



---

# THE FOG LARP 2019

---

WHAT SHOULD I DO, IF....?

# WHAT SHOULD I DO TO AVOID FEELING SICK?



**DON'T BE STUPID:**

**DRINK WATER!**

**DRINK WATER FREQUENTLY AND ABUNDANTLY!  
DON'T FORGET TO DRINK WATER!**

**EAT!**

**DON'T FORGET TO HAVE SOMETHING TO EAT!**

**DON'T STAY LONG IN THE SUN! DON'T WEAR FOR TOO LONG CLOTHES  
THAT MAKE YOUR BODY OVERHEAT!**

**DO NOT ABUSE ALCOHOL!**

# HOW IS FIRST AID ORGANIZED??



**THERE ARE TWO PARAMEDICS AT THE GAME:**

**GEORGE VLAYKOV „ZERATUL“ AND IVAN HRISTEV „ORTHUS“**

**FIRST AID POST – UPPER MEADOW, NEXT TO THE LARP VILLAGE**

**RADIO COMMUNICATION: RADIOS FOR FIRST AID NEED SIGNALING WILL BE AVAILABLE AT THE FOLLOWING LOCATIONS:**

- TAVERN**
- HUT (INSIDE)**
- SEVEN HILLS FORTRESS – THIS YEAR IS INGAME “TOWN”**
- DARK GUARD FORT**
- EAST WIND CAMP**

**THE „INFIRMARY“ IS NOT A FIRST AID POST, IT IS AN INGAME RESURRECTION POINT. DO NOT SEEK FIRST AID THERE!**

# **What should I do - I feel sick/I got injured/ X is feeling sick/has been injured?**



- **YOU MUST CALL FOR GEORGE VLAYKOV “ZERATUL” OR IVAN HRISTEV “ORTHUS”, THEY ARE KNOWN TO 90% OF THE PEOPLE IN THE GAME.**
- **IF POSSIBLE, GO TO THE FIRST AID POST AT THE UPPER MEADOW NEXT TO THE LARP VILLAGE/TAKE THE PERSON IN NEED THERE. IF NOT POSSIBLE,**
- **STAY WITH HIM/HER, CALL FOR HELP THE NEAREST PLAYERS.**
- **GO, OR SEND SOMEONE, TO THE CLOSEST OF THE FOLLOWING LOCATIONS: TAVERN, SEVEN HILLS FORTRESS, DARK GUARD FORT, EAST WIND CAMP. THERE ARE RADIOS THERE.**
- **SHOUT CLEARLY: OFF GAME! OFF GAME! FIRST AID!**
- **USE THE RADIO.**
- **TRY TO KEEP CALM AT ALL TIMES.**

# A local or a tourist is trying to start a quarrel / is acting aggressively



- **DO NOT GET INTO THE QUARREL, DO NOT ESCALATE, IF NECESSARY – JUST GET OUT OF THERE.**
- **UNDER NO CIRCUMSTANCES, NEVER EVER THREATEN ANYONE AND NEVER EVER ATTEMPT ANYTHING PHYSICAL. IT WOULD LEAD TO NO GOOD, INSTEAD IT COULD PUT AN END TO THE GAME WHATSOEVER!**
- **GO TO THE HUTMAN A.S.A.P. AND ASK HIM FOR ASSISTANCE. TAKE SOME BULGARIAN SPEAKER WITH YOU ON THE WAY.**
- **INFORM THE ORGANIZERS**
- **YOU CAN USE THE RADIO TO INFORM THE ORGANIZERS AND SEND SOMEONE TO THE HUTMAN.**

