

Player's Handbook

*“Young and tender still
The world I greet a stranger
Be fallen into temper ill
Imminent was this danger”*

Greetings

- ❖ Southlands is a live action role-playing experience (LARP). Live action role-playing games could remind of reenacting or theatrical events, that are based on the actions and decisions of the participants to create a storyline. Since the entirety of this concept can not properly be delved into in this handbook you can find some of our favorite sources at the end of this text for your own personal study. If you dislike studying, you can join our [Discord](#) server or you can meet us up close during a larp training in Athens!
- ❖ The Player's Handbook consists of obligatory general directions that any player taking part in this game should know of, however there are extra rulebooks that further delve into individual thematics, such as: **Combat, Sanctity, Hush, Alchemy, Magic, Rituals** and **Dragooning**. These extra Rulesets can be found on the relevant rulebooks on our [website](#), which can help you further understand and enjoy the game.
- ❖ Participation in the game is only allowed for responsible adults or teenagers accompanied by their ward from the age of 16 up. Participants should have some kind of valid health insurance for their own safety. It is also important that every player manages to sign up and pay for their participation in time.
- ❖ Southlands is a game that was made with love, based on the Greek Traditions and Folklore. As such, it is a creative amalgamation of medieval fantasy with appearances of mythological creatures, subtle supernatural obstructions, and a vague sighting of occult powers. The game seeks to create strong interactions and a living world that inspires and moves. The players are thus called to represent realistic characters who take part in this world and its complicated dynamics actively, through the scope of their characters, for the entire duration of the game.
The players can of course always take a breath from the experience if they need to, by going to one of the “Off Game” Zones.
- ❖ The world of the Southlands is alive and convoluted, presenting fertile ground for social conflicts, battles, complicated riddles, scouting and unique interactions. The objective of the game is to get in touch with the rich folklore of Greece and to explore the characters that take part in those stories - humane, imperfect, emotional. These characters may come from any scope of human society - fighters and mages, physicians and merchants, princesses and seafarers. We hope our texts will inspire you to come build the character you envision with us!
- ❖ The game requires the use of specific equipment and costumes. The Players are called upon to be faithful in the dress code - however not as meticulous and historically accurate - and taking into consideration the safety of their fellow players, their costumes and equipment, which reflects the image of a medieval figure that fits into the aesthetics of the

world of the Southlands(*you can find relevant pictures on our [social media!](#)*)

- ❖ Since you will be needing camping equipment in order to be able to take care of your personal needs and you should try to fit this equipment as much as possible within the aesthetic of the game. Try to keep modern equipment and tools away from the field of view of the game. Remember to keep your surroundings clean and to take care of the environment of the venue!

Important Terms

- ❖ *"Player"* – This term refers to you, the person who is reading the rules at this given moment and wants to participate in the game.
- ❖ *"Character"* – This term refers to the character you are roleplaying as. This character is fictional - they do not exist in real life. You are roleplaying as them for the sake of the game.
- ❖ *"Organizer"* – This term refers to the people who are creating the game experience. The Organizers or GM (Game Masters) also take part in the game and are there to help the flow of the game and the experience of the Players.
- ❖ *"Out of Game"* – This term refers to the players, their relationships between them and the organizers, or the environment and the real world.
- ❖ *"In Game"* – This term refers to anything that concerns their characters, their relationships between each other and with the fictional game world. Whatever happens within the game and concerns the

game, stays within the confines of the In Game.

- ❖ *"Off Game Zone"* – This term refers to the physical location in which the game takes place, that is however declared as a Zone where the game is not taking place. You can go to this place at any given point, without needing to wear relevant outfits or have thematic equipment. In this place you can take a breath or deal with real life issues that concern you.
- ❖ *"Meta"* – This term refers to action taken by players that in regards to safety concerns or due to difficulty in physically acting them out, they are instead done symbolically. The term meta stems from the concept of meta-ability and symbolizes pre-agreed actions stated on the ruleset to help the smooth facilitation of the game. This phrase is uttered to describe what is happening in that moment that does not match with the situation in the real world. The Meta abilities and labels are used by the Organizers to communicate important information, such as *"Your character feels discomfort when touching this item."*

Procedures

- ❖ Southlands LARP is a game that follows the rule:

Have fun and don't stop others from having fun.

