

## **The Heralds of Pulp City (ver. 1.0 January 2009)**

*Beyond time and space, a mysterious organization called Infinite Hourglass trains the most skilled assassins, the Heralds. Whenever the time streamline is breached, whenever the civilization is leaning too much towards the good or evil, a cyborg killer is dispatched from the Infinite Fortress to snipe the target and quietly retreat.*

### **I. Heralds**

Pulp City Herald is a Pulp City fan who helps to support the game on the regional level. In return, he gains access to all sort of previews, helps to shape the game and the setting and last but not least is able to redeem his/her efforts for Pulp Monsters merchandise including some Herald-only miniatures.

By becoming a Herald you don the superhero mantle and thus represent all that Pulp City game stands for: fun and friendliness.

As the structure grows, we will appoint Master Heralds who will take care of the program on the national/state level.

To become a Herald, following requirements need to be fulfilled:

- A Herald must be 16 years old or older,
- A Herald must fill out the Herald enrollment form,
- A Herald must send pictures of two Level 5 (two Level 1 miniatures and one Level 2 miniature) assembled and painted teams of Heroes and Villains (one each) along with the form.

### **II. Herald duties**

Herald's main duty is to spread the word about the game and present it to new players.

1. Demo - a demo is a game that involves at least 2 new players. For your demo to be Heralded, you need to fill out the demo form and post a forum's report with several (3-5) pictures of players and the gaming board. Demos score 5 Herald points.
2. Con Demo - a con demo is a game that involves at least 2 new players and takes place at a local gaming convention. For your demo to be Heralded, you need to fill out the

demo form and post a forum's report with several (3-5) pictures of players and the gaming board. Demos score 10 Herald points.

3. All demo games need to be heralded at [forum.pulp-city.com](http://forum.pulp-city.com) at least 7 days prior to the event.
4. A demo needs to be held at LGS or a gaming club. A demo needs to be opened to the public.
5. When describing a demo, make sure you include website address of the location and the email to its owner/manager.
6. A demo will score Herald points only once in a calendar month at the same location i.e. you can't score with demos held at the same store every day.
7. Herald may gain 1 Herald Point for posting his miniatures in blogs and gaming/miniature oriented websites and forums such as [Coolminiornot.com](http://Coolminiornot.com) etc. You may gain up to 3 Herald points this way a Month.
8. Herald may gain 1 Herald Point for entering your Pulp City miniatures in varies painting contests, online and offline. You may gain up to 3 Herald points this way a Month.
9. Herald may gain up to 15 Herald Points by organizing a Pulp City tournament. The amount of HP is based on the number of participants. The tournament must be proceeded in the format announced by Pulp Monsters (details on 26<sup>th</sup> of January).

### **III. Herald Points**

A Herald may earn up to 15 Herald Points a Month. All or any number of Herald Points may be redeemed at any time. Each Herald Point is worth 1 Euro in the online store. Heralds gain access to special items that will be Herald-only and are 1 per Herald. The cost of these will be announced, first exclusive item to be released is the Herald miniature with gaming stats. All Heralds cover the shipping costs as these are not purchased with Herald Points.

### **IV. Summary**

Remember that Pulp City is all about fun and gaming in a friendly environment. We'd love all new players to feel that way and that is the Herald's biggest responsibility. Pulp Monsters restrict the right to modify the terms and conditions at any point.