

OldTown Festival 2021

Game CORE Mechanics

Last updated: 14.06.2021

Patch notes

03.04.2021

1. Division of mechanics into CORE and ADVANCED.
2. CORE mechanics have been rewritten to better describe the mechanisms of the LARP.
3. Removal of Armour penetration by two-handed weapons.
4. Shields were made similar to Armour (currently they're described together).
- ~~5. The weakspots mechanism has been added, it will be added to some types of Armours (mainly full armour).~~
6. More aspects of combat have been left to the player's discretion (mainly in notes concerning Blows).
- ~~7. The possibility of running away during combat has been defined.~~
8. Rules for the usage of "special" weapons have been simplified. (e.g. claws of Mutant-NPCs) - a hit always results in a wound, but can be blocked with a Shield.
9. Added a note about ignoring Shots by Mutant-NPCs in the Wastelands (they cannot be injured by ASG replicas).
10. Removed destruction of Safe Weapons (melee, not ASG) (they become indestructible).
11. The effect of being hit by a thrown projectile weapon has been clarified (the character receives a Blow).

12. Fixed the wording of the point about returning to the game after receiving a Critical Wound.
13. The mechanical signalling of Stun, Stealth etc. with a gesture (placing a hand on the shoulder or back) has been simplified.
14. The ratio of forces required to apply a Wpierzdol increased from 2:1 to 3:1 and a restriction that the attacked party is 2 people max was added.
15. It has been clarified that the slave collar is a plot item (it will have to be specially marked, probably with an RFID chip).
16. Modified the point about driving a vehicle that is plot-damaged or when the designated driver is plot-incapable.
- ~~17. Added mechanics for destroying/sabotaging vehicles (details in the Advanced section).~~

14.06.2021

1. Edited the clauses regarding the arbitrary nature of Strikes to better reflect the vision of the game.
2. Discarded the escape clause, leaving the consequences up to the players (it is advisable to act out being wounded if you are hit in battle).
3. Added (example) circumstances of recognising a character's death instead of receiving a Critical Wound.
4. Clarified the effect of being hit by a thrown projectile weapon (character receives a Blow if hit in a place not covered by armour).
5. Removed the weakspots mechanism in armour.
6. Mechanism of fuel consumption of vehicles removed - they run for free!
7. Minor editing of binding rules...
8. ...and many other language corrections throughout the whole mechanic.

Introduction

The mechanics of OldTown LARP is a set of rules defining the way we play the game. You'll find the basic terms we use in the game, rules of behavior in specific situations, information on how we simulate combator use specific Skills, as well as many other information that will allow you to fully enjoy the game. The mechanics has been divided into two parts:

- **CORE** - the main part that every player must know, as it contains rules about safety and situations that may frequently occur during the LARP
- **ADVANCED** - contains rules and descriptions that expand on individual mechanics (e.g. rules for accredited drivers or detailing how the chemicals work), concerning personalisation of characters (e.g. a list of Skills) and situations less frequent in the LARP (e.g. mutations). It is recommended to read the sections that relate to the areas of expertise of the character (e.g. the player who wants to play a doctor should read about dressing wounds and performing medical procedures).

Attention! The information on the accreditation of costumes, weapons, vehicles, etc. (including "crafter" guidelines) will be shared in a separate document/guide.

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CORE

Chapter I – General rules

1. The Basics

- It is acceptable to bend or ignore the rules of the Mechanics if the people involved in the situation agree to do so, because good larp fun is more important to us than the Mechanics. Bending or ignoring the rules of the Mechanics without the consent of the person involved in the situation will be treated as failure to follow the Mechanics.
- The organisers' instructions (e.g. on plot items or special signed cards) are more important than the rules of game Mechanics.
- The organisers reserve the right to change the Mechanics during the game.
- Non-compliance with the Mechanics may have consequences imposed by the organisers (including character death).
- The field game continues **without interruption** - from the announcement of the beginning to the announcement of the end of the game.
- The player is obliged to have the following items (without them he will not be allowed to play):
 - a post-apocalyptic outfit,
 - **eye protection equipment (glasses, goggles) with a minimum durability of 2J - mesh equipment is not allowed,**
 - a yellow reflective vest.
- The organisers provide players with:
 - ammunition for ASG replicas (plastic pellets of 6 mm diameter), in the same weight 0.25 g, in special colours and of a good brand,
 - special currency used during the game,
 - additional instructions or plot items

