

OldTown Festival 2021

Mechanika Advanced

Chapter I - Skills

1. Types of skills

- **Production of chemicals:** skills in this field allow you to produce chemicals. Only accredited syringes (with a green plunger) can be used for production. The player registers the start of the production in IGOR, physically produces the chemical (puts the powders into the syringe in the right order and in the right quantity) and then, after a set time, reports to the Info Point to have the item accredited. Production time may depend on the skill level of the character and the quality of the Workshop (and other factors determined by the organisers).
- **Production of powders:** skills in this area allow the production of powders. Only accredited raw materials can be used for production. The player registers the start of production in IGOR, and after a set time, returns to the Info Point to deposit the raw materials and collect the powders. Production time and the amount of powders produced may depend on the skill level of the character and the quality of the Workshop (and other factors determined by the organisers).
- **Specialist (e.g. Mechanic, Electrician, Chemist, Biologist...)** a player with skills from this group can create new highly specialised plot items (using the list of recipes available to them in the IGOR system or by creating their own scheme / item with the organisers). The player registers the start of production in IGOR, and after a set amount of time, reports to the Info Point to deposit the materials used and collect the finished item.
- **Gun repair:** skills in this field allow the player to repair ASG replicas. The repair time and the amount of scrap needed may depend on the skill level of the character and the quality of the Workshop (and other factors determined by the organisers). The player registers the start of the repair in the IGOR system, and then after the designated time, reports to the Info Point to deposit the materials and accredit the replica repaired.
- **Production of ammunition:** this skill allows the player to produce a certain amount of ammunition from a single batch of brown powder (gunpowder) and scrap, depending on the level of the character's skill. The player registers the start of production in IGOR, and after a set amount of time has passed, reports to the Info Point to deposit the materials and collect the finished ammunition.

- **Repair of armour and shields:** skills in this area allow the player to repair armour and shields. The repair time and the amount of scrap needed may depend on the skill level of the character and the quality of the Workshop (and other factors determined by the organisers). The player registers the start of the repair in the IGOR system and then, after a set time, reports to the Info Point to deposit the materials and accredit the repaired armour or shield.
- **Medic:** this skill allows the player to dress wounds, treat wounds, and perform other medical procedures. A player with this skill possesses a Registry, in which they are **obliged to** correctly record the patient's data, each action performed, and especially the time of its beginning and end. The medic profession is divided into 4 levels:
 - a) Level 1 - Paramedic
 - Can bandage other wounded characters.
 - b) Level 2 - Intern
 - Can bandage wounded characters, including themselves, and perform basic treatments (draws one card when treating wounds in hospital, outside hospital draws 3 cards and chooses the worst).
 - c) Level 3 - Doctor
 - Can bandage wounded characters, including himself, and perform regular treatments (draws two cards when treating wounds in hospital and chooses the best, outside hospital draws 2 cards and chooses the worst).
 - d) Level 4 - Master Physician
 - Can bandage wounded characters, including themselves, as well as carry out complex treatments (draws three cards when treating wounds and chooses the best, outside the hospital draws one card).

For more information, see section 4. Dressing and treating wounds and performing medical procedures.

Please note that the [First Aid and Treating Wounds](#) skills have been replaced by the [Medic](#) skill prior to the 2019 edition. Characters previously possessing one or both of the abolished skills have had their [Medic](#) level recalculated and awarded accordingly.

- **Treatment of poisoning and addiction:** this skill allows the player to treat the negative effects of the chemical agents available in the game. The player with this skill possesses a Registry, in which they are obliged to correctly record the patient's data, each treatment performed, and especially the time of its beginning and end.
 - The skill holder is obliged to carry the Registry with them at all times, to fill it in on an ongoing basis, and to present it for inspection at the organisers' request.
 - The treatment of poisoning/addiction can only be carried out in the practice with the use of a first aid kit or a suitably crafted device accredited by the organisers.

