



RIEDHPUNK ION

Design-Document

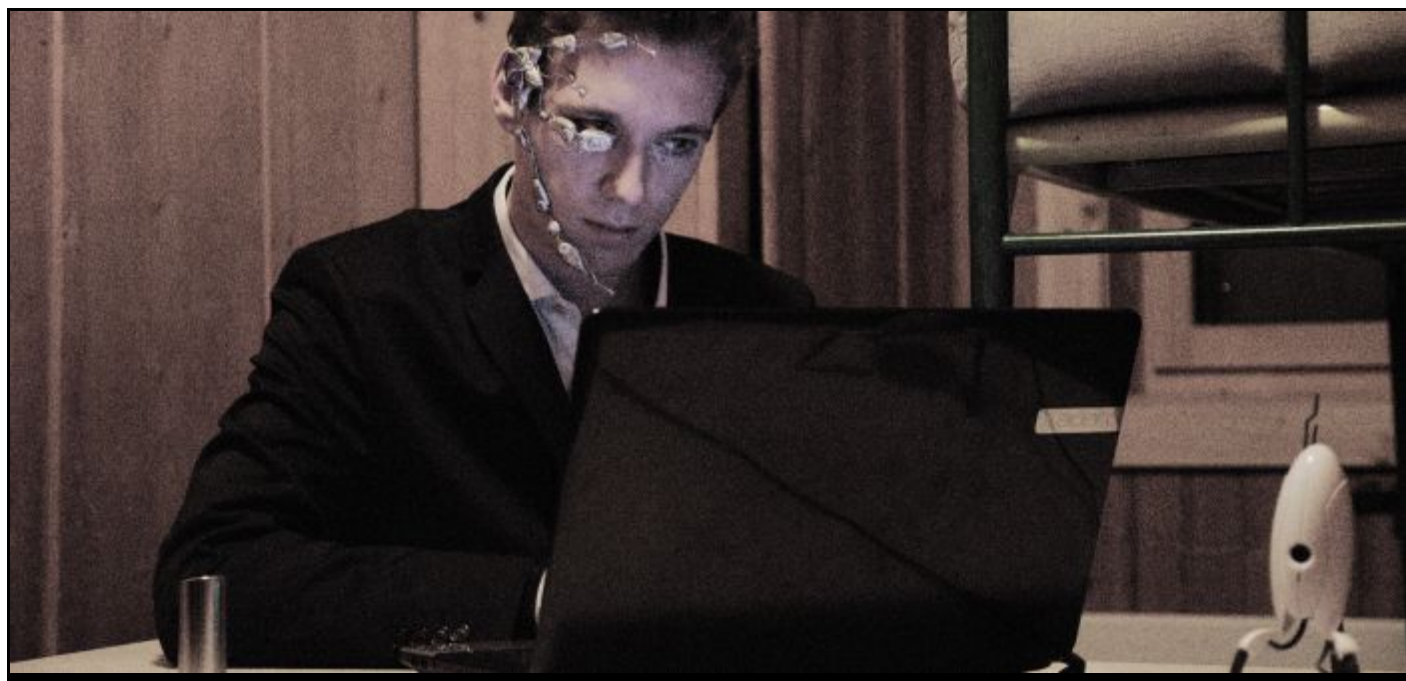


PHOTO: MR. JOHNSONS OFFICE

Yellow marked areas are new

Version 1.4 - Updated 02. JAN. 2017

A Cyberpunk Larp about technology, power and disintegration of society.

This time the game will take place in a district of the Echui group. There, the different sections like administration, research and the residential blocks compete for their budget in between the company. Such hostility attracts many people, because for crooked deals one earns good money.

Riedhpunk is aligned to well known Cyberpunk books like Neuromancer, Bladerunner and Shadowrun, but contains also some elements out of the Post-Apocalyptic genre. We want to play in a dystopic, vibrant world in which runners try to steal prototypes with high value, small enterprises try to resist nearly almighty mega-companies and where mega-companies literally walk over dead bodies in order to increase their profits.



PHOTO: Runners make some agreements. ALL PICTURES are FROM RIEDHPUNK CHROME.

Our aim is to create a Larp far away from the classic fantasy stories. We want to try out some new approaches: Specially illuminated rooms à la film noir, access control systems at doors, Bar, a WLAN communication system, IT-Website and much more.

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Background

THE ENTERPRISE

The origin of the mega-enterprise Echui leads back to the mutants of Funduberg. All information and data covering concern management remains a secret. Of course. The protectorate known as „Das Protektorat“ is the leading figure of the enterprise, and its representatives are more than often anchormen, faces ever-changing. Long before its big commercial breakthrough, Echui was one of the great players in research, especially in medicine and genetics. Its employees are extremely well-paid, however, their sacrifice often extends a regular corporate drone. Above a certain level of financial reward and employment, corporate employees get transferred to the corporate nucleus also known as „Die Konzernarkologie“ or „-Arcology“, and are henceforth considered physical property of Echui. Solely, employees of Echui are known to show off genetic mutations, which have undoubtedly been carried through in a controlled and deliberate way. Nonetheless, all informations referring to these genetic treatments and procedures are highly confidential, all data heavily hoarded and guarded in the data-fort of the Echui-Arcology.

Echui is manipulative, diplomatic and arrogant. It's strength lies in its seemingly infinite financial power.

