



New Player  
Quick Reference Guide

Note:

This document is out-of-game  
Do not use during game play

## The Hold Rule

To call a Hold, shout “Hold” as loud as you can. If you hear the cry of “Hold” you should repeat it at once, and stop any action you are involved in. When the reason for the hold has been resolved, the player who called the Hold or a Marshal should call “Three, two, one... LAY ON.” The game then resumes from where it left off.

## When to call a Hold

The main reason to call a Hold is for a safety reason.

- a personal injury
- a combat rules violation, such as:
- another player strikes you in the head or groin,
- a player is striking you too hard,
- you see something that may endanger the players,
- a pit or a hole.

## Character vs. Players

You are a player and your character is the role you take up in the LAIRE game world. Characters are anything played by a player in the game. Orcs, Goblins, Zombies, Dwarves, etc, really any PC or NPC is a character. Be careful when you interact with characters **not to take offence out-of-game.**

## Logistics

When you arrive at the event you are expected to check in. This entails:

- paying your fees to Finance,
- getting your Character Card,
- getting your tags,
- getting your sleeping assignment, and
- most importantly, getting your NPC work duty.
  - Every player must give a 5 hour work shift to the game – and on a four-day, two work shifts.

## Always have your character card with you.

Your Character Card is our record of how your character changes during the event; if you do not hand it in, we cannot update your character.

At the end of an event, you must go to Logistics and check out. Before you get on line, you should make sure you have the following things:

- your Character Card
- your 1 silver piece upkeep (amount may vary)
- your work assignment duty signed
- your site (the place you slept) cleanup signed,
- your camp cleanup signed.

## **Tag Cycle**

Tagged skills (i.e “slay” or “power points”) can only be used a certain number of times per 12 hour period. From 7pm–7am, 7am–7pm, and so on until the end of the event. “Pretty boys wear green” may help to remember the tag cycles in order–pink blue white green.

## **Casting Magic**

To cast a spell one must hold a spell packet, say the complete incantation (“spell verbal”), and then throw the spell packet at your target. The packet cannot leave your hand mid-verbal.

Illegal target areas are the head, and neck.

## **Equipment tags**

All items of in-game value must have an item tag. Normal item tags are white, specially crafted item tags are blue, magic item tags are red. If an item has a red or blue tag, The physical object is laire property. White tagged items belong to the player.

## **Stealing and searching corpses**

When you steal an item, if it is a regular quality item (IPlayer Property – with a White Card), it must be taken immediately to the Armory or the Merchant’s Guild to sell. Items that are of special quality (Laire property – red or blue cards, or engraved jewelery), you may keep it until you do not want it anymore.

Do not physically search a “corpse.” If you want to search a body, do so by saying “I search you.” Then “describe your search.” Do so by saying things like “I check your pockets.”

## **In-Game and Out-of-Game**

A player is out of game if they are wearing a white headband. If you are out-of-game for some reason – you are tired and taking a break, you are walking to a phone to make a call, you are a spirit and you are going to the Healers Guild to be resurrected – do not interact with the people in-game. Conversely, if you are in-game do your best to ignore anyone or anything out-of-game.

## **Out-of-Game Areas**

Some areas of the camp are always designated out-of-game. The parking lot, the bathrooms, the NPC cabin, out-of-game sleeping areas, and Logistics are all always out-of-game areas.

## **In-Game vs. In-Play**

In-play items refer to anything that belongs to a player but their character uses. Things like costuming, room or module decorations, jewelry, etc. that don’t have an item card or number. They are not there to be taken or damaged; they are another player’s property.

## Types of injury, their effects, and how they can be healed

Remember, if unconscious, you cannot call for help.

Type of Damage	Stage/Status	Time to Heal	How to Heal*
Body Points Reduced to Zero, Waylaid	Unconscious	Will Wake up in 5 minutes and, if originally at 0 Body Points, at 1 Body Points	<i>Heal Person</i>
Body Points Reduced to -1	Bleeding to Death	1 Minute	<i>Heal Person, First Aid, Battle Surgery, Healing Potion, Paladin Healing</i>
Slayed/Assassinated	Mortally Wounded	1 Minute	<i>Heal Mortal Wound</i>
Kill spell, Death Touched, Instant Death poison or Killing Blowed	Brink of Death or Dying	5 Minutes	<i>Life Spell, Paladin Life, Elemental Life, Artifact Life, Draconic Life **</i>

\* This is not an exhaustive list, but a sampling. The skill and spell description will describe how this works.

\*\* Note: Only one type of each of these forms of life can be received per day (7am to 7am). This is not an exhaustive list, but a sampling.

### Armor Points vs Body Points

Armor points go before body points unless the opponent is swinging “X body” or “x rot”

### Armor Points vs Poison

Armor points protect you from poisons unless they are gaseous or ingested.

## Combat

- The wrists and hands do not take damage.
- Illegal target areas are the head, neck, or groin.
- You must swing your weapon at moderate speed with moderate force.
- A swing should cover no more than 180 degrees, and no less than a combined 45 degrees with your arm and 90 degrees with your wrist.
- You are responsible for keeping track of the damage that has been done to your character. Take your hits, no one likes the guy that cheats.

- When you strike with a weapon, you should call out the damage inflicted by that weapon. i.e “2 damage!” or “6 mithril!” Call your damage on every swing. If you don’t, the hit won’t count.
- When your Body Points reach zero or below, lie down; your character is either Unconscious or Bleeding to Death.

## **Play Credits**

Every time you go to a full event weekend, you are required to have one Play Credit. The most common way to earn Play Credits is to NPC a full weekend. Any player that travels more than 200 miles to attend an Event does not require a Play Credit to participate.

## **Brownie Points**

You can earn brownie points by

- Full-Time NPCing,
- Donating props or costumes to the game
- Among many other ways

You can use brownie points to

- resurrect from a black marble
- buy items from the Brownie Store
- buy spell defenses from logistics at check-in
- brownie up at the end of an event

## **“Brownie up”**

For the price of 1 brownie point per 0.1 build, a player can add up to half the amount of build they have earned that event (if they did not full-time NPC).

For example, in exchange for 30 brownie points a level 1 player who earns 6 build in an event instead earns 9.