- ❖ To take part in the game, you should have some sort of valid health insurance card - e.g. Greek or European.
- ❖ The game experience may be overwhelming and make you forget about yourselves. Remember to drink a lot of

water, to eat regularly and to get enough sleep. Your physical exhaustion is dangerous to you and everyone around you.

- ❖ During the game it is certain you will experience intense emotions (such as anger, sorrow, joy, fear). If at any point during the game, you find it hard to regulate your emotions and need emotional support, please refer to the emotional support team that will be presented and they will give high priority to providing you with the help you need.
- ❖ It is strictly forbidden to participate under the influence of substances. This game is made for mature adults who act in full conscience. People who are in a state that is dangerous to them and their surroundings will be removed and the local authorities will be notified.

Interaction

- ❖ Acts of Conflict between characters:
The act of conflict within the Southlands game falls under the categorization of semi-contact sport. As such, all your hits with boffer larp weapons should be controlled in force and set to cause mild discomfort and a feel of being hit, rather than intense pain and injury of your co-player.
- ❖ **The following are forbidden:**
 - Hits on the head, neck or groin.
 - Grappling, locks, breaks and twists.
 - Hits with weapons that are not meant to be used for larping.
 - Throwing Equipment (as well as larp safe weapons) at people.
- Throwing arrows from a ranged weapon with overt force.
- Use of overt force in melee weapons.
- Use of shields or armors as a weapon to cause damage to a co-player.
- Pushing people on purpose, sweeping lower limbs or other unwanted usage of physical immobilization of co-players.
- ❖ The following list is not extensive and is simply giving a framework of action to help you differentiate between wanted and unwanted actions. Of course the list does not contain all the daredevil acts a player may think of. Your co-player safety is above all.
- ❖ In case an action is dangerous or it seems that a player is about to get seriously hurt, any player that sees the danger should alert other by repeatedly shouting the meta word **"STOP"**. Repeat the phrase as many times as it is needed until everyone stops the dangerous activity and gives proper care to what is going on.
- ❖ Check if a player has been injured and needs medical attention. If yes, immediately contact someone from the organizer team and provide any help you can.
- ❖ After the situation is resolved and the injured party has received proper attention, use the meta word "Continue" to continue the action right from the place it was before the word "STOP" was uttered.
- ❖ Interaction with non combatant characters:
Outside of the battlefield, physical interaction may be tied to everyday interactions, meta symbolization and symbolic recreation of actions that usually take a long time. Such interactions are not

the direct target of this document and are left to the creative minds of the players. The Meta Symbols are further explored at a later chapter. In this chapter, we shall delve into the symbolic recreation of these interactions. Usually these revolve around violent scenes (such as bullying, apprehension or interrogations of some opponent) but it could also include romantic scenes between two characters. In the Southlands framework there are two ways in which we deal with such interactions: in game (experiential) and out of game (descriptive, fake). Before you start interacting in such a way, the players agree subtly on which method they prefer.

Example

Player A is searching Player B for looted items:

Out of game: *Player A removes all of their belongings from any specific area that Player B explicitly states they are currently searching.*

In game: *Player B actually searches Player A's belongings in real life, looking at their pockets and pouches. It is important that both Player A and Player B are respectful and take care of their co-players comfort and safety. This bodily interaction should only take place if both parties are consenting to it.*

- ❖ Players should discuss amongst them the range of their consensual interaction, in the event of an in game interaction. This includes showing respect for the other party's character. Each player keeps their right to abruptly stop the interaction, if at any point and say the meta word "Out of Game" in order to ask for further guidance or to express their boundaries over an

interaction. The other party has to comply with any objections their co-player raises.

- ❖ In the case of an out of game interaction, the party that is at a disadvantage (e.g. the person being searched) always gets a negative outcome for them - the search always succeeds and they have to give any looted belongings they bear on their person.
- ❖ **The following are strictly forbidden:**
 - Any form of violence, physical action or pressure without explicit consent.
 - Usage of the Out of Game method to gain advantages (e.g. to hide what a player has on them).
 - Abuse of the respect of other people to gain an advantage (e.g. hiding things in your groin).
- ❖ Interactions in character are mostly based on speech. Within their framework everything is acceptable - from everyday discussion to aggressive swearing. However it is unacceptable to use the game's framework to attack other people's ethos (sexist, homophobic, racist and bodily remarks).
- ❖ Do not hesitate to raise your voice or use rude remarks to create drama and intensity - but do note that such behaviour could bring forth catastrophic consequences for your character.
- ❖ It is possible during your interaction that you find yourselves feeling uncomfortable or offended by the way another character is behaving. In such a case, it is good to use the meta word "Off Game" to communicate your boundaries, to ask for a pause or a deescalation of the interaction.