- The standard treatment of poisoning and addictions lasts 60 minutes and requires the use of powders: 1x white, 1x green and 1x yellow (for the operation of the apparatus).
- **Radiation Specialist:** this skill allows the player to treat irradiation, as well as remove radiation from objects and reduce radiation in zones. A player with this skill has a Registry, in which they are obliged to correctly record the patient's data, each treatment performed, and especially the time of its beginning and end.
 - The holder of the skill is obliged to keep the Registry with him at all times, fill it out on a regular basis, and present it for inspection at the organisers' request.
 - Irradiation treatment can only be carried out in an office using a suitably prepared device that is accredited by the organisers.
 - The standard irradiation treatment process lasts 60 minutes and requires the use of powders: 1x blue and 1x yellow.
 - The removal of radiation from an object or the lowering of the radiation level in an area must always be consulted with the organisers as this requires special resources.
- **Other Skills:** it may be that a player has a skill set that is unique to them, or a specific profession (e.g. locksmith). Thanks to the IGOR System, we can take such a skill into account and grant permissions to use it with IGOR (e.g. key making). This does not mean that every skill a character has will be considered sufficient for inclusion in the system, nor does it mean that items and schematics associated with that skill will be automatically created.

2. Rules for assigning skills

- New characters start the game with no skills. The exception to this are skills granted under special conditions by the respective organiser.
- New skills can be gained during the larp by learning them at the school. They are granted by the organisers during or at the end of the game, based on the opinion of the people in charge of the school, taking into account the balance of the game (in special cases skills may not be granted).
- By attending all classes, a player should be able to gain the first level skill in 48h from the start of education.
- More than one skill can be learned during the larp.
- The school only teaches level 1 skills.
- An alternative way to gain a skill is through mentoring, in which a specialist with a level 3 skill can teach another character the first level of that skill. This lasts 24 hours. During this time neither the mentor nor the apprentice can create any items and have to enact the training process. The start of the mentoring process should be reported to the organizers before You start learning.

3. Developing skills

- Profession development is a subjective decision of the organisers.
- There are other ways to gain and increase the level of a profession in the game, but they are optional and fully story-driven.
- Players with skills that require IGOR must be prepared for the fact that some actions they take (such as creating ammunition) may fail. This is dependent on the skill level, the quality of the Workshop and other factors determined by the organisers.

4. Dressing and treating wounds and performing medical procedures

4.1. Dressing wounds

- The Medic finds out from the injured player which part of the body needs bandaging (i.e. the injured player says where they got hurt), then bandages the indicated limb / torso / head using the following rules:
- The leg should be braced at the knee with whatever (from the outside) and bandaged from mid-calf to the groin.
- The arm should be bandaged from the wrist to mid-arm and tied around the neck or a sling should be made.
- The torso should be bandaged from the waist to the armpits.
- The head should be bandaged with a forehead bandage or make a "helmet" if able. The bandage should not cover the ears, eyes, nose or mouth.
- If the bandaging player is injured he must stop the bandaging - the injured person does not get their wounds dressed.
- The bandage used for bandaging becomes the property of the bandaged player.

4.2. Carrying out procedures and treating wounds

- Medical procedures and wound treatment can be carried out by level 2, 3 and 4 Medics.
- The Medic is obliged to keep the Registry with them at all times, to fill it in on an ongoing basis and to present it for inspection when called upon by the organisers.
- The wounded/treated may be treated in a medical practice accredited by the organisers or in any other place under the conditions described below:
 - A character being treated in a place other than a hospital draws a number of cards and the worst option drawn is chosen.
- On admitting the patient, the Medic records the time of admission and the name of the patient's character in the Registry then presents the treatment deck from which the patient draws one card. The Medic reads the card, records its name in the Registry, then puts it back into the deck. The treatment proceeds according to the instructions on the card.
 - The number of cards drawn varies depending on the skill level and treatment conditions (e.g. available equipment, hospital facilities).