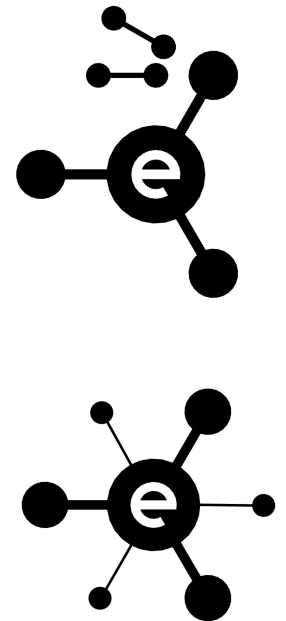


PHOTO: ECHUI
LOGO
(2 variations)

ECHUI GROUP (3 sections à 5 Players)

We perform the Echui group. Like for every Cyberpunk setting typical, the enterprise is powerful, resolute, dangerous and involved in sinister intrigues.

There are 3 sections: Administration/Management, Residential Block and Research.

For „Outsiders“, it seems that every block tries to cause damage to each other. More detailed knowledge is barely to be found. There is only a judge of the enterprise who takes care of compliance of corporate laws in order to prevent open conflicts. Furthermore, there are dirty secrets between the group and the enterprise which are prevented from leaking to the outside. Certainly, it recommended not to learn the whole truth...

The **Block of Management aka Administration** is known to stand in direct contact with the main enterprise. The management is responsible for delivering all kinds of inquiries and requests, mainly inquiries about money from the other blocks which are in need of a constant financial flow. All important infrastructural blocks are under its reign, for example the Postal Office, the Train, the Servers and all managers.

The **Residential Block** looks after everyone's physical and general well-being. Many residents, with or without affiliation to the enterprise Echui, reside in the big dorm room of the Residential Block. There, safety and certain luxury is taken care of. Amazingly, most sleeping beds are free of charge. The Bar and its great selection of refreshments as well as the Shop belong the Residential Block. Generally, a great number of people are employed in the Residential Block.

In **Research**, well, research is being done. But what exactly are they doing? Nobody knows for sure. There are only rumors to be heard in the dark-lit alleys, where Runners and Non-Enterprise-People wander round.

- Professions: Department manager, Doctor, Block leader, Laboratory researcher, Postal Office/Train, Server, Administration, Administration, Investigator, Salesman.



PHOTO: MR. RAINBOW, MANAGING DIRECTOR, RIGHT BEFORE HE TOOK OVER THE WHOLE BLOCK

Bar (4 Players)

The Bar is part of the Echui group and is dedicated to its Residential Block. It's a small bar smitten with charm, where one can buy selected drinks and snacks. The bar is an IT meeting point, and with no doubt no area to be just hanging around. For that there are other places available.

At all even hours, the members of the enterprise have their break and spend their time off in the bar. At all uneven hours the bar is dominated by Runners. In these times, it becomes rather unpleasant, even dangerous... The 'Bar-Orga' (Fangorn) is helping behind the bar and therefore in charge if there are any problems.

- Professions: Chef of the Bar, Barkeeper

Runner/Residents (ca. 8 Teams à 2 - 6 Players)

For this game we play the Runner typical for Shadowrun, but also troops of Runners who have a fix place as integration as well in the world of enterprises. You can choose at inscription which kind of Runner you would want to play.

Outside of the Group division there exists a Ghetto in Riedhpunk Ion. For reason of the higher number of players and runners, there will be more action compared to Riedhpunk Chrome.

The goal of the game is usually thievery, infiltration, burglary, observation or assassination of important positions. Some are engaged, others related to enterprises. Ideological, ruthless, unethical or violent.

Possible attributes: experienced, engaged, associated with companies, independent, ideological, ruthless or violent.



PHOTO: THE Bar

SECURITY (FOR 8 PLAYERS)

The security consists of staff members of the different group sections. In general, the goal of this group is the defense against Runner who try to snoop around. Compared to Riedsburg Chrome the new security is much weaker. The security will die much faster, in that way we want to generate more action. But thanks to the cloning technology the members of the security team are quite fast back in the game, post-mortem. The team consists out of 2 fix staff members, who belong to the parent company, and 2 persons each out of every section. The 2 fix staff members are in charge of coordination of the whole troop, they have to take care that anybody of them works together. The section members of the security team are more concerned about everything runs smoothly in their own block. Therefore they are more often seen on the road together with their own people out of the block.



PHOTO: Runner OBSERVES a SPACE SHUTTLE

IN-TIME SECURITY RULES

Force Power Nobody is allowed to force the concern employee with weapon force.

Concern power Nobody is allowed to interfere with deals from the concern.

Trade power Every dealer can sell everything, expect the banned things.

Substance power Ownership, trade and taking from some substances are prohibited: Heroin, stardust/cocaine, Exstasy, chewing gum, chocolate with nuts, BTL-Chips, THC.

Interpretation power The security has the last word. Only they interpret the rules correctly.

Work power In the break-time it is not allowed to work.

Punishment Explosive neck or foot bonds that explode outside of this block. Or fine. The fine is normally the half of your whole bank account.

