



## MAIN PLOT OF THE GAME

Relation among four Edinu families, division of power in the city, politics and the organization of society. During the game, players will have to create a system of values, ensure their basic needs and secure the city against external threats.

## GAME OBJECTIVES

Objectives describe what you should achieve, according to the game scenario.

Players will receive individual objectives at the beginning of the game. They may receive additional objectives later on in game.

Each tribe and family will receive group objectives at the beginning of the game. They may receive additional objectives later on in game.

Families and tribes as well as individual players should try to accomplish their objectives. Additionally, at the end of the game good performance of individual players will be rewarded by a trophy.

Trophies will be given to: the most-influential person in Edinu, the richest person in Edinu, and the best swordsmen in Edinu.

## INDIVIDUAL QUESTS

Quests are individual tasks given to a player by an NPC (*Non-Player Characters*).

Asking for a quest and accepting is a matter of player's personal liking.

If you accomplish a quest, you should be rewarded by the quest-giver.

## IN-GAME AND OFF-GAME AREA

Before the game starts, you will be shown around the Abenteuerzentrum im Grunewald - the place, where you are hosted during the exchange. You should not leave the territory of youth center during the LARP game, unless it's an official expedition announced by NPCs.

Some areas of Abenteuerzentrum  
- marked with red "X" on the map  
- are closed for exchange participants - please don't go over there, especially during the game.

The rest of territory is divided into IN-GAME and OFF-GAME areas.

**IN-GAME area** is where the game is taking place.

The whole of IN-GAME area is called Zona Edinu.

You can walk freely around Zona Edinu as your character during the game.

**OFF-GAME area** is the main building of the youth center, where you can find toilet and shower facilities. It means that no plot and action of the game is happening there. In OFF-GAME you are yourself, not your character - if you go to the OFF-GAME area, your character disappears from the game until you go out of the building. Remember: every time you feel uncomfortable during the game, you are permitted to go to OFF-GAME - but please don't overuse this and pay attention not to spoil the game for other players by suddenly leaving the game during some important action.

While leaving to the OFF-GAME area communicate it by touching your forehead with your fist that other players will not take any action on you.

## SPECIAL MESSAGES

There are three special messages - known by every player - that you can use to control the intensity of the game action.

**"Red is bad"** - say it if you feel that the game is too intense - the other players should play softer.

**"Yolo"** - say it if you agree for some more action - the other players should continue playing.

**"Pax"** - life threatening situation, the game stops immediately.

For example, somebody wants to kidnap you - player approaches you and communicates the fact of kidnaping according to the game mechanics.

You can either step into the situation - "yolo" - and encourage them to play the kidnaping scene fully (even if you play screaming or protesting),

or you can make it less intense - say "red is bad" - and follow them without any physical contact.

## NPCs

There will be few NPCs (*Non-Player Characters*) in Zone Edinu during the game.

NPCs will be played by the organizers of the game. Role of NPCs is to make the game more exciting for other players, give

quests and assure that game mechanics is respected. NPCs are obliged to respect all rules of the game as any other players.

Remember: during the game they are their characters. You can ask them about the rules of the game or any technical matter, but you should ask as your character - make it as much *inside the game* as possible.

## LAND AND FIELDS

Fields are places that can be used to produce resources.

At the beginning of the game some fields are in possession of Edinu families. They are marked on the map of Edinu. Players can explore the area in search of new places to farm.

There are 5 fields somewhere in Zona Edinu. Each field is marked with a stake. It is forbidden by the game mechanics to destroy existing fields and to create new ones.

Families and tribes can occupy a field. Field is occupied by a group when there is a flag of the tribe/family hanging on the field's stake. Fact of occupying a new field should be reported to the Minister of Arms.

Fields can produce resources: caps and chocolate.

## USIGN A FIELD

In order to use the field a group needs to occupy it continuously for at least 1 hour. After this

time a field is ready to use. Field can produce one unit of resource every hour. Each hour a tribe that occupied the field during this time can collect their resource from the Minister of Arms.

If a field is overtaken by another group, the tribe or family needs to wait 1 hour before the field can be used.

## OVERTAKING THE FIELD

If your tribe or family wants to overtake a field from other group or share a field with other tribe, you can do it in few ways: purchase, diplomacy, treaty, marriage or simply stealing the field. Stealing happens when one group takes down another groups's flag and places their own on the field's stake. Every time a field is changing an owner it needs to be reported to the Minister of Arms. As a prove of this fact the new owner should bring the flag of the previous owner to the Minister of Arms.

