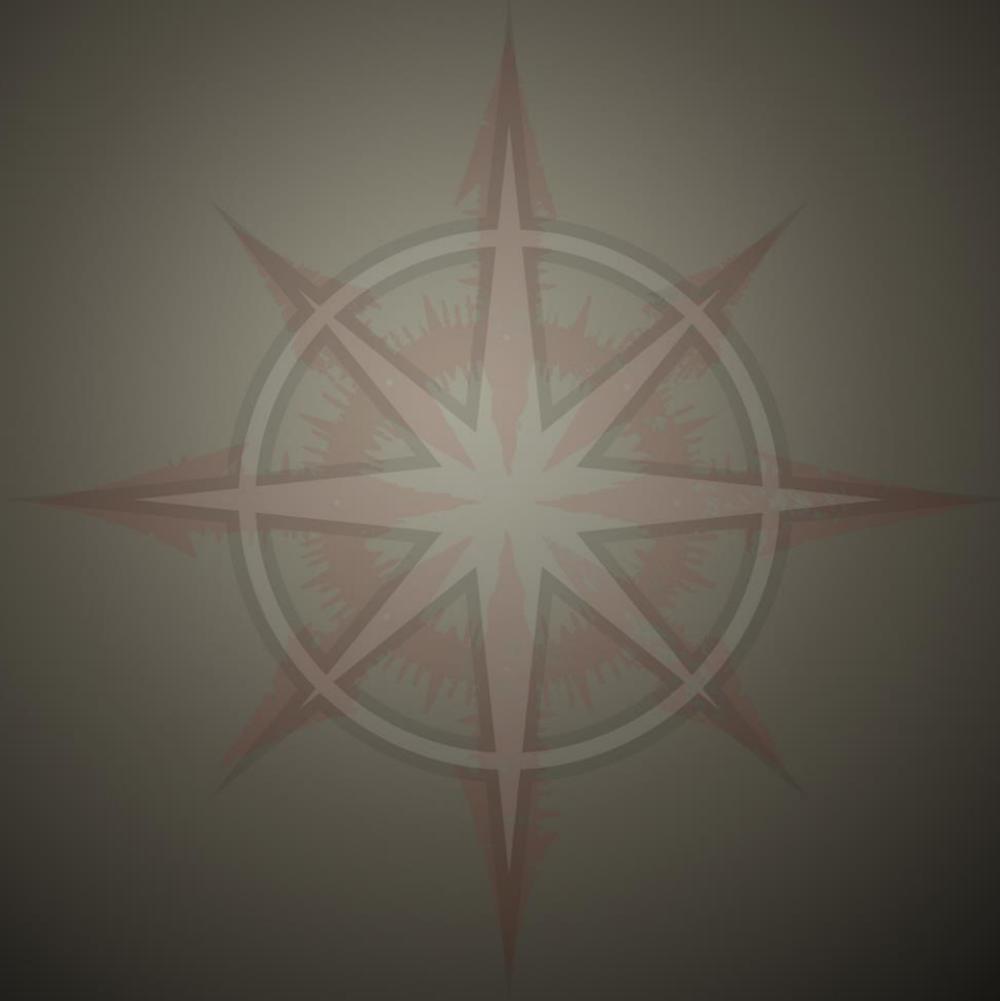


MELTING POINT



ECHELON SIX

EVENT RULES HANDBOOK



Raggedy Edge Entertainment

Presents

# MELTING POINT: ECHELON SIX



EVENT RULES HANDBOOK

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### **Special Thanks...**

To our ever-loyal and insane players, who stay on us - even when we take a year off – and prod us to do another one! You guys are why we do this! Your enthusiasm, feedback and stories of favorite moments in past events never cease to inspire us to get off our butts and do it again. And to Ye Olde Commons, our partners in crime, whose staff, grounds, facilities and cooking have made all of our awesome events possible. You all rock!

So...we're well rested after our 2015 break and ready to set the bar even higher!

Let's light candle ONE MORE TIME!

Produced by Raggedy Edge Entertainment

Presented by REE, in partnership with Ye Old Commons

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## RAGGEDY EDGE EVENT RULES HANDBOOK

In order to prevent long discussions and confusion during our event's pre-game meeting, we have created this handbook to cover information regarding general game play, site information, and topics covered in the pre-game meeting. The Event Rules Handbook is one of two manuals used for all Raggedy Edge Entertainment events; the other is the "Game System Manual", which contains Game System Mechanics and game-play information.

Players are expected to read and fully understand this handbook and will be asked to sign a confirmation of this at Check In, indicating they understand the general requirements to be a player at a Raggedy Edge Event. It is our hope that this approach allows us to focus on the important stuff and get the game started in a timely manner.

The Event Rules and Regulations book is designed to speak to all non-gameplay topics regarding site information, expected player behavior, the do's and don'ts of playing a Raggedy Edge game.

Players should read and understand these rules and follow them throughout the event. We encourage printing out of this manual as a reference, and we will gladly look the other way when we see them lying around. However, in the interest of better, more accurate game play, please try to keep them out of sight, if at all possible.

### What You Should Expect From Us

Excellence! We want to provide you with a top-notch, high-quality gaming experience that will blow your mind and run you down, mercilessly, if you are not on your toes at all times! We break many of the status quo approaches to LARPing, hitting you when you least expect it, in a manner that may astonish you. We will play on your emotions, pull at your heartstrings, and do our best to rob your morale as the story progresses, with or without you. Expect that you will frequently find yourself wondering how you are supposed to survive what has just happened to you and your comrades. This is a way of life in Melting Point events!

### What We Expect From You

Excellence! Play your character the best way you know how, always reaching for the depth of your character. Play the rules clean and to their spirit, not looking to exploit loopholes. Taking your hits and having fun with the fact that you are getting so beat up and dragged around as the story progresses. Err on the side of caution, ask questions if you don't know, and always

shoot for doing what's right for the game.

### Casting at a Melting Point Event

If you would like to join the Cast rather than play, we'd love to have you! Simply log onto [www.mplarp.com](http://www.mplarp.com) and register for the event as Cast Member. Casting is free and fun!

Bring your winter gear and several changes of clothing, as dampness and cold do not equate to a pleasant game experience. Bunks in a heated bunkhouse are provided, as are hot showers. We will supply basic munchies to take the hunger edge off and we hope to have meals included for starting cast, but you may want to bring some food of your own as well.

Although your unbridled enthusiasm is appreciated, we ask that you respect and consider our approach, and are willing to take direction and obey guidelines and restrictions given to you, as a cast member. Much thought goes into our event planning and one rogue cast member not following our instructions can cause a lot of damage, potentially ruining a player's event. Be of the mindset that a cast member's primary responsibility is to entertain the players!

### Playing to "Win" the Game

**Melting Point cannot be won by you and you alone, and it will not be won in a single battle.** This section focuses on those who will not lose an exchange, those who simply must win at all times, with the apparent goal of seeing the end of the game as some sort of win.

Player wins, on Melting Point Events, are scarce. Many games have ended in the players dying to the last person. Though most events go down to the wire, ending in the last minutes of the event, many players have died before that final exchange takes place, many actually fighting as cast by that time. Regardless of the challenge, we do not hand-hold our players to the answers, nor do we believe that the "win" is about that last 5 minutes. We believe the win is the event experience as a whole, and we rest this philosophy on the feedback from our previous event players who assure us, we are right!

