

Lost and Found LRP Event and Player Guide

*"This world is but a canvas to our imagination"- Henry David Thorou*

*Have you ever wondered where missing things go? Socks, the remote control, that pair of glasses you only just put down? And what about those missing people that have never been found? It's as if they have just disappeared, vanished into nothing!   
  
What if there is a place all these missing things, people, ideas and memories go? Lost never to be found. What if they are nowhere?*

*Lost and found is set in a world of Nowhere.   
Your character will arrive with nothing but their name and what few possessions they have on them to tell them who they are? All you really know is you were looking for something before you ended up lost.  
Your goal? ........*

*To find your way out!*

*\*\*\*\**

***Welcome to Lost and Found LRP!***

*This game can best be described as a "sandbox" Larp. The world and game has been created and will grow around character background and in game actions. We aim to provide our players with a game that they can enjoy, without the worry of being told they are "wrong" or "off brief" at Lost and Found there are no wrong answers, only actions and consequence. The game will include elements of all genres, including Horror, Fantasy, Adventure, Sci-Fi and Action. Both Combat and non-combat characters will find plenty to entertain in the game.*

**I. Core Rules**

The core rules for Lost and Found LRP are simple and if stuck to will ensure an enjoyable game for all.

1. You must be over 18 to play Lost and Found LRP
2. No references to non-consensual sex or sex with minors. It’s not appropriate (to this game or in general). This includes OOC and after time out as well as IC and during time-ish.
3. Know the difference between In Character and Out of Character. It’s absolutely fine to be angry and shouty with someone IC… just don’t allow that to overflow OOC. It’s fine to insult someone IC, but don’t do it OOC. Respect everyone and all will be well.
4. SAFETY can be called by anyone and has two meanings at Lost & Found.  
   Firstly, it’s the word called if anyone is OOC injured or there is an OOC danger (someone lost their glasses etc). Some systems use ‘Man Down’ but we’re choosing not to as some of our characters are military and ‘man down’ is a legitimate phrase they might use IC.  
   Secondly, SAFETY is our safe word. If in an IC situation someone says SAFETY, this is an instruction to back off. Either that person thinks you have gone too far and made them uncomfortable or you are invading their personal space.   
   In either case, everyone drops out of character and the situation is OOC resolved. Either by calling for a first aider or breaking up the current interaction. Do not ignore a SAFETY call.
5. It’s fine to have a drink, but please don’t get hammered. If a ref thinks that you’ve had enough, they’ll politely ask you to go sleep it off. Don’t fight while drunk.
6. The taking of illegal substances on site will not be tolerated. You’ll be asked to leave and the police informed.
7. Mostly we’re just asking you not to break Wheaton’s Law or Rule 7 (Don’t be a dick / Don’t take the piss). This means: Don’t break the above rules; Don’t cheat. Respect everyone.  
   When breaking Wheaton’s Law & Rule 7, the excuses : “I was only joking”, “I was in-character”, “I was drunk”, “I’m his mate and he doesn’t mind" are not acceptable.  
   If you feel that someone is breaking any of these rules, please quietly inform a ref and we will deal with it appropriately.

Harassment, sexual harassment, or prejudice of any kind will not be tolerated. We strongly encourage anyone who experiences such behaviour to report the incident immediately to a ref so that we can deal with the situation. You may report to any of the game refs or crew who will take all complaints very seriously. If you would find it easier reporting something in a more private manner please find Jessica Aldwin, John Neal or Catherine Wetton and they will support you and resolve the issue as efficiently and discreetly as possible.

We are dedicated to making Lost and Found LRP an inclusive event and we oppose all forms of unlawful and unfair discrimination. If we feel you are threatening the safety of any crew or players (both physically and mentally) we will ask you to leave the site and will not be inviting you back for any future games. All situations will be assessed and dealt with reasonably and with respect. Crew are also required to adhere to these rules. So please do not feel like you cannot report them.

**Time In/Out**

Time in depends on the event, the weather and how tired crew and players are. Lost and Found games will be 24hour Time in with Time-ish being used when the refs have gone to bed. Time-ish means no ref interaction/calls will be available from that point on and no plot will be provided. If you wish to stay up and role play at people that is your decision, but we ask that you are mindful of other people trying to rest and keep interactions as quiet as possible in areas that might disturb players or crew.