- The Medic and patient are required to follow the instructions on the drawn card, but are also free to enact the medical procedure.
- After the first instruction (procedure, medication), the patient can only leave on their own if they are bandaged (dressed), otherwise they have to be hospitalised all the time.
- At the end of the treatment, i.e. after all instructions from the drawn card have been carried out, the Medic removes all bandages from the patient and then records the time in the Register. The patient becomes fully healthy.
- Worn bandages are destroyed - they cannot be reused ingame. It is best to take used bandages to one of the ingame hospitals.
- The Medic can draw blood, they need an accredited container to do so. The length of the blood collection process is determined by the Medic. One Medic can only draw blood from 1 character at a time. The player donating blood must be sober.
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- After the blood donation, the Medic should appear at the Info Point with the character who donated blood to record it in the IGOR system, unless the Medic has remote access to the IGOR system and can annotate the blood donation on the player's card themselves.
- A character who donates blood has a wounded and bandaged status for 1 hour, this cannot be treated, and returns to full health at the end of the hour.
- One character can only donate blood once per day. Donating blood again within 24 hours results in a critical wound for the character.
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Chapter II - plot items

1. Definition

- Only organisers are allowed to introduce plot items into the game
- Those items are not private property of the players, they can be taken from one another (through trade or by force). Plot items appropriately marked by the organisers. Among them are: currency (caps), bullets, powders (ingredients needed for production of chemicals) and ingame raw materials. ASG replicas/bows and arrows **are not** defined as plot items!
- Plot items cannot be kept inside private tents or under them, while a player is actively involved in the game.

- Theft of items other than plot items (private belongings, elements of camps etc.) is strictly forbidden and is subject to the Criminal Code of the Republic of Poland.
- Every player character can attempt to identify and create simple plot items. Chance of succeeding is low without appropriate skills, but a success might expand a list of schemes known to the character.

2. RFID system

- Most of the plot items introduced in the game will be additionally marked with a RFID chip attached to them
- RFID chip can be read at any town terminal, allowing the player to identify it
- Destroying, ripping off or changing chips on the items is forbidden
- RFID chip itself is not a plot item, but a tool to classify and manage items during LARP

3. Item classification

- Plot items divide into those marked with a RFID chip, and other
- All plot items except ASG ammunition, caps, powders and raw materials are additionally marked by the organisers with green tape
- a) Items without any marking:
 - Bones
 - Plastic artificial plants that look like ivy
 - Sulphuric Stones
 - Junk (in the shape of metal plates)
 - Caps
 - ASG ammunition
 - Empty, new syringes
 - Powders in all used in the game colors
 - Blood
 - Chemicals produced from powders
 - Bandages
 - Schematics
- b) Items marked with a RFID chip
 - all electronics
 - rare and unique items
 - everything else with a RFID chip, that's not electronics

4. Chemicals

- Chemicals are accredited by the organisers, marked with green tape and labelled syringes filled with layers of colored powders

- Every conscious character can use a chemical (emptying the syringe and **keeping it**) on themselves or another character (except for the first aid kit)
- Used syringe should be brought to the in-game hospital or lab
- If the powders in the syringe get mixed up, chemical is spoiled and cannot be used
- Description of chemicals and layers of powders below:
 - (Z) First aid kit - can be used only on other players. Layers: green, black, green with additional bandage. Bandage wounded part of the body (arm, head, etc.). Wounded person becomes patched up.
 - (S) Stimpak - layers: red, white, red, black, red. Wounded/patched up character immediately becomes healthy
 - (SS) Super Stimpak - layers: red, yellow, red, black, red. Wounded/patched up character cyborg or mutant immediately becomes healthy
 - (N) Drug - layers: blue, green, blue. Use of a drug “freezes” negative states as a wound, poisoning, radiation sickness for 1 hour. Wounded character that took a drug and got hit (ASG shot, weapon hit) becomes critically wounded. Irradiated character that took a drug and got irradiated again becomes critically wounded. After 1 hour the character returns to the previous state. Player should act out the effects of drug use, and later an addiction. If the character doesn’t take another dose of a drug after 6 hours becomes wounded. If the character was already wounded, they become critically wounded.
Drugs must be taken constantly, until the character manages to cure an addiction. A drug might have a paper attached with a description of its effects
Player must act them out accordingly.
 - (R) Radaway - layers: blue, white, blue, yellow. Cancels effects of radiation completely
 - X) RadX - layers: blue, red, blue, red. Lowers the amount of radiation by 1 level for a period of one time staying in the irradiated area. Effects of multiple RadX don’t stack.
 - (T) Poison - layers: 2x blue, black, 2x blue. Poisoned character becomes critically wounded after 1 hour. Poison can be injected or given to a person in food or drink. In the first case, the player of the poisoned character must be immediately informed of the poison. In the second case, a player should inform the Info Point about the intent. IP will assign a person to oversee the process and inform the player of poisoned character of the effects and remaining time.
 - (A) Antidote - layers: white x2, black, white x2. Cancels effects of poisoning completely.
 - (L) Antibiotics - layers: green, white, green. Used by a doctor to cure patients.
 - (W) Truth serum - layers: red, blue, red, black, white. A character given truth serum must be aware of the fact. It lasts for 10 minutes or three questions and the effects wear off after the end of time or reaching the question limit. A character on serum is obliged to answer accordingly to their knowledge. They can’t lie, or say things that are not an answer to the question, but they can