In our world the best LARP fighters get beaten, require healing and are usually exhausted. Our NPC-threat is designed with this in mind; that you do a lot of "dirt napping". Critical Condition is common in our game and in a combatant's life cycle.

There is no humility in this outcome, humility and embarrassment come from when you resist it. This behavior is what we refer to as a player who is trying to "Win Melting Point," a phrase that we do not use as a

complement.

In an event with such a high level of player accountability, it is wiser to play with the likelihood of losing with grace, than winning in shame. In a game where experiencing the story is the main purpose, a focus on winning is short-sighted. Losing, in the context of the story, is dramatic and exciting, spurring the story onward, leaving you with a strong, personal emotional impact; our stories stick with you months after an event!

We will never apologize for making it too hard. Our events are written to unfold plot over the duration of the event, presenting you with horrific outcomes, morale-draining battles and situations, all the time presenting you with options that will either end in a plot-based victory or denial.

This unapologetic approach has earned us some nods in the LARPing community and you should know that it is NEVER our goal to crush the players, only to entertain them at the highest level possible.

In short: We recommend that you play to experience the game, not to “win” it because the win is never that simple.

### Cast Motivation and Direction

We, as Cast/NPCs, will never be fighting you to “beat you”, as a player. We are performing our roles and nothing more. You, in turn, should never be fighting us as Cast members; only the threat that lies before you. Take your hits, do not interrupt game flow, do not argue game mechanics during a battle, and do your best to take your lumps and roll with the situation and plot as they change, and put your faith in the other players that they will get you back on your feet.

Understand that we factor in and adjust to what we call the “Critical Threshold” of each battle and that we fully expect you to go down, in need of healing, A LOT. When we see the same players walking away from fight after fight, it draws our attention (that’s a bad thing). All it achieves is increased power from the cast or worse, a personal focus on that player, perhaps testing them and calling them on their infractions.

## SAFETY RULES

### SAFETY - OUR #1 CONCERN

#### Safe Words - Know them!

The following out-of-game command words are used at Raggedy Edge events. Know these commands so that you can respond appropriately, and please do not overuse or

misuse them.

#### Clarify

This word is used to gain further explanations on something you aren’t sure of or that is not clear. Please go easy on this word! We do not appreciate when Clarify is used to probe for answers that are beyond what is being shown, such as “Clarify, are you wearing some kind of uniform?” when what the person is wearing is clearly visible, or “Clarify, do you look more sick then when I last saw you?” when the “Diagnose” skill should be used to gather this information. Proper use, such as “Clarify, what was that callout?” is how we like to see it used; to gain understanding of something you missed, such as if someone strikes you with a called-skill and you didn’t hear or indicated something you missed. Remember that Clarify is an out-of-game Action word, not part of the in-game speech, and should be used sparingly.

#### Caution!

Used when a player is moving towards something that might endanger their safety; most commonly used during combat. This word is primarily used as a warning of potential danger or as a courtesy, such as a low tree limb; “Caution, watch that branch”, or slippery area when you feel yourself slip, such as “Caution, this is slippery, let’s move over here”. Caution is between the caller and the recipient(s). It does NOT STOP GAME PLAY but it does allow a “soft hold” for cases where the cautioned player asks to move away from the cautioned area. If this is needed, move quickly and get the action restarted as soon as possible, with a 3-count start up and back into action. If you are attacked during a Caution soft hold, simply ask the attacker to go back where they were and come in again when play resumes. Players may also not call a caution to avoid taking further damage.

#### Hold! Hold! Hold!

**(Yes – said three times)** Used when immediate threat of injury or danger has presented itself, such as a player taking a hard fall, a hit to the face, losing their glasses, etc., something important and serious. A call of “Hold! Hold! Hold!” should result in all players and cast stopping where they are and awaiting further instructions. Once the situation has been resolved, a call for everyone to get back into position, followed by “3...2...1...play on!” should be issued, at which point you should return to the position you were in and continue what you were intending to do at the moment the Hold was called.

#### Suspension of the Event

It is possible that something might occur that causes us to stop gameplay for an extended period, such as serious injury, power outage, lost player, etc. If this should happen, we will be clear about how to proceed. We appreciate your help, consideration and patience during

such a moment and we hope it never happens.

### Dangerous or Risky Behavior

Players may feel compelled to do superhuman acts in the game, such as diving off something high, sliding across the floor, leaping a table while running, etc. We ask that you do not do this in our game setting, specifically when other players are within close proximity to you. It is possible, and even likely, that you may misread the variables of your environment and lose control, hurting someone or yourself. Have fun, be daring but do not be dangerously daring!

### Injured Avoidance

It is considered cheating to feign actual physical injury in order to avoid taking any further damage during combat. It is assumed that, if you bark in pain and wave off any further attack, that you are indeed, legitimately hurt or injured. If this is the case, enough to make you want to disengage combat, please do so and take yourself out of the moment, but this should not happen more than a few times in a whole game. Violators should be reported to cast and we'll keep an eye on them. If you think you're being hit too hard, speak to a senior cast member or, come to ops and lodge a complaint. Compensating yourself is called cheating.

### Winter Clothing and Gear

Players are expected to dress responsibly for the existing game-time weather conditions. There may be additional requirements, based on the intended setting of the event (such as proper gear at an Arctic Research Lab), that require you to wear more than you might otherwise. Refer to our website for any event-specific dress code requirements, but you must always dress appropriate to the actual conditions. If we see players being irresponsible, we may pull them aside and speak to them.

## COMBAT SAFETY AND REGULATIONS

### Reasonable Contact

We enforce what we call "Reasonable-Contact" Combat Force. We say "reasonable" because we expect all players to adjust to the varying conditions and clothing thicknesses as the game progresses, staying responsive to their opponent's reactions to their strikes. In cold weather, boffer weapons become stiff and less flexible. Thick layers may offset this, but do not hit an opponent harder simply because they are wearing layers. Your force should be metered carefully, starting at lightest-touch and working up from there until a reasonable amount of force yields a response from your opponent. Your force should never be hard swings, no

matter how thick their covering is.

If you have landed several hits that you believe your opponent did not take, simply state just loud enough for them to hear you, "Are you able to feel my hits?" if they indicate that they could, then say "Ok. I struck you and you didn't call any protection." We all make mistakes. Please help fellow players and cast stay honest.

Remember: your opponent, especially a Cast member, may simply nod at you and keep fighting should you say that you struck them. Assume this means that your Clarification was acknowledged and that it did not make a difference. Beyond that, please report any abuses to this combat system you encounter to a Cast member.

### Don't Lose your Head!

Keep your cool. Fights can get rather intense and it's easy to forget one's self or to lash out in fear... something this game will have a lot of. We expect to have to remind players to calm down. We may say something, even within a fight, like "take it down a notch" or "Whoa, easy!" Do not feel compelled to apologize-- just adjust and fight on.

### Check Your Swings!

"Strike the head of the drum, don't drive through it!"

In melee combat, no matter what the situation, we expect you to gauge and adjust your swings appropriately, checking the force of your delivered hits at all times.

