

# **The Kidnapping**

**Sat, Jan 27, 2007**

**@ 8:pm GMT/3:pm EST**



**Hosted by the Sirens of Atys and Riveit.**

# THE STORY



I need your help. Not long ago I enter a business relationship with Aqaulu not knowing what I was getting into. Back then I was desperate. I have a family to support, and a small imports business that has caused me nothing but problems.

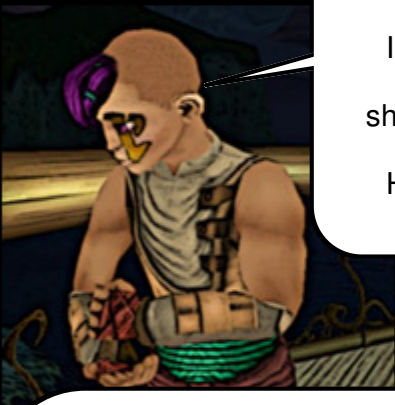
He offered to help and I took it.

In the beginning all was well, that is until he decided to raise the interest of our agreement, forcing me to render half of my resources.

Needless to say, my income begun to thin-out, and my investments became a burden; I was soon to lose everything.

I went to see Aqaulu in hopes a new agreement can be made. I was not ready for what he was about to ask. I should have said no, but at the time I had no other choice.

He asked for my youngest daughters hand in marriage. And I said yes

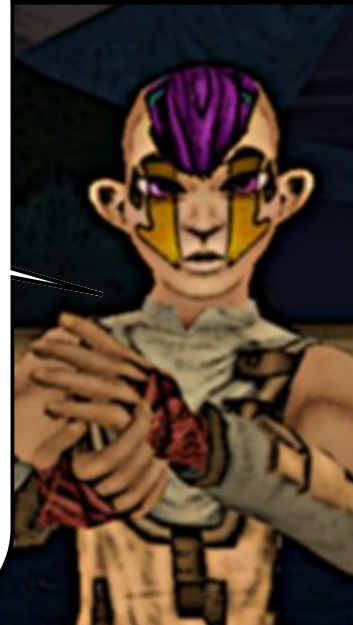


Wandaxia did not take the news as I had hoped. She instead ran away, but my wife found her and brought her home. I had no choice but to continue as plan.

The day of the wedding we all portray the happy family, even though I was breaking my daughter's heart... I could not even look her in the eyes.

What she did not know, what nobody knows, is that I contracted an assassin to take out Aqaulu. But it went wrong. At the wedding, after they killed Aqaulu, they kidnapped my daughter. And, now are asking for a ransom I cannot pay.

I need your help. If you can start a rescue team to get back my daughter safely home? I will pay you a months earnings...



**SEE NEXT PAGE FOR REWARD**



## **GAME CONCEPT**

Rescue teams must search, locate, and rescue the bride (Wandaxia) from the kidnapers. After all kidnapers are eliminated Wandaxia will yell for Help! Indicating she is open for a team invite. She will accept the first invitation sent. She will then say the name of the "Rescue Team" that has her. Once the bride has been teamed the "Rescue Team" must try to exit Nexus through the teleportal to Elusive Forest, furthermore they must pass all four checkpoints (see map illustration in next page), before reaching the finish line. Other teams are encouraged to compete by stealing Wandaxia from each other. The first "alive" (full) team to reach the finish line with Wandaxia is the winner.

