

OldTown Festival 2021

CORE Mechanics

Last changes: 16.01.2021

Patch notes

1. Dividing the mechanic into Core and Advanced.
2. Rewriting the Core, in order to make it better describe the LARPs mechanisms.
3. Two-handed weapons no longer pierce Armour.
4. Shields were made similar to Armour (currently listed together).
5. Weak Spots have been added to (part) of the Armour (primarily full Armour).
6. Zwiększono uznaniowość Ciosów. The discretion of Blows has been increased.
7. The possibility of escape during a fight has been defined.
8. Hits with "special" weapons have been simplified (e.g. Mutant-NPC claws) - they always cause a wound.
9. Mutant-NPCs ignore Shots in the Wasteland (they can't be wounded with ASG replicas).
10. Safe weapons (melee, not ASG) become indestructible.
11. Thrown weapons always stuns or wounds when thrown (as seen fit).
12. A small change of the point about going back to the game after a Critical Wound has been taken under consideration.
13. The signaling of Stun, Assassination, etc. has been simplified to a gesture (placing a hand on the arm or back).
14. The advantage required in order to administer Wpierzdol has been increased from 2:1 to 3:1 and the assaulted side has been limited to max 2 people.
15. It has been specified that a slave collar is an in-game item (probably with RFID).
16. The point concerning driving a vehicle that has been damaged in-game or when the designated driver is unable to drive in-game has been modified.

17. Mechanics for damaging/sabotaging vehicles added (details will be included in the Advanced Mechanics).

Introduction

The OldTown LARP game mechanics is a set of rules that defines how we play the game. In it you will find the basic concepts we use in the game, rules on how to behave in certain situations, how to simulate combat, how to use certain Skills, and much more, all of which will allow you to fully enjoy the game. The Mechanics are divided into two parts:

- **Core** - the main part that each and every player is obliged to know, because it contains the rules concerning safety and situations that may commonly occur during the LARP
- **Advanced** - contains rules and descriptions that expand on particular mechanics (e.g. rules for accredited drivers or the description how chemicals work), on character customisation (e.g. a list of Skills) and on situations less common in LARP (e.g. mutations). It is advisable to read the sections that deal with areas of expertise held by the character being played (e.g. a player wishing to play a doctor should read about dressing wounds and performing medical procedures).

Attention! Information on the accreditation of outfits, weapons, vehicles etc. (including crafting guidelines) will be made available as a separate document / guide.

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Core

Chapter I – General Rules

1. Basics

- It is acceptable to bend or ignore the rules of mechanics in case of mutual consent of persons involved in a given situation, if thanks to this action they will have more fun, because good LARP fun is more important to us than the mechanics of the game. Bending or ignoring the mechanics of the game without knowledge of people involved in a given situation will be treated as not respecting the game Mechanics.
- The instructions of organisers (e.g. on plot items or on special signed cards) overrule the game Mechanics.
- The organisers reserve the right to introduce new rules during the game.
- Not following the game Mechanics may have consequences imposed by the organizers (including killing the player's character).
- The field game continues **without any pauses** from the announcement of its beginning until the announcement of its end.
- The player is obliged to have the following items (will not be allowed to participate in the LARP without them):
 - a post-apocalyptic outfit,
 - **eye protection (glasses, goggles) gear with minimum 2J durability – mesh eye protection is not allowed,**
 - a yellow reflective vest.
- The following items will be received from the organisers:

Przykładowa ramka z przypisem

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- ASG replica ammunition (plastic 6mm BB ammo, in one weight 0.25 g, various colors, good quality),
 - special currency used in-game,
 - extra instructions or plot items.
- A full military uniform or clean everyday clothes are not considered a suitable post-apocalyptic attire. The game world is loosely based on Fallout and Mad Max, and is created within the framework of the Polish Post-apocalyptic Universe characterized by its commitment to spectacularity and diversity.
- Every player whose encampment is placed on the in-game grounds should style it up appropriately. Failure to meet this requirement may result in being told to relocate to a new campsite by the appropriate organiser.
- Pyrotechnics (including blank guns etc.) is reserved for use exclusively by the event organisers and designated persons authorised by the organisers. Any use of pyrotechnics (including grenades, mines and traps) by the players is prohibited and may result in expulsion from the festival.
- It is forbidden to use laser pointers and night vision / thermal imagers.
- **It is forbidden to wreck any elements of the set design prepared by the organisers and other players (any and all acts of vandalism are prohibited). Any unintentional damage should be reported at the Info Point immediately.**
- Players whose characters have some individual rights / abilities / powers resulting from Skills, mechanics or individual arrangements with the organizers are required to have the appropriate instructions given by the organizers with them at all times and present it at the request of other players. Players must follow the rules stated in the manual.
- There are mechanics arbiters present during the game. The arbiter has the right to adjudicate in disputes, make decisions about the mechanics and impose penalties for breaking them. The arbiter's decision is final at the time the dispute is resolved. If the player does not agree with it, they may refer to the organizers,

but only **after** the role-playing situation is over. The arbiters have appropriate markings on their IDs and also special reflective vests.

2. Role-playing

- Every player is obliged to roleplay the character they created and to adapt to all the storyline situations they will encounter during the game.
- While staying in-character, the players should not transfer the emotions stemming from the game into their private lives nor act on the emotions from their private lives in the game.
- It is forbidden to use any in-game information obtained off-game (in a non role-playing state) or while remaining in the ghost mode.
- If at any point in the game a player spoils another player's in-game immersion with off-game conversations or behaviour, the affected player can use the phrase **"What did you just say about my mother?"** to highlight the inappropriateness of the player's actions to them. If that still doesn't help, the player may challenge such a person to a duel in the arena or call the arbiter/organizer asking them to deal with that player.

3. BASTA

- It is forbidden to use any psychological or physical duress exceeding the limitations described in the game Mechanics on other players.
- **BASTA is a safety word used to pause the game. After one of the players says this word all participants of the current in-game situation are obliged to halt the game immediately.**
- **The word "BASTA" can be used in a life or health threatening situation as well as when the LARP situation makes us feel uncomfortable or when the game Mechanics are being broken.**
- If both parties agree, the above principle may be **partially** waived (i.e., for the purpose of playing out brawls, tussles, interrogations, tortures, etc.) with

undertaking appropriate security measures. Using the phrase "**BASTA**" revokes any prior consent - all **physical or mental duress** taking place ought to be **immediately ceased**.

- It is categorically forbidden to undertake any actions which could prevent the player from uttering the word "BASTA" (e.g., gagging).
- In the event of a life and/or health threatening situation or accident/injury/serious malady, **the game needs to be stopped immediately**. Players in the vicinity are obliged to provide assistance to the injured persons and notify the organisers about the accident. Both the injured players and their aideses should put on their reflective vests if the situation allows it (enter the ghost mode).

4. Ghost Mode

- In a situation threatening the life or health of the player (not the character) or after receiving a special permission from the organizer, the player may suspend their participation in the game by putting on a reflective vest. By doing so one enters the ghost mode.
- Entering the ghost mode marks a long-term exclusion from the game and does not necessarily mean in-game death.
- While in ghost mode players should move in a way not to disturb other players.
- Abusing the ghost mode may be treated as failure to follow the game mechanics and may lead to the related consequences.

5. Game Areas (IN-/OFF-GAME, IN-/OFF-ASG zones)

- The game area consists of: the city, the area outside town (the so called Wasteland, the wilderness) and external facilities built on them.
- For the field game purposes it is assumed that the entire town is surrounded by an impenetrable wall and a minefield, meaning that **the town can only be entered via the city gate**. Entering the town in any other way is equivalent to

character's death without the ability to independently decide about the Critical Wound.

- The game area is divided into zones:
 - IN-GAME - in which the game takes place,
 - OFF-GAME - in which the game is suspended (e.g. gastronomic and sanitary zones, tents)

as well as the IN-ASG and OFF-ASG zones in the IN-GAME zone in which use of ASG weapons is (respectively) allowed and prohibited.

