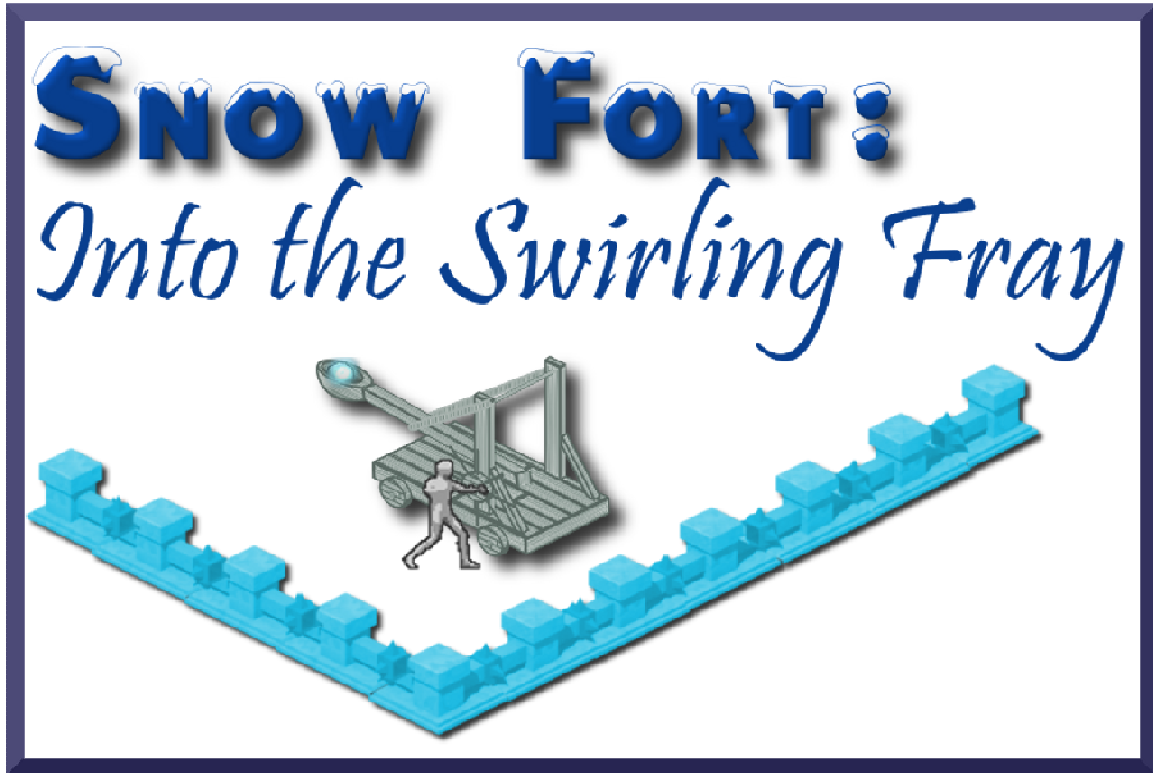


**Snow Fort: *Into the Swirling Fray***



A Proposed Game  
Presented by  
Pazzam<sup>tm</sup> Studio  
To Potential Backers of the

*Kickstarter.com Campaign entitled:*

*Kringle's Polar Challenge*  
Part 3: Virtual Economy and League Play

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## Trading Posts and Concession Stands

Near each playing field are at least two “stores” where you can purchase in-game virtual items with virtual currency. These items impact the effectiveness of your team.

## Virtual Currency

Each “World” (or “Realm”) will have its own virtual currency based on the core currency we call the *Pazzam Token*. The base price of a Pazzam Token will be US \$0.10. The Virtual Economy Manager instantly converts tokens purchased to the *Coin of the Realm* in which you play.

The following table is the basic exchange rate for the Kringle’s Polar Challenge Realm.

Coin of the Realm	Base Value in Pazzam Tokens	Base Value in US Currency
Sterl (Silver Coin)	1	\$0.10
Geld (Gold Coin)	10	\$1.00

## Virtual Goods

In relation to the real world, virtual goods are in fact digital services designed to enhance game play.

Every virtual item within this game will be evaluated according to the following criteria and assigned a grade.

Game Impact	None, Minor, Substantial, Extreme
Reliability	Irrelevant, Unreliable, Reliable, Very Reliable
Durability	Fragile, Average, Durable, Very Durable
Utility	Specialized, Limited, General, Universal
Artistic Detail	Limited, Average, Detailed, Featured
Sound FX	None, Limited, Complex, Featured

Grade	Typical Cost in Virtual Currency	Typical Example	Cost of Example
Bargain	1S – 5S	A Cup of Hot Chocolate	1S
Value	2S – 1G	Snowball Slingshot	5S
Quality	9S – 3G	Good Snowball Cross Bow	1G
Choice	2G – 5G	High Capacity Sleigh for Hauling	4G
Top-End	3G – 10G	Long Range Catapult	10G



## Artistic Detail and Sound Effects

Part of the fun of buying virtual goods is how they look on your screen, and how they sound when you use them. Pazzam Studio uses top-notch artistic talent to achieve aesthetically pleasing virtual goods. The more detailed the art or sound effect, the higher the grade of the item, even if there is no other game impact.