House

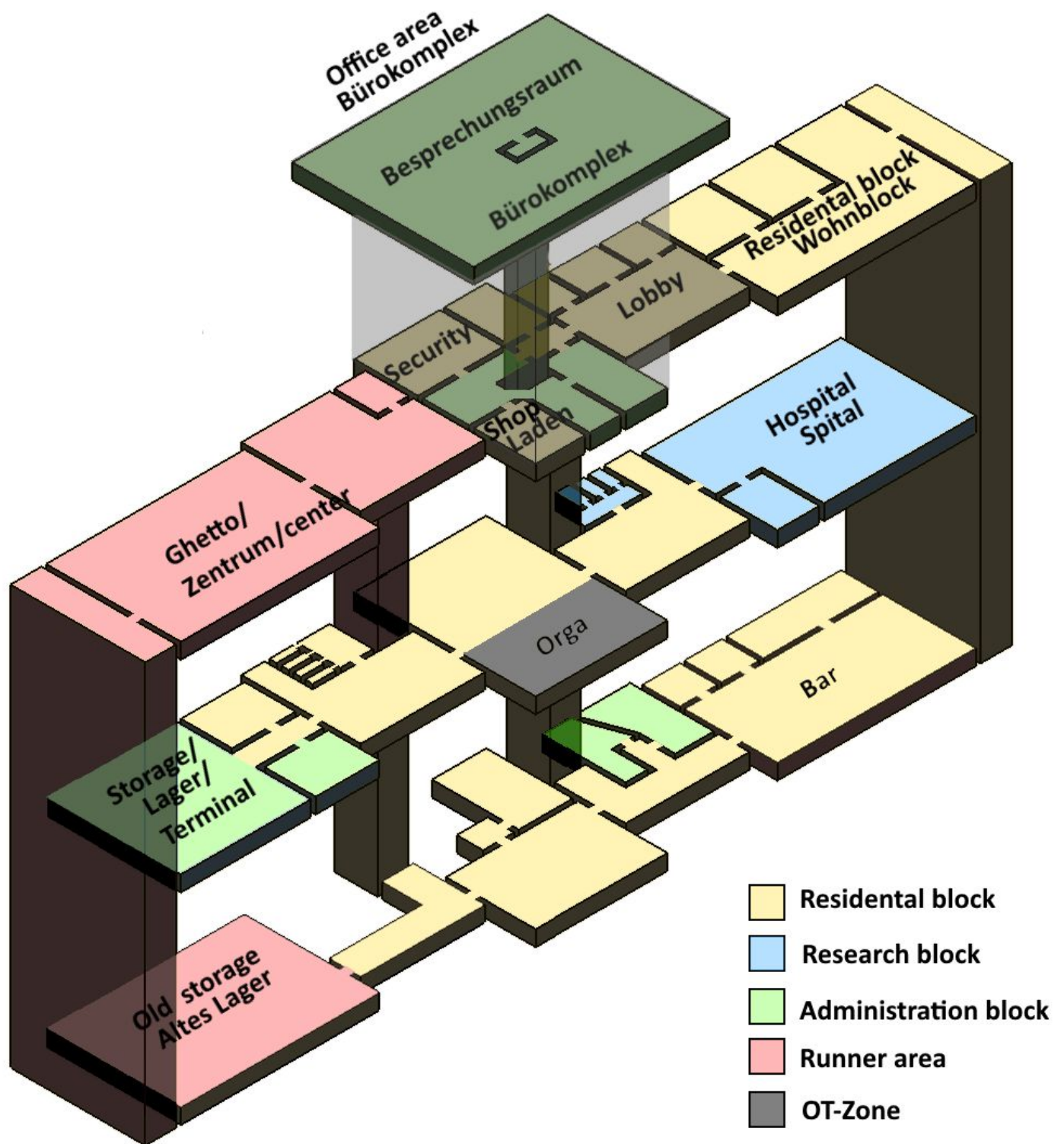


PHOTO: PLAN OF THE BUILDING

OT INFORMATION

Date	Friday 3rd to Sunday 5th February 2017
Arrival	Friday 3rd 17:00 to 20:00 (coordination of the route description in autumn)
Contact	Michael, Mail (preferred): michael_r@gmx.ch , Handy: 079 818 41 28
Facebook	https://www.facebook.com/groups/riedhpunkchrome/
Accommodation	House
Boarder	Full-boarder: according to the setting. Further information will follow.
Drinks	Alcoholic drinks will be offered at cost price.
Available Places	54
Costs Player	120 Fr. (Reduced fee 80 Fr.)
Location	Jugendalp, Eigenthal, Schweiz https://www.google.ch/maps/place/Jugendalp/@47.0093076,8.2197422,17z/data=!3m1!4b1!4m2!3m1!1s0x478fe542f1325a5f:0xe1b47abd29f0609d
Location:	https://docs.google.com/forms/d/1OqfeV5qBHT5fZvCU9PNPeUAZ-UQGou8Vg2KnF-XZuFU/viewform
Registration Process	During the inscription for our Game you have to choose preferences for your character. Based on this choice every player will be allocated to a group. Afterwards you work out the character based on the chapter 'Character generation' and briefing of your group. This information you will obtain at the latest two month after your inscription.