"Checking," means to strike the surface of your target, not swinging through it like you are driving a nail. When you strike an opponent, aim for the surface that you are striking and already be pulling back on your force as you make contact. Do not swing through them or swing so hard that you cannot pull that swing back safely. Some weapons promote this swing-through by bending out of the way, such as ActionFlex weapons. We still must ask that you refrain from this practice as it may not hurt your opponent, but it can knock them off balance, trip them up, etc., as they are not prepared for the push that comes from such swings. If someone is striking you in this manner, simply ignore the damage and inform them, such as "Check your swings, I'm not counting those."

If someone strikes you in any manner that you feel was excessive, too aggressive or painful, simply remind them by saying "check your swing!" If you are asked, do not argue with them and just ease up on your swing. It is not up to you to decide whether your strike was too hard, and an out-of-game argument would be bad form. Be sure to report any flagrant violations or bad fighting form to a cast member immediately after the offense.

### Swinging Weapons

When striking an opponent, your weapon must rise and fall approximately 1 foot from the surface you are striking and it must land at least 1 foot from the last point of impact. Two weapons must do the same, each weapon landing approximately a foot from where it last struck. This allows for a series of alternating near-shots, such as shoulder, elbow, shoulder, as legitimate hits that should be taken. The practice, known as "machine-gunning" with one weapon, and "drumming" with two weapons describes hitting the same spot, multiple times, such as; shoulder, shoulder, shoulder. If you are struck in a manner that you believe is drumming or machine-gunning, you still must at least take the initial hit and should simply call out the single Armor point that you counted as gone. If your opponent doesn't figure it out from that and asks what's up, just say, "That felt like machine-gunning" but do NOT enter into an argument with them; simply move on or disengage that fight if they want to argue. Report repeated violations to a cast member.

### AIM CAREFULLY!!

We are not requiring eye protection due to the low velocity of Nerf Darts; however, feel free to do so if you are concerned. DO not aim at someone's face and eyes! We understand that it happens from time to time, but should we find that someone is landing too many shots to the face, we reserve the right to revoke that person's gun privileges at the very least.

### Firearm Callouts

In the dark with multiple layers of clothing, Nerf Darts are nearly impossible to see or feel hitting you. We therefore ask you to callout the area that your bullet hits for the person who is your target. Please limit your callouts to "Torso!", "Arm!", "Leg!" (what you hit) WHEN the round hits. If you fire two rounds into someone's back, simply state "Torso! Torso!" You may NOT call out a shot until it has actually struck your opponent! If you callout a target and realize you made a mistake, simply say "don't take that!"

### Melee Weapon Callouts

**There is no reason to callout melee weapon hits.** As stated before, your strikes should be clean and notable. If your opponent doesn't answer your hit with a Protection Callout, simple clarify to them what you did; "I hit you in the back and leg." and allow them to respond with a callout.

### Protection Callouts

Our games always require combatants to declare a callout any time they resist or negate weapon hits or game effects. This includes using Armor Points to negate an

attack or slipping into the Bleeding Condition.

### Non-Combatants

There may be players at an event that cannot take part in combat. These people are considered Non-Combatants and will wear a prominent orange or yellow armband that must be visible at all times. At night they will wear a yellow glow-stick. Do not attack these players with weapons!

If you wish to strike someone down who is a non-combatant, simply go up to them, point your weapon (boffer or firearm) at them and without touching them state, "I strike you down". The non-combatant will fall to Critical Condition. Non-combatants cannot wield weapons themselves, although they may use other game skills.

### Physically Hindering Cast/Bottlenecking

We understand that the presence of threats at our events, as well as the stakes of each battle, is very high. This does not, however, mean you may hinder the cast in such a manner as to keep them from being able to advance forward at a reasonable rate without running into you. Most times, some or all of the cast are equipped with special, disruptive skills, such as "Knockdown", designed to be used only if the players are hindering their movements, so it is generally more advisable to fall back than to be knocked down.

### Summary of Combat Etiquette

- If you **feel** it, **count** it.
- If you **see** it hit you, but don't feel it, **count** it.
- If you are unsure - ask for a clarification and respect the answer.
- Call out your firearms hits via "Torso", "Arm", "Leg" to let your target know.
- Do not call out Melee weapon hits unless your opponent is not answering your hits with Protection Callouts. Be respectful please.
- **Call out your Protection** (Armor) when struck every time, either as you are hit or as a summary for the last few hits.
- Don't hit people in the head.
- Don't block with your hands.
- Do not argue with your opponent during combat.
- Be in control of your actions.
- See a Cast member if you think players are cheating or you are becoming frustrated with another player's game play.

## EVENT CANCELLATION

### Event Cancellation by Raggedy Edge Entertainment

Raggedy Edge Entertainment (REE) reserves the right to cancel an event due to low player registration or other circumstances which would make the event non-viable.

If REE cancels an event, prepaid registrants will be offered a full refund.

Should circumstances arise that result in the postponement of an event, REE has the right to either issue a full refund or transfer registration to the same event at the new, future date.

### Registration Cancellation by Player

Unless specifically stated on registration materials, the deadline to receive a refund for your registration is 15 calendar days before the event.

Registration cancellations received prior to the deadline may be eligible to receive a refund less a \$15 service fee.

Cancellations received after the stated deadline will not be eligible for a refund.

Refunds will not be available for registrants who choose not to attend an event.

Cancellations will be accepted in writing only and must be received by the stated cancellation deadline.

All refund requests must be made by the player/attendee.

Refund requests must include the name of the attendee, and Pay Pal payee name (if different).

Refunds will be credited back to the original Pay Pal account used for payment.

These above policies apply to all Raggedy Edge Events unless otherwise noted in the corresponding event materials. Please read all individual event information thoroughly.

## EVENT FACILITIES

This event will be held at Ye Olde Commons, in Charlton, MA. Additional information beyond this Rules Handbook can be found at [www.yeoldecommons.com](http://www.yeoldecommons.com). YoC is a full-featured “LARP Camp” with everything you’ll need to have an enjoyable event experience. Food services provide delicious meals and their facilities boast heated, insulated cabins, shower-rooms, a dining hall, various camp-wide buildings and interactive areas spread across a vast camp

of woods and open fields, as well as a fully equipped, dedicated module building.

### Event Arrival

Please do not arrive to the YoC grounds before 5PM on Friday night. Varying weather conditions tend to increase set up times so we appreciate you not being under foot or serving as a distraction while we are trying to wrap things up.

### Meals and Dining

When registering for the event you will also be given the option to take part in YoC’s Meal Program. This program provides a delicious, filling dinner on Saturday Night, Breakfast on Saturday Morning and a Continental Breakfast on Sunday morning. “Kitchen Cash” can also be purchased, allowing you to purchase food and beverages from the well-stocked refrigerator in the main dining hall. Any special dietary limitations may be specified upon meal plan purchase.

### Showers and Restrooms

Both showers and restrooms can be found in the main building. Showers are individual shower rooms. The shower area is “co-ed”. One person per shower room only please! We’re an adult game but we aren’t *that* kind of adult game.

## LIMITED ACCESS AREAS

### OPS (Operations)

Ops is the house up at the top of the property, where you park your cars. Players with a need to come to Ops may do so but must knock (loudly) first and await someone’s response. Walking into Ops during an active event is strictly prohibited! You may see something that we don’t want you to see and then...well you know what happens next.