## **STARTING POINTS AND CONTACTS**

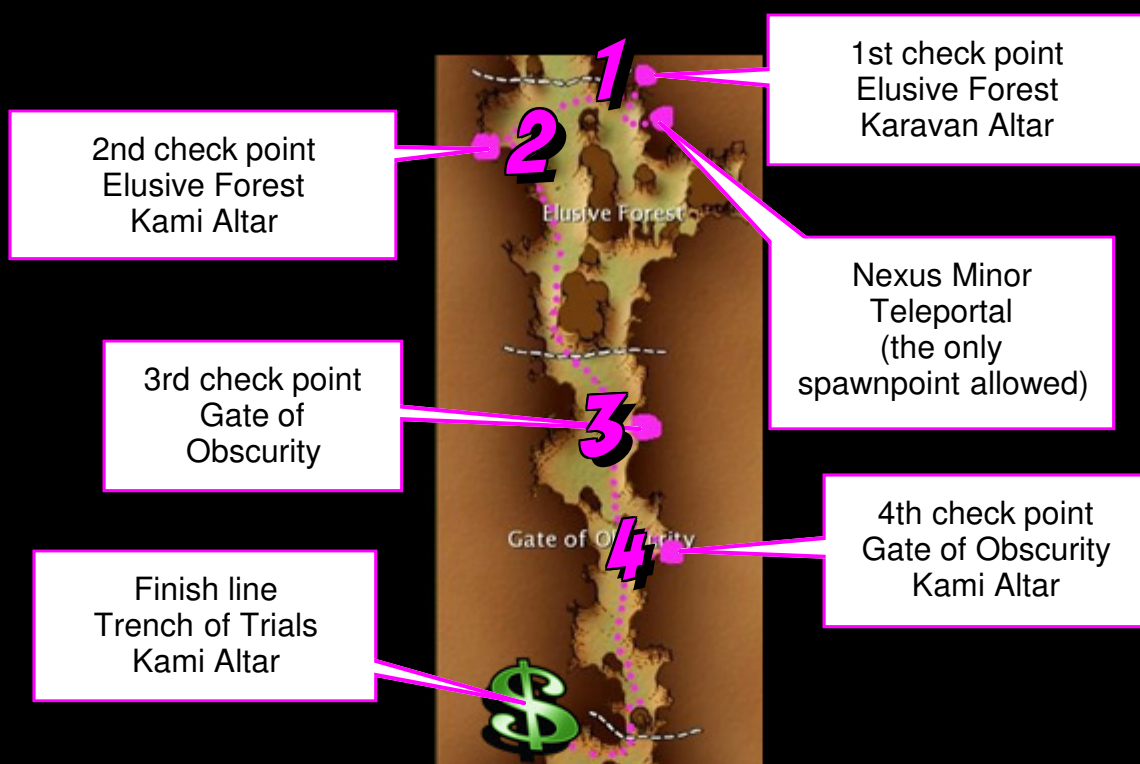
The event will start in Nexus Minor.

Karavan players can meet with Riveit at the Karavan Altar. He will take the names of the teams and go over the rules before the event starts.

Kami players can meet with Trixie at the Kami Altar. She will take the names of the teams and go over the rules before the event starts.

Neutral players can meet either Trixie or Riveit at any of the altars to register their teams.





## THE RULES

1. Only (5) members per team.
2. Team makeup - Multiple guilds and unguilded homins may form teams. However, because of GvG zone rules forbidding guildmates from attacking each other, all members of a participating guild must be on one team. If guildmates wish to join the event on different teams, some of them must temporarily drop guild to play.
3. Each team must be out for itself. Once the Bride is rescued from the kidnappers, interteam cooperation or team alliances are not allowed.
4. The Bride will not assist "Rescue Teams" in any way other than following them to the finish line.
5. The Bride is not a target and must be kept alive at all times; anyone who kills the bride will disqualify their team.
6. Only when a "Rescue Team" is eliminated can the bride leave Rescue Team. (This means all 5 members in a team must be eliminated).
7. The Bride will join first invite sent after announcing she is open for team invite by shouting HELP!
8. Once the bride accepts an invite, she will remain in place until the team leader arrives to escort her. The bride follows the team leader.
9. The use of teleport altars is not allowed during or after the event starts.
10. Rescue Teams must follow the check points in order to proceed to the finish line.
11. Only one spawn-point is allowed and that is the teleportal from Elusive Forest to Nexus.
12. Anyone breaking these rules will disqualify their team.



A special thanx to Riveit for coming to me with the idea for an event, and my apologies to Riveit for turning his simple idea into a big production. I always say "If you gonna do something, make sure nobody forgets what you gonna do." With this motto we begun to work on "The Kidnapping." He worked very hard at gathering the rewards for this event, and put up with my crazy nagging, pushing ways, rants, misspells, and even help carry the melons home when I just couldn't. Thank you Riveit. You Rock!!

I also want to praise the guilds that contributed with donations and help to gather this amazing reward. We know that the winning team will go home very happy. I want to thank KoO, the guild we all love? for volunteering to be the Kidnappers. I'm sure everyone shares the same feelings when I say it will be hard to kill you guys because we all love you dearly. Well, at least the Sirens do, not sure about Wandaxia though? And last but not least I want to thank the Sisters for hosting this event. We all hope you will enjoy it, have fun, and beg for more. Don't forget to read the rules, study the maps, know your contacts, remember the check points, and give the opposing team hell.

**Good luck!!**

Donations by:

Aeden Artisans  
Ballistic Mystix  
Cara Via  
Fluffy Bynnies  
Ministry of Mayhem  
Pegasus Foundation  
Reapers of the Dark  
Riders of the Storm  
Sirens of Atys

Volunteers:

Kings of Oblivion  
Sirens's Sisters

You can find all comic books written by the Sirens of Atys by visiting [thesirensifatys.com](http://thesirensifatys.com) website. Stop by the Siren lounge for some hot shooky wine, and get a sneak preview at what the Sirens have plan for you.

Story written by: Trixie Seiren  
Supporting writer: Riveit  
Editor: Spell Check

**No melons were harm during the making of this event.**