PACKING LIST

- Your Outfit (please don't forget to pack weapons that way, that you won't be imprisoned during your OT journey to the location)
- Mobile/Tablet/Notebook incl. battery charger / Replacement battery
- Flashlight incl. Replacement battery / battery charger
- Sleeping equipment: Duvet/Sleeping bag. (woollen blankets available)
- hygiene products

orga-Team

Michael	Producer, Produktionsmanagement, Plot Author, Game Master, Scenery, translation
Andi	Assistent Plot author, Game Master, Props Computersystem
Muriel	Props/Deko, Scenery
Jupp	Props with special effects
Fangorn	Bar
Zachary	Translation

The Event is organised by the Riedhburg Association on voluntary basis. For example we want to show you our budget for this game:

Expenses		Income	
House	2006 CHF	Playership fees 46 Persons	5520 CHF
Boarder	1298 CHF	Reduced Player fee 4 P.	320 CHF
Alcoholic Drinks	1'062CHF	Fees Player Bar 4P.	240 CHF
Car	300 CHF	Fees Orga 5P.	0 CHF
Illumination	450 CHF	Alcoholic Drinks	1'062CHF
Deko	450 CHF		
PlotProps	850 CHF		
IT-System	150 CHF		
Security	576 CHF		

Gaming Information

Gaming Location

The game is only in the house and the backyard.

Language

High german, English

Other languages are only possible with an agreement of the direction. There are a few players from the french part of Switzerland. Some of them do not know German. English and all other languages are also Intime Languages. You can decide for your own character, which languages he/she/it knows and speaks.

Program

Friday

From 17:00 Possibility for first arrival

20:00 Dress up/ Move into the rooms

21:00 Workshop/Introduction

22:00 Start of the game

22:00-23:00 labour time

23:00-0:00 nonworking

0:00-1:00 labour time

1:00-2:00 nonworking

02:00 time-out

During the break nothing important happens. You don't have to go OT.

saturday

10:00 The Game continues

10:00-11:00 labour time

11:00-12:00 nonworking

12:00-13:00 labour time

...

22:00-23:00 labour time

23:00-24:00 nonworking

24:00 End of game

sunday

10:00 Breakfast/Cleaning

13:00 Latest Departure

14:30 Hand-over of the house



GAME-MECHANICS

InGame Processes

We play 9 changes of day and night. There are repeating rituals during the daily routine. Whereby there is no change of day and night in real: the company members just work to every uneven hour. During the even hours they spend their time at the bar or have a meeting. That means that Runners have in these hours only the security as their direct opponent. Only exception is if someone sets off the alarm, then all the hell will break loose!

HACKING / Messages / Doors

There will be a possibility to send **Messages** and to transfer **Money**. The Keys for the Door-Opening-System are also part of the server system. To book a simple room in a hotel or the payment of drinks at the bar is also possible. We also have planned some possibilities of 'hacking' the system.

For Players who have the feeling they have too less action during the game we offer a chatting system directly to the SL so you can inform us about your under-employment :). In that way we can give you advice for options in game or bring a new plot into play.



PHOTO: HACKER zero_BYTE AT WORK

METHODS OF Payment

There are two common currencies. Which one you use is a question of both social status and personal preferences.

Digicoin is a digital payment system. In analogy to Bitcoin it is a system which operates without a central server, but via splitted processing power.

Digma is the 'old' Currency. All Digma Chips have same value.

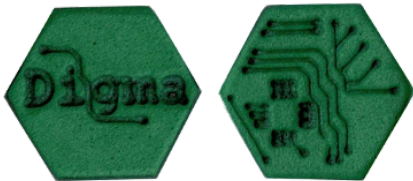


PHOTO: currency Digma

Simple Drink at the Bar/Beer:	1 Digicoin or 1/5 Digma
Extraordinary Drink at the Bar:	10 Digicoins or 2 Digma
Simple Dish:	2 Digicoins or 2/5 Digma
Extraordinary Dish:	40 Digicoins or 8 Digma
Simple Overnight Stay :	2 Digicoins or 2/5 Digma
Extraordinary Overnight Stay:	50 Digicoins or 10 Digma

Cloning:	5 Digicoins or 1 Digma
Simple Weapon:	30 Digicoins or 6 Digma
Half/Automatic Weapon:	250 Digicoins or 50 Digma
5 bullets of munition:	5 Digicoins or 1 Digma
Daily Expenses Runner:	15 Digicoins or 3 Digma
Daily Expenses company members:	220 Digicoins or 44 Digma
Salary in total for a normal dangerous mission:	30 Digicoins or 6 Digma
Salary in total for a very dangerous mission:	80 Digicoins or 16 Digma

Notation to Riedhpunk 1: Forget the currency rates and value of money from Riedhpunk 1. For reason of balancing we have changed a lot (currency rates and value of money). Digma from Riedhpunk 1 aren't allowed for usage in Riedhpunk 2. In case you still have a coin, please take it with you in order to give it to the Orga.

universal material: GRAL

GRAL = Genetical replicating amorphal solution

Nutrition, Cloning, Goods or even heating is runned with GRAL. GRAL is extracted out of the dead mass of carbon (from animals, plants, humans). GRAL is something like Soylent Green (out of the film). When applied on wounds, the healing process is very fast.