Please feel free and be creative in trying the peaceful solutions.

Yet, there is also a formalized way of overtaking a field by physical contest: ***a duel***.

A challenge has to be resolved in the Arena.

The challenging group has to pay a fee to the Minister of Arms

The challenged group decides whether to fight 1vs1 or 3vs3.

The Minister of Arms has to overlook the fight. He may sometimes modify the rules of contest.

## CURRENCY

The main currency in Edinu are Caps. Caps are used by NPC and they will be happy to trade it for variety of goods or services. Playes are free to establish their own currencies that may even replace Caps.

## AGE

Some roles require to play characters of the old age. Player playing an old person should act accordingly: is not allowed to run or engage in physical fight. The person should carry a staff. Characters that follow traditions of Edinu should respect elderly persons.

## MUTANTS

Edinu may be attacked by mutants. Mutants are wild creatures that are living on the wasteland surrounding Edinu. They are bloodthirsty and not able to communicate or negotiate. Each mutant has 8 hit points. If mutants are defeated, they run away to the forest taking their weapons with them. Mutants are using poisonous weapons, so players are not allowed to use it. The same applies to their masks.

## POISONOUS SMOKE

It is possible that you will find huge puffs of poisonous smoke in the In-Game Area. If a player is in range of 5 meters with the poisonous smoke or is in the room where to smoke appear that player is poisoned. The poisoned player is stunned for one hour, during which they can't perform any other actions or make decisions. If the player is not healed, no antidote is not given to them during this time and no healing ritual is performed after them - the player dies. Game item - gas mask makes a player resistant to poisonous smoke.

## WEAPONS

Each player can possess a weapon.

Only accredited weapons (with colored ribbon around it) can be used during the game.

All accredited weapons are ensured to be safe, but please take care not to use them carelessly. If the accredited weapons get damaged it mustn't be used. It must be fixed by a blacksmith and accredited again.

There are five types of weapons in the game:

**short weapons** - knives, crowbars, rods - can be used by any player.

**long weapons** - swords, sabers, machete - can be used only by players with Fencing Skill.

**throwing weapons** - *little axes that are soft* - can be used by any player. Knives are not throwing weapons.

**bows** - can be used only by players with Archery Skill.

**nerf guns** - this is the most powerful weapon, used by Edinu police. If you are hit, it causes electric shock for 60 seconds. Mutants are immune to nerf guns.

## FIGHTING

If players want to resolve a conflict in a physical way, they can do it by spontaneous fight or by a duel.

Fighting is allowed by the game mechanics - if it is played accordingly to the rules below:

Fighting should be played both carefully and in a realistic way.

Fighting should be played only with safe weapons - hitting other players directly with hands or any other items is not allowed.

Each player can resign from the fight at any time and withdraw. It means that she/he lost the fight in game.

### Fighting rules

Thrusts are not allowed.

Hitting the head is not allowed. Each player has 3 hit-points.

After a hit, players should stop fighting for a second and take a step back.

You can continue fighting until you lose all hit-points.

Every time you receive a hit (for example in a leg or in a hand), you are wounded.

Wounded players should play it in a realistic way until the wound is healed.

A player who loses all hit-points is deadly wounded.

She/he falls down and cannot move.

She/he dies after 15 minutes - if is not healed.

### Duel

A duel is another way to resolve conflicts physically.

Every player can challenge another player for a duel over any matter they are disputing. All duels are played in the arena.

All duels should be reported to and conducted by the Minister of Arms.

The rules of any duel can be adjusted by the Minister of Arms before the duel starts.

During a duel, players fight with training weapons (for equal chances,) up to three hits. Blows to the head and thrusts result in immediate defeat.

Receiving the third hit is equal to losing 1 hit-point - you are wounded also outside the arena.

The player who loses a duel is obliged to submit to the winner's will on the conflict issue.

### Hand-to-hand combat

Fighting hand-to-hand is not allowed as a way of resolving

conflicts. Yet, it can be played if both players agree about who wins before the combat starts. It should be simulated in spectacular but extremely safe way - be sure not to harm anyone.

## ARCHERY

Bows can be used only with safe, accredited arrows. No other arrows can be used in the game. Player who is shot by an arrow receives two hit points.

