

Wolf Den Games

RPG Miniseries Campaign Policies

Nine-Session Miniseries	\$ 175	<i>per player, prepaid</i>
Friend of the Den Discount	\$ -20	<i>for current active members</i>
Same Household Discount	\$ -10	<i>each player past the first</i>
Wolf Den “Event Voucher”	\$ -10	<i>limit one voucher per player</i>

RPG Miniseries Perks

- **Friends of the Den** receive **Two Months** of Loyalty Credit
- **Non-Members** receive
 - **Two \$5 off Coupons** for Wolf Den Games Retail
 - **Two Game Den Day Passes**
- Participation in a miniseries campaign does not confer “Friend of the Den” status.

RPG Miniseries Details

- **Nine Sessions** will be scheduled, using the same timeslot each week.
- To allow the Game Master (GM) one planned break and some flexibility, please plan for the series to last **up to 12 calendar weeks**, meaning we allow for between one and three weeks off.
- Sessions will last **4 hours**, with up to 15 minutes of optional overtime at the GM’s discretion.
- Payment can be made in full or in two equal parts, with the first payment due before Session One and the second payment due before Session Three.
- If a player misses a session, the GM will make all reasonable effort to include their character in the storyline. Remote play via videoconference is available but a refund cannot be offered.

“Session One” is partially refundable

- In your first session you will spend up to half the session creating your character and imagining enough backstory for the GM and other players to connect with.
- After your first session you can decide if the game is for you. We will issue a refund if you do not wish to continue. Due to the nature of a miniseries, \$15 of your prepaid amount will be treated as a non-refundable deposit.

Ensuring a Good Fit between Game and Players

Styles of playing tabletop roleplaying games are personal and idiosyncratic. Sometimes a player and their group are simply not a good fit. Other times players may not be aware that they are failing to follow the Wolf Den Games Code of Conduct. If conflict arises, Wolf Den Games and the GM will make all reasonable efforts to mediate between parties who are experiencing discomfort, provide immediate constructive feedback, and offer solutions if warranted, including partial refunds and game reassignment. Wolf Den Games reserves the right to end the relationship with a player when other solutions are not feasible.

Policy current as of March 2024