



FOG  LARP

PLAYER'S HANDBOOK



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Before we start

The Fog LARP is a live action role-playing game (LARP). **This Handbook is based on the assumption that you have at least a general idea about what LARP is.** In case you don't, please do a quick search on the topic before continuing to read.

The Fog LARP rules are divided into six thematic books – the Player's Handbook, the Book of Combat, the Book of Magic, the Book of the Seventh Path, the Book of Alchemy and the Book of Lore. Each of them can be found on The Fog LARP website.

Only the Player's Handbook is mandatory to read. However, not reading the rest of them could lessen your experience and put you at a disadvantage in some in-game situations, so we recommend that you read all the books.

Chapter 1: The Basics

Three requirements for participation in The Fog LARP



- **18 years of age** (or 16 years but accompanied by a legal guardian).
- **Valid health insurance in Bulgaria, European health insurance card or travel assistance medical insurance**
- **A declaration**, the text of which can be found on The Fog LARP's website, and **will be provided to you at Check-in to sign.**

Four main features of The Fog LARP

1) Low fantasy

The Fog is a low fantasy LARP. There is magic, paranormal phenomena and fantastic creatures in the setting. This is not the focus of the game, but it is an important part of the environment.

2) Maximum immersion

The players are to be fully engaged in participating and jointly creating of a realistic game world. This leads to two main rules:



- **Within the in-game zone players are expected to be in character at all times.** Going out of character is OK only in the off-zones, or in cases of emergency.
- **Spectators are not allowed in the in-game zone.**

3) Diverse content

The Fog offers equal opportunities for combat interaction, social interaction and puzzle solving. Battles are an integral part of The Fog LARP but far from being its only focus.

The purpose of The Fog LARP is to recreate the entire social reality during war or in the breaks between conflicts. This includes resource allocation, strategy and tactics, gathering intelligence, waiting, fatigue and sadness, rest, difficult decisions, ruined friendships, impossible love, regrets and remorse, treason, nobility and camaraderie.

This reality is inhabited by a variety of characters who are not soldiers at all – merchants, adventurers, scientists, healers. Very often they have completely different goals and tasks, for which the war is just a background.

4) Costume and camping equipment requirements



- **Participants must be dressed in appropriate to the genre and role costumes that fit into the aesthetics of The Fog LARP.**
- **Camps and sleeping areas, which are located in the in-game zone, must have an adequate layout for the genre, which fits into the aesthetics of The Fog LARP.** Their occupants shall keep them clean and free from any immersion-breaking elements (such as plastic bags and plastic packaging).

An adequate costume is any such that fits into the fantasy atmosphere of the game and does not endanger the safety of the player and/or others.

The Fog is not a historical reenactment and therefore period authenticity is an irrelevant concept. At the same time, tasteless use of artificial fabrics, modern clothes, modern equipment and everything else that can disrupt immersion, is not tolerated.

For a visual reference, use photos from previous events available on the game's website.

Several important terms

- ✓ **„Player“** – this is you, the person reading these rules, who has an ID and has decided to participate in LARP.
- ✓ **„Character“** – this is the character you play. He/she is imaginary. You imagine that you are them for the purposes of the game.
- ✓ **„Game Masters“** – these are the people who made the game. The Game Masters (GMs) in The Fog LARP also participate in the game as players, and their task is to discreetly help better the experience of all participants.
- ✓ **„Offgame“** – these are the things that concern the players, the relationships between them, the relationships between the players and the GMs, between the players and the surrounding real world.
- ✓ **„In-game“** – these are the things that concern the characters, the relationships between them, between them and the fictional game world. Whatever happens in-game remains in-game.
- ✓ **„Off-zone“** – as opposed to “in-game zone” – it is an area where you can freely go out of character and do not have to comply with any requirements on appearance and camp equipment.
- ✓ **„Meta“** – these are the tools that players use to signify (mark) that they are pretending to do something, while in-game their characters are doing it for real. For example, for obvious reasons, a player cannot cast magic for real, so she gives an agreed-upon sign that her character is casting a spell. These „signs“ denote the so-called „Meta skills“ – such as magic, anti-magic and alchemy, and are called meta markers.
Meta markers are also the tools that GMs use to communicate important information about the game to players- e.g. „Your character has a vision.“ More on these- in Chapter 4.

