**Battle Royale**

**Summary**

Battle Royale is a new LARP system, brought to you by Insomnia LRP. Battle Royale will run yearly, in the second half of the year towards the end of the season. Unlike other Insomnia LRP events, the emphasis here is on combat, and survival of the fittest. This is a new game system, being tested in 2016, and rules may be subject to change as we adapt to create the game our players would like. We ask for your patience with any teething problems.

There will be a roleplay element to the game; there will be a game setting, and players are encouraged to come up with a name and costume for their personna. There may even be prizes on offer for best costume, roleplay and sportsmanship. However, to be successful you must be tougher, more skilled, or downright sneakier than your opponents. To the victor goes the greatest spoils! For the overall winner of each event there will be a cash prize.

The event is capped by a time limit. For the first, this has been set at 24 hours. Be prepared that you will be out in the woods, without a tent, for a full night. Please dress accordingly (warm/waterproof). Players will be given roughly 10 minutes to disperse and spread out across the game arena, a large area of rural land. A loud horn will signal the start of the game, at which point there will be no breaks until the time is up. The objective: to be the last man standing. Every player will start with a bag, containing water, rations, some survival gear, and a random LARP safe item. You might get a chainsaw, you might get a hubcap! You will also get a kill token, to be carried on you at all times. Should the game finish much earlier than expected, the game may be reset and launched for a second time without prizes.

There may be other, unexpected elements added to the game. Supply drops, hidden weapons, or perhaps less helpful, more deadly distractions. Rest assured, you will not survive by hiding in a hole!

**Players Kills**

All players will start the game with a single hit point per location. A strike to the torso or head is an instant kill. A strike to a limb will disable that limb, and the wound will become fatal if not bound or treated. Once you are dead, you must hand your kill token to your killer. Any kill tokens you claim must be placed in a seperate belt pouch, bum bag etc, and at this point are no longer part of the game. You cannot take kill tokens off of another player except the one they carry for themselves, and this token may only be taken if you were the one to kill them. Kill tags are not an IC item, they are an ooc game mechanic used for keeping track of your points.

All other supplies, kit and weapons will likely be claimed by your killer (or any other opportunist who comes along...). You will be expected to wait and play dead for around five minutes at most, until all of your loot has been taken, or it is clear that everyone has left the area. Anything not claimed by another player is your responsibility to hand back in at the main desk. At this point, you must return to the game control desk.   
  
You will have the opportunity to re-enter the game once after death, however it will be as an NPC and no further kills will be added to your total. This may be subject to change depending on player feedback.

**The spoils!**

These are the prizes and titles on offer, and what is needed to earn them! More may be added to this list in time.

**Champion:** To be crowned champion, you must be the only player to survive with zero respawns. You must also have collected a minimum number of kill tokens (TBC depending on number of players). No sitting in a ditch for the entire game and claiming victory! Multiple survivors at game-end with required number of tokens will result in a final battle to determine the winner.  
**Prize:** For this title, there is a cash prize on offer! The exact amount will depend on the number of players, but currently on offer is a minimum of £50 cash!

**Most Bloodthirsty:** This title goes to the player who collects the most kill tokens. Such wrath in the arena must surely be congratulated!   
**Prize:** For this achievement, you will be offered a discount on the ticket price of your next game.

**The Victim:** You poor, unfortunate soul. No one can doubt your enthusiasm, but your skills leave much to be desired! This title goes to the player who dies first.  
**Prize:** The mightiest prize of all, the coveted wooden spoon!

**Most inventive:** The player who comes up with the best costume and personna, and sticks to it during the game.

**Prize:** TBC

**Sportsmanship:** To many, honour is everything. This title goes to the player who conducts themselves in a sportsmanlike way. Being honest with taking hits, taking defeat with dignity and integrity, and not gloating their victories. All players will have the opportunity to vote for who they feel deserves this prize.  
**Prize:** TBC

**Most dishonourable:** No one wants this title granted to them! This goes to the player, or players, who conduct themselves dishonourably. Repeatedly not taking hits, arguing with players and refs, and generally being a bad sport. 3 seperate complaints will earn you this prize.  
**Prize:** If you have been bad enough to actually be granted this title, the prize is a lifetime ban from future Battle Royale games, and in some cases all Insomnia LRP events. Congratulations!  
  
**Player Kit**

Unless otherwise instructed, you may not bring items into the game other than your clothes/costume, and any medication you may require. Food, water, or other consumables, torches, weapons, survival tools and equipment are not currently permitted! This is subject to change based on player feedback.

In particular, please don't bring live blade axes, knives, multitools etc in with you. Yes, they are incredibly useful, but to a tired, desperate mind, in the dark, it can be too easy to grab the wrong blade in a fight!