- ❖ If during your stay in the in-game zone of the game you see an interaction that seems unsafe, rude or intense, assume that the players have agreed upon this level of intensity and it agrees with their vision of their scene. If you feel uneasy about it, inform an organizer.
- ❖ Do not forget that your character relationships within the game are not your player relationships outside of the game.
- ❖ In the case of verbal interaction that may cause you discomfort and there are no specific rules towards their simulated depiction (such as scenes of tenderness, or raw violence), you may overcome the experiential interaction and act the scene out descriptively. Such interactions are not present in the ruleset as they are not a main theme that we wish to explore during the game - but they might take place during it as far as the fair play rule is kept in mind: have fun and don't stop other people from having fun.

Equipment

The following equipment and larp weapons are allowed:

- ❖ LARP recreations of weapons and equipment bought from LARP shops (such as NPC Crafting, Wyvern Crafts, Battle Standard, Calimacil, Frey-hand, Roogee, Epic Armory, Fake Steel).
- ❖ Handmade recreations of LARP weapons with similar characteristics.
- ❖ Arrows - bought LARP safe arrows or regular arrows that have been repurposed by you, which no longer contain any sharp edges and a safe LARP arrow head has been placed instead. All arrowheads should

be larger than the human eye and should be covered by soft and non tearable material.

- ❖ Shields – bought larp safe shields or handmade. All shields should be appropriately covered around their perimeter with soft padding.
- ❖ Siege Equipment - if you wish to bring handmade LARP safe siege equipment to the game, you need to contact the organizers in advance.

The following are forbidden:

- ❖ Use of metal weaponry.
- ❖ Use of wooden or plastic HEMA replica weaponry.
- ❖ Use of armors with nails, sharp protrusions or other edges regardless of material that may cause damage.
- ❖ All weapons and equipment should go through of safety check before the game to ensure the safety of all participants. The organizers reserve the right to forbid the use of equipment in the game that they deem unsafe, even if it fits the criteria above.

Night Time Play:

The following are forbidden:

- ❖ Shedding light right in the eyes of other players.
- ❖ Use of Ranged Weapons
- ❖ A large part of the night time play consists of walking around in the dark, being ambushed or ambushing. If you do not want to partake in such actions, you should

rather stay in well lit places with lots of people.

- ❖ Use light sources that make sense within the game atmosphere - such as thematic led lanterns, electronic candles etc. If you do not have such equipment, try to use your light source subtly.

Fire Safety

The following are forbidden:

- ❖ Lighting a flame without letting the organizers know, in a non designated place, during anti-fire season or against the given directions and suggestions of the venue, the organizers or the fire department.
- ❖ Maintaining or lighting a hazardous / tall flame that is dangerous to the nearby surroundings.
- ❖ Abandoning a fire pit without supervision.
- ❖ Using real flame or torches for lighting during the game.
- ❖ Abandoning cigarette butts anywhere other than the designated bins.

Death & Life

- ❖ All players should be familiar with the mechanics of Death and Revival regardless of their character.
- ❖ All players have by default 1 **Life Point**. They may have more **Hit Points (Life Points + Armor Points)**.
- ❖ A character may die instantly (*Special Maneuvers, Spells, Potions, Blessings*) or after prolonged conflict (*Combat*).

- ❖ After losing all their **Hit Points** from combat, characters drop on the floor, **Unconscious** as they bleed out for the next 5 minutes.
- ❖ Whether their **Hit Points** are lost instantly, or they bleed for 5 minutes, they are transferred to the **Dead** state - they lie on the ground for 5 minutes so that other characters may interact with them.
- ❖ After 5 minutes on the ground in the **Dead** state, the character goes to the Seamstry (*more on it in the lore*). After 15 minutes in the Seamstry, they are revived with all of their respective **Hit Points** and return to the game.
- ❖ A dying character in the Unconscious state may receive a coup d' grace or damaging Spell. In this case, they are immediately transferred to the **Dead** state.
- ❖ A dying character on the ground may also receive First Aid from another character - either in the form of *Healing Spells, Potions or Special Bandages*. Such treatment usually stabilizes characters and stops their bleeding, usually resulting in replenishing 1 **Life Point** or more **Hit Points**.
- ❖ A character in the Unconscious or Dead states may be searched by another character, without getting a chance to react.
- ❖ As such, a character may be found in one of the following states:
 - *Functional*: The character can act normally, without any restraints. It is advised for *Functional* characters to moan in pain or roleplay injuries if they are wounded.

