

The Newcomer's Guide to the HackMaster Association: Building an Empire and Securing A Place in History

(version 1.1)

Welcome! If you're reading this guide, then you probably know something about the HackMaster roleplaying game and are interested in helping spread its glory throughout the land.

On the other hand, if this is your first exposure to HackMaster, take a step back and go to the HackMaster section of the Kenzer and Company website. Review the Basics and the Example of Play, and if you have more questions, take a look at our online discussion forums, where you can add your own questions and comments. You can find HackMaster products on our online store, or in the best gaming stores around the world. Once you've experienced the glory of HackMaster, come back here and read on.

What is the HackMaster Association?

The HackMaster Association (HMA) is a member-driven organization dedicated to providing play opportunities and support for the **HackMaster** roleplaying game. Or, in simpler terms, a worldwide club of HackMaster GameMasters and Players.

Of course, like any club, if you just pay your dues and do nothing else, you won't get much out of it, other than a variety of downloadable and online perks, and the ability to say "I'm a member of the HMA!" To get the most benefit out of the HMA, active participation is essential.

Participation and Membership

You join the HMA so you can proudly say you are a member, but you stay active in it because it gives you a sense of camaraderie – you know that others out there share your passion. You're the kind of member who organizes HackMaster demo games at your local store, who continues to make the annual trip to the National or World Championship, who runs events at conventions, who writes articles for the HackJournal, who frequently posts on the HackMaster discussion forums, and so on. You want to share what you do, and your membership in the HMA gives you the connections and legitimacy to do so. And you enjoy it.

To become a member, you first must choose what branch of the HMA you wish to join. Summaries are provided below, but you may consult the HMA Charter for full details. You can find the current charter in the Downloads section of the HMA website at: <http://www.kenzerco.com/hma/main/index.php>

The **HMPA** is the Player Association branch. HMPA members receive access to private features of the HMA website, register sanctioned characters, play in named HMA groups, and participate in HMA tournaments.

The **HMGMA** is the GameMaster Association branch. In addition to the privileges granted to players, HMGMA members may be GameMasters for named HMA

groups, run adventures in tournaments, and form official HMA chapters (usually a conglomeration of multiple groups in a region).

Both HMPA and HMGMA memberships are further broken down into Full or Sidekick memberships. Sidekick memberships (\$9.99) are a good bargain for HackMaster players or GMs with limited income, but Full memberships (\$24.99) give you more benefits than Sidekick memberships – and there are even more Full members-only benefits being planned for the future!

With the **Sidekick** membership, you are eligible to play in HMA-sanctioned events, and you receive reserved convention seating at Kenzer and Company events (including Live Readings, Meet and Greets, and others as available). You also may run your HMA-sanctioned characters at official HMA tournaments and events.

With the **Full** membership, you receive all the privileges granted to Sidekick members, as well as access to the official quarterly online magazine, the HackJournal (available in PDF form from the HMA website). Full members can download a variety of game-related downloads (as well as advance PDF previews of upcoming products), are eligible for the HackMaster Player Character of the Year award, and receive a certificate for a unique magical Serial Numbered Item upon reaching member level 4 (see the HMA Charter).

Full members may place free advertisements in HackJournal (limit of one ad per issue, 250 word max.), and may also place free advertisements on a special page in the Knights of the Dinner Table comic magazine known as Weird Pete's Bulletin Board (limit of one ad per issue, 25 word max., as available). Kenzer and Company also provides full HMA members with occasional online coupons for discounts on the web store, and an additional \$25 of merchandise when ordering a "grab bag" (grab bags are annual web store specials).

Applying for Membership

To join the HMA, simply follow the appropriate link on the HMA website, or mail in the application form at the end of this document. Once your application is processed, you receive confirmation of your HMA number, login and password for the HMA website. Your HMA number allows you to sign onto the HMA website, and is also used by event organizers and GMs to report your play.

You should receive your HMA membership card and pin, along with Player or GM coupons, in the mail within approximately 2-3 (two to three) business weeks, barring any unexpected delays. Although you will probably memorize your HMA number, be sure to have your card on hand whenever you attend an HMA-sanctioned event.

What's in an HMA Number?

Your full HMA # is configured as in this example: CA-1-02000-05. Let's look at each individual portion below.

1) The letters before the first hyphen are your location. US residents use the standard two-character abbreviation for their state as used by the United States Postal Service. Foreign orders use the internet country code suffix, unless this conflicts with the two-character USPS abbreviations for US states.

For example...

Australia: AU

Canada: CAN (CA conflicts with California)

England: UK

Germany: D (DE conflicts with Delaware)

Norway: NO

Spain: ES

Sweden: SE

Denmark: DK

APO and FPO addresses: US

2) The next entry is your member level. This is always 1 for new members. If you advance in level, you may order a new badge with an updated number.

3) The third entry is your personal HMA number – a five-digit number ranging from 00000 to 99999. Whenever a member joins the HMA, they receive the next available number. Your full HMA number should be a point of pride, but all you really need to remember is this personal number (this was 02000, or 2000, in the above example).

4) The fourth number is the last two digits of the year you joined. For example, if you joined in 2005, the last two digits would be 05. (The HMA was formed in 2001, and any member with a 01 at the end of their number should be particularly respected.)

Looking back at the above example, a member with full number CA-1-02000-05 would be from California, a 1st-level member, with personal HMA# 2000, and who joined in 2005 (05).

More Questions about Membership?

Email the HMA Manager at hma@kenzerco.com. This document will also be updated as needed.

HACKMASTER ASSOCIATION MEMBERSHIP

Need to send in your HMA membership application by mail?
Simply fill out the form below and mail it to to us. DO NOT SEND CASH.
Note: We do not sell or otherwise distribute any of your personal information.

Membership (circle one):	Player	GameMaster
Annual Rate (circle one):	Sidekick (\$9.99)	Full (\$24.99)

Purchaser: _____

Billing Address: _____

City, State/Province: _____

ZIP/Postal Code, Country: _____

Phone: _____

E-mail: _____

Member Name (if different from above): _____

Shipping Address: _____

City, State/Province: _____

ZIP/Postal Code, Country: _____

Phone: _____

E-mail: _____

Payment (circle one): **Check (enclosed)** **Credit Card**

Credit Card Type (circle one): **Visa** **Mastercard** **American Express** **Discover**

Credit Card #: _____

Credit Card Expiration Date: _____

Mail to: Kenzer and Company, 511 W Greenwood Ave, Waukegan, IL, 60087, USA