- A full military uniform or clean everyday clothes do not qualify as a post-apocalyptic outfit. The reality of our game is based loosely on the Fallout and Mad Max series and created as part of the Polish Postapocalyptic Universe, which is characterised by a focus on spectacularity and diversity.
- Every player who camps on the game site should have a sleeping place in the post-apocalyptic aesthetic. Failure to meet this requirement may result in the designation of a new campsite by the appropriate organiser.
- Pyrotechnics (including blank guns) is reserved for use only by the event organisers and persons designated and authorised by the organisers. The use of any pyrotechnics by players (including grenades, mines and traps) is prohibited and may result in removal from the event area.
- It is forbidden to use laser indicators and night/thermal night vision devices.
- Failure to include the character's Skills, special abilities, features, etc. in the character form (available on the website), may result in stripping the character of them on site.
- **It is forbidden to destroy elements of the set design prepared by the organisers and other players (as well as any acts of vandalism), and any unintentional damage should be immediately reported to the organisers.**
- A player who has individual authorisations / abilities / powers resulting from Skills, Mechanics or individual arrangements with the organisers is obliged to carry the appropriate instructions issued by the organisers at all times and present them at the request of other players. Players must follow the rules of the instructions.
- There are Mechanics Arbiters present in the game. The Arbiter has the right to settle disputes, make decisions concerning Mechanics and impose penalties for violations. The Arbiter's decision is final at the time of settling the dispute. If the player does not agree with it, they can turn to the organisers, but only **after** the game plot scene is finished. The Arbiter has the appropriate markings on their ID and a special reflective vest.

- Any participant, volunteer, organiser, etc. has the right to ask to see a player ID in order to clearly identify the person.

2. Role-playing

- Each player is required to play a character of their own design and to adapt to all in-game situations they will find themselves in.
- While role-playing their character the player shouldn't transfer the emotions from the game to their private life, nor the emotions from their private life to the game.
- It is forbidden to use in-game information obtained outside the game or while in "ghost mode".
- If at any time during the game a player spoils another player's fun with conversations or behaviour that should be kept off-game, the disturbed player may use the phrase **"What did you say about my mother?"** to indicate the inappropriateness of their behaviour. If this doesn't help, such a person can be challenged to a duel in the arena, or the organiser can be summoned to deal with such a player.

3. BASTA

- It is forbidden to use psychological and physical violence against other players beyond the limits described in the game Mechanics.
- **BASTA is a safe word for stopping the game. After one of the players has spoken this word, all participants of the given in-game situation are obliged to stop the game immediately.**
- **The word BASTA can be used either in a life or health threatening situation, or if the situation on the LARP makes us feel uncomfortable or if the rules of the Mechanics are broken.**
- If both parties agree, a **partial** waiver of the rule on the prohibition of physical and psychological violence is allowed (i.e. for the purposes of fighting, struggle, interrogation, torture, etc.) while keeping the appropriate security measures. The

uttering of the safe word: "**BASTA**" by either party withdraws prior consent - the **physical and mental interference must be stopped immediately**.

- It is strictly forbidden to take any action against the other player that prevents them from saying the word "BASTA". (e.g. gagging).
- If there is a threat to life and/or health or if an accident / injury / serious illness occurs, **the game must be stopped immediately**. Players in the vicinity must provide assistance to the injured party and notify the organisers of the accident. Both injured and assisting players should (if the situation allows it) wear reflective vests (enter ghost mode).

4. Ghost Mode

- In case of a threat to the life or health of a player (not the character), or after receiving special permission from the organiser, you can suspend your participation in the game by wearing a reflective vest. You will then **enter ghost mode**.
- Entering ghost mode means a long-term exclusion from the field game.
- A person in ghost mode should, as much as possible, move around the game area in such a way as not to disturb the game for other players.
- Abusing the ghost mode can be treated as a failure to comply with the Mechanics and carry all the related consequences.

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

- The game area consists of the town, the areas surrounding it (the so-called Wasteland) and the outdoor facilities built on them.
- For the purposes of the field game, it is assumed that the entire town is surrounded by an impassable city wall and a minefield. This means that **you can only enter the town through the town gate**. Entry of a character into the town in any other way is equivalent to the death of the character without the possibility of an independent decision about the Critical Wound.