The art at the left, by Grammy nominated artist, Sam Noerr, is an example of what a “Featured” art item might look like.

*[This specific item is part of the concept art for the Naughty or Nice Index game.]*

There will be certain exclusive or customizable game items available with enhanced art. Customization adds to the attractiveness, and therefore price of an object, but not to its game impact.

## Game Impact

Items can impact the game in a number of ways. Examples include:

- They can increase or decrease current attributes.
- They can heal (or fix) or damage game objects (including characters).
- They can speed or slow the time it takes for a player to do something.

Items also have an *Encumbrance Value*. Encumbrance is a function of weight, size and shape. The heavier, larger or more awkward something is the higher its Encumbrance value.

Items can be *containers*. Containers have a size/weight capacity and allow the consolidation of encumbrance values.

## **Reliability and Durability**

Reliability is how likely something is to work when a player uses it.  
Durability is how long something lasts before it wears out.

For example: A cup of hot chocolate has very little durability (you can only use it once), but is very reliable.

## **Utility**

Utility is indicative of how many different ways an item can be used.

Some items can be used in other games or even other realms. Some items may have multiple game effects. Specialized items can only be used for one thing within a game.

## **Concession Stand Items**

A Concession Stand will be found near each playing field. Concession stands have consumable items such as hot chocolate, hot dogs and fruit cake.

## **Trading Post Items**

Trading post items include things such as:

- Snow Shovels
- Sleds
- Catapult Kits (lumber and hardware)
- Tool Belts
- Snow Throwers
- Snowball Makers
- Snow Block Packers
- Backpacks
- Braziers
  - Coal and/or Bundles of Switches for fuel
- Thermal Bottles
- Ammo Pouches
- Hot Chocolate Urns
- Buckets

Each of the items listed above would be a Bargain, or Value item.

## ***League Play***

### **Organized Leagues and Experience Points**

Organized Leagues are formal groups of teams in which the coaches agree to play a season against each other to eventually determine a champion. This is assumed to be the usual mode of play for a team. The Organized League system also includes the registration of players, being fit into a schedule of games over a season, the right to earn a place in championship play, and to be part of a group of coaches you wish to compete against. (Each Team may only be a part of 1 league. However, a Coach may be a coach of several different teams.)

Experience points are awarded to teams to allot to players, increasing player effectiveness. They are awarded for playing games, winning games, rank position at the end of a season, and placing in championships and tournaments.

### **The Open League and Experience Points**

The Kringle Open League is designed to allow an individual Coach or Team to exist outside of an organized league and still compete against other teams. There is not a schedule of games, nor is there ranking or championship play. The designation of this league does allow for a team to have registered players during a “season of play,” which is considered to be 30 calendar days.

Experience points are only awarded to allot to players for winning games. Open League teams may participate in tournaments, but are not awarded additional experience points beyond winning games.

### **League Commissioner**

A League Commissioner is a person who has coached the first 2 levels and chooses to organize a league. Initially this will be an open invitation, but may become more restricted in the future. It is the expectation that Kickstarter Backers will comprise the bulk of the original league commissioners.

#### *Responsibilities of a League Commissioner:*

Get at Least 4 Coaches, No More than 10 (Commissioner must be one of the coaches)

Schedule Season Start, Season End (around a month at most)

Schedule Games

- Exhibition: Injuries Limited to Minor
- Regular Season
- Post Season

Determine Championship Method:

- Win/Loss Record

- Round Robin
- Single Elimination Tournament

Note: Mid Seasons Starts are all Exhibition Games (i.e. late entry of a team).

## League Fees

Team fees are paid once per season per team, based on play level.

Registered Player fees are paid, based on play level and player tier, once per season.

### Team Registration Fees

League Level	Level Name	Team League Fee
3	Community	1 G
4	Farm	2 G
5	Minor	3 G
6	Semi-Pro	5 G
7	Pro	10 G

### Player Registration Fees

League Level	Level Name	Fee per Registered Player per Player Tier
3*	Community	1 S
4	Farm	2 S
5	Minor	3 S
6	Semi-Pro	5 S
7	Pro	10 S

\* Note: Level 3 only allows each team to have 5 registered players per season. As the level of play progresses, more registered players are allowed or required per team per season. Experience points may only be allotted to registered players.

**To Download Parts 1 & 2 of this Specification Visit [Pazzam.com](http://Pazzam.com)**