

# NERO<sup>®</sup> Universal Evaluate Item System

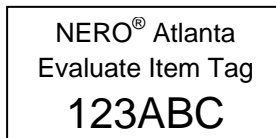
## Purpose:

The purpose of this system is to standardize the *Evaluate Item* skill system across all NERO<sup>®</sup> Chapters making it more useful to players. This will create a single system for identification of these items and will also allow for Unrestricted transfer of such items from game to game within the NERO World. This effectively creates another layer to the in-game NERO Economy. This is the ***identical*** system used by NERO<sup>®</sup> Chapters in GameForge™ and is for those chapters that are not using GameForge™ so that everyone is using the same system.

## Details:

All chapters using this system must follow the same formula for the creation of these tags, as follows:

1. The issuing Local Chapter Name must be on each tag they issue.
2. These tags do not expire (just like gold), but must have a phys-rep (which must stay with the tag).
3. Items issued as tags only (with no phys-rep) must have expiration dates no greater than 2 years.
4. Players are not allowed to write on the tags or items as this defaces the item and/or item tag and circumvents the Evaluate Item system.
5. These item tags should be treated exactly like NERO<sup>®</sup> Coin in every way; the face value of an item can be used as NERO<sup>®</sup> Coin can be used for (max-out, trade, purchases, bribery, etc).
6. The value of the item counts against the Treasure Distribution System for the issuing chapter. Disregarding the Treasure policy may flood the game and therefore destabilize the system (and in-game economy).
7. Each tag must use the 6-digit system code as outlined in this play-test (below).
8. The tag should look something like this (replace with your chapter name):



## System:

The Evaluate Code is 6 digits - NNNLLL

- First 2 numbers are random, ignore them.
- Third number designates the denomination value of the item.
  - Copper = 1, 3, 9
  - Silver = 4, 5, 6
  - Gold = 2, 7, 8
- The set of three letters is the actual number value of the item.

|          |          |          |          |
|----------|----------|----------|----------|
| F, V = 0 | E, M = 1 | Q, S = 2 | X, Z = 3 |
| K, N = 4 | G, T = 5 | C, L = 6 | B, Y = 7 |
| H, A = 8 | D, P = 9 |          |          |

- ***Example One:*** The Evaluate Code # 067FVA has a value of **8 Gold**. [Breakdown: 06 (ignore), 7 (denomination= gold), FVA (F=0, V=0, A=8). Value of item is evaluated to be 8 Gold].
- ***Example Two:*** The Evaluate Code # 954FCC has a value of **66 Silver** [FCC = 066].