### Main Module Building

Unless indicated otherwise, either in-game or out-of-game, the Module Building is strictly off limits to all players without cast escort. The module building is the large grey building, adjacent to the main building and lower cabins. You may travel around the outside of the building but keep an eye out for possible out-of-game tape and markers, cordoning off certain areas. We ask that you not linger around the building, as you may hear things you aren’t supposed to.

### Marked Doors

Any door with a “red hand” sticker or paper on it is out-of-game and may not be entered, save allowed/escorted by a

cast member.

DESIGNATED OUT-OF-GAME AREAS

Some areas of the game will be marked either with Yellow Tape or with an actual sign or label that states "Out-Of-Game" or "OOG". Any area with this labeling should be ignored in-game, seen as nothing but a piece of furniture, a wall, etc. Many of these areas are critical to the game flow. They are off limits. DO NOT loiter in or around these areas.

CABINS

Each YoC cabin carries the same layout and specifications. They are all insulated, heated, powered and have an average of ten bunks in each. They are smallish cabins and additional space is a commodity. Consider leaving any extraneous, space-consuming items in your car. Bring your own bedding.

Cabin Assignments

We will endeavor to get you all into cabins with respect to your desired groups and any special requests you might have, but understand that our options are somewhat limited. Try to be cooperative and amicable about your cabin assignments.

Leave It Like You Found It!

Please arrive and unpack your things and make yourself at home. We ask that when you pack up your things, you work together with your cabin-mates to clean and sweep out the cabins, leaving them at least in the condition they were when you arrived. If there are any problems with your cabin, such as heat, lights or broken items, please come to game registration and let us know immediately.

PARKING AND UNLOADING

All lanes of access and exit must be clear and allow for proper evacuation of the YoC grounds as well as access for emergency vehicles. DO NOT park or stop your vehicle in any of the main lanes of access to the camp.

There are two, primary parking areas at YoC; the upper and lower lots, both located at the top of the YoC property. Due to the general access limitations of the grounds, we restrict parking to the upper lot only so that we have use of the lower lot for plot set up and walk-through if needed. If weather conditions do not allow for this, the lower lot will be made available but please ask first. Do not assume.

Please be considerate and respectful to the staff and your fellow players whom all must get in and out of the camp. Do not block anyone into a spot unless you have an

agreement with that person ahead of time.

Finally, please do not drive your vehicle down to the main building level to unload unless it is clear that you can make it back up again. Don't guess! YoC grounds keepers will attempt to keep the lanes salted and sanded but nature tends to mock these attempts and make things difficult. Having stranded vehicles in our game setting may completely ruin our intentions and your game experience; it has happened in the past. Consider bringing a cart, sled, toboggan, get willing friends to help you move your things. We reserve the right to suspend the event at any point until parking violations are corrected. Don't be "that guy".

Neither YoC, nor Raggedy Edge Entertainment is responsible for any damage that may occur to your vehicle due to negligent parking, nor the contents within.

SMOKING

The smoking area is at the top of the hill, usually at the lower parking lot, parallel to the upper cabins. If this area is hindered due to snow, ask a cast member where the designated area is. Smoke at your own risk! The smoking area is in-game, so beware! We will allow you to take yourself out-of-game long enough to properly dispose of your cigarette butts and then step back in, to a starting distance, to engage the patiently waiting cast member.

IN-GAME AREAS

All unmarked game-play areas are in-game. This includes the cabins and the smoking area. We may or may not interact with your characters in these areas, but we reserve the right to do so. If you wish to be out-of-game in an area, such as a cabin, simply hold your hand over your head and we will do our best to respect that. We will also try to give players a fair warning that we are looking to enter a sensitive game area.

BEHAVIOR AND ETIQUETTE

OPTING OUT POLICY (OPT-OUT)

Once a line is crossed, it cannot be uncrossed. Unwanted physical contact and/or dialog between characters - cast and player alike - can have a negative impact on the offended player's event, ranging from annoyance to a

ruined event. To date, most LARPs have taken a reactionary stance, doling out punishment for infractions. More recently many have taken official policies and mechanics to back them, that allow players to successfully avoid and/or deal with these exchanges all together. This is beneficial to both player and Staff.

We at Raggedy Edge take such infractions very seriously. Our events are one-shot, high-intensity, with high risks and elevated emotions and the likeliness of someone crossing a line is much higher than most events. We therefore have chosen what we feel is the best fit for our games, that of the “Opting Out” mechanic.

Where Opting-In requires the aggressor to check with the recipient before engaging in potentially heavy, intense, risqué roleplay, or physical contact, this approach also puts the onus on the recipient to accept or decline the interaction, creating potentially uncomfortable and unneeded tension between them and possibly hurtful or insensitive commentary about their decision. It is for that reason we have chosen an Opt-Out policy and associated strategy/mechanic.

### **What Opt-Out Does:**

- Gives you a graceful way out of uncomfortable situations once when they present themselves.
- Allows you to avoid verbal exchanges
- Permits you to exit and reenter the game without any proclamations
- Puts an offending player/cast on notice, without having to call them out on their actions.

### **What Opt-Out Does Not Do:**

- Stop uncomfortable initial exchanges
- Do away with opt-in “ask first”, preliminary compliance between players and cast (this is still encouraged) regarding physical contact and roleplay.
- Give you a way to escape character injury or death.
- Do away with basic in-game mechanics like being searched or moved.
- Lessens the likeliness of game flow interruption

Opting Out is a mechanic that allows one to simply remove themselves from a moment, as it presents itself, in a non-confrontational way. The opt-out mechanic allows you to send a message to the offender by excusing yourself from the encounter, without need for an exchange of words. This in turn tends to accomplish the avoidance of an unwanted/uncomfortable moment with the least amount of game flow interrupt.

If you are confronted with situation or exchange with another person, that is undesirable or makes you uncomfortable and you wish to avoid a verbal exchange, you should use the following opt-out approach/mechanic:

### ***In-Game Opt-out:***

Placing your finger to an ear, as if you have a communication device in it (regardless if you do or don't), act as if you just received a call, and excuse yourself. This tactic may be used in all encounters and exchanges, even if it makes no sense. Players who witness this should play along and allow them to disengage gracefully, asking no questions.

### ***Out-of-game Opt-Out:***

Simply leave the moment quietly, without comment or explanation. If someone asks what's wrong, state “Opt-Out,” and continue to leave the scene. Do your best not to disrupt game flow or draw attention to your opting out.

We ask that you attempt to be proactive, opting out before the exchange or encounter has started, to avoid it looking like you are conveniently avoiding character injury. Opting Out is not limited to character interactions. You may find that a moment is gorier than you can handle, or an exchange between other characters is making you uncomfortable, or that you've just “hit the wall” and need to tap out to collect yourself. If you do so, we ask that you immediately remove yourself from the area to achieve separation.

If you simply Opt-out, due to uncomfortable roleplay, you may roll back into game once you are clear of that exchange. If you tap out from an encounter, such as being Detained, you must accept the predetermined outcome of that exchange (determined by the initiator) and leave the scene, understanding that once you do, you are still in-game (things may attack you). If someone has crossed a line and you are opting-out for reasons of impropriety OR if you excuse yourself from a moment in the game that's just too much for you, we ask that you go to a comfortable place and wait for a moment to roll back in-game. If you feel you've been wronged in some way we expect to see you up at Ops so we can gather information about potentially player issues.