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

as well as the IN-ASG and OFF-ASG zones, both placed inside the IN-GAME zone where the use of ASG weapons is (respectively) permitted and prohibited.
- It is forbidden to move around the game area, outside the OFF-GAME zones, with food and drink that is not in a post-apocalyptic, stylised container.
- **In the town, which is an OFF-ASG zone, there is a permanent and overriding ban on the use of the ASG replica** - it is allowed to use only safe weapons and Nerf weapons. Breaking this ban for any reason will be severely punished.
- Going out of the city gates the player enters the **IN-ASG zone**, where they can use ASG replicas. Before entering the IN-ASG zone the player is **obliged** to put on their eye protection.
- It is forbidden to shoot towards the OFF-ASG and OFF-GAME zones.
- While role-playing in the Wasteland, especially during shootings, **one should watch out for people not taking part in the game. Before firing a shot or placing a Blow, each player is obliged to check whether they are dealing with another player or with an unauthorised person!**
- There are a lot of damaged and dangerous buildings and places in the game area. The organisers will never leave plot items or organise attractions in a place too dangerous for players. Please take special care and use common sense when exploring the Wasteland.

6. The IGOR System

- The organisers use their own computer system IGOR to manage the game. All players have access to IGOR computer terminals provided through a system of publicly accessible city terminals.

- The IGOR system contains information about the players' characters, plot items and professions, as well as a complete register of vehicles.

7. Drones

- In some areas of the game (e.g. the town of OldTown) there is a drone system that makes it impossible for a player to place an in-game Blow onto a character. Whenever a player intends to inflict a Blow, e.g. with a safe weapon, the drones fire and that player falls to the ground wounded, and the action they wanted to take is considered null and void. In such a situation it is advisable to use the word BASTA to quickly clarify the incident between players.
- The drone system can be switched off or on by the organisers at any time of day and night.
- The activity of the drones system is indicated by a constant light signal (light will be on or off in the centre of the town) and a flag of the appropriate colour (green = drones active, red = drones inactive).
- Switching the drones off or on is announced by a sound signal and a change of the signalling (light and hanging flag).
- During the drones activity some forms of violence can still be used (e.g. stunning, Wpierdol). For more information see the description of individual mechanics.
- Moreover, in the Plato Passage there is a drone independent from the city system (controlled by players), which operates only in the Passage (also as a preventive).

Chapter II – Combat and Weapons

1. Combat, including hits and re-enactment, the basics

- A **Shot** is a hit on any unarmoured spot with a projectile fired from an ASG replica or an arrow fired from a bow. The character that has been shot is **wounded**.

- A series or simultaneous multiple Shots (e.g. a shotgun with three barrels) is counted as one Shot.
- If a Shot lands on a spot covered with an armour, after the player returns to the town (crosses the town gate) or to their own camp (if it is outside the town) the armour is destroyed and needs to be repaired.
- A Shot received must be clearly enacted, in a way that other players can understand (e.g. staggering, clutching the affected body part).
- Mutant-NPCs in the Wastelands ignore Shots (they cannot be wounded by ASG replicas).
- A **Blow** is a clear and decisive (not forceful) hit delivered by a safe weapon.
- A Blow received must be clearly enacted, in a way that other players can understand (e.g. staggering, clutching the affected body part).
- The Player has the right not to acknowledge a Blow, if the hit did not appear to be sufficiently effective (i.e. one that should injure the Character). Examples of this would be a weapon just snagging on the outfit, a flesh wound, a weapon slipping on armour, or just tapping (quick, light strikes using just the wrist, etc.).
- The player also has the right not to acknowledge the receiving of a Blow if they have been hit in the armour.
- If a player is hit by surprise (e.g. from behind), they should acknowledge the Blow because of the opponent's advantage.
- A character is wounded no later than after three received Blows, but of course can acknowledge a wound earlier.
- If on the next hit you can't remember which Blow it is, it means you should already be injured.
- A character hit by "special" weapons, like the claws of Mutant-NPCs, is indisputably **wounded**.
- During combat it is **forbidden to make jabs**, i.e. stabs with "just the tip" of the weapon.
- Targeting the head and groin should also be avoided for safety reasons.

- A character hit in combat, who falls to the ground and does not get up, is excluded from combat (they themselves cannot attack and it is forbidden to hit them). If it lasts for a longer moment the character is considered to be wounded.

2. Wounds

- The character who received a Shot or a Blow is **wounded**.
- A Wound received must be clearly enacted depending on the place that was hit, the wounded character falls to the ground during combat. They can crawl but they cannot fight.
- After a fight, if the wound allows it, the character does not have to crawl, instead they can get up. However, they must clearly signal being wounded by their gait.
- The injured character must have the wound **dressed**. After 15 minutes, an unattended character receives a **Critical Wound**.
- The character with a **dressed** wound has one hour to reach a doctor or they will receive a Critical Wound.
- Dressing can be performed by a character with the *Medic* Skill or any character using the appropriate plot items (e.g. *First Aid Kit*).
- A new Shot or Blow to an injured character (even if dressing is applied) results in a Critical Wound.

