



What is folk? The first thing you need to understand about folk is that it isn't an ArmA2: Operation Arrowhead (A2:OA) group, it's an A2:OA *session*.

Okay, what does that mean? folk is founded on the concept of low friction gaming.

No, you're really not helping Low friction gaming is for people who want to play A2:OA (and maybe other stuff) with other, sensible, like-minded people, but have busy lives and little spare time. Low friction gaming aims to make it as easy as possible to access high-quality multiplayer experiences.

Just give it to me in practical terms! folk is for people who want to read their children / cat / goldfish bedtime stories and then shoot people in the face for a few hours! All on the *same* night! And on a school night, too!

I get it now. I think. Wait, how often? The official session happens every Sunday, between 21:30 and 23:30 CET. There might be more sessions, but they might not be official.

What if I can't make it? That's absolutely fine: folk is a session, not a group. If you're too busy separating toddlers in a knife fight, or watching an important episode of *Desperate Housewives*, nobody will hold it against you. You can let us know if you like, but there's no obligation. We'll just assume the worst. About the toddlers.

So folk is a bit like a bar? Yes. Come to the bar; don't come to the bar. We'll always remember your face. Or at least we'll remember your nick.

Can anyone come along? Not quite. folk is by invitation only, and we won't be advertising it anywhere. The fact that you're reading this means *you've* been invited!

So folk is a secret? No. We just don't shout about it.

Who gets to issue the invitations? You do! Well, you do after you've played in a few sessions. At that point, you can invite your friends. There are some simple guidelines about inviting people, but don't worry about them for now.

Will there be a test, or hazing? No, but we ask that you think carefully about who you invite. Assuming they don't burn the house down, after a while they can invite their friends too; and so it goes on. The assumption is that you're good people, so you'll invite other good people. folk is optimistic that way.

So, actually, folk is more like a club than a bar? You could say that. We don't have a dress code, though.

Alright, but I'm already a member of a gaming group or clan Great! Wear your tags, tell us about where you come from. Just please remember that in folk, we're all *just folk*. So whilst we'll respect your tags and ranks, they won't mean anything special here.

So there aren't ranks here? Nope. There are *hosts*: a few people whose job it is to ensure things run smoothly and everyone has a good time. They're there to help you, and make sure nobody eats the flowers. Think: bar staff. In a club bar. Everybody who isn't a host is a *guest*.

What are the sessions like? Not too long. A folk session lasts around 2 hours, or between 3 and 4 missions.

What kind of missions? folk sessions are relatively small, so the emphasis is on co-operative infantry missions designed for around 14-20 players (of up to 30 minutes duration); but those are not rigid requirements. We don't use respawn, but we do have JIP slots in all our missions.

What is the style of play like? A2:OA is like a team sport, in that you get the most out of it when you work together. So in-game you'll be asked to respect the chain of command (for that mission), take it reasonably seriously, and not talk when you're dead. Well, you can talk to the other dead people. Do you see dead people?

Does that mean I have to salute people? Absolutely not! folk is a milsim free zone. And if you tell us you're *Oscar Mike* we'll know what you mean, but we may giggle until you stop. The golden rule is: we're only as organised and as serious as we need to be to play the mission, and no more.

So are there lots of rules? As few as we can get away with. Again, the assumption is that you're good people, and you know how to behave. folk is optimistic.

Is there a template for folk missions? Yes, a special build of the mission development framework F2 is available; it contains the folk platoon and all supporting features. The folk platoon will be familiar to anyone who's played missions that use the concept of fireteams.

So will we be BLUFOR a lot of the time? No. The folk platoon is a more irregular, smaller, Independent force. Expect to find yourself holding an un-scoped AK. Whilst you hide from angry helicopters. Angry, angry helicopters.

BTW, where does the stupid name come from? It's from a line in the film [Serenity](#).

Does folk have a theme tune? Of course it does! [Dayvan Cowboy](#) by Boards of Canada. That came before all the minor details about mission styles. What did you think, that it was going to be something by Imogen Heap? Silly!

Alright. So what do I do next? First step is to register on the folk forum at: www.ferstaberinde.com/folk/forum You'll need to provide the nick of the guest that invited you, and then wait for your account to be authorised by a host.

Cool, I'm in the forum. Now what? Before joining a folk session you might want to read these threads:

- [Getting started with TeamSpeak 2](#)
- [Getting started with Armed Assault 2: Operation Arrowhead](#)

Anything else? Besides those two threads, everything else in [Administration](#) is worth reading (but those two are the most important).

Wait! Wait! Wait! I have other questions! Please feel free to post in [General Discussion](#). We'll try to help you as much as we can.

Welcome to folk 🤖