**Non-Combatants**

Non-combatants are welcome to the game; although be aware that Lost and Found LRP is a full contact game and conflict can be frequent. If someone is unable to take part in combat, we will ensure players and crew are aware of such during the pre-game player briefing. Non-combatants should, if they find themselves in or around combat, raise a hand and OOC declare their status as a non-combatant. If a combatant character is within arm’s reach of the non-combatant, they may inform the non-combatant they are attacking them (this could be followed by a snarl/series of monologuing quotes) — at which point the Non Coms should drop to ZERO (0) Hits and fall unconscious.

**Going Out of Character**

We expect everyone in the IC area to be In Character at all times. Please be respectful of anyone who might be role playing within hearing range if you drop OOC near to an IC area.

**Character Death**

If your character dies, you may phys-rep your corpse for as long as it remains fun and then find a Ref . At that point you can opt to join the crew for some or all of the rest of the event or to generate a new Character. A Ref will be able to answer your questions and provide you with the appropriate briefs for a new character. We would prefer players not to just re-gen the same character and would advise bringing a backup character concept and kit with you. We are happy to loan kit if we have any spare.

**Ref Team**

You will be introduced to the Ref Team at the pre-event briefing. One ref should be around the player area at all times. Ref/Photographers will be wearing high-vis jackets. In some cases Refs may be in the player area as characters but they will always be approachable to ask any questions – just please do not to interrupt them role playing with PC’s. If there isn’t a relevant ref there, they will at least be able to radio one from there. If any NPC makes a Ref call, that effect happens immediately and should be reacted to. If a Ref calls a “TIME FREEZE”, please close your eyes and remain where you are. This mechanic will allow a scene to be set. The Ref might explain to you what is about to happen or just give you some generic info. When the Ref shouts “TIME IN”, you will then be able to open your eyes and continue with the scene at exactly the same point.

**Invisible People**

People wearing a high-vis jacket are not there IC. They are likely either refs or a photographer/First Aider. You can approach refs for rules or questions but they cannot be interacted with IC.   
People holding one hand above their head are either not visible or not there.

**Bedrooms and Sleeping Arrangements**

Bedrooms will be assigned before the event. This is due to site requirements. In some cases there will be mixed gendered rooms but we will do our best to assign rooms that people feel safe and comfortable in. Bedrooms are an OOC area, please do not hide any IC Items or plot mechanics in them. The site provides bunk beds but no bedding, please bring your own pillows, blankets or sleeping bags.

Some players require bottom bunk sleeping for health reasons, please be respectful of this and do your best to accommodate.

**Alcohol**

Although Lost and Found Games are catered events, we will not be providing alcohol. Players are welcome to bring their own.   
Some players may chose to attach a white ribbon to their bottles, this means that IC the drink is alcoholic, but OC is it is not. This means that players with characters that are heavy drinkers don't have to destroy their liver for the sake of their art.

If you want to get drunk, that’s your prerogative. But it’s worth remembering that if we consider you to be too drunk, you’ll be asked to go sleep it off (And this is only a weekend event, so you’ll be missing a fair chunk of game)  
If you get so hammered that we need to call an ambulance, you’ll not be welcome back at the game (ever)

**Costume and Characters**

Characters are a player's own creation. It is a player's choice how they chose to represent their character, be it through a change in voice or accent, gender, sexuality or a using a specific culture to base their costume and kit on.

Lost and Found will be using Cultural (not comedy) Stereotypes for some of our NPC's and encounters. These are in no way designed to be racist or offensive in anyway. Anyone found to be using stereotypes, culture or religion to disrespect or poke fun at will be given a verbal warning and in extreme cases asked to leave the game.

At the end of the day, no one is coming along with the intent to offend anyone… We’re here to have fun.

**II. Nowhere**

**The World**

Nowhere is a world of the players making. A world between worlds. A place that is rarely found but always lost. It is a world full of memories, ideas, and imagination.

Things have a way of turning up in nowhere, if someone should find themselves thinking "I should very much like a drink" then they may conveniently find one. Perhaps you have been caught out in the rain and think "Warm dry clothes would be great right now" well then you might find warm, dry clothes just for you.

However you cannot will items into existence. The minute a fleeting thought becomes "I WANT" the world will no longer provide.

This is a very broken, yet necessary in game mechanic. Your character has arrived with nothing more than what they had on them when they became lost. However we do not expect you, the player, to go without changes of kit, clean clothes, alcoholic beverages or other items of comfort. Therefore Nowhere has a way of "providing" items to make your stay a comfortable one.