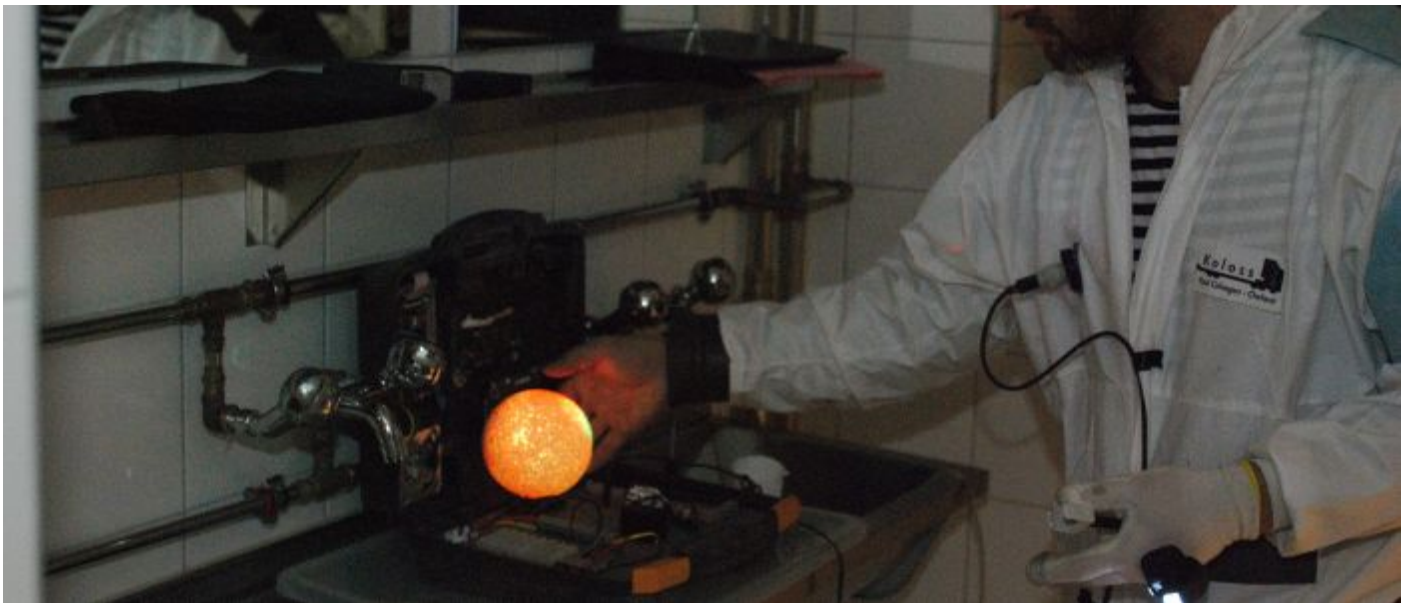


PHOTO: EXPERIMENT IN THE LABORATORY

STATE OF research

- Direct control of Synapsis in the Brain
- Pain suppression direct and indirect
- Access on stem cell research. Fantastic results: Blood, Organs etc. are reproducible!
- Connecting points Human-Machine are invented. The Technic of Mechaelectronics could be used as replacement or Add-On which gains its energy thermally out of the blood of the treated person or from external batteries.
- Known techniques are classic surgery, nanobots, genetic therapy, mononuclear faser treatment, beam construction method or thermal-bionic-cell-production as well as DIC (direct implantation of cells)

CHARACTER CREATION

In order to create your character there are 5 different chapters. Please read them and choose the options you think they will suit you best. If you have questions don't hesitate to ask the orga.

SPECIALIZATION

Here you define which special skill your character will have. Special Skills are very useful in the game, so just a few people have the ability to use them. If you need an expert of chemistry and you have certainly none in your own group, you have to search and hire one via the placement agency network for money. Therefore it will create additional conflicts and no group is able to simply solve everything alone without help from outside. The block we are playing at is dangerous, therefore most of the people are wearing a weapon. On the other hand it is strictly forbidden to wear weapons openly during stay at the enterprise area, except you are member of the Echui group. It is therefore advisable that Runners have handy and easy-to-hide weapons with them. It is allowed to wear a chest protection, but keep into consideration that it attracts attention. People with breast plates are controlled more often. Imagine you also have brought a hidden weapon ... be prepared. ;)

In order for the Orga to have some control who is allowed to have which weapon, we have made the following table. In case of the options don't fit to the character you have planned to play, there is a possibility to talk about it with the Orga (Michael).

Select on the left side the for your character matching specialization. In the table you can see after automatically which weapon you are allowed to take with.

	Weapon "high"	Weapon "middle"	Weapon "low"	Munition	Cyberware	Digicoins
Rambo	1			10		5
Gunmen *		1	1	10	1	30
Worker			1	10	1	30
Underdog			1	5		5
Hacking (Software, Sozial) *			1	10	3	30
Hacking (Hardware, Roboter) *			1	10	<10	30
Cyberware entwicklung			1	10	<10	30
Medizin (Heilen und reparieren)			1	10	2	30
Medizin (Gralmasse, Virologie)			1	10	2	30
Chemie			1	10	1	30
Enterprise department chief		1	1	10	<10	6000

* Possible specialization for the enterprise security

TRANSLATION AND EXPLANATION OF THE TABLE

Konzernmitarbeiter: Employees of the Echui group: get additional 10 munition and 1500 Digicoins

The Security: is in possession of automatic firearms they are allowed to use in high threat situations (please take them with you by yourself)

Waffe / Weapon "low" : Nerf gun with one shoot, without magazine. Motor possible

Waffe / Weapon "middle" : Nerf gun with a magazine up to 10 shoots. Without motor or automatic

Waffe /Weapon “high” : All Nerf guns like all-automatic weapons with ammunition chain.