3. Critical Wounds and Death

- There is no other way for a character to die during the LARP than due to the organiser's or player's own decision. The character who was killed (received a final, lethal hit), bled out to death, was wounded in an assassination, has pulled out a fate card in the hospital announcing their death or has been destined to die in any other way congruent with the game's mechanics, receives a Critical Wound instead (with the exception of the aforementioned mine field).
- In the event of the organizer's decision, the following will be taken into account, among others the circumstances of receiving a critical wound. For example, if a

LARP action/scene has been set up and played in an interesting way around the attempt to kill a character (especially with more witnesses), the character can be put to death in order to keep the story consistent.

- The critically wounded character is obliged to stay where they are for 5 minutes (or until the end of the LARP scene in which their character is needed) and play out their critical wound. After this time the player can enter ghost mode and go to the hospital. If the plot allows, the character should be transported to the hospital by their companions.
- The player whose character was critically wounded has the right to decide whether they wish to continue playing or let their character die in designated hospitals (see the attachment).
- The player whose character was critically wounded cannot recall all of the morbid details of the situation as a result of which they got injured (so as not to add up fuel to the fire, and to avoid the eye for an eye revenge downward spiral).
- The player who decided to let their character die returns to the game as a new character after a respawn time decided individually by the game plot organiser.

4. Safe Melee Weapons

- The term “safe weapons” should be understood as “melee weapon replicas allowed for in-game use” such as swords, knives, machetes etc.; Every safe weapon allowed in game must be appropriately marked during the registration as per its properties (e.g. length).
- Safe weapons are indestructible (cannot be destroyed for example due to sabotage).
- If any replica of a melee weapon becomes physically damaged (rupture of the soft layer, broken core, etc.), the weapon stops functioning. **It is strictly forbidden to use any 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:
 - up to 50 cm - a short weapon (the only weapon usable for Assassination),
 - up to 120 cm - a one-handed weapon, can be used together with a shield,
 - up to 200 cm - a two-handed weapon, requiring two hands to fight with.
- One should avoid **attacking the opponent's head or the crotch** with melee weapon replicas.

5. ASG Replicas and Bows

- The term "ASG replicas" shall be understood as replicas of firearms made in ASG technology approved for the game by the organizers. Each ASG weapon approved for the game will be marked during accreditation. The markings will vary depending on the power of the replicas.
- The ASG replica markings indicate whether it is allowed for full use (including the buildings and moving cars) or its use has to be limited to the open spaces only.
- You can start the game with a single ASG replica. Additional pieces can only be purchased during the game in the in-game "Gun Shop" (see: Chapter IV - Special Rules).
- It is **forbidden to use one's own ASG replica ammunition** (including the so-called "hi-caps restocking") during the field game. The organisers will provide players with good quality pellets in one weight option (0.25g) in special colours and of a good brand.
- ASG replicas and bows can be used solely in the IN-ASG game zones, where it is **mandatory to wear eye protection** (glasses / goggles).
- **It is forbidden to shoot and aim from bows and ASG replicas in the OFF-ASG zone due to wearing eye protection not being mandatory there.**
- A player inside the IN-ASG zone **not wearing any eye protection during ASG combat** immediately becomes Critically Wounded and is **obliged to lie down on the ground and protect their eyes (cover them with hands)**. After the fight is

over they must put their eye protection on. Each such case must be reported to the organisers who will draw the consequences.

- When **carrying** an ASG replica **into** the OFF-ASG zone, **pull out the ammo clip** and **make sure that the replica is unloaded**.
- **Avoid shooting** your opponents to their **heads and crotches** with ASG replicas.
- It is prohibited to shoot the opponent from a very short distance (eg. an execution), however you should **inform the target about the hit and discard the bullet** (eg. by shooting safely into the air).
- The player who receives a Shot / blow to the ASG replica must tear off the accreditation marking its functionality from it. The replica becomes **damaged** and can not be used until the weapon is repaired.

6. Safe Throwing Weapons

- Safe throwing weapons are allowed for in-game use and must be properly marked by the organisers during accreditation.
- All of the rules on melee weapon replicas apply also to the throwing weapons.
- It is forbidden to throw any safe weapons other than the safe throwing weapons.
- A character hit by a thrown weapon in a place not covered by any armour receives a Blow.

