



# Example Welcome Script 2025/07

Downloaded from [playculture.com](https://playculture.com)

## While People Arrive

- Check if attendees have installed the PlayCulture app and made an account
- Advise to switch off power-saving modes as they can disable GPS

## Introduction

PirateGold is a dastardly, competitive pirate role playing game! Marooned on an island that conceals a bounty of treasures, the aim of the game is to set sail with as much plunder as possible. Assemble a rich crew, beg, steal, borrow, or do whatever it takes!

The game takes place half in the real world and half on the app. The goal of the game is to leave the island on a boat with as much gold as possible. Usually this means teaming up with other wealthy pirates.

## App

- Direct players towards the in-app Tutorial for PirateGold so that they can see an example of the game screen. Tap the 'Tutorials' button on the Game page (far right hexagon icon in the main top menu)
- The game will also take place on this page

## Trading Post

- The Trading Post is a safe zone where you can buy and sell items. No murder inside the shop!
- You can buy physical items like swords and rope by bartering with the shopkeeper

- You can buy other items and roles by opening the shop page in the app. You have to be near to the Trading Post or scan the shop's QR code to open it
- (Non-Ghost Mode Only) If you die, the shop is where you go to be reincarnated

## **Swords and Combat**

- Swords can be purchased from the shop and can be used to murder each other in the traditional manner. You have to hit the body (limbs and head don't count)
- If you're having a duel and it's unclear who got hit first, just take a few steps back and go again. Be kind and work it out between you
- Swords are one-use - you only get to use each sword for one murder
- The murdered person has to take the sword that killed them and return it to the nearest Trading Post
- Swords can be passed between players, but not thrown. If you find an unattended sword outside of a shop, it's yours!
- Ropecuffs (Optional) - If you have a rope as well as a sword, you can (fake) tie people up. First hit the person with the sword, then you can choose if they are dead or if you want to tie them up. If you choose to tie up, pass them the rope and tie a knot in the loose end. That player now has to hold the rope and follow you if you lead them until someone unties the knot. Do not actually tie anyone up!

## **App Screen - Top Status Bar**

- On the left is the remaining game time counting down
- On the right is your Wanted Level (between 0 and 5 stars). If you have a wanted level you might be pursued by Kingsmen and you can't buy new items. If you want to (and have the gold) you can pay off your bounty at any Trading Post

## **App Screen - Death Button**

- If you have killed someone, or have died, tap the death button and scan each other's codes. The person who has died will see a countdown timer. They must stand still and cannot do anything else. If the timer reaches zero and the murderer hasn't scanned your code, you are still alive and can continue playing!

- If multiple deaths happen quickly, scan each other's codes in the order the deaths occurred
- If you kill someone you get all of their items, both real (eg swords) and in the app (eg gold, boats, maps). You don't get anything they have buried in chests
- If you are dead, take the sword that killed you to the nearest Trading Post
- (Non-Ghost Mode Only) After a short timeout, your game leader will reincarnate you at the Trading Post
- (Ghost Mode Only) After dying you will become a ghost and collect aura. Once you have over 1000 aura you can reincarnate yourself. You will come back to life with 10% of your aura as gold

### **App Screen - Avatar**

- Tap your avatar to open your QR code
- Use this to send/receive items and to join boats

### **App Screen - Items Page**

- Shows everything you own (gold pieces, gold bars, gemstones, special items)
- Some items like maps and boats can be opened by tapping them
- Tap the exchange arrows to send an item to another player

### **App Screen - Dig Page**

- Allows you to dig up and bury chests
- Chests are geo-positioned, so if you bury a chest in a specific location you will have to return there to dig it up
- If someone else digs where you buried your chest, they will find it. Careful not to let people see you burying chests!
- If you have lots of valuable stuff, it's a good idea to bury some. That way if you are killed you won't lose everything
- The deeper you bury a chest the longer it will take to dig back up . You have to stay still when you are digging or your dig will be cancelled

### **App Screen - Maps Page**

- Maps show a compass and a distance to their target location
- You can create your own maps, which will lead you back to where you were when you made the map

### **App Screen - Boats and Harbours**

- Harbours are where you go when you are ready to board a boat and set sail to finish the game
- You can only set sail if you have a boat and when the tide is high, which will happen towards the end of the game
- Boats can have between 1 and 9 seats
- Tap the boat in your items and it will lead you to the nearest harbour, then you can board your boat
- As the owner of a boat you are a captain, who can add other players to the boat by scanning their codes
- Leave at least a few minutes to select your crew and set sail
- Once you set sail your game is finished and you can come back to the meeting place
- If you fail to leave the island you will be shown as a landlubber on the leaderboard!

## First Actions

- You can divide into teams if you want to, but you don't have to stick to these teams
- When the game begins you will get a treasure map that leads to a chest, but remember these chests are randomly generated, so it might not be possible to get to them. If your map leads you somewhere wet, dangerous or private, consider your chest lost
- If you can't find your starting chest, you'll have to resort to clever tactics
- If you have any trouble or need some ideas, come back to the Trading Post and we'll help you out

## Safety

This is where **you need to communicate your own safety advice**, including anything specific to your people or playing area.

Here are some additional suggestions:

- (For shared spaces) Other people are also enjoying this space today. Remember that non-players always have priority over us. Give any non-players lots of space and make sure you don't disturb anyone who might not want to be disturbed

- (Safeguarding) If you experience any behaviour that you're not happy about, either from anyone within this group, or anyone else you come into contact with, please come and tell us straight away
- (General) Games can be very exciting, but please remember to take care as you are playing today. Don't run around blind corners or across roads. You shouldn't do anything that feels unsafe. Look out for each other and remember, it's just a game!