answer vaguely if the structure of a question allows it. (Yes/No questions cannot be answered vaguely)

- (H) Hypnogen - layers: blue, black, blue, green, yellow. Renders the user suggestible, prone to hypnosis and manipulation, may cause hallucinations (depending on the special rules), but a player cannot be made to take any action directly threatening their life (for example they cannot be ordered to shoot themselves in the head). Every use of hypnogen should be discussed with the organisers.
- (U) Soporific - layers: blue, white, black, white, yellow. Character falls asleep for 1 hour and cannot be woken up during this time.
- Use of three doses of a chemical of the same type (includes RadAway, RadX, Truth Serum, Hypnogen and Soporific) during the 24h from the first dose results in addiction. (Example: three doses of RadX are addictive, but two doses of RadX and one of RadAway, is not)
- Addicted character must act addicted until they get cured. If a character doesn't take another dose after six hours of the last one, they become wounded, and if they were already wounded - critically wounded.

5. Item creation, off- and in-game aspect

- A plot item is created each time through the IGOR terminal.
- To start creating an item the player logs in the terminal, chooses the item they want to create, a Workshop (if they have one), and begins the procedure. Each item takes a certain amount of system-determined time to create, it should be spent acting out working on the item.
- After the system-determined time, the character should go to the InfoPoint to register or collect the created item. (All used material and ingredients are left there as well). Collectio of the items may be done in the ghost state.
- Collecting plot items is a unique situation, during which the player doesn't have to announce stepping into ghost state, and they **shouldn't** wear a reflective vest. (For the immersion sake, it's not forbidden though). Such ghost state is allowed only **on their way** to and from the Workshop/ workplace **during 30 minutes** from finishing an item creation process.
- W przypadku wystąpienia jakichkolwiek kwestii spornych pomiędzy graczami, Info Punkt będzie w stanie szybko sprawdzić, czy danej postaci przysługiwała możliwość wejścia w stan ducha. Wszystkie nadużycia tego systemu będą surowo karane przez organizatorów.
- In case of any contentious issues between the players, Info Point will be able to quickly check if a character was allowed to step into the ghost state. All abuse of the system will be severely punished by the organisers.

6. Schematics

- **Schematic** is a more complicated word for a recipe, on which the system of item creation bases. A character that has a certain skill gets appropriate schematics assigned, for example after learning ammunition production techniques “ammunition” will appear on the list of schematics available after logging in the system.
- Most of the schematics are based on a few ingredients that in a certain amount of time are made into one final component. There are many exceptions to this rule and organisers are open to new schematics ideas coming from the players.
- Schematics don't have to be tied to skills.

7. Workshops

- **Workshop** is a name for all the places needed for some of the professions (hospital, laboratory, shaman's shack etc.) They are characterized by:
 - Number of stations that can be used simultaneously
 - List (or groups) of schematics that can be produced in the Workshop
 - Special bonuses, like shortened production time or lower amount of materials needed for creating an item.
- Who and when can use the Workshop is decided by its owner. It's possible to add a permanent user of the Workshop (which allows him to work in it without informing the owner)
- Workshops can be expanded with new working space, schematics or bonuses during the game.