- Save for the OFF-GAME zones it is forbidden to move around with food and drinks not carried in an appropriately styled container.
- There is a **permanent and overriding ban on ASG replica use in the town, because it is an OFF-ASG area** - it is only permissible to use safe weapons and nerf guns. Violating this prohibition for whatever reason will be severely punished.
- When exiting the city gate the player enters the **IN-ASG zone**, where they can use the ASG replicas. The player is **obliged** to put their eye protection on before entering the IN-ASG zone and to keep it on all the time while being there.
- It is forbidden to shoot in the general direction of the OFF-ASG and OFF-GAME zones.
- While playing on the Wastelands, especially during the shootouts, **players need to watch out for the people not taking part in the game. Before firing a shot or making a hit, each player is obliged to check whether they are dealing with another player or an outsider!**
- There are many dilapidated and dangerous buildings and places in the game area. The organisers will never leave in-game items or organise attractions in a place that is too dangerous for the players. We implore the players to take special care and keep common sense when exploring the Wastelands.

6. IGOR System

- The organisers use a custom computer system IGOR to manage the game. The organisers provide access to IGOR to all players through a system of publicly accessible city terminals.
- The IGOR system contains all the information about players' characters, in-game objects and professions, as well as a complete vehicle register.

7. Drones

- Some areas of the game (e.g. OldTown city) are protected by a drone system which in-game prevents the player from inflicting Hits on other characters. Each time any player intends to place a Hit on some character the drones shoot and such a player falls to the ground injured, while the action they wanted to take is considered non-existent. It is recommended to use BASTA to quickly explain the issue between players in such cases.
- The drone system can be switched off or turned on any time by the organisers.
- The activity of the drone system is indicated by a constant light signal (whether or not the light at the center of the town is on) and a flag of a suitable colour displayed (green = active drones, red = inactive drones).
- The activation or deactivation of the drone system is indicated by a sound signal with a suitable change of the light signal and the flag displayed.
- Some forms of violence can still be used while the drone system (e.g Stunning, Wpierdol) is active. More information in the description of individual mechanics.
- In addition there is a drone independent of the city system (controlled by players) in the Passage of Plato, which works (also preventively) only in the Passage.

Chapter II – Combat and Weapons

1. Combat, Including Hits and Roleplaying - The Basics

- A **shot wound** results from being shot with an ASG replica bullet or a bow arrow to a place on the body uncovered by any armour. The person shot is **wounded**.
- A barrage of consecutive projectiles from a gun or multiple simultaneous shots (i.e. a triple barreled shotgun) still count as one shot Wound.
- A shot to an area covered by armour causes the armour to be damaged and in need of repair when the player returns to the town (i.e. when they cross the town gate) or to their own camp (if it is outside the town).
- Mutant-NPCs in the Wastelands ignore shots (cannot be wounded with ASG replicas).
- A **Blow** is a clear and decisive hit with a safe weapon. The decision whether the received hit is considered a Blow is up to the player who has been hit.
- Every received Blow and Shot must be clearly acted out (in a way that's readable for other players).
- A character becomes **wounded** at the latest after receiving three Blows (a wound can be recognised earlier). If upon receiving the next hit you cannot remember which Blow it was, then you should already be **wounded**.
- A character hit with "special" weapons (i.e. Mutant-NPCs' claws) is indisputably **wounded**.
- During the fight it is **forbidden to stab**, i.e. stabbing with the "tip" of the weapon.
- A character may escape from combat, but if they have previously received a Blow, they become wounded after escaping.

2. Wounds

- A character that was Shot, lost a fight or ran away from a fight after receiving a hit to an unarmoured place is **wounded**.
- The wound should be acted out depending on the place of the hit. The wounded character falls to the ground, they can crawl, but can't fight.

- The wounded character must have their wounds **dressed**. An untended character receives a **Critical Wound** after 15 minutes.
- A character with their wounds tended must reach a doctor within one hour or they will receive a Critical Wound.
- Wounds can be tended to by characters with the “Medic” Skill.
- A repeated Shot or Blow inflicted on a wounded character (even if tended to) results in a Critical Wound.