Shooting in the head is not allowed.

Shooting from a distance shorter than 3 meters is not allowed.

Shooting inside buildings or tents is not allowed.

## ARMOR

If a player prepares outstanding costume that include solid pieces of armor organizers can reward that player with an Armor Points before the game starts. Player who receives an Armor Point has four or five (instead of three) hit points for as long as they are wearing the rewarded armor. Rewarding an Armor Point depends on the subjective judgment of organizers.

## KNOCK-DOWN

To knock-down another player, you should unexpectedly approach her/him with a weapon in your hand, put your hand on

their shoulder and say "knock-down."

The knocked-down player falls to the ground and cannot take any action for 2 minutes. During this time, she/he may be searched, kidnapped or given a potion.

If you have not seen the face of a player who knocked you - remember, you don't know who did it. It is suggested to close your eyes and pretend that you don't know what is happening around.

## DEATH

In the event of death, you have to remain still until there are not many people around you. Then you should be placed in the off-game area as soon as possible and consult the organizers for the future guidance.

## KIDNAPPING

You can kidnap a player (or players) - you must surround her/him by a group outnumbering her/him 3 to 1 and say "kidnapped".

A group of three players can only kidnap one player at a time.

The kidnapped player can try to escape but cannot refuse being kidnapped.

If you are kidnapped, you may use messages:

"red is bad" - you voluntarily submit to the kidnapping with

no resistance and follow the kidnappers,  
"yolo" - you agree to play resistance while the others capture you.

## BINDING

You can bind a player by putting rope or a chain around his wrists.

Only accredited rope can be used for binding.

The bound player cannot remove the rope or chain by her/himself, but must be set free by another player.

## THEFT

All game items and only game items can be stolen.

Theft can occur in three situations:

1. ***Theft without witnesses.*** Any unguarded game item can be stolen without restrictions.
2. ***Theft in the presence of the owner*** - to steal an object in the presence of its owner, you should have a 2 to 1 advantage over her/him. In this situation, if the victim is unarmed, she/he must give away the item. If she/he has a weapon, she/he can defend her/himself by fighting on normal terms.
3. ***Theft from a player who is knocked-down or deadly wounded.*** you approach the player and say "search", then she/he must give away all his game items. The searched player can use messages: "red is bad":

return items without a search,  
"yolo" - allow to be searched.

## POTIONS

Only accredited potions can be used during the game.

Potions can be sold or transferred between players.

There are 10 kinds of herbs in the game, from which potions can be created.

Potions can be created only by the NPC named Winne who will prepare the potion and accredit it. Be careful! potions are not legal in Edinu, approach Winne in secret.

To create a potion, you need to have a Potion Scroll and to collect herbs listed in it.

The potion's effect is activated when someone drinks most of the potion vial.

Potions can be added to other drinks and meals in the game.

One vial of potion is enough to activate the effect on one person only.

If someone drinks your potion, you should show her/him the accredited vial and explain the effect.

If you drink a potion, you should accept its effect and play accordingly.

**Types of potions:**

***Poison*** - the player who drinks it is stunned for one hour, during which she/he can't perform any other actions or make decisions. If the antidote is not given to her/him during this time and no healing ritual

is performed after her/him - the player dies.

**Potion of healing** - the player who drinks it is immediately healed from physical wounds

**Potion of truth** - the player who drinks it must give the truth for 3 questions She/he must give true and direct answers to yes / no questions. She/he may give true, but evasive answers other questions.

**Love potion** - the player who drinks it immediately falls in love with the person indicated by the player giving the potion. The player in love tries to spend all possible time near the object of their love and defends this person from all possible dangers - even if it would require taking a hit instead of them. The effect last 30 minutes or until an antidote is given or until a healing ritual is performed.

**Potion of persuasion** - the player who drinks it must once follow an order from the potion owner. The player must follow exact instructions of the potion giver.

**Antidote** - cancels the effects of any other potions a player has drunk before.

## SKILLS

Players can acquire new skills during the game.

You can learn new skills from other players or purchase them from NPCs unless skill card says differently.

All acquired skills have to be accredited by the Minister of Culture.

In order to learn a skill from other player, you have to follow her/him and obey his/her teachings for a specified amount of time.

The beginning and the end of learning should be reported by both players to the Minister of Culture in order to be accredited and certified.

