

# Must Have Rules for TABOO Larp 2024

We expect every PLAYER to be able to **memorize** the following **information** - and to **implement** it on site. It is possible that you will be asked for examples at check-in. If you don't know the rules, don't worry, you can still read them at the check-in. It will just take longer for you to check in.

Have you already been on the TABOO and know your way around? Then you only need the first page:

## Rules:

1. Please play a suitable character from the **18th** or **early 19th century**.
2. You **do not** wear armor, shields or wield powerful weapons (no long weapons)
3. **Firearms:** A weapon can only fire once at a time (and can then be reloaded). You pull the trigger and you hear a "bang!". If you are hit, play out nicely.
4. **Magic:** only a few can cast magic (never in James Town or Friedheim). If you can: play it nicely and don't have too much power. If you get bewitched? Play along first.
5. **Combat:** infight combat (without weapons) is allowed - because you fight slowly and carefully. It's all about acting. Not about winning. You fight for the others. Only fight when you haven't had anything to drink, when you are controlled.
6. **Rule of 3:** When you leave your camp, go in threes at most.
7. **At night:** you can only move outside the camps if you have a lantern with you (which glows dimly).
8. If you find a box, lights, large artifacts (gravestone...), **please leave them behind**. Take only the small things with you, such as coins, stones, fingers, wókpa.
9. If you see a **note**, read it first before you open a box, for example. Leave the note behind.
10. The path between the **moor and James Town** can only be used by Moorers.
11. **Ghost path:** shield your eyes so that you can only see the ground.
12. **Only visit the Narune at night!** During the day, the black yurt is closed to you.
13. If a **green laserpointer beam** touches you (clothing is sufficient), your character gets problems - you decide which: Cold, trembling, frenzy, fear...
14. Character death? YOU decide whether your character should **die**. But there are exceptions (NPC, Orgas give you the appropriate information).
15. Are you from **James Town**? Honor the crown, accept the authorities (governor, Lady Highton), please be patriotic!
16. Do **not hurt anyone offgame!** Neither by shooting too loudly, by being physically uncontrolled or by not respecting personal boundaries.
17. Someone crosses your **boundary**? "I really, really don't want that!"

# Explanations and examples of some rules:

## Play a suitable character...

Limits? Steampunk, too much technology, too modern... Also, no pirate or western hero. Unsure? Take a photo and send it to us!

You **don't** wear armor, shields....

Swords, two-handed weapons, big hammers etc. don't fit either. Rather use knives, hatchets, swords, sabres, rapiers, clubs... We are talking about safe larp weapons (not real ones).

## Firearms and shooting:

We are not talking about real weapons: i.e. we do not use projectiles (only toys for kids).

Revolvers or Winchesters do not fit. A shotgun is also a close second. Rather use muskets, single-shot pistols, cannons...

**Caution:** if you are indoors or your pistol is near an ear, it can be dangerous for your hearing. If in doubt: don't shoot!

**If you shoot**, make sure that the other person can hear the shot. Stupid: shooting someone in the back. Better: aim well, make eye contact, maybe shout "Take this, Bloody Huntsman!" - BANG!

**Avoid headshots.** Why? Basically, the other person should be directly dead. Directly dead is usually boring. Give your opponent the chance to decide what happens. Limping away, creaming, playing out injuries... and later succumbing to the wounds (or being narrowly saved) is often much nicer than "poof" and dead. Even if your opponent is a Huntsmen or a "foul-tongue" (kind of Zombie).

Happens a lot in larp, too: *"Cut their heads off. And burn them afterwards!"* **Boohoo!** **Boring.** How are you supposed to portray that? That's telling. It looks nerdy - and doesn't help the immersion. So, please don't! Even if it would be "logical" to play it safe with a revenant - don't!

## Magic:

Similar to shooting: if you cast spells, make sure your opponent notices it. And get an offer to play: eye contact, gestures/movement, use of voice...make a good show.

If you are "enchanted", don't think too much. Be like a child, feel - and join in first. Act out something (that feels appropriate) - and later try to get rid of the curse or the new problem. Get help, go to the tent or the narune. Don't just see it as a "punishment" for being cursed. But rather as a cool movie scene. And potential for play afterwards.

**Combat:** Infight (close combat) is allowed, see combat as dancing or acting. Do not power-game. You are not a super hero. A soldier or a huntsman is stronger than you. And you won't be able to defeat ghosts.

When you fight, it's all about the scene. It's about acting. For spectators, for your opponent and for you. Don't try everything to win. Don't use your offgame power to dominate. Give space - and take space. Offer the other person something. Go wide and fight slowly so that your opponent can react.

Play to loose? No! Then everyone would be trying to lose. Not much better either. **Play to play.** Imagine fighting in the theater for the entertainment of the audience.

Sure, and be careful - don't hurt other Offgame. Are you generally out of control? Or just drunk? Don't fight (fall over directly).

Are you so physically limited that you are too afraid to fight? Don't fight, lose directly. You are first and foremost responsible for your own safety. If you attack someone, you are also responsible for the safety of the other person.

**Rule of 3:** If you leave your camp, maximum three players.

This is an Offgame rule that makes things more exciting for you. Small groups feel more insecure. And so you can experience more threat, excitement or adrenaline kicks. Don't like to feel to be threatened? Stay in your settlement.