3. Critical Wounds and Death

- There is no other way to die during the LARP except through a decision of the player or the organiser. A character who has been killed, bled to death, been injured due to assassination, drawn an appropriate card at the hospital, or in any other way foreseen by the mechanics or the LARP action consequence should have died, instead receives a Critical Wound.
- A critically wounded character is obliged to remain where they are for 5 minutes (or until the LARP situation in which their character is involved is over) and act out being mortally wounded. After that time the player can enter the ghost mode and go to the hospital. If the in-game setting allows it, the character should be transported to the hospital in-game by their comrades.
- A player whose character has been critically wounded has the right to decide whether they die in-game or return to the game in designated hospitals (see notes).
- A character who returns to the game after dealing with their Critical Wound in the hospital doesn't remember the circumstances in which they got injured - they simply wake up in the hospital not remembering what happened (the idea is to avoid immediate revenge seeking and thus winding up the spiral of violence).
- A player who has decided to kill their character returns to the game as a new character after a period of time set individually by the plot organiser (so-called respawn).

4. Safe Weapons

- The term “safe weapon” is to be understood as melee weapon replicas - knives, swords, clubs etc. allowed in the game by the organisers. Each weapon allowed into the game will be appropriately marked during the accreditation according to its properties (eg. length).
- Safe weapons are indestructible (it can't be damaged eg. by sabotage).
- If any replica of a white weapon becomes physically damaged (rupture of the soft layer, broken core, etc.), the weapon ceases to operate. **It is strictly forbidden to use a weapon that has been damaged, under the threat of being removed from the event area.** Any repairs of melee weapon replicas must be reported to and approved by the organisers.
- Only weapons in three lengths (including the handle) will be allowed in the game:
 - up to 50 cm - short weapon (the only weapon that can be used for Assassination)
 - up to 120 cm - one-handed weapon, can be used together with a shield
 - up to 200 cm - two-handed weapon, which requires two hands to fight with
- **Attacks to the head or the crotch** of the opponent with melee weapon replicas **should be avoided.**

5. ASG Replicas and Bows

- The term “ASG replica” is to be understood as replicas of firearms using AirSoft technology allowed into the game by the organisers. Each weapon allowed into the game will be marked during accreditation accordingly to its power (FPS). The markings will vary depending on the ASG replica's firepower.
- Marking indicates whether a replica is allowed to be used in anywhere (including indoors and from moving vehicles) or restricted to be used only outdoors.

- You can start the game with one piece of ASG replica. If you want to have more ASG replicas, you should purchase them from the in-game Weapon Store (see: Chapter IV - Special Rules).
- It is **forbidden to use one's own ASG replica ammunition (this includes filling up hi-cap magazines)** during the field game. The organisers will provide players with standardised weight 0.25g good quality bullets in special colours.
- Use of ASG and bows is only permitted in the IN-ASG zones where **it is mandatory to wear eye protection** (glasses / goggles).
- **In the OFF-ASG zone it is forbidden to shoot and aim with ASG replicas and bows as wearing eye protection is not mandatory there.**
- A player who is inside the IN-ASG zone **during an ASG fight and is not wearing any eye protection** immediately becomes Critically Wounded and **is obliged to lie down on the ground and protect their eyes (cover them with his hands)**. After the fight they must put their eye protection on. Each such case must be reported to the organisers who will draw the consequences from such a situation.
- When **carrying an ASG replica into the OFF-ASG zone, pull out the ammo clip and make sure the replica is unloaded.**
- Avoid shooting your opponents to their **heads and crotches** with ASG replicas and bows.
- It is not allowed to shoot at the opponent from a very short distance (eg. an execution) with an ASG replica. The target should be instead **informed about the hit and the bullet should be discarded** (eg. by shooting safely into the air).
- The player who gets Shot/Hit in their ASG replica must tear off the label indicating its approved operating state from it. The replica becomes damaged and can not be used until the weapon is repaired.

6. Safe Throwing Weapons

- Safe throwing weapons are permitted in game. They will be marked during accreditation by the organisers.
- Safe throwing weapons are the only weapons that can be thrown at other players. It is forbidden to throw any weapon other than the throwing weapon.
- A person hit by a thrown throwing weapon receives a Blow. Osoba trafiona rzuconą bronią miotaną otrzymuje Cios.
- When using a throwing weapon in close combat all rules regarding the use of safe weapon replicas shall apply.