7. Nerf

- Nerf weapons have been approved for in-game use. A hit from an accredited nerf pistol is considered a **Stun** and regular stun rules apply. Nerf weapon projectiles **ignore armour and shields**.
- Nerf type weapons will be introduced into the game solely by the organisers.
- Only NPCs, City Guards (CAD) and players who have obtained special permissions from the organisers are allowed to use nerf type weapons.

8. Armour and shields

- Armour is a set of stiff, impressive, relatively uniform elements of the character's outfit (can be made of metal, wood, plastics, tires, thick rubber or other stiff materials). It has to resemble an element of a post-apocalyptic armour.
- The armour needs to be visible for other characters. It can be only partially covered with a material, so that the armour's presence and location can be clearly seen at the first glance.
- Every armour admitted to the game will be appropriately marked by the organisers.
- A "shield" means a shield replica admitted to the game by the organisers. Every shield allowed in the game will be properly marked during the accreditation.
- The shield cannot be used with a two-handed weapon or an ASG replica.
- Undamaged armour/shield protects against Shot or Blow at the discretion of the player.
- The armour/shield protects only places that are physically sheltered.
- If the armour or shield was Shot while venturing around the Wasteland it is considered broken and requires repairs upon the player's return to the town or their camp.
- Chainmail (or its elements) are allowed in the game as long as they meet the visual criteria. Please, contact the organizers in advance for consultation.
- All kinds of "power armours" and other exceptional armour designs are subject to individual assessment in terms of granting special benefits. Please contact us by email in advance to discuss your expectations and our requirements regarding the outfit.

9. Stunning

- The player is stunned with one safe weapon Hit if **all the following conditions are met:**

- the player cannot defend themselves or was attacked by surprise,
- a white weapon replica safely touched the player's head in a place not protected by armour,
- the attacker simultaneously put their hand on the player's shoulder and clearly informed them about the stunning.
- The stunned character immediately faints and remains unconscious for 5 minutes (should play this out).
- Stunning is allowed while the city drone system is active.

10. Assassination

- Assassination occurs when **all of the following conditions are met:**
 - the attack took place by surprise,
 - the attacker used an assassin weapon (short weapon),
 - the attacker dealt a Blow or a series of Blows to the torso or the head of a player in a place not covered by an armour,
 - The attacker simultaneously put their hand on the player's shoulder and clearly informed them about the Assassination.
- A correctly performed Assassination Critically Wounds the victim.
- If the attacked player notices the assassination attempt before they are critically wounded and reacts, the blow ceases to be fatal (Critical Wound), but still counts as a Blow.

11. Wpierzdol

- Wpierzdol is a specific situation of a street fight where one party is significantly outnumbered.
- All of the following conditions must be fulfilled to declare Wpierzdol:
 - the forces' ratio must be at least 3:1,
 - Wpierzdol can be only done on maximum two people at the same time,

- the attacked person(s) can not be armed, meaning they cannot already hold any safe weapon in their hand,
- one should place their hand on the shoulder of the Wpierzdol recipient, and then play out Wpierzdol.
- Once Wpierzdol is declared, you can't save yourself by attempting to run away.
- The person who has received Wpierzdol may be searched and robbed according to the regular rules of search and theft.
- The person who has received wpierzdol remains awake, but can not call for help.
- Wpierzdol ends after 5 minutes, after which the character returns to the game.

12. Search

- Searching means a real and physical body search of a player. The player conducting the search can keep all the plot items they manage to find on the other player.
- The player **can refuse to be physically searched**, in which situation they are obliged to inform their captor and hand over all the plot items they are carrying at the moment.
- If the player consents to be physically searched, merely informing the player about the search does not oblige them to hand over the plot items (telling someone "I'm searching you" does not work - you should really perform the body search).

13. Binding

- The character can be bound. The character can choose symbolic binding and submit to the executioner or physical binding (within the safety rules) and undertake all actions they are capable of, including fighting and escaping.
- Tied hands can be symbolized with handcuffs, rope, etc. held by the player in front of themselves with both hands. A player with bound hands can not use their hands, including untying other ties.

- A character with tied legs can not move by themselves - binding can be symbolised by a rope tied on one of the legs of the player, etc.
- A gagged person cannot say anything. **The gag must not hinder the player's ability to speak and breathe.**

15. Slavery

- A player can be captured and enslaved.
- The rules of enslavement, its duration and scope are discussed and decided by the players involved.
- Slave status has to be properly denoted by putting a collar on the slave's neck.
- The collar is a plot item (marketed by RFID chip) and it has to be provided by the captor.
- The collar must be safe to wear and allow the captee to quickly remove it themselves.