**At night:** Have a lantern with you. Same sense as the rule of 3 (Offgame, threat...). If you carry a light (in the form of a lantern, LED), you are more likely to be seen by huntsmen, ghosts etc... This weakens you - making you more threatening and it's more fun to play. So please don't use "particularly bright" or "barely visible" lights.

You have no desire to feel like this? Stay in your settlement at night. There's plenty to play with there.

**Boxes,** lights... please leave them behind.

Harvest and loot in the forest, on the graveyard or ghost path: resources such as stones, fingers, wókpa... but don't be antisocial! There will be other PLAYERS after you, so leave the gravestones, boxes, technology, large artifacts... at the location! Don't remodel places either!

**Slip of paper:** If you want to open a chest/box, read the note **first** (if there is one in front of or nearby the box).

**The main path between the moor and James Town is closed.**

This is new: If the moor is your home, you can use the path as normal. Everyone else will have to find other routes (around the forest or via the ghost path).

**Ghost path:** Shield your eyes so that you can only see the ground.

Also applies during the day. You can't just scurry across the ghost trail! Only look at the ground. And shield your eyes. Walk slowly and carefully. The ghost trail starts at the edge of Friedheim and almost ends in the moor.

Not in the mood for the ghost trail? Walk around the small forest.

### **Only visit the Narune at night!**

Do not enter the Narune's tent during the day. Only when it is really dark.

**If a green laser pointer beam touches** you (clothing is sufficient), your character will have problems - you decide which ones:

Cold, trembling, great fear, frenzy, aggression against friends, urge to mutilate yourself... Find out in-game how you could be "cured". Can't find a solution or cure within 3-4 hours? Go to an Orga (Orga-Plex, largest building in the center).

### **Character death?**

YOU decide whether and how your character should die. Even after a headshot!

But there are exceptions. In certain situations, an NPC may give you a hint that things are getting tight. Concrete examples:

- You look into the face of a Mad Face (how stupid of you!)
- The Naruns tell you clearly: "*Nobody can help you now!*"
- An Orga or NPC gives you similar information, e.g. because the one-eyed man (green laser pointer beam) has caught you more than once.

This keeps things a little uncertain and therefore more exciting for you. You won't die immediately - you still have the chance to die nicely (in the arms of your friends).

### **Are you from James Town? Honor the crown, accept the authorities!**

Offgame we're into equality, freedom, democracy... Your char probably isn't. Don't introduce democracy! It wouldn't work anyway (there are systemic reasons for this). James Town lives through patriotism, among other things. To make this idea clearer, it will be good if your character also accepts the crown. Even better: love them and at most secretly gnash your teeth if you don't like something about the Governor or Lady Highton.

If you absolutely want to do something for the authorities, please talk to an Orga first!

If you absolutely do NOT want to be on the side of the crown and want to live that out openly, you should not be part of James Town (go to the Moor or Friedheim instead).

### **Don't hurt anyone Offgame!**

Pay attention to others and be compassionate. Try not to hurt others - and if you do, apologize and learn from it. Are you unsure whether your behavior is hurting others? Better leave it alone - or talk to us.

### **Someone crosses your line? "*I really, really don't want that!*"**

You are responsible for your safety and your personal boundaries. If someone crosses your boundary, you can stop them by using the phrase "**really, really**". This keeps everyone in the game and lets others know that you can't go any further.

## Breaking the rules?

If an NPC catches you deliberately breaking the rules, this has Offgame consequences.

Sure - we make mistakes under adrenaline. That's not what we mean. But, for example, "drunkenly roaring around on the ghost path" is conspicuous. That doesn't fit into the adventurous game area at night. Disturbs the NPCs, annoys other PLAYERS.

Almost all rules are designed to make the experience more fun. For you and for the others. Please respect our rules if you intend to take part in our larp!

## Values:

- If you're not sure about the rules, don't worry! Play first! Ask yourself: What do the others need? Empathize with them.
- Give others beautiful scenes. Generate play potential.
- Play **submissively sometimes!** Make others great. Only being dominant is boring.
- If you like, accept play. Most of us are grateful when we are offered something - or even when people accept our offers.
- **Immersion:** Make sure we stay in immersion as much as possible. Sure, you can go Offgame - just do it in such a way that you don't disturb anyone. Whisper or retreat to your tent - or use the Offgame zone behind the Frieds Inn. Don't traipse to the shower with your toiletry bag (better hide visible Offgame things).
- Play out your **emotions** : Get involved in the scene and play along - play out. As best you can. Don't play a "cool" character, **a veteran** who has experienced everything. Make sure your **character** has **weaknesses**. What is your character afraid of? How do you show fear, sadness, joy...? Are you **in the forest at night?** Don't play too cool. Whisper, show fear, get into the mood!
- Historical accuracy, realism, logic and perfection are **not important** to us: we are interested in beautiful scenes. Intense emotions. Goosebumps. Drama. Fun to play.
- You don't need an orga in any scene. That's what the notes, boxes, values and free play are for. We **don't have a main plot** that **is solved** at the end of the larp. We tell stories together. Dive in and play! Are you unsure? Just do it. Still unsure? Come to us - we'll be happy to help!