The Fog LARP's Golden Rule



Have fun and don't ruin it for others.

Chapter 2: Safety



Mental and physical health



- **You must have a valid health insurance document – either a Bulgarian health insurance, a European health insurance card or a travel assistance medical insurance.**
- **Drink enough water, eat regularly and get enough sleep.** Excessive fatigue is dangerous for you and for others.
- This is a game in which you may experience intense negative emotions (anger, feeling of loss of control, severe dissatisfaction). **If at some point you feel it's too much for you, go offgame in a timely manner and have some rest.**
- **If any emotions caused by the game trouble you, do not hesitate to contact us.** Leave a message in the box provided in the paramedics' tent. Instructions can be found on site.



- **Alcohol and drug abuse is prohibited.** Individuals who are inadequate due to intoxication will be removed from the game.



Combat physical interactions between the players

The combat interactions in The Fog LARP are semi-contact. Strikes with LARP-safe weapons are allowed, but full-contact techniques – wrestling, grappling, grips, locks, etc. are not allowed.

The following are forbidden:



- **Strikes with LARP weapons in the head, neck and groin.**
- **Hitting with anything other than a LARP weapon.**
- **Throwing any objects** (including LARP weapons) at people.
- **Excessively powerful blows.** Your goal is for the opponent to feel the blow, not to feel pain.
- **Shooting a bow with excessively powerful draw.** Your goal is for the opponent to feel the blow, not to feel pain.
- **Deliberately knocking down an opponent** by pushing, sweep or otherwise.
- **Grips, locks and bending of limbs.**

Anything not expressly prohibited above is permitted (including blocking strikes with a limb and bashing shields in a shield wall).



- **In the event of a dangerous or potentially dangerous situation, shout STOP loudly and clearly.** Repeat as many times as necessary until everyone hears and stops fighting.
- **Check if any player has been injured. If so, call a paramedic** – by shouting, phone or GM walkie-talkie.
- **After securing the injured player(s)** or in the absence of such, **the action may continue** from where it was stopped.



Non-combat physical interactions between the players

Outside of combat context, physical interaction may be associated with everyday situations, with meta markers, or with the symbolic representation of a longer interaction.

Everyday situations are not the subject of this document, and the meta markers are described in detail in Chapter 4. In this section we will talk about the symbolic representation of interactions.

Most often it is some sort of violence that is being symbolically represented (tying/searching a prisoner, etc.), but it could also be about romantic interaction.

In The Fog LARP, there are two ways to perform a symbolic physical interaction- **«offgame» (for real)** and **«in-game» (fake)**. Before starting the interaction, all parties must discreetly agree on which of the two options they prefer.

For example:

- “Offgame” search is the player literally checking the contents of the prisoner’s pockets.
- “In-game” search is the prisoner handing over all his in-game items without any physical contact.



Physical contact is made only by mutual consent.

In cases where the parties have agreed on a **“real” (offgame) interaction**:

- All shall act with respect for the other player, regardless of their attitude toward his/her character.
- At any time, a participant in the interaction may stop it by using the keyword «Offgame!», followed by a question, request or objection, with which the other party shall mandatorily comply.

In cases where the parties have agreed on a **“fake” (in-game) interaction**:

- The outcome is always unfavourable for the disadvantaged party – e.g. every search is 100% successful and no meta effect can change that.

The following are forbidden:



- **Any form of violence, pressure and/or physical action without consent.**
- **Abusing the «fake» form to gain an in-game advantage** (e.g. concealing objects or information).
- **Abusing the respectful attitude of the other player during a “for real” (offgame) interaction** (e.g. by hiding an object in an intimate place).



Verbal Interactions

The in-character verbal interaction is the main tool of roleplaying. Everything from normal conversation to verbal violence is acceptable.