One player can be learning only one skill at a time.

One player can be teaching only one student at a time.

It may be necessary to have specific game items to acquire certain skills.

The time of teaching particular skills is described in Skill Cards.

### List of Skills

#### **Fencing**

*Learning time: 2h*

This skill allows you to use a long weapon.

This skill can be taught to other players.

This skill can be learned from the Minister of Arms.

#### **Blacksmithing**

*Learning time: 2h*

This skill allows you to create or fix safe weapons.

This skill can be learned only from the Blacksmith.

#### **First Aid**

*Learning time: 30 min*

This skill allows you to heal physical wounds of other players.

Healing can take place only in the city hospital.

In order to heal a player, Medic should possess a bandage.

Healed player should remain in hospital for at least 15 minutes. After that time bandage is considered as dirty and shall be returned to the hospital.

Each bandage can be used for only one person (no matter how many wounds they had).

This skill can be taught to other players.

### ***Mysticism***

*Learning time:* 6h

This skill allows you to perform rituals that are provided by game mechanics.

The mechanics describe the effect of the ritual and probability of success, but the way how ritual is done shall be invented by your tribe. Take a moment to discuss it with your tribesmen.

Each ritual takes a certain amount of time, during which you can't take any other action. At the end of the ritual, to check if it succeeds, you need to cast three runes in the presence of the Hermin. The amount of Edinu symbols on the runes required to succeed is described in the game mechanics.

This skill can be learned only by the Hermit.

### ***Brewing***

*Learning time:* 8h

This skill allows you to create a game item "beer".

Person that has this skill is in position of unique "Beer Scroll"

that describes the procedure of creating beer.

This skill can be taught to other players.

### ***Crafting***

*Learning time:* 2h

This skill allows you to create new game items. Different craftsman use different materials: fabric jewelry, clay, wood, etc.

You can craft anything you like: art, objects of worship or other useful items.

Once you craft an item go to the Minister of Culture - she will accredit it to become the game item.

All game items can be sold, traded or stolen.

This skill can be learned only by the Hermit.

### ***Archery***

*Learning time:* 3h

This skill allows you to use a bow and arrows.

This skill can be taught to other players.

This skill can be learned from the Minister of Arms.

## **RITUALS**

Some player possess the skill Mysticism (in this mechanics they are called priests, but each group can call them according to their preferences), who can perform rituals.

Success of a ritual depends on the will of the gods - the players have to cast runes to see whether the ritual was successful. To cast runes, throw

three wooden runes in the presence of the Hermit. If there are at least two Edinu symbols on the runes the ritual is successful.

To perform rituals, priests use their internal power that is limited. Each priest has 5 internal power points that can be spent every day. Each ritual requires 1 power point. Once all power points are spent the priest is not able to perform rituals anymore. Fact of spending a power point is marked by a priest by drawing a visible black dot on their finger (one dot on one finger for each spent point). Power points are renewed every day.

***Admission to the tribe*** - if a new member wants to join the tribe, a welcoming ritual must be performed. Every tribe has to think of its own specific welcoming ritual.

This ritual is always effective, runes doesn't need to be casted.

***Healing*** - restores a wounded player to full health.

***Prayer for food***

Rewards players with extra food.

***Voo doo*** - a powerful ritual that can knock-down any player from far distance. To carry out this ritual, you need a voo doo doll. You can acquire it from the Hermit.

***Ritual of Cleansing*** - This ritual heals a player from effects of love or persuasion potion, curse or madness.

## GAME ITEMS

These are all the items accredited by the organizers by a colored ribbon.

Game items can be sold, stolen or transferred between players.

Do not steal other player's personal belongings - only game (accredited) items can be stolen or traded.

It is not allowed to accredit any item without agreement of the organizers.

### ***How to acquire game items?***

- Create an object by your hand and show it to the responsible NPC - they may accredit it by putting a colored ribbon around it. In most situations, you will need a particular Skill to be able to produce objects of specific kind.
- Buy them from NPCs.
- Receive them from NPCs in reward for completing a quest.
- Find them lying around somewhere in the game IN-GAME area.
- Steal them

### ***The game items include:***

- any kind of currency
- potion scrolls
- pottery/carpentry tools
- safe weapons
- plates and cutlery
- works of art
- objects of worship
- clay for pottery
- food and spices
- herbs
- and everything with a colorful ribbon