- *Unconscious*: The character is lying on the ground and not responding, in this state they can not talk or act. If they are in this state whilst having 0 Hit Points, the character is bleeding out.
- *Dead*: The character is Dead (meaning they have 0 **Hit Points**) and may not talk or act.

❖ In which cases do I die instantly:

- A Special Maneuver was used on me, usually symbolized through the touch of the shoulders, followed by the Meta words "*Back Stab*" or "*Safety Kill*".
- A Magus touched me in a Hit Zone and used the Meta word "*Die*"
- I agreed to a theatrical execution and consider the next hit I receive as if it instantly removes all my **Hit Points**.
- I forgot what a Spell or Meta Word does.
- My **Haunted Reflector** was destroyed.
- I broke my Vow to the Undying Water of Styx (big mistake)

❖ In which case am I Unconscious / Bleeding Out?

- I was wounded in battle and reached 0 **Hit Points**.
- I was touched in the Hit Zone Torso and then heard the meta word "*Burn*".

❖ I died - what now?

- Stay calm! You lie on the floor (if it is safe) or put your arm up to indicate you are dead. If you just received a hit that took you to 0 **Hit Points** you are **Unconscious** and bleeding out for the next 5 minutes.
- If you have already bled out for 5 minutes, or received a coup d' grace you are now Dead on the floor for the next 5 minutes.
- After those 5 minutes you head to the Seamstry, where you will spend 15 minutes resting, before you can return to Life.
- As you head towards the Seamstry, it is good to keep a hand or weapon up, so that people may know that you are dead and ignore you when you are passing by. In the meantime you can not interact with your surroundings.
- Within the game world, the explanation is that some good samaritan found your body and took you to the Seamstry to be revived.
- While you are in the Seamstry you are weak and can not fight, move or use *Spells, Blessings* or *Hushes*.

❖ In which cases am I wounded?

- When a Spell or Hit has removed at least 1 **Hit Points** but your **Hit Points** are still not 0.

❖ What do I do if one of my limbs is Wrecked?

- I was touched by a Magus in a Limb Hit Zone and then heard the meta word "Burn!"
- The Wrecked limb may no longer be used for battle, if the limb was an upper limb. If the limb was a lower limb, you struggle to walk and can not run.
- A Wrecked Limb may only be healed by *Spells, Blessing* and *Potions*.
- The Seamstry also heals Wrecked Limbs, but a character must spend 15 minutes there for the effect to happen.
- The Wrecked Limb creates discomfort and pain until it is taken care of.

❖ But why can my character return from Death this easily?

- In the South, death is not something the common folk are afraid of - *it is better to Live Free for an hour, than to be subservient for 40 years.*
- Within the game's scope, we want characters to not die, so they can enjoy the game.
- As such, it befalls on you as players to find a reason to make sense of your deaths - perhaps as devout followers of the Seamstress or fear for her temper, you may not want her to constantly have to bring you to life, or you are afraid that They

may abandon you and not bring you back. It is also possible that your own name and personal fame is important to you and motivates you to avoid Death. Perhaps your own honor forbids you from expecting any random good Samaritan in order to be graced with new breath. At the end of the day - next time you may not be found by a Samaritan.

Meta Terminology:

- ❖ We referred earlier to the term "Meta" as a tool that helps players and organizers communicate situations that can not be presented but are parts of the game.
- ❖ Meta has also been referred to as a communication tool for safe violent or nonviolent interactions between players.
- ❖ Now we shall look at the Meta terminology that you may come upon during the game - instructions that will help your character react when they see them in the game world as a fact.
- ❖ The most common but not the only Meta symbolisms mostly revolve around the use of Magic, as a force of change that is hard to be represented without a little bit of imagination. As such magical effects need a Command Word to activate, that the players know in advance how to react to. *E.g the word "Healing" heals a character's wounds*
- ❖ The Meta symbols may also be a tool to help the organizers create more interactions within the game.
- ❖ E.g If a player lifts an item and finds a label below clearly stating "Meta", the player