- **Do not hesitate to raise your voice or get rude if it will contribute to a more dramatic action**, but be prepared that it may have corresponding consequences for your character.
- **It is quite possible that you will find yourself in a situation where your character is treated in a rude manner.** If this crosses any boundaries, which causes you (as a player) psychological discomfort, you can stop the action with the keyword «Offgame!», followed by a request – stop, pause or decrease intensity of the action.
- **If you are in the in-game zone and unexpectedly witness rude communication that you find disturbing or shocking, you are most likely witnessing an intense in-game situation.**
- **Never forget that the relations between the characters are not relations between the players who play them.**

As verbal interaction, radical situations can be played out with which the players would not feel comfortable and/or for which there are no game mechanics (e.g. situations of extreme violence and/or intimacy).

Seeking such situations should by no means be self-serving – because of The Golden Rule of The Fog LARP.

Still, if you do get there, start by agreeing with the other participants on the details, and then play it out as a table top role-playing game – you tell each other what happened and what the outcome was. Then incorporate it into your character's experiences.



LARP weapons and armour

The following LARP weapons and armour are allowed:



- **LARP replicas purchased from a LARP store** (such as Wyvern Crafts, Battle Standard, Calimacil, Freyhand, Roogee, Epic Armoury).
- **Handmade replicas with similar characteristics.**
- **Arrows – original LARP arrows, or adapted arrows from which the original tip has been completely removed and replaced with one for LARP. All tips must be larger than the orbit of the human eye.**
- **Shields – original shields for LARP or handmade. All shields must have secured soft edges.**
- If you want to bring **LARP replicas of siege weapons** (ballistae, trebuchets, etc.) it is necessary to **contact the organizers in advance.**

The following is forbidden:



- **Use of any metal weapons.**
- **Use of wooden or plastic replicas for HEMA.**
- **Use of metal or heavy leather armour with sharp (unfolded) edges, spikes or other protruding elements.**



All weapons, metal and heavy leather armor are subject to inspection at check-in. Game masters may not allow in any object at their discretion, regardless of its origin.



Play at night



The following are forbidden:

- Directing lights into people's eyes.
- Any use of arrows whatsoever.



- **Much of the night play consists of lurking in the dark and surprising ambushes.** If you do not want to partake in physical interactions at night, stick to well-lit places with many people.
- **Use light sources that are consistent with the atmosphere of the game – such as led imitations of lanterns, etc.** When not applicable, be as discreet as possible.



Fire safety

The following are forbidden:



- Lighting fires outside fireplaces previously inspected and approved by the organizers, as well as outside of the approved hours.
- Maintaining of inappropriately large/high fires that can set fire to surrounding vegetation or belongings.
- Under any circumstances, leaving any fire or fire source unattended.
- Under any circumstances, use of any torches or other real flame light sources.
- Disposal of cigarette butts outside fireplaces and places specially designated for ashtrays in the camps.

Chapter 3: Character Death and Resurrection

All players must be familiar with the death and resurrection rules, whether their characters are actively involved in hostilities or are completely peaceful.

The three main things about death and resurrection at The Fog LARP



- **All playing characters have one Life Point (LP)**
- **When a character loses their LP, they die.**
- **When a character dies, the player shall go to the Infirmary, where they stay for 20 minutes, after which they are considered resurrected and may resume the game.**

The character may die suddenly or over time

Losing one's LP may result in either **sudden death**, or **incapacitation(heavy wounds)**.

In case of sudden death, the player lies dead for 2 minutes and then proceed to the Infirmary.

In case of incapacitation (heavy wounds), the player shall remain on the spot for 2 minutes, their character lying unconscious. During these 2 minutes one of the following can happen:



- **They can be finished off with a distinct finishing blow or by a mage, who touched him and said "DIE!"** → Player lies dead for 2 minutes and then proceeds to the Infirmary.
- **They can be stabilized by another character through bandaging or magic.** → The character comes to consciousness, but is weak, cannot walk, fight nor do magic until the end of the interaction which caused the incapacitation.
- **They can be healed by another character through magic or battle elixir.** → The character is fully restored.
- **They can be searched.** → The character continues to be unconscious while the players communicate on how the searching will be done.
- **The 2 minutes can pass without none of the above happening.** → Player lies dead for 2 minutes and then proceeds to the Infirmary.

In which cases do I die suddenly?



