

Goblin Stamp Redemption Policy©

(last updated 3/02/2007)

The Goblin Stamp Redemption Policy is not in force to decrease the value of any particular volunteer's time or effort in helping NERO, it concentrates on maintaining game balance and an even playing field for all NERO ® players at all NERO ® chapters.

All out-of-game efforts made by members should be rewarded with Goblin Stamps. Later, the Goblin Stamps can be converted to blankets of experience or other approved reward like production items.

Goblin Stamps can be used at some chapters for out-of-game benefits, but most often players convert their hard-earned Goblin Stamps into in-game benefits of some sort.

The compensation and conversion rates are becoming standardized for reasons of game balance. The new standard reward for helping shall become Goblin Stamps. If someone turns in a character history, weapons, tabards, or packets, they get Goblin Stamps. If someone NPC's, they get Goblin Stamps.

Staff members may receive Goblin Stamps that they may choose to redeem as Goblin Blankets as described below, and are subject to all of the limitations of Goblin Blankets as normal. There is no such thing as a distinct "Staff Blanket" that can be given out as a reward for a Member staffing a chapter that bypasses or ignores the limitations of Goblin Blankets.

Goblin Points from all NERO Chapters are accepted into the NERO Online Database.

Transferability of Goblin Stamps: Goblin Stamps are not transferable to other players, in any way except when first received. For Example, an entire group of people may be volunteering their time and effort for NERO. In this case, it is quite acceptable to allow the Goblin Stamps to be distributed evenly among more than one person, as long as it is done at the time they are awarded. For instance, 5 people might make a total of 600 spell packets for NPC camp. When the packets are turned in to monster camp, the Goblin Stamps may be distributed evenly amongst all five of the volunteers. Now imagine that one person made all the packets, and received all the Goblin Stamps. To allow that person to transfer several hundred of his/her Goblin Stamps to one or more friends who are at an event next month so they can spend 100 Goblin Stamps, and possibly burden the game, would be inappropriate.

Redemption of Goblin Stamps: Goblin Stamps are usable in the same capacity by all NERO Members at all NERO Chapters. NERO Chapters should let you use up to 100 goblin stamps to turn into production points to purchase in-game production point items. Only some of the new chapters that are running low level campaigns restrict production items that are brought into the game. Production items created using goblin points are always marked Unrestricted. Any additional productions items distributed must be marked LCO and be directly associated with a plot line. Further, LCO production items decrease the coin that can be distributed at a rate of 5 copper per production point.

A). Goblin Stamps may be redeemed for Production Point Treasure or Silver Pieces, or any combination thereof, dependant upon the chapter. The Goblin Stamp to level of production item exchange rate is 1 goblin point to 1 level of a production item. The maximum amount of production treasure received is equal to 100 levels of production items, per character, per calendar month. The maximum amount of Goblin Stamps redeemed at any one chapter, in one month, is one hundred (100). This means that if there are two events in the same month, a player may NOT redeem 100 Goblin Stamps twice in the same month from the same chapter. They

could redeem 50 levels of production from two or more chapters if they have Goblin Stamps at both chapters. The goblin point to silver piece exchange rate is 1 for 1. So a player with 100 Goblin Stamps could request 100 silver pieces (10 gold pieces), though the chapter does not need to produce the coin if it would burden their game, or the chapter may choose not to utilize the goblin points to silver policy as a whole.

B). A “Blanket” of experience may be earned by redeeming 50 Goblin Stamps. Called the Goblin Blanket or Plug-In Blanket, the maximum number of blankets earned in this manner is equal to 1 blanket per weekend, per character. This maximum is applied to the character, regardless of how many different chapters the player has earned Goblin Stamps at. This blanket is above and beyond any blankets earned for events actually attended.

C). Goblin Stamps may be redeemed to “buy back” the 3rd death or higher of any character. You can never buy back your first two deaths. Buying back deaths can never be done in the middle of an event. The cost for each death that is “bought back” is 100 Goblin Stamps.

D). Production Items made using Goblin Stamps have a life between 23 and 24 months.

Chg Log – 3/2/07: Clarified that Chapter Staff cannot receive additional blankets that bypass the limitations on earning or redeeming Goblin Blankets.

Chg Log - 9/11/2006: The NERO Office clarified that Goblin Points from all NERO Chapters are accepted into the NERO Online Database and that Goblin Points are usable in the same capacity by all NERO Members at all NERO Chapters. NERO Chapters should let you use up to 100 goblin points to turn into production points to purchase in-game production point items. Only some of the new chapters that are running low level campaigns restrict production items that are brought into the game.

Chg Log - 5/10/2004: Added article D under redemption of goblin stamps.