- knows that this label is giving them instructions on what their character feels/sees.
- ❖ The Southlands Game utilizes two main Meta symbolisms:
 - ❖ Verbal - a Command Word is uttered that gives instructions to the player on how they should react.
 - ❖ Written - a visible Meta symbol in the form of a sticker or label that describes what is going on.
 - ❖ Meta Symbols are instructions that explain what is happening in the environment and/or character. The character should react according to these instructions.
 - ❖ Sometimes the instructions are too complicated for the player to remember by heart, and the player that uses the effect has to explain what is happening personally. These special kinds of instructions should be prioritized to the instructions described here.
 - ❖ When a player explains the result of a Meta Symbolism, they should lift their clenched fist to their forehead, to symbolize that they are giving instructions as a player and not as a character and that they are currently out of game. It is thus clear that the Player in question is the only recipient of these instructions and the rest of the players should ignore this communication.
 - ❖ As far as Command Words of *Spells* and *Hushes* are concerned, you can find a matrix below that shortly explains how you react to such abilities. The Command Phrases for Blessings are much more complicated and sparse and not explored here - you can find them in the Rules of Sanctity.
- ❖ If you still find it hard to remember what a Command Word does, there are two choices:
 - ❖ Out of Combat you can ask the player that used the Command Word subtly to instruct you what you should do.
 - ❖ In Combat it is simpler to just die instantly and go to the **Dead** state, in order to avoid negatively impacting the combat experience.
 - ❖ Every *Blessing*, *Spell*, *Hush* or *Potion* usually has a 5 minute duration. Light Potion Effects (30min), the Seamstry (15 mins), the reactive Hushes (5 secs) and First Aid (1 min) are the only exceptions.
 - ❖ In case you do not have a way to keep time, you should try to approach the time duration with honor and fair play in mind.
 - ❖ *Spells*, *Hushes* and *Blessings* are delivered through touch.
 - ❖ Exceptions can be made for some *Spells* that are instead activated through weapons.

Meta Terminology Table

Terminology	Reaction	Description
"STOP"	ALL Players must stop what they are currently doing.	Someone saw something dangerous. Stop what you are doing and check if anyone needs help.
"Out of Game"	The Player stops what they are doing and listens.	Your co-player wants to explain / clear something out.
"Back Stab"	The Target dies instantly.	The Target feels a sharp pain in one of their vital organs from the back.
"Bloodletting"	The Target loses 1 Hit Point . If the Target is not healed, they die.	The Target starts bleeding profusely.
"Burn"	If the Target is touched on a limb, the limb is <i>Wrecked</i> and they take 1 Hit Point of Damage. If touched on the torso, the Target loses all Hit Points .	The Target is wreathed in Flames.
"Cleanse"	The Target stops experiencing the effects from any active Spells.	The Target feels bathed in light.
"Die"	The Target loses all Hit Points , transferring immediately to the Dead state.	The Target sees the light snuffed out and dies.
"Disarm"	The Target can not use weapons or defend themselves.	The Target may not use their body to attack or defend from threats.
"Dismantle"	The Target loses all their Armor Points .	The Target feels their Armor come loose from their body and feels vulnerable.
"Drain"	The Target loses one Spell they used, without activating it.	The Target feels their Magical Energy drained by the <i>Device</i> .

“Enchantment”	The Target is bewitched by the Magus and considers them fascinating.	The Target feels intense emotional reactions that urge them to react friendly to the Magus.
“Entangle”	The Target is trapped and can not move their legs.	The Target feels roots and vines trap and immobilize them.
“Frenzy”	The Target considers everyone around them an enemy (apart from the Magus)	The Target sees Red and feels challenged.
“Freeze”	The Target is frozen in place.	The Target feels incredibly cold where they are touched.
“Heal”	The Target regains Hit Points .	The Target feels their wounds close and their pain subside.
“Interrupt”	The Target does not activate the Spell they used.	The Target feels their Magical Energy scattered and lost.
“Knock Out”	The Target is transferred to the Unconscious state.	The Target feels an abrupt numbness over their body and drops down.
“Madness”	The Target is terrified and feels threatened by everything.	The Target sees their worst nightmares come to life.
“Mirror”	The Target receives the effect of the Spell they activated.	The Target feels the effects of their own Magic.
“Petrify”	The Target is immobilized and invulnerable to damage.	The Target feels their skin turn into stone.
“Raise”	The Target returns to life as an Undead Servant with 3 Hit Points .	The Target embodies an undead servant for the Magus - they are not playing their own character, just following the Magus’ commands.
“Resurrection”	The Target is transferred from the Dead state to the Functional state.	The Target draws breath again and stops seeing the looming darkness. They may be in Shock.

