3. The Playtest is Extended

Sometimes a playtest will have successful results, but will require more time to identify its overall impact. In these cases, the playtest will be extended for another 6 months.

END

Thank You

Joseph Valenti