Finally: Opting out may not be used as a “death shield” or as a way to avoid an outcome. It should be used with the highest discretion. Misuse or exploitation of Opt-Out will result in disciplinary actions and may even result in ejection from the event.

## **BONDS AND BEING DETAINED**

Various skills and situations in our events may end up with you being detained in some way. This is a roleplay term only. Never, at any time is a character permitted to be held or bound in any way that cannot be immediately terminated, should need present.

**Bonds:** all binding devices, such as manacles, handcuffs,

rope, etc., must be role-play safe items only. Tying hands should be done by draping ropes loosely over hands and feet, never around wrists and ankles. For safety reasons, the player should be able to immediately drop the ropes and step free. Players who are bound should roleplay appropriately and consider the bonds inescapable, save if they have a skill that allows them to slip them. In this state, they are considered “Bound” and unable to flee.

**Detained State:** A player may also be held in a room or contained area for purposes of coercion. Requirements for this detainment area are:

- Isolated room/area with a single guarded (not by captor) exit.
- No more than three (3) consenting participant witnesses

When these conditions are met and as long as they are maintained, the captive is considered in a “Detained State”.

Opt-Out policy is in place and should constantly be observed (See: Event Handbook, Opt-Out). At any point, the detainee/captive may end the encounter and accept whatever intentions the aggressor had in mind for them, avoiding any further roleplay interaction. They may not be harmed as they leave but they are fair game for attack, once outside the containment area. If the Detained State conditions fail to be met, at any point, the entire encounter ends and any skills being performed which require this condition are interrupted and also end.

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### PHYSICALLY BLOCKING GAME FLOW

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All exits from any given building must be accessible at all times. Physically blocking or barring a doorway is not permitted. Game mechanics exist to “block” a doorway, which is indicated by tape that can be easily broken to allow entry. This simulates the act of reinforcing and/or barricading a door. YoC allows the use of the tables and chairs as barricades, as long as respect and care is given to them at all times. If we see abuse to the furniture, we will remove it from the room as “destroyed”.

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### STAY IN CHARACTER AT ALL TIMES!

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Players are expected to stay in-character at all times, which is to say being respectful of the game’s current situation and their character’s reality.

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### TOUCHING, MOVING, OR CARRYING PLAYERS

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Best advice: Ask First. Physical contact must be on a person-by-person evaluation, such as asking if you can

move them, check them, check their pulse, etc. If a player indicates they do not wish to be touched, simply move to roleplay descriptions, such as “I check your body for injuries” or “I pick you up.” If you are roleplaying moving another player, we prefer half-speed in your walking. To avoid potentially serious injuries, we advise against actually physically moving a player even when consent is given. If you do, any injuries that occur are yours to deal with.

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### DON'T LOSE YOUR HEAD

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No fighting or altercations will be tolerated and will result in immediate ejection from our events. Players are expected to demonstrate control of their actions and emotions at all times. Verbal abuse is no more accepted in our events than physical abuse. It’s advisable to not ever direct verbal insults toward another player; it’s a slippery slope and it makes other players uncomfortable, even if you do know the recipient.

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### PROFANITY

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If you are playing a Raggedy Edge Event, then you are a legal adult (18 or older). Our events are for grown-ups. That does NOT mean that you are unaccountable for your language, any more than you are in a real life setting. If you have a problem with someone’s language in-game, we encourage you to deal with it in-game, asking them to tone it down in a manner befitting your character. You may also ask a cast member to speak to that person if you’d rather not confront them. We will not be policing the use of profane words; however, we do reserve the right to ask you to tone it down if it appears to be overt, over the top and generally inappropriate, especially if they are being directed at someone in an aggressive manner, making it impossible to tell if it’s roleplay or real. There’s always someone who pushes it too far. Remember this is, ultimately, just a game and don’t be that person.

NOTE: Profanity aimed at a person in the form of ridicule, racial slurs, sexist remarks or name-calling is NOT permitted under any circumstances and will not be tolerated. Violators will be dealt with in an appropriate manner and possibly ejected from the event without refund.

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### CHARACTER VS. CHARACTER CONFLICT

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Notice that we did not say “Player vs. Player”. “Players” are real people and may not fight; characters may have a reason to. Simply put, Character vs. Character conflict can, and should, take place in our events if, and only if, it supports the roleplay of that moment and game setting. If

your character is short-tempered and another character does something to set you off, deal with them, but remember that if your character takes action against another character, you must be willing to accept the outcome and ramifications of that action, such as others turning on your character and potentially ending your character’s life and thus your event as a player. As long as there’s a general justification for the act, we will not second-guess it.

That said, even though we encourage characters of all emotional makeups, even those with dark undertones in their personality, we will not be approving characters designed to take out other players, such as serial killers or sociopaths. This kind of character versus character conflict is not welcome at our games, simply because they are not really there to interact with the plot and setting, rather to execute a plot-path of their own at a pace of their own. This could and likely would ruin the other player’s game experience and such shifts in player deaths add a dynamic to our events that we can’t and don’t plan for. We’d appreciate it, if you are looking to attend our game with the intention of doing other characters harm, that you not come at all. This just isn’t what our events are about.

If your character has a problem with another character, you are expected to deal with it by any means appropriate to your character. We will not intervene on issues that were started and finished in-game, save if you should involve an NPC in your exchange.

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## SORTING OUT DISCREPANCIES

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We highly recommend that you work to take things in stride and understand that things will not always go your way. Try to be as forgiving as possible. If, however, you find that you are in disagreement with another player and that an argument is beginning to brew, stop immediately and ask them to take your discussion to the side or, better yet, come to Ops to sort it out. Remember that discrepancies regarding damage taken always go to the defender. If you deliver what you thought was 3 points of damage and they only call out “armor” one time, ask them why they only took one. Their answer may irritate you, but you must accept it. Consider also, that calling their count to question puts them on notice as well. If that player or cast continues to count damage incorrectly, go to a Staff member or to Ops and report them. We will mark them and speak to them if need be. Do not start arguments over points, it’s in bad form.

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## PLAYER SATISFACTION

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If you find you are not having a good time, please remove yourself from the game and come to Ops so we can discuss your issues. If we have to pull you out of the game due to behavior issues, considerations such as refunds become less likely. If you encounter a player or group of players that are exercising bad game form, bad roleplay, ruining your game experience, etc., notify a cast member or come to Ops and let us know and we will speak to those involved immediately.

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## PLAYER-CASTING AT MELTING POINT

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At some point in the event, it is likely that your character will meet his/her demise, at which point we **highly** encourage you to come up to Ops and join us as cast, where you will become one of the many bad things that once plagued you and your friends! It is this mechanic of a Survival LARP that makes the event so much fun for players and cast alike! It’s your special chance to reach out and touch those pals of yours that left you to die! When you join the cast, we ask that you leave your costume in your cabin and come up with the basics: winter clothing, shirt and pants, sweats, etc. When you join the cast, you will be expected to follow directions given by the Game Director and stick to the plot and character specs we give you. Get out there and have more fun!

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## CHEATING

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Don’t: “Get caught, get ejected, no refund”. Cheaters are a disease and blight to a LARP! We HATE cheaters. If we have grounds to call you such, we’ll see to it that you are dealt with and that the shame will be yours. You will also be disinvented from any future Raggedy Edge events.