7. Nerfs

- NERF weapons are permitted in game. A hit from an accredited NERF pistol is treated as a **Stun** and regular Stun rules apply. NERF weapon projectiles **ignore armour and shields**.
- NERF weapons will be introduced into the game by the organizers exclusively.
- Only NPCs, Municipal Guards (CAD) and people with special permission from the organisers are allowed to use NERF weapons.

8. Armour and Shields

- Armour is a set of stiff, relatively coherent elements of a character's outfit. Each armour allowed into the game will be appropriately marked during accreditation.
- Armour must be visible. It can be covered only partially so that its existence and placement can be noticed at the first glance.
- The term “shield” is to be understood as replicas of shields allowed into play by the organisers. Each shield allowed into the game will be marked during accreditation.
- Shields may not be used with two handed weapons or ASG weapons.

- Undamaged armour/shield protect from Shot/Hit at player's will. Only shields protect from hits with special weapons (eg. claws of Mutant-NPC).
- Armour/shield protect only the spots they physically cover.
- Should a fight break out during the Wasteland expedition and the player was Shot in their armour/shield, they are considered damaged and in need of repair when the player returns to the city or their camp at the latest.
- Each fully armoured character will have a weak spot on their armour which has to be uncovered. Hitting the weak spot temporarily immobilizes the character.
- All kinds of "power armours" and other exceptional armour designs are subject to individual evaluation in terms of granting any special benefits. Please contact the organisers beforehand to discuss such cases.

9. Stunning

- A player is stunned with one hit drawn with a safe weapon when **all of the following conditions** are met:
 - The player could not defend themselves or the attack was launched by surprise,
 - A melee weapon replica safely touched the player's head in a place not protected by an armour,
 - The attacker simultaneously put their hand on the player's shoulder or back and clearly informed them about the Stunning.
- The stunned character immediately loses consciousness and remains unconscious for 5 minutes (which needs to be acted out)
- Stunning is permitted while the town drone system is operating.

10. Assassination

- An Assassination takes place when **all of the following conditions** are met:
 - The attack was launched by surprise,
 - The attacker used a short weapon,

- The attacker simultaneously put their hand on the player's shoulder or back and clearly informed them about the Assassination,
- The attack was delivered with a Blow or a series of Blows to the torso or the head of the player in a spot not covered by an armour.
- A correctly performed Assassination results in a Critical Wound.
- If the character notices before they are critically wounded and reacts, the hit ceases to result in a Critical Wound, but still counts as a Blow.

11. Wpierzdol

- Wpierzdol is a specific situation of a street fight where one party significantly outnumbered the other.
- In order to declare wpierzdol all of the following conditions must be met:
 - The forces ratio must be at least 3:1,
 - Wpierzdol can be administered to a maximum of 2 people at a time,
 - The person attacked cannot be armed, meaning they can't have their melee drawn out (i,
 - The attacker simultaneously put their hand on the player's shoulder or back and then acted the Wpierzdol out.
- Once Wpierzdol begins the attacked person can not save themselves by running away.
- The person who received Wpierzdol can be searched and robbed according to the regular rules of search and theft.
- The person who received Wpierzdol remains conscious but can not call for help.
- The Wpierzdol is over after 5 minutes, the characters can return to the game after that time.

12. Search

- A search means an actual and physical searching of the player. The player performing the search can keep all the plot items found in that manner.

- The player who is being searched **can disagree to be physically searched**. In that case they are obliged to inform the searching party about their decision and voluntarily give up all of the plot items they are carrying.
- If a player consents to being searched simply informing them of the search does not oblige them to hand over any items (i.e. telling someone "I'm searching" DOES NOT WORK - you have to actually search the person).

