

A GUIDE TO HAPPY LARPING



Live your story

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Welcome Legend!

This guide is here to help you make the best of the game. We aim to be a friendly inclusive community that creates a positive experience for everyone.



LARP?

The term "live-action role-playing," or "LARP," refers to a dynamic collaborative storytelling game that combines combat, roleplaying, in-character interactions and adventuring. It is a kind of roleplaying game where players dress, speak, and behave as their fictional characters while acting out their interactions with others in a fictional environment.

Mead Legends is set in a high-fantasy campaign featuring epic-scale, sweeping tales. Every three to four months, we host weekends with single-day events sandwiched in between. Join us for battle with boffer weapons, magic, and exciting role-playing.



WHAT ARE THE RULES?

Mead Legends makes use of the Nero World rules (you can find the full rulebook in the downloads section). LARP(ing) is an honour-based system, and we place a lot of trust in our players to do things right (after all, none of us have floating health bars).

Although we don't expect all of our players to be rules experts, a basic knowledge of the rules will make your game easier and more pleasant for everyone, so we do recommend you review the manual before your first game.

The four most important rules are:

- **Body Contact** - You are not allowed to touch another person without their express consent, and it is each person's choice to grant and revoke this consent at any time.
- **Alcohol & Illegal Substances** - Alcohol, illegal substances and LARPing just don't mix. Leave the beers and recreational substances at home.
- **Hold** - When someone yells "Hold" this stops the game immediately, so keep an ear out as it may be for safety reasons.
- **Sneaking & Theft** – In-Game thievery is OK. Out-of-Game thievery, not so much. For this reason, in-game break-ins must be performed under the supervision of a marshal.

Refer to page 4 of the Rules Manual for more information.

PRACTICALITIES

HOW DO WEEKEND EVENTS WORK?

Weekend events run from a Friday evening until Sunday afternoon. The venues will usually have dorms with bunkbeds that you can sleep in, though usually have to provide your own bedding. Catering depends on the venue, there is usually the option to cater for yourself or take the catering offered by the venue. For a weekend event, you can either sign up to be an NPC (Non-Player Character) for the whole event (what we call a perma-monster) or you can sign up as a player.

Perma-monsters get to play monsters and NPCs (Non-Player Characters) for the whole event and will earn Goblin Points (reward points) and build points (for a character of your choice).

Players will be playing their characters for most of the event, but will also have to join “monsters” slots” for a few hours over the course of the weekend where they play as either NPCs or monsters.

WHAT DO I NEED TO BRING TO AN EVENT?

As an NPC you need to bring the following:

- Bedding
- Food, if you are taking self-catering
- Sunscreen
- Bug repellent
- Comfortable clothes
- Warm clothes if it gets cold
- A white headband

As a player, you need to bring the following:

- Bedding
- Food, if you are taking self-catering
- Sunscreen
- Bug repellent
- Comfortable clothes for when you are monsterring
- Warm clothes if it gets cold
- A white headband
- Your character's costume and racial requirements (as specified in the rulebook and playtests)
- Props, including boffer weapons, spell packets, etc. that you may need



MAKING THE BEST OF YOUR LARP EXPERIENCE

Conflict: Keep in-game conflict (e.g. someone stole your favourite ale mug) in-game by responding in character (call the authorities, demand a duel!) This keeps the game immersive. We understand that character bleed (when things that happen to your character affect real-life actions) does happen, but please handle in-character (IC) conflict as exactly that. It is character conflict, not player conflict. If your in-game emotions and your out-of-game emotions start blurring, take a moment and step away from the game if you need to.

Looking for Adventure: If it feels like nothing is going on or you're getting bored, don't break character! Your character is bored, so how would they react? Would you go looking for adventure, take a nap, or start a dancing contest? Players make the game great. So remember, don't wait for adventure, go find it!

Inclusivity and Friendliness: Be kind, inclusive and accommodating, especially to strangers. Introduce yourself as many times as you can if you're new: it's simpler to LARP with folks you feel at ease around. If you notice someone is feeling left out, chat with them or include them in your adventures. Many of us are quite shy and new to roleplaying and just need an opportunity to feel included.

Metagaming: Keep your out-of-game knowledge and your character knowledge separate. You may have overheard a conversation about where the duke keeps his favourite teddy bear while you were in your monster slot, but your character does not know this! Your character can't act on the knowledge they don't have.

Consequences: All actions will carry consequences! If you are a loot vulture and swoop in on all adventure rewards without sharing, people may exclude you from future adventures. If your character is constantly poisoning drinks in the tavern, he may be banned from the tavern for life.

Marshals: Marshals keep an eye on safety, rules application and make sure the story is progressing. Rules decisions in the heat of the moment need to be respected, and we ask that any disputes be handled later in an out-of-game (need to check capitalisation consistency) manner for the sake of flow. People make mistakes, but we should not let this spoil an epic in-game moment! Listen to the marshals, they are here to make the game work for everyone.

*The aim of the game is for everyone to have safe fun! So
go out there and find adventure!*