

Tech spec. for MASSIVE BATTLESHIPS by Mufti Games

Sign up

Sign-up process agreed in consultation with promoter/festival. Mufti Games team to manage on site. We suggest:

- One sign-up location only, sited at game station in area with most footfall
- One or two sign-up slots per day, immediately before game play sessions - sign up details to be listed online and in print where possible
- No sign up permitted for next day's play
- Sign up in advance only for identified/invited groups

Gameplay

- 2 x game blocks, one in the morning and one in the afternoon
- 1hr per game including turnaround
- Ideally 11am, 12pm and 3pm, 4pm.
- The recommended game play age is 7+

Game Set Up

- 2 game stations at least 60m apart (preferred distance 100-150m apart, maximum distance 200m although further is possible in consultation with promoter)
- There needs to be clear line of sight between the 2 game stations, with no significant obstacles above chest height in between (e.g. bushes, buildings, street furniture etc)
- Game stations to be of a similar altitude (i.e. the game won't work if one is looking down on the other)
- Game stations need to be flat level ground, measuring at least 5.5m x 5.5m, with a 3m x 3m clear space within that for the fleet grid/bench clear of any obstacles, street furniture etc
- The height of the structure is 5m (including flagpole)
- Game to be played in full daylight by 2 teams of up to 6 people per team
- people can store their belongings in a wooden box provided by us

Set, props, objects etc

Each game station contains the following significant objects:

- 'Fleet grid' - 0.5m raised wooden stage measuring 3.2 x 3.2m with flag pole (3m tall)
- 'Target Grid' - a fixed, freestanding vertical perspex board with metal frame
- 'Flashcards' - a number of wooden plywood signals, mainly A2 sized
- Various crates/boxes etc

Sound and power

Each station is equipped with a portable sound system (minirigs). we require a secure location with mains to charge 4 x minirigs and 1 x rechargeable battery kit overnight.

Stewarding

The Mufti Games team run all aspects of the game play, including facilitation/performing, set-up, get-out and sign-up on the day. We require 2 stewards (one to man each station) during break in play over lunch-time (typically 1-3pm max) when playing a full day.

Overnight

The fleet grid structure and bench can be left outside overnight providing that:

- We are permitted to cover the structures with tarpaulin (we tour)
- We are able to securely store 2 x plastic boxes and the minirigs (on charge) overnight, within short walking distance of game-play area
- The two game stations can each be fenced off with 7x pedestrian harris fencing, provided by festival/promoter
- The area is patrolled by security 24hrs and they are briefed that the structure isn't to be climbed on