

# *TribeNet*

## *FAQS*

### **INTRODUCTION**

Please regard the comments below as broad and generic. They are designed to give you something of the feel for TribeNet without addressing the specifics. The next set of materials “Rules at a Glance”, “Beginning Rules”, “Orders Template” and “Clan startup status” will take you into the game proper. You should call for these as soon as you like. Invariably questions will arise for you and to guide you through these we have some Facebook forums along with a mentor system. The sooner you can get chatting to other players the sooner you will feel part of it all.

### **DESCRIPTION**

TribeNet is an immersive PBEM game set in a dynamic multi-player world.

If you have played Civilization, Diplomacy, Settlers of Catan (or PBEMs such as Tribes of Crane or Eressa) you will get something of the idea of TribeNet by combining some of the central elements of these games. However, unlike games that require immediate responses or the commitment to continuous blocks of time, TribeNet is for players who like to ponder their response over a few days and negotiate with other players during this period.

Initially, your Tribe is nomadic. You know little about your environment and you have but a handful of skills. Each turn you advance your skills and gather resources to help your people survive and develop. Players continuously learn more and more about the TribeNet world and its possibilities. You are only limited by your imagination and the choices you make for your people.

You do not need to play the game aggressively to succeed and aggression is by no means embedded in the essence of the game. Rather your degree of success will more likely depend on your capacity to conduct diplomacy and negotiate around areas of mutual interest and conflict. And your creativity and imagination!! TribeNet might be regarded as an ongoing story about a world with a past, present and future into which each player contributes.

## QUESTION

Is TribeNet Web Based? Are there any special system requirements?

## RESPONSE

No – it is not a real time game (or Web game) but rather a turn based game conducted via email (no postal mail accepted). There are no system requirements other than being able to send and receive email and a copy of MS Word or Excel. The general philosophy is that your chance of success does not depend on how often, when, nor for how long you can log-on. There is a lot of diplomatic and political discussion mid turn, but this can be conducted at your leisure and is not “hot seat” driven. As a consequence, there is not a great deal in terms of graphical interface, relying largely on that old-fashioned idea “imagination”! In addition, there is much fuller documentation than found in many Web Based games. Although turns are database processed the game is NOT computer moderated.

There is a webpage for the game and a number of players use Facebook to conduct negotiations and other game matters.

<http://tribenet.com.au/>

## Facebook

<https://www.facebook.com/groups/TribeNet/>

<https://www.facebook.com/tribenet.pbem>

## QUESTION

How long has TribeNet been around? I ask because I am sick of enlisting in promising games that fold when the GM finds a “real” job.

## RESPONSE

I have been running TribeNet since 1997. It grew out of a game called Tribe Vibes, which started in 1987 so the TribeNet genre goes back over 20 years which places it as a seminal contributor to games of this genre. While it is not my full time job it is the main part of how I conduct my working life.

## QUESTION

Does TribeNet cost anything to play?

**RESPONSE**

TribeNet is a commercial game but the **first six months are free (13 turns)** for you to try it out and consider whether worth paying for. Should you decide to continue **the next six months are then half price**. The ordinary costs are about \$6.00 per turn/two weeks to play a basic position beyond that first 12 months. Some people are reluctant to pay for an untried game, especially when there are so many free offerings on the Internet. But it is unlikely you will get the depth, longevity, reliability and personal interaction (with other players and GM) in free games. In essence, free games give you what you pay for. On the question of whether TribeNet is value for money, well players have voted with their feet for a long time. But by most measures the costs are modest - the equivalent of one cup of coffee per week.

PayPal is the usual vehicle for payment. All documentation is free. You might also run a position as a team of two or three players, working together on strategies etc. In this case you would be sharing the costs.

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