**Memory Loss**

When you arrive in "Nowhere" you will be experiencing memory loss. You will not remember who you are, your friends, your families, the majority of your skills or what you were doing before you went missing. You WILL remember how you were feeling before you arrived and Character personality Traits (Kind, Mean, Passionate).

You can chose to remember your name, or you can wait and have it come to you later. Anything else is up to you. Lost and Found LRP is all about Role-play opportunities. If you want to RP that you can’t remember what toast tastes like, that is entirely your choice. We encourage as much "memory loss" as is sensible, with you gradually recalling things.   
For example: At Time in you will have no idea what a roman is, after dinner you might recall a history lesson from way back when. Anything other than Memories relating to your skills, relationships or major moments in your past, is up to you to decide if and when you remember them.

On Your Character sheet there will be a selection of "Natural skills" these are skills that we have given you under the pretence of them being like a second nature to your character, Just too hard to forget.

**III. Catering**

Lost and Found LRP games are fully catered, You will be provided with:

* Friday Evening meal
* Saturday Breakfast, Lunch and dinner
* Sunday Breakfast

If you miss a meal please talk to our caterers, they are lovely and will feed you.

Menus will be published before the event.

We will also be providing non- alcoholic beverages such as tea, coffee, water and juice/squash

Our caterers are good sports, and whilst they haven’t roleplayed before they will probably still try and interact appropriately with you.   
Just don’t expect them to know answers to game questions, mechanics or rules. Please do not engage in combat with the caterers! We need them to cook!

**IV. Combat**

Lost and Found LRP is all about ‘heroic fighting style’ Big strikes, heroic and mighty are what we’re aiming for! Pull your blows (soften your hit), we don't actually want to cripple each other and try to avoid ‘Drum rolling’ (using your weapon to very quickly hit someone repeatedly)

What’s cooler? Two people trying to tag each other with swords? Or two people taking huge over exaggerated swings and flying back six feet with each hit?

Lost and Found LRP uses a Global Hit count, unless told otherwise, please RP appropriately

Anyone found not taking their hits will be given a ~~thorough kicking~~ stern talking to… and probably reduced to zero hits themselves.

If you are reduced to zero hits, you’re incapacitated. React appropriately to what’s just happened to you. You may still be upright, but you’re certainly not ‘with it’. At best, you can shuffle out of the path of combat (common sense) and then drop to the floor and moan. Consciousness is optional.

**Pulling Blows**

Asmany LARPers know already, pulling blows is vital. For people new to LARPing, pulling blows is where you actively pull back your strike on someone so it doesn't hit them as hard. This makes the game a lot safer and more enjoyable. If you feel you've hit someone too hard don’t be afraid to check and offer an apology.

**Grappling**

Grappling (Wrestling/hand-to-hand) is not encouraged with partners who don’t know it’s

coming. Always make sure your grappling partner is fine with actually doing so. Take care and

look after each other. This also extends to activities such as shield bashing and other rough stuff. We’d prefer it if you at least had a ref present for this sort of action (so we can watch… place bets etc)

**Executing**

Whilst not encouraged, it is possible to execute an unresisting victim. Spend 30 seconds of appropriate roleplay. Make it impressive (you’re lopping this person’s head off!)  
Please, please, please… NEVER throat slit someone. Dragging a latex knife across someone’s neck can cause the player some serious problems.

**V. Calls and Skills**.

**Nowhere Skills.**

All characters begin their game with Nowhere skills.

* Anyone can use a melee weapon and cause a single point of damage per hit. Any additional weapons (guns/bows) are dependent of background and character.
* Any real life hard skills that do not require a weapon. Hiding, bluffing, stealth etc. (Please, no climbing! Jess refuses to come up that tree to get you when you get stuck)

As your character develops and regains/finds their memory, other skills will become available to you dependant on character background.

Please note that unless otherwise stated, all damage is SINGLE. But please do not call it. Hence, someone belting you with a baseball bat is doing SINGLE… but we don’t have an annoying wall of “SINGLE, SINGLE, SINGLE”... tedious!