13. Binding

- The player can be bound. The player can choose symbolic binding and submit to their executioner or choose physical binding (safety rules apply) and keep trying all actions they'd manage to actually pull off including fighting and escaping.
- The player can disagree to have their character physically bound. In this case the character can be released or can be dealt a Critical Wound.
- Tied hands can be symbolized by handcuffs, rope, etc. held by the player with both of their hands. A character with symbolically tied hands cannot use their hands, including their ability to untie ties of others.
- A character with tied legs cannot move by themselves - the binding can be symbolised by a rope tied on one of the player's legs etc.
- A gagged character cannot say anything. **The gag must not hinder the player's ability to speak and breathe.**

14. Slavery

- The player may be captured into slavery.
- The rules of slavery including its duration, the scope of its functioning and other issues related with the slavery are determined between the players themselves.
- The slave status must be properly marked by putting on a collar.
- The collar is a plot item and must be provided to the captive by the capturer.
- The collar must be safe for the player and must have the possibility of a fast and unassisted removal.

Chapter III – Plot Items and Skills

1. Plot Items

- A plot item is a prop introduced to the game (only) by the organizers. It is the equivalent of the real or made up item invented for game purposes. Every plot item has specific functions or attributes.
- Plot items are (usually) properly marked by the Organizers. Players' ASG replicas / melee weapons / bows and arrows **are not** plot items.
- Plot items are not the private property of the players so characters can take them from each other (by trade or by force).
- Plot items must remain in the IN-GAME zone at all times while the player is actively participating in the game.
- **Theft of items other than plot items (eg. private belongings, camp elements, etc.) is strictly forbidden and falls under the Republic of Poland's Criminal Law Code.**
- In-game items are divided into three groups: unmarked (list below), marked with a green tape (examples below) and marked with an RFID chip.
- Items without any markings:
 - Caps
 - ASG ammunition
 - Empty syringes
 - Powders (used for the production of chemicals)
 - Sulfur stones
 - Plastic fake plants eg. ivy
 - Bandages
- Examples of items marked with green tape:
 - Chemicals made of powders and syringes
 - Used syringes (for reuse)

- Junk in the form of metal plates
 - Fuel canisters
 - Bones
 - Blood
 - Schematics
- Items marked with an RFID chip (blue pendant attached to the item) can be identified (you can check what they are and, if possible, what they are used for) by using the terminals connected to the IGOR system.
 - Every character can identify and create basic in-game items (more details in the advanced mechanics).
 - It is forbidden to modify (destroying, tearing off, replacing etc.) marks on the plot items.
 - Every character who is conscious can use chemicals (by acting out their application, then spilling their content and keeping the syringe) on themselves or on another character (unless the description of the chemicals says otherwise).
 - All chemicals are properly described syringes (accredited by the organizers and marked with green tape) filled with layers of colorful powders. The description of powder layers and how the chemicals work can be found in Advanced Mechanics.
 - Chemicals can cause addiction (information can be found in the description of the chemical) and then the player has to act out their addiction. The addicted character has to take the next dose of the substance they became addicted to within 6 hours. If they don't do it in the allotted time, they become wounded. If they were already wounded at that time they receive a Critical Wound. The substance to which the player is addicted should be taken periodically until the character is cured from the addiction.

2. Skills

- A Skill is a character trait given by the Organizers that simulates the character's in-game knowledge and/or abilities.
- Skills allow you to identify and create in-game items more effectively and perform special actions (eg. healing, armour repairs).
- By default new characters start the LARP without any Skills.
- Skills can be acquired during the LARP by learning them at school or from certain characters.
- More information about Skills can be found in advanced mechanics.

Chapter IV – Special Rules

1. Radiation and Radiation Resistance

- Areas surrounded by black and yellow tape and marked with appropriate messages have radiation of the level indicated by the messages. Entering the zone with level 1 radiation results in **radiation sickness** and after 2 hours from entering the zone it inflicts a Critical Wound (if radiation sickness was not cured). Higher levels of radiation inflict a Critical Wound instantly.
- An irradiated person (with radiation sickness) receives a Critical Wound immediately upon their next entry into any radioactive area.
- Wearing a gas mask reduces the amount of radiation absorbed by one level. Wearing a gas mask with a closed-circuit system connected to it reduces the amount of radiation absorbed by two levels. Wearing a full OP-1 anti-chemical suit or another suit of comparable parameters, including suits especially prepared by the players, reduces the amount of absorbed radiation by three levels.
- There are appropriate measures and substances in the game that can reduce radiation by one or more levels as well as cure radiation sickness (more information in the advanced mechanics).
- Irradiated items are marked with appropriate messages and radiate at level 1 only.