Chapter III – plot items and Skills

1. Plot Items

- A plot item is a prop introduced to the game by the organisers. It is an equivalent of an actual object, or an imaginary one devised especially for the game. Each plot item has specific functions and properties.
- Plot items are (usually) appropriately marked by the organisers. ASG replicas / melee weapon replicas / bows and arrows of players **are not** plot items.
- Plot items are not the private property of players, so characters can take them away (by trading or force).
- Plot items must remain in the IN-GAME area at all times when the 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.**
- Plot items are divided into three types: unmarked (list below), marked with green tape (examples below) and marked with an RFID chip.
- Items without any marking:
 - Caps
 - ASG ammunition
 - Empty, new syringes
 - Powders (used in the production of chemicals)
 - Sulphuric Stones
 - Plastic artificial plants that look like ivy
 - Bandages
 - Glasten
- Examples of objects marked with green tape:
 - Chemicals made from powders and syringes
 - Used syringes (for reuse)
 - Junk in the form of metal plates
 - Fuel containers
 - Bones
 - Blood
 - Schematics
- Items marked with an RFID chip (blue tag attached to the item) can be identified (you can check what they are and what they are used for) in the city terminals connected to the IGOR system.
- Every character can identify and create basic plot items (see **ADVANCED Mechanics** for a detailed description).
- It is forbidden to modify (destroy, tear off, replace, etc.) the markings on plot items.

- All chemicals are syringes (accredited by the organisers and marked with green tape) filled with layers of coloured powders and described accordingly. For a description of powder layers and how the chemicals work, see the relevant section of the ADVANCED Mechanics section.
- Any conscious character can use a chemical (by enacting its application and then dumping out the contents and **keeping the syringe**) on themselves or another character (unless otherwise specified in the description of the chemical). The kept syringe should be returned to any lab or (in-game) hospital.
- Chemicals can make a character addicted (information can be found in the description of the chemical) and the player must act the addiction out. The addicted character has 6 hours to take the next dose of the substance which they grew dependent on. If they fail to do so within the time limit, they will become wounded. If they were already injured at that time, they receive a Critical Wound. The substance the player is addicted to should be taken until the character is cured of the addiction.

2. Skills

- Skills allow to identify and create plot items and to perform special actions (e.g. medical treatment, armour repair).
- New characters start the game by default without any Skills.
- Skills can be learnt during the LARP at school and from some characters.
- The list of Skills can be found in the appropriate section of ADVANCED mechanics.

Chapter IV – Special Rules

1. Radiation and Radiation Resistance

- There is radiation in places surrounded by black and yellow tape and identified by appropriate messages indicating the radiation level. Entering an area with

level 1 radiation causes **radiation sickness**, and 2 hours after entering the area results in a Critical Wound, unless the disease is cured. A higher level of radiation causes an immediate Critical Wound.

- An irradiated person (suffering from 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 (see Advanced Mechanics for more information).
- 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 Gas

- During the game the organisers can use red smoke candles to simulate poisonous smoke.
- Any character who finds themselves in the red smoke area is automatically **wounded** regardless of their armour and any other security measures.

3. Gun Shop

- If a player would like to have more than one accredited ASG replica during the LARP, they must purchase it during the game with caps at the gun shop.

- The gun shop does not sell physical ASG replicas, only the right for the player to introduce another ASG replica into the game.
- After purchasing a weapon, the player receives a token which they must take to the organisers for the weapon to be marked as cleared for play.

4. NPC

- There are "event characters" in the game (so-called NPCs), working in close cooperation with the organisers who may not be bound by certain rules of Mechanics, in particular the rules of combat and search.
- NPCs are not marked in any distinctive way, but have a special mark on their ID.
- If a player breaks the rules of the Mechanics or acts towards an NPC in a manner that is derogatory or endangers their life and health, the NPC may (like any player) abort the scene (using BASTA) and refuse further interaction with the player.

5. The Hole

- The Hole is a special location in the Wastelands, offering various services.
- The Hole has its own system of guarding turrets, independent from the city system.
- The guard turrets in the Hole work similarly to the city drone system, i.e. they prevent a character from being inflicted with a Blow (and also shot). See the Drones section for a more detailed description.
- The guarding turrets operate 24 hours a day and never shut down.
- Safety glasses or goggles must be worn at all times in the Hole.