**Calls**

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| TIME IN - Ref only | Game play starts/resumes! |
| TIME OUT - Ref only | Game play finishes. Only likely to be called once all weekend! |
| TIME ISH- Ref only | No more ref calls will be made until Time in the next day, please refrain from killing each other. |
| TIME REF - Ref only | Something cool is happening and we don’t have the special effects budget to physrep it. (The house is exploding or a meteorite is about to crash…) When TIME REF is called, freeze on the spot but look at and listen to the description given by the ref. |
| TIME FREEZE - Ref only | Players are required to freeze on the spot, close their eyes and hum until time in is called. |
| MASS <CALL TYPE> | Means that anyone in a 10ft radius or cone (indicated by the users arms) is affected by the <CALL TYPE> eg: MASS FEAR! |
| DOUBLE/TRIPLE <optional Damage Type> | All damage is SINGLE unless DOUBLE or TRIPLE is used. If you are hit with no call, it’s a SINGLE.  eg: Someone shooting you with a shotgun might call TRIPLE. Or someone stabbing you in the back with a katana might call DOUBLE THROUGH! |
| THROUGH | Ignores armour (they’ve found a chink!) take all that damage directly to your squishy body. |
| STUN | You are still conscious but completely unable to function for 10 seconds. |
| DODGE | A person calling DODGE just got out of the way of whatever just hit them. Can only be used if they’re aware of the incoming hit. |
| LUCK | A person calling LUCK reduces any damage taken by 1 (known or unknown). So technically, an unconscious person can still use LUCK |
| REVEAL | Anyone hiding within a 10 ft radius must make themselves known to the person calling REVEAL |
| BURN | You are on fire! Quick! Spend 30 seconds of uninterrupted roleplay putting the flames out! You’ll take one hit per 30 seconds you are on fire (so 1pt damage minimum) |
| FREEZE | Target is frozen (quite literally) and cannot move for 60 seconds. Someone else can thaw them out by spending 30 seconds warming them up (wrap a blanket round them, rub their arms, hugs etc) Obviously, make sure that the player is ok with you rubbing their arms, hugging etc… Don’t make it weird! |
| KNOCKDOWN or STRIKEDOWN | Fall to the ground. Bum must be in contact with the ground for 3 seconds (or one hand and a knee) before getting up. |
| THUNDERBOLT or FATAL | You’ve been blammed! All hits lost. Death count begins. |
| REPEL | Target is repelled 10 foot backwards. Don’t be a muppet and just blindly throw yourself - be aware of your surroundings. |
| BLIND | Target is blind for 30 seconds. Please roleplay this sensibly. You do not *have* to close your eyes to roleplay this. |
| BOP | A single point of unarmed damage. People knocked unconscious by unarmed damage will not begin their death count. However, if they are beaten whilst unconscious, then they will start to bleed out. |
| ZAP | Kind of like an EMP. Only affects mechanical or electrical targets. Renders the target inoperable. |
| FEAR | Soil yourself (optional) and run in terror for 30 seconds. As an alternative, you can cower, cry, beg for mercy for 30 seconds. Whatever, you’re pretty useless… you wimp. |
| SEVER | That arm you just had? It’s gone now. Your digital watch? Gone too. The limb hit is useless until healed (and it’s going to have to be some pretty good healing) Torso (or head) will reduce you to 0 hit points. |
| ENTANGLE <body part> | Your feet are rooted to the spot for 30 seconds. You can continue to fight… just can’t use any of that fancy footwork. If someone calls ENTANGLE ARM, then your arm is immobile and attached to the nearest wall, tree, vehicle etc. |
| SUFFOCATE | You wanna be like Vader? Then this is the call you want. For 30 seconds it feels like the air has been pulled from your lungs. |

**ROLEPLAY SKILLS**

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| --- | --- |
| LOCKPICK | After the specified time of appropriate RP you can open a lock. The RP time will be attached to the lock or given to you by a ref. |
| CHARM | When putting emphasis on the words CHARMING or CHARM the person you are talking to will react favourably towards you. |
| INVISIBLE | Put your hand in the air to indicate that you cannot be seen. You are unable to attack whilst you are Invisible. |
| POSSESSION | Place your hand on the victim’s shoulder (Let’s call them ‘Bob’). Put your other hand in the air. You can issue commands to Bob and they must do as you ask. Once finished, you must return to the place you originally took control of Bob before coming back into play.  Whilst being possessed, the possesser (you) talks for the possessee (Bob).  Everyone witnessing this just sees Bob having a normal conversation (Unless a ref tells you otherwise) |
| INSPIRE | You give a rousing speech of at least 30 seconds! Everyone listening to said speech is now immune to fear for the next 30 mins.  ~~Anyone quoting Mel Gibson from Braveheart will be slapped.~~ |

Please be aware that this is not an extensive list of skills and you may find unlisted skills on your character sheet along with an explanation of how the skill works.

Do not automatically assume that you have the ability to use these skills unless they’re on your character sheet (With the exception of the Nowhere skills)

Any problems… ask a ref (It’s what we’re here for)