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## EJECTION FROM THE GAME

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Our events run on the premise of everyone enjoying themselves and playing our honor-based system to the best of their abilities. However we reserve the right to eject anyone who violates the sanctity of a Raggedy Edge event. Violators may be blacklisted from attending future events as well.

**NO SPECTATORS**

Everyone is welcome to play our events, but spectators are not welcome.

**CAST BEHAVIOR**

The Raggedy Edge cast is comprised of initial start-up cast – those who came to cast the event – and player cast – those who have taken a character death and have volunteered to cast afterwards.

Regardless of which type of cast you are, cast is expected to behave in an appropriate and polite manner at all times. The very nature of a large group of player-turned-cast cast members makes this hard for us to monitor. If you see any undesirable behavior or abuse of power from any cast member, either approach a Raggedy Edge Staff Member (introduced at game start) or come directly to Ops and speak to us. We take such violations very seriously and we will act quickly and appropriately.

**SEARCHING AND BEING SEARCHED**

We prefer descriptive searches for all searches performed. Due to the nature of the game and high-stakes, we ask that your search descriptions be VERY specific, such as "I search your right pants pockets", followed by approximate 5 full seconds before moving to the next search area. Rifling through descriptions is a hasty search, and a player or cast member may choose to give you nothing from that area if not reasonably searched. When being searched, don't abuse this time requirement.

If you have 3 personal items and 3 game components in your right pants pocket, and someone says, "I search your pockets", you are not required to give them anything. If they say, "I search your right pants pockets" and do so for 5 seconds, you must then surrender the game components without hesitation. Players...well...some players, will be watching you, watching where you put things. If you fail to produce what they know you are carrying, then they are within their rights to report you to a cast member. However, if, as in that example, you had it in a lower pocket on your right leg and they never searched your right leg, then you are not cheating; they should be more specific.

Other descriptions might be "I search your bag...I look for any hidden pockets in it..." If you had something in a side pocket in the bag, you should then surrender it. "I search your collar, your neck"; if you had something around your neck that had game components in it, you must then surrender them.

Hiding in-game items in taboo areas is not allowed.

**ITEMS. PROPS AND PERSONAL PROPERTY**

**Alcohol, Illegal Substance, and Real Weapons**

No, no, and no. If we see any of these, you will be immediately ejected from the game and escorted off of the premises, potentially by law enforcement. This includes showing up to an event having partaken in any of these substances as well. If we see it, you're gone.

**Sharp Devices and Objects**

Small pocket knives and utility devices with blades shorter than 2 inches, such as scissors and files, may be used for utility purposes, but we ask that you keep them closed, sheathed/wrapped for everyone's protection, including your own. Please exercise caution with the handling of these items at all times, and keep the points sheathed and protected!

**Weapon Safety**

All weapons must be inspected and approved at check-in, no exceptions. This includes firearms, melee weapons, and thrown weapons. For Guidelines on weapon construction, please see the "Weapon Construction" section of the rulebook. Cold boffer weapons can be painful, so we will be especially critical of moderately padded weapons. Consider wearing safety goggles/glasses to avoid potential eye shots, as well.

**Fire/Candle/Open Flames**

No open flames are permitted anywhere on the premises.

**Lights**

We've had some issues in the past regarding flashlights being shined in the face of cast members during combat. This, combined with the restricted vision of some of our costumes, is a recipe for disaster. We have also found that players are usually very responsive and considerate when we ask them to direct them away. Flashlights are permitted; however for safety reasons, shining them in the eyes of cast members is not. White light, in particular, must only be used to light the ground or path ahead of you, as it can cause severe night blindness that could result in cast and player

accidents. Please use low power white light, if you must use it at all. We prefer the colored variety of LED lights that are on the market now, or filtered/colored lenses.

### Footwear

Watch your step! Winter events introduce a higher likeliness of slipping and falling. We permit players to use studded (stubs), no-slip, cleat add-ons for better footing. Spikes may not exceed 1/8 inch. You may also use snow shoes or anything else you feel helps you get around, though we'd ask that you consider how you will explain them in-game. Have a good story!

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## IN GAME ITEMS

### Modern Devices

Consult our website for this event to get the specifics on which devices, if any, are permitted for use during game play. It is common for us to disallow the in-game use of modern devices at our events for reasons that are always relevant to the story: to increase the sense of isolation, challenge and struggle to survive. As a general rule, walkie-talkie radios are allowed, but may or may not have game start limitations. Also as a general rule, all broadcast-receiving devices, such as FM radios, are not permitted.

Keep valuable devices locked in your car. Neither Raggedy Edge nor Ye Olde Commons are responsible for lost or stolen devices.

### Bandages (In-Game)

Bandages are a game-provided resource. Do not bring your own bandages. Players will be given a supply of bandages in an appropriate-to-plot manner, as well as possess the ability to make them from tagged fabrics, and to sterilize them, making them reusable utilizing in-game mechanics. Bandages are a valuable resource. It is for this reason that you may not bring your own. We appreciate any pre-wrapped, medical-style bandages you may want to donate to the game, but bandages are not allowed on your person at game-start. A bandage cannot be removed from the person it has been applied to until Suturing has been performed, stitching up the wound, and reclaiming the soiled bandage. That bandage, once sterilized and sealed, may be reused.

### WEAPONS AT STARTUP (IMPORTANT)

Each Raggedy Edge event presents differing startup scenarios where we may or may not collect all player weapons and/or ammunition at game check-in or at a clarified moment during game play. We will communicate this event's game-start specifics via email and/or Facebook, and give players plenty of time to ask questions and get answers on the specifics. We will let you know precisely what you are allowed to have on your person at game start. We may allow you to be well armed with extra rounds or we may send you into game start with limited weapons/ammo, or perhaps without any weapons at all.

Please respect that we will not abuse this trust and that we are sending you into the game with the best possible, most realistic startup status based on our intended plotline.

We highly suggest that you either make your weapon easily identifiable by sight or, better yet, label it in an inconspicuous spot to be sure it's yours, should there be any confusion during game play. This includes Melee weapons as well. Simple initials on the weapon would suffice. Labels should have real name on them, as well as your character name, to expedite us getting them to you or back to you should they be found.

When weapons are encountered in-game, players are expected to claim **ONLY** their personal property. You should roleplay bypassing weapons that aren't yours as either being insufficient for your needs, or perhaps that they look dangerous or shoddy to the point of you not wanting to risk using it. If you're not sure if the weapon is yours, feel free to examine it for a label and either give it to whom it belongs to, saying something like "this looks more like your kind of rifle", or put it back where you found it.

DO NOT label your ammunition. Ammo will have in-game markings on them as the game progresses. Your marks will only cause confusion.

### Going Gun Crazy

It is important to clarify that *Melting Point* is NOT a "Gun LARP", "Combat LARP", "Military LARP", etc.; it is a "Horror LARP" with guns in it, and some characters in the story happen to have varying levels of combat training, others with none at all. Though it is likely that intense combat experiences will present themselves, it is not, by any means, all we will offer. Guns/Firearms are a lot of fun to use, but within the context of the game, you may find them to actually be a hindrance at times, even find them less effective than a good ole chunk of strap steel, baseball bat, or sign post. We do not advise anyone to

stick solely to guns as a means for protection. Bullets run out a lot! Consider a melee weapon as a fallback or even as a primary weapon. We made the rules so that everyone can swing a melee weapon, so you might want to consider why that is.