- **Someone cut my character's throat.**
- **Someone slipped very close to me, put his hands on my shoulder and waist and told me „Safety kill”** (it's like cutting a throat but without a weapon for safety reasons).
- **Someone touched me with their hand on my body** (weapons, shield, etc. do not count) **and at the same time said "DIE"** (see The Book of Magic for additional details).
- **My character has been executed** (e.g. by cutting their head off).

In which cases am I heavily wounded?



- **I was hit in the torso with a weapon and I have no armour** (see The Book of Combat for additional details).
- **Someone touched me with hand, staff or weapon in the torso – armour or no armour! - and at the same time said "Burn!"** (see The Book of Magic for additional details).

I died, what shall I do?



- **Remember! Characters do not recall the last few moments before their death.** That mostly means they don't remember who killed them.
- **First you lie for 2 minutes.** During this time your character's body can be searched and some meta effects can be applied to you.
- **Then you go to the Infirmary.**
- **While going to the Infirmary, you should walk with a weapon/your hands up, so that people can tell that your character has been eliminated.** You are not allowed to talk in character to people.
- **You lie down or sit in the Infirmary, after which your character comes to consciousness.**
- What happened in-game is that anonymous healers found your character, transported them to the hospital and treated her wounds.
- **You are supposed to spend 20 minutes in the Infirmary for your character to recover.** Meanwhile he/she is weak, can hardly walk, let alone fight or cast.

In which cases am I lightly wounded?



- **I was hit in an extremity and I have no armour there** (see the Book of Combat for additional details).
- **Someone touched me with a hand, staff or weapon in an extremity – armour or no armour! - and at the same time used the key word "Burn!"** (see The Book of Magic for additional details).
- **Someone touched the item I was holding with a hand, staff or weapon, and at the same used the key word "Burn!"** (see The Book of Magic for additional details). The arm I was holding the said item is now wounded.

I am lightly wounded, what shall I do?



- **You are not allowed to use the wounded limb and you have to pretend that your character is in pain.** Imagine that the limb is broken.
- **There are two options for healing:**
 - Another player or yourself can apply a bandage or splint. In this case, your limb recovers in 20 minutes.
 - To be healed by a mage. In this case, you are completely healed immediately.

Suicide is permissible, but only if it involves meaningful drama. Suicide in order to gain an advantage is frowned upon. Don't do it.

Death is an extremely unpleasant and traumatic experience for your characters. You are free to interpret this fact in a way that suits their beliefs and temperament.

Fear death and use it as a means for plot or character development.

Chapter 4: Meta game, meta markers and meta key words

We mentioned earlier that by «meta» we mean the tools that players and game masters use to communicate things that are not part of, but refer to the game.

We talked about meta game communication when it came to safe combat and non-combat interaction between players.

We will now look at the meta markers – brief instructions that the player must follow offgame, while assuming that something has happened in-game.

The most obvious, but not the only, example of the use of meta markers is the magic in The Fog LARP. We can't make magic work for real, therefore we replace it with a keyword to which players know in advance how to react. For example, the mage says «Burn!» and the other player roleplays an injury and a painful burn.

Meta markers can also be a tool for game masters to add interactivity to the game.

For example, a player picks up an object and sees that there is an instruction note below it. This marker tells the player what to roleplay following the picking of the object, but also gives them information with which to continue the game action.



In The Fog LARP, there are two main types of meta markers that players need to recognize:

- **Verbal.** These can be keywords or longer instructions.
- **Written.** They can be in the form of a sticker or a note with text.

Verbal meta markers

A significant part of verbal meta markers are **meta instructions**. The meta instruction is an offgame explanation of what your character should do as a result of an event.



- **Most often you will receive meta instructions from other players.** E.g. mages who explain to you what the effect of their spell is and how you should roleplay it.
- **Special instructions beat the general rules.** Follow them, even when they contradict a general rule. There is usually an in-game reason for this.



When a player says something offgame (incl. gives meta instructions), they indicate this by raising their hand before their forehead.

Thus, the addressed player knows that this is offgame information, and the others know that they must ignore this communication.

The other type of verbal meta markers are the **keywords**.