“Resuscitate”	The <i>Unconscious</i> Target receives a temporary Hit Point .	The Target feels breath flow right back into their body.
“Reveal”	The Target says what Spells are active on them.	The Target feels nothing - this Spell only affects the out of game.
“Silence”	The Target loses their ability to produce sound.	The Target feels trapped in an air bubble.
“Sleep”	The Target sleeps.	The Target feels intense sleepiness and closes their eyelids against their will.
“Strip”	The Target removes all active Spell effects or prepared Spells.	The Target feels a weight shifted off their shoulder.
“Stupefy”	The Target loses their mental ability.	The Target feels as if they are under the effects of Anaesthesia.
“Tug”	The Target is a marionette of the Magus and acts as instructed	The Target feels invisible ropes tugging them into place.
“Weak”	The Target can not move fast, cast spells or act.	The Target feels helpless.

Written Meta Symbols

- ❖ Some game items sometimes need further instruction that are provided to you in the form of labels or documents, e.g. Potions.
- ❖ The Southlands Seal:
- ❖ Every written Meta instruction should bear the Southlands seal, so that the player can understand what they stand for. This seal could be printed or stamped.
- ❖ The two most often seen Meta Instructions will be identity Cards or Item labels.
- ❖ Identity Cards:
- ❖ A document that bears the Southlands stamp and shows that the person bearing it has special abilities (e.g. is an organizer) or is a special character such as a Sancted One, Magus, Alchemist, Husher, Quest Character.
- ❖ Always follow the instructions of the Organizers.
- ❖ Always follow the Meta Instructions of Special Characters.
- ❖ Labels on Items and Potions:

- ❖ Documents that bear the Southlands stamp describe what a Potion, special item or quest item does.
- ❖ Regardless of their goals, all game items in the Southlands should be marked with one of the following labels:
- ❖ The following **Green** - stamped item is part of a quest and CAN be moved. This item CAN be affected by *Spells, Hushes* and other effects.
- ❖ The following **Blue** stamped item is part of a quest and CAN be moved. This item CANNOT be affected by *Spells, Hushes* and other effects.
- ❖ The following **Red** stamped item is part of a quest and CANNOT be moved. This item CANNOT be affected by *Spells, Hushes* and other effects.



Destroying/Hiding Items

- ❖ Physically destroying personal items or game items is forbidden in every way.
- ❖ Maestro Fire Magii and them only may symbolically destroy items with the use of Meta Symbolism of tying a Protective Armband around the item.
- ❖ Tying a Protective Armband on an Item or Place means that it is protected by Magic of the same type as the Armband color, and only Magii of that Element may interact with it in any way.

Robbery

- ❖ It is strictly forbidden to steal items within the game premises. An exception can be made only for explicitly meta marked items that may be stolen or special coins that signify the in game coinage.
- ❖ The following rules applies to:
 - Personal Items, Costumes, Equipment and other personal belongings.
 - Husher Devices and Magus' Spellbooks
 - Game Items, such as tents, labels, furniture or any other belongings of the organizers.
- ❖ The sole exception is when a character is being held captive - at which point their personal belongings may be taken off, but they should be handled with care and communication out of game and placed somewhere that the person can keep eye contact with.

Rules of Conduct

- ❖ This game is based on a relationship of trust and mutual respect between other players. We try our earnest not to break this relationship.
- ❖ Talk about any problems that arise during the game with the organizer team after the game, not while it lasts.
- ❖ Characters with their hand in a clenched fist on top of their forehead signify that the character is out of your field of vision. Use this move when you need to get out of game for an important reason. This symbolism is not meant to be used to help your character get out of dangerous consequences caused by their actions.

- ❖ We do not use our characters' abilities to disrupt and bother other players, but to co-create beautiful stories together.
- ❖ Avoid using hard lights at night - prefer led or other soft lights.

Reading Material about LARP

- ❖ [Basics of LARP](#)
- ❖ [Larp Terminology](#)
- ❖ [On Boffer Equipment](#)
- ❖ [On Emotional Safety and Calibration](#)
- ❖ [Benefits of Larping](#)