Chapter V – Vehicles

1. Vehicles

- The organisers allow accredited as in-game, "characterised" vehicles to be driven in the IN-GAME areas during the game.
- Such vehicles are marked with special license plates or numbers painted on the body of the car enabling the car's identification.
- Moving around the game area in a non-in-game vehicle without the Organisers' permission causes **immediate character death** of the driver and all passengers.
- A player wishing to become an in-game driver must hold a valid driving licence and attend a compulsory safety training course. Those who do not attend the training will not be allowed to drive in-game vehicles.
- Only the person who was driving when the car was leaving town can drive it (was designated as the drive on departure).
- If the designated driver is not able to drive due to in-game reasons, the vehicle can move at maximum speed of 10 km/h or that of a marching group, and it has to be pushed through the town gates.
- While the vehicle is being pushed, the driver has to be inside the vehicle (to stop or perform evasion maneuvers when necessary).
- The vehicles are armoured - it is not possible to shoot through unopenable windows, walls, wheels, engine etc. **All openable windows have to be completely open and uncovered.**
- An in-game vehicle can be shot at, it is also allowed to shoot from a moving vehicle, but then you are limited to only using replicas allowed for indoor use (up to 350 FPS).
- The driver cannot shoot while the vehicle is moving, they should focus entirely on driving and safety.
- It is forbidden to attack moving vehicles with melee weapons or to attack from a moving vehicle using melee weapons.
- It is forbidden to carry passengers in places that were not designed for it (e.g. railings, roof, car hood etc.).

- **It is forbidden to construct any road blocks.** The entire game area has to be accessible for rescue vehicles at all times.
- **It is forbidden to threaten pedestrians or drivers with collision** (either from the driver or pedestrian side).
- **It is forbidden to shoot vehicles that do not partake in the game.**
- A vehicle travelling at night must signal that it is in play by means of a red light, visible from a distance, mounted in a visible position (on the roof in the case of cars).
- The vehicle may be damaged (e.g. by a random event or sabotage). For more information, see the Advanced section.

Attachment

Accreditation rules

1. General rules

- A player is required to be in possession of the following items (without them they will not be allowed to play):
 - a costume in post-apocalyptic style,
 - **eye protection gear (glasses, goggles) with a minimum strength of 2J - mesh gear is not acceptable,**
 - yellow reflective vest.
- Please come dressed in your LARP attire for the accreditation.

2. Safe weapons

- The melee weapon replica must be made of safe materials. If there is a hard core, it must be safely wrapped in soft material.
- The melee weapon replica must visually resemble the weapon it is intended to represent. For example, a replica of a melee weapon intended to function as a dagger in the story must resemble that dagger.
- Weapons that visually look like a piece of foam wrapped in duct tape (the so-called silver sausage) will not be permitted to play.
- Each melee weapon replica will be rigorously evaluated during accreditation. Only melee weapons replicas accredited by the organisers that meet both safety and visual requirements will be allowed in the game.
- Only weapons in three variants (including the handle) will be allowed in the game:

- up to 50 cm - short weapon (the only weapon with which you can perform Assassination; can be used with a shield),
 - up to 120 cm - one-handed weapon (can be used with a shield),
 - up to 200 cm - two-handed weapon (requires two hands to fight, cannot be used with a shield).
- Allowing safe weapons to play is a subjective decision by the organisers.
 - It is not permitted to use rubber training knives or other replica weapons intended for fencing training during the game.
 - The core of the safety weapon must end at least 5 cm from the lower end of the handle and the tip of the weapon.
 - Only glass fibre or carbon fibre rod cores are permitted.
 - The user is responsible for the weapon in use and its safe use.
 - In case of doubt a safe weapon may be tested on its owner ;p

3. ASG replicas

- You can start the game with one ASG replica. Additional ASG weapons can only be purchased during the game at in-game Gun Shop (see the Special Rules section in the Mechanics).
- The ASG must visually resemble a tattered weapon. For example, clean new guns must be soiled / tattered / wrapped in rags etc.
- ASG weapons with a power of no more than 1.88 J (i.e. an exit velocity of approx. 450 FPS for the standard measurement performed with 0.2 g pellets) may be used during field games.
- The maximum permitted power for ASG weapons used in buildings and when shooting from moving vehicles may be up to 1.1 J (approx. 350 FPS for 0.2 g pellets).
- The power measurement will be carried out before the game with 0.25 g pellets, therefore the FPS values on the chronometer may differ from those given above.
- ASG weapons with a discharge velocity of no more than 450 fps measured on 0.25g balls may be used during the field game.