Hacking (Software, Social) : This kind of hacker is able just to hack via PC/Smartphone. He/She/It has only little knowledge of hardware hacking. Is able to do social hacking.

Cyberware entwicklung / development : He/She/It knows how to develop Cyberware, how to use and manipulate it etc. Has only less knowledge from software and hardware hacking.

Medicine (heal and repair) : Is the general practitioner out of surgery. He/She/It has just little knowledge about medical developement like viruses or Gral mass.

Medizin (Gral masse, Virology) : He/She/It has much knowledge about viruses and gral mass. Is able to alter them etc. but has just little knowledge about general medicine like healing or surgeries.

Chemie : Has knowledge of chemistry. Little knowledge of Gral mass.

Enterprise department chief : Is only possible if you are department chief of the enterprise.

Each part of the company : possesses 10'000 Digicoins and 30 shoots of munition.

cyberware

Cyberware is not as expensive as it once was. A few years ago, there was a tragic incident known as the “Cybernight”, where an evil virus attacked the cyberware of many people. Some affected cyberware was henceforth being remotely controlled, deactivated or worse. Luckily, this was all constraint to this one night, the Cybernight. Rumor has it that the Hacker responsible for the attack blew himself up due to an error in the code. The Cyberware is functioning flawlessly again, but since then, the cause for mistrust has been planted.

PLOT AT THE Game

For Runners as well as for employees of the enterprise, there are numerous plots in the game. The plots mostly concern specific people or smaller groups. We do not want or plan a plot which promotes the teamplay of all the Runners. Some plots and tasks can already be taken from the group-descriptions. At the game, there are several possibilities to get more tasks. This time, again, there will be a Mr. Johnson moderating all requests and tasks, acting as agent of receiving and passing tasks over. The old Mr. Johnson is no more a player in the game like in the first Riedhpunk, but is now virtually accessible, through the chat. You also have the possibility at all times to ask the game-organizers and team for more tasks, if you happen to have nothing to do, or if you want to complain about something.

weapOn registration

Every weapon can be legal or illegal - that's what you decide.

- Legal weapons have a number of Identification, which you attach to the weapon before the game begins. Adding to that, you have a “gun license” (Waffenschein) where this number is registered. A template for this gun license will soon be published.
- You can decide for your character, if you have a legal and registered weapon or not.
- Salespersons/dealers will sell cheap and small weapons, and some of them are one-time-use-weapons which cannot be reloaded. Partly they contain registered and marked munition. This is in order to make sure these weapons cannot be used for evil deeds. Don't let yourself be caught using the registered munitions or carving registered bullets out of dead bodies.

CONTACTS TO THE OUTSIDE WORLD

Each group or character is allowed to have contacts to the outside world. These are NSC's (PNJs) which are just available via chat. These will be played by the orga. In case you want to have such a Character, please send to the Orga following infos:

- Mr. Sample, Secretary of the central administration, in charge concerning to budget (NSC (PNJ), only to talk to with via Chat)

- Tee Blapp, good old friend, we worked together with 10 years ago in a bar, addicted to drugs (NSC (PNJ), just to talk to with via Chat)

generally

Specialization	_____
Profession	_____
Character-Name	_____
Gender	_____
Age	_____

IDEAS FOR YOUR CHARACTER

- Loyalty for the Enterprise Block, Runner as an Employee of Echui
- Soldier, led by Greed, earning Money is everything, changing clients
- Chase after a dream or after a place in Paradise, e.g. getting an apartment in Block 23
- Getting rid of financial debts, getting rid of debts which you owe to a client
- Gaining Power, starting Project XY
- Fight for Survival, being a slave of your substance addiction
- REVENGE! Fight the enterprise or its evil powerful stakeholders
- Ideological: Fight the system, fight the GRAL
- Honour, Codex, Cyber-Knight, Cyber-Order
- Family is your life and concern. Look after each other. Protect your nucleus.

QUESTIONS

Here we have some questions you could answer about your character. In case of, if you know already some (rough) answers together with the asked questions, please send them to us.

The 'good' side of your character, how does it look like?

The 'evil' side of your character, how does it look like?

What is your opinion of the Echui group?

In which relation stands your Character to the companies department/troop of Runners?

What does he think about the society, the system?

Do you want to have another position in your group? Do you want to move up?

What's the motivation of your character?

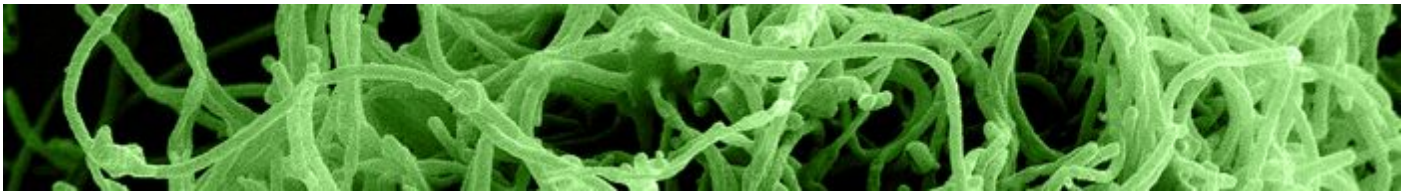


PHOTO: VIRUS EBOLA

DESCRIPTION OF GROUP/ PLOT

Every group gets an own personalized description of their group as well as tasks/goals (plot).