Chapter III - Vehicles

1. Basic rules

- The game features "stylized" vehicles that have been approved for the game as appropriate in-game vehicles (they have been accredited by the Organizers), which can be driven around the IN-GAME areas during the game.
- Such vehicles are marked with special license plates or numbers painted on the bodywork to identify the vehicle.
- Moving around the game area in a non-plot vehicle without the consent of the organizers causes the immediate death of the character played by the driver and all characters played by the passengers.

- Only the player who left the town as the driver can drive the vehicle (he was designated as the driver at the time of departure).
- In the event that the designated driver is no longer capable of driving the vehicle in-game and / or if the players know that the vehicle has been damaged in-game, it must be driven at a walking speed of the group and must be pushed through the town gate.
- A driver (capable of braking, performing evasive maneuvers, etc.) must be present in the vehicle while the vehicle is being pushed.
- The vehicles are armored - you cannot shoot through any non-opening windows, sides, wheels, engine etc. All openable windows must be fully open (and not covered).
- You can shoot at a moving vehicle participating in the game, as well as fire from a moving vehicle. In the second case, you are limited to using only replicas allowed in buildings (up to 1.1 J / up to 350 FPS).
- The driver cannot fire from a moving vehicle, he should fully focus on driving and ensuing safety.
- It is forbidden to attack moving vehicles, as well as to attack from them, with the use of melee weapons.
- It is forbidden to transport passengers outside of the designated seats or places (e.g. on the rails, roof, hood, etc.).
- The building of roadblocks is forbidden. Access for rescue vehicles to the entire game area must be ensured throughout the duration of the whole event.
- It is forbidden to scare pedestrians and drivers with a possible collision (by both drivers and pedestrians alike).
- It is forbidden to shoot at vehicles not taking part in the game, as well as to use vehicles not taking part in the game for activities related to the game.
- A vehicle moving at night must signal that it remains in the game with a, visible from a distance, red lamp mounted in a visible place (on the roof in the case of cars).
- A vehicle can be damaged (e.g. by a random event or sabotage).

2. Drivers and vehicles

- The person designated as the driver while exiting the town is responsible for all breaches of Mechanics and Regulations rules regarding the in-game vehicle. In the event of an issue with identifying the driver, the person who has declared themselves as the owner of the vehicle during the accreditation process is responsible for any offenses and issues.
- A player who wants to become an in-game driver must have a valid driving license and take part in a mandatory safety training. People who will not participate in the training will not be able to drive in-game vehicles.
- The driver cannot fire from a moving vehicle, he should fully focus on driving and ensuing safety.
- A vehicle cannot be driven by a wounded character. A driver who is injured must bring the vehicle to a safe stop immediately.

- The vehicle may only be driven on hardened surfaces (i.e. not cornfields etc.).
- The in-game vehicle speed must not exceed 40 km/h.
- Each in-game vehicle has a predetermined number of people who can ride it at the same time.
- A damaged in-game vehicle can only be repaired at the City Garage.

3. Trips to the Wasteland / outside of the town

- Each time before driving the vehicle outside of the city, the driver must report to the City Garage for an inspection.
- During the inspection, the representative of the City Garage checks whether the vehicle is operational and fueled, and then enters all the necessary information (including the information about the driver for the duration of the particular trip) into the IGOR system.
- Each time when leaving the town, the sobriety of the drivers will be checked using a breathalyzer.
- After returning to the town, you should go to the City Garage to inspect the vehicle and draw an event card.

4. Damage

- A damaged vehicle must not be driven outside the town.
- A vehicle may be damaged as a result of:
 - an event card drawn during the review,
 - sabotage.
- The event cards describe what happened to the vehicle during the trip. Events can be positive, neutral or negative.
- In order to perform a sabotage, You need to contact the organizers to determine the conditions and method of carrying out the sabotage each time You want to perform one.