- **Keywords are particularly intuitive. A quick look at the table below is enough to remember the main effects, as they are contained in the keyword.**
- **If you still forget the effect of a keyword, there are two options:**
 - Outside of combat interaction you should discreetly ask for clarification;
 - During combat interaction you should roleplay sudden death.
- **The duration of all effects is 5 minutes unless you are explicitly told otherwise.** In case you do not have a watch, the rule is followed approximately, but to your detriment.
- **Knockout and magic work by keyword and touch – neither can be performed remotely.** The touch is with a hand, a staff or a weapon.

Table of Keywords

Keyword	What you are supposed to do
General	
STOP!	Immediately stop whatever you are doing and look for possible injured players.
Immune!	A special character you are hitting is immune to your hits. There is probably some other, special way, in which he can be killed and you are supposed to figure it out.
Offgame <.....>	You listen carefully to the information after the word "offgame", then you comply with it.
Combat (see the Book of Combat for additional information)	
Two!	If you are hit, count 2 damage points instead of 1.
Knockout!	You fall unconscious for 5 minutes.
Safety kill!	Sudden death – you proceed to the Infirmary.
Magic and Seventh Path (see the Book of Magic and the Book of the Seventh Path for additional information)	
Die!	Sudden death.
Burn!	<ul style="list-style-type: none"> • If you have been touched in a limb or object you are holding, the limb in question is 'burnt' (i.e. lightly wounded). • If you have been touched in the torso, you are heavily wounded.
Freeze!	You freeze motionless immediately. You cannot move nor talk.
Entangle!	You are completely immobilized from the waist down.
Petrify!	You are now a motionless, speechless invulnerable stone statue.
Anger	You play out irrational and uncontrollable anger towards everyone around and you physically attack ANYONE who is around/next to you.
Sleep!	You suddenly fall deeply asleep. You cannot be awakened in an ordinary way.
Peace!	You become a pacifist, unable to hurt anyone with a weapon, magic, command, or potion.
Animate!	Works only if you are heavily wounded. You are raised as an undead who obeys the commands of the mage. You are not your character, you cannot use any meta skills, you are not affected by mental effects. You die after a total of 5 hits anywhere, a BURN, a DISPEL, or after 5 minutes. You do not die of throat cutting.
Dominate!	You loose your free will and follow the caster's command to the letter. You are fully aware and remember afterwards.
Shut up!	You can't talk. Works only if accompanied by the lighting of a Seventh Path device.
Silence!	You can't talk for 30 minutes. Works only if accompanied by the lighting of a Seventh Path device.

Written meta markers

In-game items sometimes need additional operating instructions by means of labels or documents.



The Fog LARP seal

All and any written meta instructions are marked with this seal. The seal can be printed and additionally stamped.

The two most common meta instructions are **ID cards** and **object labels**.

ID Card



Document with the stamp of The Fog LARP, which shows that the person has special functions (game master) or is a special character (mage, alchemist, member of the Order of the Seventh Path, quest character).

Follow all instructions of the game masters.

Follow all meta instructions of special characters.



Object label, Potion label

Document with the stamp of The Fog LARP, which describes what a special/quest object or a potion does.

Regardless of their purpose, all in-game items in The Fog LARP are labelled with one of the following stickers.



This is a quest item you **CAN** move. This item **CAN** be subject to magical and non-magical effects.



This is a quest item you **CAN** move. This item **CANNOT** be subject to magical and non-magical effects.



This is a quest item you **CANNOT** move. This item **CANNOT** be subject to magical and non-magical effects.

Damaging items



Damaging ingame and personal items for real is absolutely forbidden.



By tying a red ribbon, a player can indicate that an item has been broken/destroyed without actually breaking it.

The item is considered broken within 1 hour from the moment its owner first saw the ribbon. It is often applied to weapons.

Stealing/taking away items



It is absolutely forbidden to steal/take anything, that is not marked with a sticker or is ingame currency. This includes:

- **Personal items** – costumes, weapons and any other personal property.
- **Devices of the Seventh path and mage books**
- **In-game items** – tents, signs, furniture and any other property of The Fog LARP.



An exception is made only when taking characters captive.

In this case it is permissible to take away the prisoner's weapon, book or device, **but with great care and only if it stays within visual range of its owner.**