



HOW TO PLAY

Rules

This reference will get you started. You don't need to memorize the rules, just the basics and your character. The rulebook is a comprehensive reference and covers lots of details you won't need most of the time.

Larp Basics:

Caution

If you see someone moving into a dangerous situation call 'caution' and move the scene over to safety.

Clarify

Put a hand on your head, point to the person, state 'clarify', and ask your question. Work it out quickly.

Fake It 'Til You Make It

Do your best, have fun, learn as you go.

Hold

This is used for safety reasons, for example if someone is hurt. Call 'hold' then kneel as possible.



Combat



Many of us, as kids, played games with sticks, or plastic swords, or finger guns to shoot each other. If you got hit, that part of you was injured. That's the core of our combat system.

- If someone swings or shoots at you and you get hit, that part of you is *Wounded* and *Unsealed*. If the same part gets hit again, it's *Broken*. If it gets hit a third time, it's *Destroyed*.
 - A location with an *Unsealed Wound*, or a *Break* or *Destroy* whether sealed or not, can't be used
 - a. If someone says something as they swing or shoot, that's a *call*. If you get hit with a call and don't have a defense for calls, do what they said for 1 minute. The exceptions are damage and immediate things, like a 'break' or 'disarm' call – those just happen.

Beyond that it's possible to layer all sorts of defenses, effects, skills, mutations, what have you, which adds complexity to your character. Your character choices determine the complexity of your game experience.

Wounds

- If you take a *wound* to the *torso*, or have a *break* or *destroy* in any location, you *drop*.
- If *dropped* you are *conscious*, but fall to the ground *bleeding out*. You can crawl, speak, and if you have a working arm can use small items. If you don't want to fall you can kneel or hunch, and stagger.
- If you remain *dropped*, after 1 minute you go *unconscious*, and 1 minute after that you die from blood loss.
- If your wounds are *sealed*, get up on a 5 count. It takes a few seconds to recover.
- When a wound is sealed it can now be used. A sealed wound still escalates when hit, until it heals in 10 minutes. Anyone with a wounded torso is slowed.
- A break represents something like a broken arm, and it requires surgery before it can function properly. A destroy is much worse, and requires regeneration or replacement. A destroyed torso cannot be sealed.