- A character holding or carrying an unprotected irradiated item for **more than 1 minute total within 1 hour** is irradiated and suffers from radiation sickness.

2. Poisonous smoke

- During the game the organisers can use red smoke candles which simulate poisonous smoke.
- Any character entering an area of red smoke automatically becomes **wounded**, regardless of any armour or other security measures.

3. Gun Shop

- If a player wishes to have more than one accredited ASG replica in the game, they have to buy it during the game in the gun shop for bottle caps.
- The gun shop does not sell actual ASG replicas, only the right to introduce another ASG replica the player owns to the game.
- After “buying a weapon” the player receives a token which they have to take to the organisers. The ASG replica will be checked, marked, and accepted into the game.

4. NPC

- Special “event characters” (the so-called NPCs) may appear during the game. Such characters are working closely with the organisers and some rules may not apply to them, especially combat and searching rules.
- NPCs are not marked in any outstanding way, however they have a special marking on the identifier.
- In a case of breaking the rules of mechanics by a player or acting in a derogatory manner towards an NPC or threatening their life and health, the NPC can, just like any other player, stop the scene (using BASTA) and refuse any further interactions with the player.

5. The Hole

- The Hole is a special location which offers various types of services and is found on the Wastelands.
- In the Hole area there is a system of turrets independent of the city system.
- The turrets in the Hole area work the same way as the city drone system, meaning they make it impossible to Hit and/or Shoot the character. More detailed description in the [Drones](#) section.
- The turrets operate 24 hours a day and are never turned off.
- In the Hole area safety glasses or goggles must be worn at all times.

Chapter V – Vehicles

1. Vehicles

- The organisers allow accredited “characterised” vehicles to be used as in-game vehicles in IN-GAME areas during the LARP.
- Such vehicles are marked with special license plates or numbers painted on the body allowing for quick identification.
- Moving around the festival and game area in an **off-game vehicle** without the organisers’ permission **results in immediate death** of the driver’s character and all passengers’ characters.
- The player, who wants to become an in-game driver, must possess the legal licences allowing to drive a motorised vehicle and must also take part in the obligatory safety training which precedes the LARP. Persons who have not attended this training will not be able to drive in-game vehicles.
- The only person allowed to drive the vehicle is a person who left the city driving it (was designated as the driver when leaving).

- In a situation when the designated driver is not able to drive due to in-game reasons and / or the vehicle was damaged in-game, the vehicle has to be driven at walking speed of the party and it needs to be pushed through the city gate.
- The designated driver must be sitting inside while the vehicle is being pushed (so that they can use the brakes or take evasive maneuver if need be etc.).
- The vehicles are armoured - it is not possible to shoot through doors, windows, windshields, tires, engine etc. **All windows that open must be fully opened (and not covered).**
- A moving in-game vehicle can be shot at, and you can shoot from a moving in-game vehicle but only with replicas approved for indoor use (up to 350FPS).
- The driver is not allowed to shoot from a moving vehicle, as he is to focus solely on the driving and safety issues.
- It is forbidden to attack a moving vehicle or from a moving vehicle with a melee weapon.
- It is forbidden to carry passengers outside the designated seats i.e. on rails, roof, car hood etc.
- **Building roadblocks of any kind is forbidden.** Emergency vehicles must have access to the whole area during the whole event.
- It is **forbidden to threaten pedestrians and drivers with a collision** - from the driver's side and pedestrians' side alike.
- **It is forbidden to shoot vehicles not taking part in the game.**
- A vehicle used during the night has to be equipped with a red light in a clearly visible spot (for cars, on the roof), which indicates that the vehicle stays in-game.
- Vehicles may be damaged (eg. by random event or sabotage). Detailed information can be found in the Advanced segment of the mechanics.