ACTIVITIES RUNNER / COMPANY STAFF

A list of possible activities will follow.

COSTUME

The Game will take place at the same location like the medieval/fantasy larp campaign Riedhburg. Only 1000 years later. It bears therefore every relation to real things (military, bunker, countries, o.s.). But, instead of that, it is related to the world of Riedhburg (order, duke,...).

Some of the basic rules are as less black clothes as possible (black do clothes NOT necessarily mean Cyberpunk).

Warm clothes (the game takes place in february and not every room has heating!) No camouflage pattern!

For Inspiration some pictures of our last game:

<http://lagergrube.de/larp/index.php?galerie=1511Riedhpunk-Chrome>

or the pinterest gallery:

<https://www.pinterest.com/riedhpunk/cyberpunk/>

SHOPS

<http://echodecay.com/product-category/shrug/>

<http://www.cyberdog.net/>

<https://www.etsy.com/au/shop/ZOLNAR/>

<http://www.futurstate.com/>

<http://www.siskatank.com/>

<http://www.immoralfashion.com.au/>

<https://www.etsy.com/de/shop/Crisiswear?page=1>

<https://www.store.demobaza.com/>

http://www.scottevest.com/v3_store/subindex_womens_products.shtml

<http://www.gunnars.com/>

<http://www.rapha.cc/ch/fr/shop/vestes/category/jackets>

<http://www.plastikarmy.com/gear/#.Ve3Z8ZcvtCA>

<http://www.cryoflesh.com/shop/index.php>

<http://www.thinkgeek.com/tshirts-apparel/miscellaneous/af26/>

<http://www.stoneisland.com/>

<https://newstylish.com/asymmetry-button-closure-layer-hig-collar-zip-up-jacket-123.html>

http://www.dior.com/couture/en_us/womens-fashion/accessories/eyewear#zone_2

RULEBOOK

At this place just a short impression of the rules.

BASIC rule

DKWDDK – You can play what you are able to play

Opferregel – Rule of the Victim: The player decides if his character is dead

Laws

That's the In-Game Laws which are no part of the Rulebook. You are allowed and should break the Law. Punishment takes place just In-Game.

weapons / Armory

Restrictions of weapons and armory: see chapter „Character Creation“

general rule: DKWDDK and Rule of the Victim

Melee Weapon: Are just allowed without core rod.

Firearms / Guns: Exclusively Nerfguns are allowed.

Munition: Is given only from the orga. To take own Munition with you is not allowed. Already used/shot munition is not allowed for reuse. If you need your own munition e.g. Vortex, ask the game master.

Armory: Armor can prohibit injury by melee weapons. Armor can stop bullets. It can extenuate the hit.

Shield: Not allowed

Grenades, Explosive Charges: Not allowed

Hits: If you got hit, it doesn't matter if you wear an armory or not, you will be knocked down, therefore you have to lay down. Long or short doctoring (patch up) is necessary.

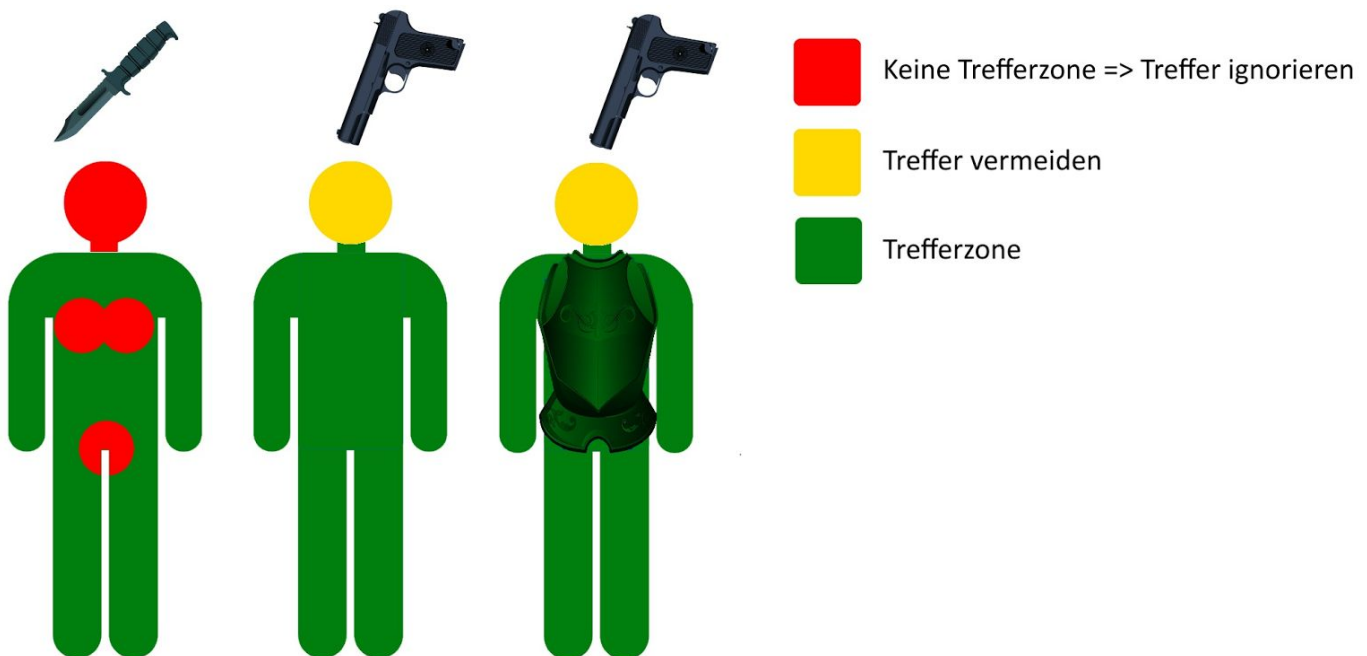


PHOTO: SCORING ZONES (red = no scoring zone: ignore hits / yellow: avoid hits / green: scoring zone)