### Weapons Exchange or Ownership

Label your personal effects! Consider putting initials in inconspicuous areas of your items, such as weapons, radios, removable gear, and armor. We are not responsible for issues of misplacement of your items. We will try to help locate lost items, but we will not interrupt game flow for it. We also recommend having an out-of-game agreement with those you come in with regarding what to do with your personal effects should your character die, such as taking your weapons and in-game items, your goggles, your radio, NOT

your radio, etc.

### Retaining Weapons

If your character is unconscious and someone “picks you up” and moves you, you may take your weapons with you, roleplaying that they dangling loose and non-functional. If the weapon is around a shoulder strap, then you can let it hang from you, holding it to keep it from swinging around dangerously or choking you. Additionally, should your limb suffer the “maim” effect, you may also “drag” your weapon along with you under the same pretense.

### Losing Possession of you Weapons In-Game

Players and/or Cast may temporarily take away your weapons and personal effects, such as radios and in-game components, at any time, such as for interrogation, arrest, or from your cold, dead fingers. Items taken from players, for such reasons, should be treated with respect and care. A player who has died may repossess their personal items as they exit the game, keeping it as low key as possible. Personal items may not be withheld from their owners.

### Exchanging Armor and Devices

It is permissible to give your phys-rep body armor to someone in game, should your character perish. Other items, such as radios, may also be exchanged. Anything that is on your person at the time of your death may be given to other players; however, we’d appreciate you keeping appropriate winter weather protection for yourself. Players may ask other players for their items in a kind of looting manner, but they must respect the answer they are given and reserve comment.

### Weapons Inspection

We will inspect all weapons at player check-in. All melee weapons must pass an inspection comprised of compressing the foam, feeling for protruding core rods, broken-down foam or hard surfaces. Firearms will be subjected to velocity calibration tests where we measure the maximum velocity over 6 shots. If your firearm shots exceed our maximum velocity, it will be failed. Changing out batteries after your weapon has passed inspection is NOT permitted. If we inspect a weapon mid-game and find that it’s velocity longer passes inspection, players will be subject to possible game ejection. If we ask you to remove your weapon from the game during game play due to questionable safety, please do so without argument. You may bring your weapon up to ops to be rechecked if you wish.

### Weapons Appearance: Setting Appropriate

Each Raggedy Edge Entertainment event has a different setting. We will indicate which weapon types and styles are allowed in the game, as well as their appearance, on our website. Unless we indicate that the setting is that of a Fantasy LARP, please assume that we will not allow fantasy swords and shields into our events as they take away from the game



experience. Generally speaking, we encourage an “improvised” weapon look for melee weapons, resembling something you’d find laying around that could be lethal, or even something basic such as a generic boffer weapon that you call a club, pipe, etc. An attempt should be made to make firearms look as realistic as possible, perhaps something as simple as painting it black. You can make it as detailed as you’d like.

### FIREARMS CLASSIFICATIONS AND SPECIFICATIONS

#### Approved Firearm Props

We are allowing Nerf N-Strike and Dart Tag weapons (not Dart Tag Rounds). Other non-Nerf brands may be used as well, but they must fire the approved Nerf Darts and pass intensity testing at check-in. A general list will be provided on either the Facebook Group or Event Website. If you have any questions about approved

weapons, please contact a Staff Member at [info@mplarp.com](mailto:info@mplarp.com)

### Rate of Fire

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Recent developments in Nerf weapons have given us some amazing choices for weapons! Though it may seem like a no-brainer that a weapon that can fire faster may kill your opponents faster, you should consider a few things in this regard. Cast members with various levels of insulated, protective clothing will not feel every bullet that is fired at them, and it becomes even less so when the rate of fire is fast and coming at them in more than one direction. More than that, bullets in Melting Point are a valuable commodity, and painting your target with twenty rounds when it would have dropped in five is a good way to become highly unpopular with your fellow players and may ultimately cost you the end-game win. If you do choose a high-rate-of-fire weapon, we recommend learning to shoot it in a responsible manner!

### Simple Firearms

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Any single-shot Nerf blaster is considered a ‘Simple Firearm’ within these rules. These are weapons that do not have a capacity to shoot more than one round before requiring reloading.

### Advanced Firearms

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All other Nerf blasters are considered ‘Advanced Firearms’ in these rules. This includes clip fed blasters, slam fire blasters, and auto-fire blasters.

### Customizing Firearms

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An effort should be made to give the weapon an in-game appearance. Some performance modifications will be allowed, but your weapon must pass our velocity calibration test (See Weapon Inspection). Weapons that shoot too aggressively will not be permitted in game.

No added pneumatic systems, CO2, etc., are permitted, even if they fire at the same calibration power, due to the risk of malfunction and inconsistent performance.

Calibration of all firearms will be tested at check-in. In most cases a Chronometer device will be used to test the maximum velocity (feet per second) of each weapon. A manual fallback test of physically testing the weapon may be used as well. If your weapon fails, it may not be used in game under any circumstance.

If you use a battery powered weapon, you may not change out the batteries, once the weapon has been calibrated. If you do, you must bring it back to ops for re-testing. New batteries can greatly increase the velocity of the weapon.

In short, if you bring a customized weapon, bring a non-customized back up just in case it fails inspection. Cold-

weather-hardened-bullets and hot-firing weapons are not a combination we are looking to deal with.

Again, Nerf darts in the eye have been known to scratch the cornea and cause bruising from time to time. We urge you to consider wearing protective eyewear, be it safety glasses, sunglasses, fake glasses, goggles, etc., to avoid injury.

### Melee Weapon Safety

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Melee weapons must fit the basic requirements for boffer safety. In short, this means light, not-whippy, approved foam and 1-2 layers of outer covering (tape). If you have never constructed a melee boffer weapon before, we highly suggest seeking guidance. Contact us at [info@mplarp.com](mailto:info@mplarp.com) with questions and be sure to hit up the players on the Facebook group for help, guidance or even construction. Specifications and instructions for Melee weapon construction are provided at the end of this rulebook

## BULLETS / ROUNDS

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The terms “Bullets” and “Rounds” mean the same thing. We prefer the military term of “Rounds,” but you will see both referenced throughout the rulebook. **Point of clarification: All ballistics shooting from a firearm weapon should be treated as a round.** They are what you’re shooting throughout the event. Each round is single-use only and must be carried in an ammunition container, a magazine (clip), or the Firearm itself. In the interest of maintaining reality; carrying rounds loose in the pocket is not allowed (they may make contact with each other and discharge).

### Approved Bullets

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ONLY Nerf Brand “Elite” Series Streamline darts will be accepted as donations into the game. These are normally blue, with orange tips. Please do not donate special product colored darts. No special tipped darts will be accepted.

Our Promise: All player-donated darts will make it into the Event, in a manner fitting with plot unveiling.

Beyond player donations, we make no promises on ammo introduction rates. Hint: Donating bullets is a good thing for you, as a player, because we want to see you suffer!

### Useable Rounds

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Bullets that are carried in the approved manner, swaged (via the Engineering Procedure), or found in-game (in packages or containers, such as boxes or ammo cans) may be considered live, useable rounds. Any bullets found on the ground or lying loose on a table should be considered

spent rounds.