# **X is breaking the rules and it is unfair!**



- **ASK YOURSELF IF IT IS REALLY IMPORTANT. TRY NOT TO STOP THE GAME FOR MINOR ISSUES.**
- **TRY TO SOLVE THE ISSUE BETWEEN EACH OTHER. IN MOST CASES THE PERSON OR THE PEOPLE YOU ARGUE WITH, HAVE NOT BEEN ACTING OUT OF MALICE OR BAD WILL**
- **IF YOU THINK IT IS REALLY IMPORTANT, AND YOU CANNOT SOLVE THE ISSUE BY YOUR SELVES, THINK WHO IS THE MOST APPROPRIATE PERSON TO ADDRESS – FOR EXAMPLE, IN 90% OF THE CASES, YOU DO NOT NEED TO GO AS HIGH AS A CHIEF ORGANIZER AND THE PERSON YOU NEED IS AN ARBITER OR A MAGISTER.**
- **SOMETIMES, UNFORTUNATELY, STUPID SHIT JUST HAPPENS. PEOPLE GET EMOTIONAL, SOMEONE IS TOO RASH AND SOMEONE OVERREACTS, YOU BELIEVE THAT THE ARBITER YOU CALLED WAS WRONG IN THEIR DECISION, OR YOU SIMPLY THINK THE WORLD IS UNFAIR IN GENERAL. IN SUCH CASES, MOST PROBABLY, THERE IS NOTHING THAT CAN BE DONE. TRY TO LIVE WITH IT; IF NECESSARY, GO OUT OF GAME FOR AN HOUR OR TWO. TRY NOT TO RUIN YOUR OWN GAME – WHATEVER HAPPENED – IT CANNOT BE THAT BAD. AND FOR SURE THERE HAVE BEEN OR WILL BE GOOD MOMENTS DURING THE 5 DAYS OF THE GAME AS WELL.**

# Someone is not playing by the rules and claims to be an NPC...



**MOST PROBABLY THEY ARE :)**

**THIS YEAR, AS USUAL, THERE ARE GOING TO BE SOME MONSTERS AND NASTY THINGS AROUND. SOME OF THEM PLAY BY SPECIAL RULES THAT APPLY ONLY TO THEM. IF WE TELL THEM WHAT ARE THEY, IT WOULD BE A SPOILER.**

**THESE MONSTERS AND NASTY THINGS WILL BE WELL RECOGNIZABLE AS SUCH. DON'T START ARGUING WITH THEM. IF THEY DON'T DIE IMMEDIATELY, MAYBE THEY HAVE MORE LIFE POINTS. IF THEY KEEP NOT DYING, MAYBE THE QUEST REQUIRES YOU TO FIND SOMETHING THAT CAN KILL THEM.**

**THE PLAYER BEHIND THESE CHARACTERS WILL HAVE SPECIAL THE FOG LARP CARDS TO ID THEM, WHICH ALSO SAY WHAT THEY CAN DO. HOWEVER, PLEASE AVOID PORTRAYING POLICEMEN AND INSIST ON THEM SHOWING THESE CARDS TO YOU. INSTEAD TRY AND ENJOY THE GAME.**

**I found something in the forest, can I take it to my camp or break it, or put a red tape on it, or enchant it?**



**ALL ITEMS THAT ARE PART OF THE GAME AND LAY AROUND, HAVE SMALL STICKERS ON THEM. LOOK WELL BEFORE YOU DECIDE WHAT TO DO:**



This is a quest item, which you **MAY** take with you or just move. This item **CAN** be subject to magical or non-magical influences of effects.



This is a quest item, which you **MAY** take with you or just move. This item **CANNOT** be subject to magical or non-magical influences of effects.



This is a quest item, which you **MAY NOT** take with you or just move. This item **CANNOT** be subject to magical or non-magical influences of effects..



**I found something in the forest, can I take it to my camp or break it, or put a red tape on it, or enchant it?**



**DID YOU JUST READ THAT ALL ITEMS IN THE GAME HAVE THOSE STICKERS? YOU DID.**

**BUT THERE IS AN EXCEPTION. THERE ARE THESE IDENTICAL OBJECTS THAT DO NOT HAVE A STICKER**

**IT IS BECAUSE OF THEIR SIZE, FORM AND NUMBER. THEY SHOULD HAVE HAD THIS ONE:**



**This is a quest item, which you MAY take with you or just move. This item CANNOT be subject to magical or non-magical influences of effects.**

**WOW A BOX WITH A LOCK! BUT I COULD EASILY JUST BREAK IT!**



**WELL YES. YOU COULD. JUST AS MANY OTHER THINGS IN THE GAME.**

**DON'T.**

**WE HAVE TAKEN A DECISION TO NOT INVEST UNNECESSARILY IN MAKING ALL OBJECTS UNBREAKABLE OF HARDLY UNBREAKABLE. APART FROM MAKING THEM MORE EXPENSIVE, THAT WOULD ALSO MAKE THEM UGLY AND/OR UNCOMFORTABLE.**

**IF A QUEST ITEM HAS A LOCK ON IT, OBVIOUSLY THE QUEST INVOLVES FINDING A KEY OR A CYPHER. IF YOU DO NOT CARE ENOUGH TO DO IT, JUST DON'T. DO NOT BREAK, TEAR OR IN OTHER WAY DAMAGE ASSETS.**

**BRUTEFORCING IS FORBIDDEN!!!**