- The maximum permitted velocity for ASG weapons used in buildings and when shooting from moving vehicles may not exceed 350 fps.
- No grenade launchers or ASG grenades are permitted in the game.
- Gas powered ASG weapons (Green Gas / CO2) must be fully loaded at accreditation (under the supervision of a designated person):
 - gas capsules replaced with the accrediting person present,
 - gas tanks filled to capacity.
- In case of doubt about the power of the replica, the exit velocity will be checked on a zeroed hop-up.
- Replicas with easily replaceable springs may not be allowed in the game.
- Self-made replicas that meet the fps requirements are allowed to play, however we ask for prior consultation with the organisers.

4. Bows

- Bows with a draw strength on a standard 28" not exceeding 35 lbs (~15.5 kg) are allowed.
- Bows will not be accepted for play:
 - compound bows,
 - with adjustable draw force which does not require a change of the bowstring,
 - with protruding parts (e.g. stabilisers) which may be potentially dangerous,
 - bows which are in a questionable state of repair (this applies in particular to self-made and bows bearing signs of being modified).
- The bowstring is a component of the bow and is also subject to accreditation and non-invasive marking.
- Arrows not eligible for play:
 - whose shafts made of materials other than glass fibre or carbon fibre,
 - the shafts of which are taped/covered (with the exception of painting or wrapping intended to improve visibility / aid identification),

- which are topped with anything other than a head (rubber tip) of a diameter greater than the eye socket,
- which are equipped with a hand-made head,
- which are in a technical condition giving rise to any objection.
- A player using not accredited or damaged archery equipment will be removed from the festival site immediately.

5. Safe thrown weapons

- Safe thrown weapons must be short, coreless, sufficiently soft and look realistic.

6. Armour

- The armour is an assortment of rigid, striking, reasonably uniform pieces of attire, made of rigid materials (such as metal, plastic, tyres, thick rubber...) that is consistent with the post-apocalyptic style.
- The armour must be visible to other players. It may be covered by some kind of material, but only partially, so that the presence and position of the armour can be seen at a glance.
- Any armour allowed in the game will be marked accordingly by the organisers.
- Chain mail (or elements of chain mail) are permitted to play as long as they meet the visual criteria. Please contact the organisers in advance for consultation.
- All "power armours" and other unique armoured constructions are subject to individual evaluation for special benefits to be granted. Please contact the organisers in advance to arrange this.

7. Shields

- The shield must be made of safe materials, preferably soft, including properly protected edges.
- The shield may have a core or be made on the basis of a hard material but it must be properly protected.

- The maximum size of the shield is 80×80 cm or 60×100 cm. Any shape that falls within the outlines given above is acceptable.
- Each shield will be rigorously assessed during accreditation and only those which meet both safety and visual requirements will be allowed to play (the shield must look realistic - foam rectangles are out).

8. Cyborgs

- We allow characters with cybernetic modifications (cyborgs) as long as the costume made by the player clearly indicates that they are a cyborg and which body parts are artificial.
- If you are interested in playing a cyborg character, you must contact the organisers in advance.
- Please note that playing a cyborg by default does not provide any additional benefits.

9. Mutants

- We allow mutant characters to participate in the game, as long as the outfit made by the player clearly indicates that they are a mutant
- If you are interested in playing as a mutant character, it is necessary to contact the organisers in advance.
- Please note that playing as a mutant by default does not give any additional benefits.

10. Vehicles

- Vehicles allowed to play must be suitably modified and fit the post-apocalyptic style of the LARP.
- Each vehicle must be equipped with a fire extinguisher, a first aid kit and a warning triangle.

- A player who wants to become an in-game driver must have a valid driver's licence and must take part in a compulsory safety training. Players who do not attend the training will not be allowed to drive in-game vehicles.
- Elements used in the styling of vehicles (e.g. protruding out of the vehicle) must not endanger the life and safety of the driver, passengers nor pedestrians.
- The in-game vehicle must have a red light mounted on the roof (or, if there is no roof, in another clearly visible place) which is visible from a distance and which indicates that the vehicle is still in the game.
- The organisers reserve the right not to admit a vehicle into the game if it does not meet the aesthetic or safety criteria.
- We encourage you to send photos of your modified vehicles in advance for consultation.

11. Others

- Slave collars are items tagged with an RFID chip and require accreditation.

Contact us

Are you in doubt? Something is unclear? Write to us at contact@oldtownfestival.net!