BATTLES

We want to keep gun battles short and easy. We want to see dead characters, who suffer for reason of a lack of medical treatment from a dirty dead without epic scene in a sombre and narrow floor by saying a couple of last few words to their friends before they die. We expect appropriate dramatic.

Guns are very common in our world. They are deadly. Normaly no one survive more than one or two shots. The new clone technologie helps you to survive the game.



PHOTO: ATTACHED DEVICE TO THE LEG

HEALING

Only first aid is possible. In case of major injuries or also already together with minor injuries the person will be usually healed by cloning. First aid could take place with help of pills, bandages or cyberware.

Some Ideas: Jeans instead of skin, electric cables for nerves, inflationary usage of aluminium foil.

OT INJURY

“Sani” or “Sanitäter” is the key word in case of OT injuries and has to be used just together with them

CLONING

Each character wears a 'MemoryCell' or 'CordicalStick' in the form of a patched plaster on his neck. In case of death it has to be removed and be deposited/planted into a cloning cell. The dead person can't do by himself, but his friends who want to save him. The clone will be delivered close in time. In case the character has no friends, who safe the MemoryCell, he dies.

In case of you don't want to die, you have the possibility to request a rescue team via OT Chat directly at the SL. Cloned characters could remember the last 30 seconds of their life.

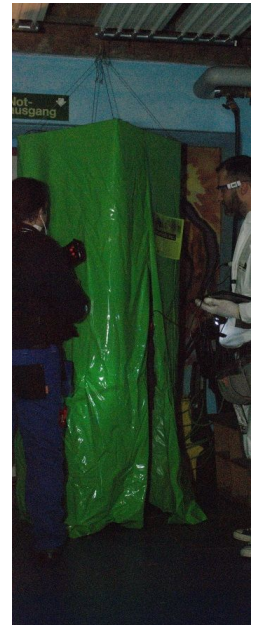


PHOTO: CLONING CELL

HACKING

More detailed information will follow before the game. Which system we will use we don't know yet. It will be a simulation of hacking. Hacking in real is prohibited.



Photo: Usage of Cyberware and Smartphones

LOCKS and DOORS

More detailed information will follow before the game. Doors are not allowed to be blocked by hand.

MASK

A character who hides his mouth and nose is masked. From now on he can't be recognized and identified InGame on the basis of his clothes, stature, voice etc. We expect appropriate dramatic play. The security in general opens fire if see masked persons.



PHOTO: masked person, WHO IS THEREFORE NOT TO IDENTIFY

LOREM IPSUM

There are large documents in Game, on websites and furthermore many other long texts. Big parts of them will be filled with filler texts so-called: 'Lorem Ipsum'. Therefore we mustn't write them separately with a high amount of time. You are invited to use your imagination while reading such texts to make them living.

In case you have no clue about the text (e.g. experiments), don't develop anything, please tell us that you haven't understood the scientific text.

https://de.wikipedia.org/wiki/Lorem_ipsum



PHOTO: DOCUMENT WITH FILLER TEXT

ROBBERY

If objects are marked with a blue tape and Intime money in general is allowed to steal IT. After the game they have to **be brought back to the lost&found table**.

DEATH OF CHARACTER/DEPARTURE/ESCAPE

Characters could leave the gaming area and 'Escape'. But keep in mind that a fled or escaped character is not allowed to come back into game later. Please announce to the Orga in case of permanent death of the character.

NEW CHARACTER mark

In case somebody has to re-enter the game for reason of death, escape etc. with a new character, he has, together with a different new equipment, to wear a yellow armband. Like this, everybody can see immediately that it isn't the same person like some time earlier.

RADIO/AUDIO CHAT

In Game videochats via programs like Skype, Teamspeak etc. are prohibited. RT units and walkie talkies are allowed for use, but have to be announced at the Orga before the game. Except of the security just the assigned radio channel is allowed for use.

game rules

OT signalize = crossed arms



Red/white barrier tape = OT



Yellow/black barrier tape = Intime barrier tape

FINAL WORDS

A few words from the Orga: All had been written with best of our knowledge and belief. The aim of the rulebook is simple. We want short and hard shootings after which the Medic has to decide which hit of the torso he has to treat. We want to have a WLAN in the InGame House, which offers not only exchange of information, gaming money and communication, but also something for the setting essential fraction of hackers.

We want to make clear, that some of our InGame rules are not always totally logical, but are made in order to have a game which makes fun and is entertaining. We believe that they will be a good frame for our game and will prove themselves as basis for the action InGame. We wish you exciting experiences, freely adapted from Pratchett: **May you live in interesting times!**