All rounds must be carried in either a weapon, such as in the barrel, drum, cylinder or magazine/clip, or in a dedicated container, such as an ammo canister, dedicated ammunition bag, or bandoleer. Carrying rounds loose in a pocket is not permitted, as these rounds will appear to be picked-up, spent shells to everyone around you.

### Spent Rounds

Bullets, once fired, may NOT be picked up and reused, even if they don't literally make it to the ground/floor, such as landing on a table. Please play this rule as it is intended; a fired bullet is a spent shell. If you are unable to verify the state a round is in, assume it is spent. Spent shells will be placed in the Used Shells Recycle Bin to be inspected by an Engineer for use in Swaging.

Once used/fired/dropped/found, all used rounds must be gathered up and placed into the Engineering "Ammunition Recycle Bin", a specifically marked container where the Engineers will go to retrieve shells for producing new rounds. Nerf darts placed in this container may only be removed by an Engineer who is performing the Swaging Procedure as one of the steps of this Template. Engineers are expected to reject and discard Nerf darts that are no longer in good condition as crushed or ruined shells. Note that if you drop a round, you may pick it up off the ground immediately without penalty, but be wary of doing this too often as it may draw suspicion.

## BOFFER SWORD CONSTRUCTION

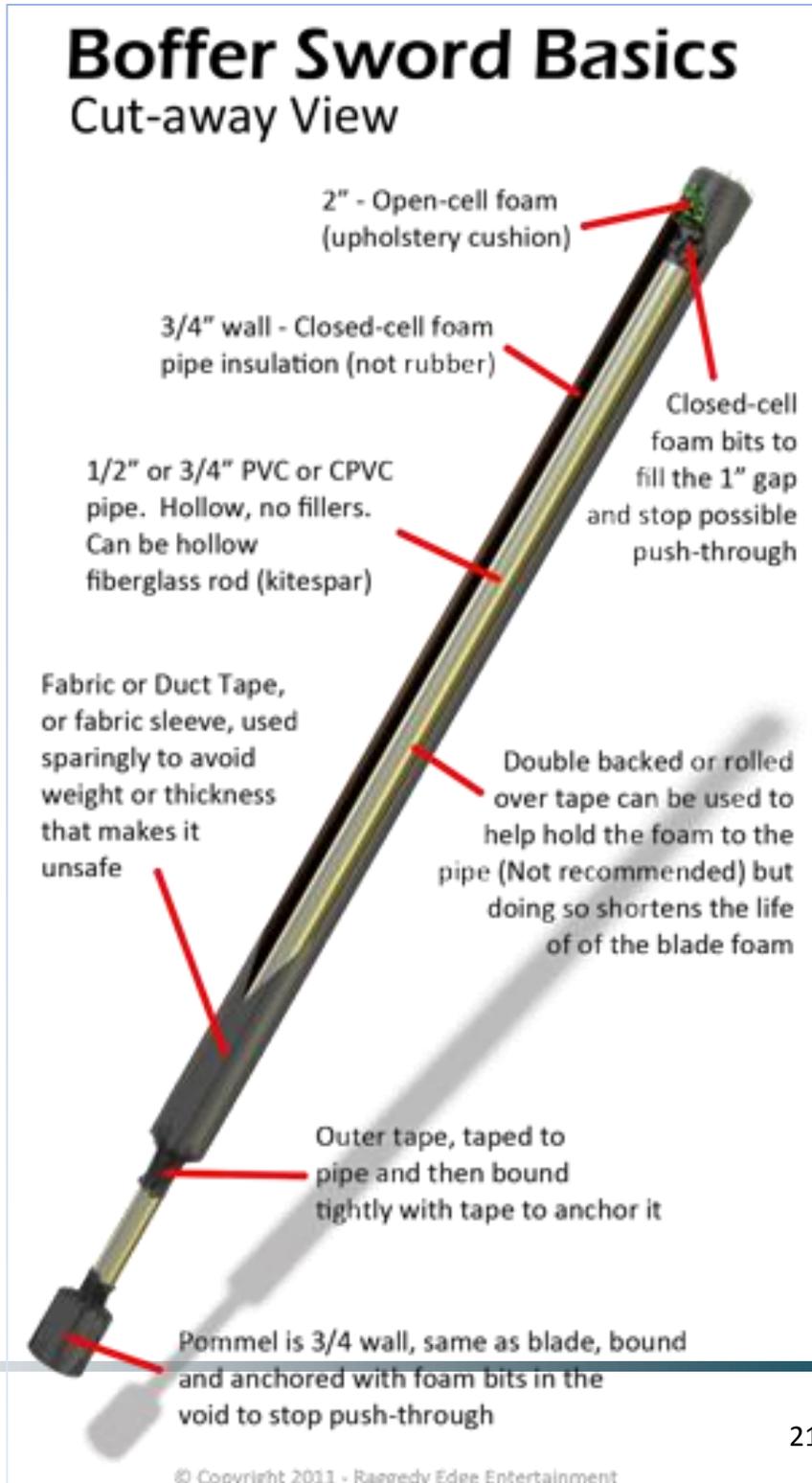
### Melee Weapon Specs and Sizes:

All Melee Weapons must measure between 12" and 72" total length. ActionFlex weapons are allowed, but we ask that you modify them to have a padded pommel to avoid possible eye-jabs. Stiff Core, or graphite/fiberglass "kite spar" tube

cores, must have a cap on the end of the core tube (solid core not allowed) to minimize injury in the case of a tear through, and they MUST have a thrusting tip. We will be probing the tips to make sure they won't tear through, so be aware. Action Flex and similarly constructed weapons do not require a thrust tip as they have bendable tips that flex in a manner that we find acceptable.

If you buy materials, understand that the following minimum specifications must be met (not following these may end in inspection failure):

- 5/8" thick (wall thickness) or greater, closed cell foam



for all striking surfaces. 2" thick open cell foam thrusting tip

- CPVC ½" - does not exceed 28" in length
- CPVC ¾" - does not exceed 48" in length
- PVC ½" - does not exceed 32" in length
- PVC ¾" - does not exceed 54" in length
- Hollow "Kitespar"/fiberglass tubing, safe at all lengths, up to 72"

Weapons with heads on them, such as a boffer shovel, axe, sledge hammer, should have head construction of pure foam, with no pipe in it. Pipe is permitted only as the central core; no pipe cross-guards are permitted.

We are sticklers for safety and good weapon construction! No exceptions! We encourage those without weapon making skills to hit up those who do have them to avoid having no passable weapons at check-in. The internet has many weapon companies that are reasonably priced as well. Refer to the above-stated guidelines to determine if a weapon you are looking at or looking to get made will pass our basic requirements. Do not assume that just because a company says their weapons are "safe" that they'd pass our inspection. As an example, we have yet to see a Nerf "N-Force" boffer that would pass our minimum specifications for safety. Bring one of these at your own risk!

Our web forum on Facebook is an excellent place to get feedback on ideas and weapon selection thoughts. There are many players who have an excellent understanding of our requirements. Links to our Facebook group can be found on the "Event" page of our website. Please also feel free to send us an email at [info@mplarp.com](mailto:info@mplarp.com) to get our feedback and confirmation on the weapons you would buy or have made if you are unsure. We'd be happy to help point you in the right direction!