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## ➤ Being believable in your Role

A six-foot man makes an incredibly daunting and imposing dwarf, a knight, dressed in chainmail and a glorious surcoat, makes for a credible Knight, but a magician without components or enough self-confidence to speak aloud his spells and to make the obvious sweeping gestures of casting is an unbelievable magician.

**Bottom line:** Before you pick your role, you do please think about whether you can role-play it so that your representation is reasonable and plausible for all the other players.

Tip: Stay away from exotic style characters if you are not sure you can represent them in an outstanding way. Within the wide variety of known and classic character classes and races there should be something for everyone to play at a high standard.

## ➤ Minimum IT Costume Standards

We Drachenfest is set in a medieval fantasy world. This means that your attire – what you are wearing during the game – must match the setting. A basic garment, such as a medieval tunic and a medieval pants for example, would be suitable for a peasant character but not for someone playing a Lord or even a Man-at-arms. Please try to ensure that your attire matches up to the role you choose to play. Minimum standards (for the type of character you're playing) make it a lot easier for other players to find you believable and role-play effectively with you.

**Important:** T-shirts, modern trousers etc. are forbidden and you should not enter the IT game environment in such attire.

If you are unsure what is required for your chosen role as a minimum costume standard then please visit the DF forum and ask. Advice is freely – [www.drachenfest.info / forum](http://www.drachenfest.info/forum).

## ➤ Responding to the Roleplay offer of other players

Ofcourse not everyone is born a great actor or is self-assured and extroverted enough to put on a great show. Nobody expects this from you.

**It is expected, however, that you react to events that occur directly to you.**

If you get hit by a weapon, for example show a reaction! Whether you stagger backwards, or discharge your magic spell before it is ready or even respond verbally – “Ha, nice try, but it takes more than that to defeat me!” – it is entirely up to you and how you think your character would react. Just make sure you react!

As you get healed – react! Respond with grunts, screams of pain, tears or whatever else you think would fit your character's role. Put yourself fully into your role and make people believe your character.

### **Two important rules in LARP:**

1. If you are played at by someone – combat, being charmed etc. then react and take the game forwards from there. Show them that you have seen the game on offer to you and that you accept – and then role-play.
2. In return do not have great or unrealistic expectations of the reactions of other players. Because each person thinks and acts differently, most will not necessarily react the way

you would have imagined. Just offer the game and hope everyone around you accepts and runs with it.

**Bottom line:** It's all about offering game to other players, whether directly or through your reaction to their offers. If you don't ever react, why should you expect others to react to you? LARP is more about what you can give rather than what you can take.

### ➤ **Responding to Hits, Magic, Injuries etc.**

As described in “responding to events”, show your opponent that you have noticed their action by your reaction. There is a huge amount of game to be derived from role-playing your injuries and reacting to those who are healing or carrying out surgery upon you. You have the opportunity to make the game for those playing healers and surgeons. Magic is powerful and may even take you out. React accordingly when magic is cast at you and make the game for the magician. Players like these are an essential part of the fantasy game and enrich the tactics and the game for your character. Do the same for theirs.

The Drachenfest is a player vs player (PvP) event. This means that each player follows the same rules. The victory over another player, and the associated consequences, or defeat with all the subsequent problems, are all regulated in the same manner. Failure to comply with the rules brings much resentment, aggression and shows a lack of understanding of the game and this ultimately destroys the event. If everyone fights without end with disregard for the rules then there can be no conclusion and everyone will end up disappointed. There can be no victory if no one loses. Besides, it's more fun dying a heroic death than surviving a pathetic victory. Trust me. The Orcs always lose and the Orcs always have more fun.

Get your fun not only from the main battle and the, possible, victory, but mainly out of the game with each other – from the role-playing.

**A lost battle which was intense and exciting for both sides will not only bring more glory to your character but will also give you, as a player, a much nicer experience than if you'd won the fight by bad role-playing or rule ignoring.**

It's strange to see when someone is hit by a volley (magic, arrows, canon-fire) and then just limps to the back of the battle line as if it's of no matter. Slump, collapse in a heap, crawl desperately away until you reach safety and then heroically scream while the healers work on your mangled body, chopping off your limbs to save your life. That's the image that sticks in people's minds and has then nodding in appreciation at your great role-play. Don't worry, they only chop your limbs off sometimes. Mostly they role-play it. Mostly.

### ➤ **Responsibility for your own mental and physical Endurance**

**The Drachenfest is no walk in the park. As everything is PvP there are many hotly contested areas – particularly the camp gates and large-scale battles – that can lead to quite intense situations.**

The gate sieges and the mass troop movements are an integral part of the Drachenfest. In these situations it is often crowded, with fighting in close quarters and thus it can be quite stressful.

In a gate battle there is often not the opportunity to play hits properly because there is not enough space for proper fighting – it can be a crush. This type of tightly packed crowd is a very psychologically stressful situation as your personal space is totally removed and you can soon feel that you are no longer in control. This can lead to fear and panic.

Likewise, you should not underestimate how strenuous fighting can be. A battle can take upwards of 4 hours and not everyone has the physique and stamina for that kind of exertion. Dehydration is common as players, caught in the moment, forget to drink. Once the combat is over both dehydration and fatigue can be experienced. Remember to pace yourself, take on plenty of fluids and, most importantly of all, know your own mental and physical capacity and keep an eye on yourself. You are responsible for you.

Uncontrolled blows and reacting to uncontrolled blows should be avoided. This style of play often leads to misunderstandings and results in increasing aggression.

The Drachenfest is designed to be well balanced so that it is not only by fighting that you can advance your cause/camp and win the game. **At the Drachenfest we ask you to “game for the win” which enrichs the mutual role-playing game for everyone.** Rule playing and exploiting loopholes to ensure victory at the cost of the game experience is not considered acceptable. **Be a role-player, not a rule-player.**

**Remember: Fight only if you feel and are capable.**

**Listen to your self, especially if you feel tired, start to panic or feel uncomfortable.**

To give you a comparison:

If you participate in a karate tournament, you have already spent a great deal of time learning in the club and the rules of combat. Plus you will be familiar with or aware of the possibly associated “side effects” – bruises, injuries, etc. The fighting – even if it is with foam weapons – in LARP is comparable to a combat sport and it also takes time to learn the ropes, learn the rules and accepted behaviour and to learn what your own limits are.

**Remember: If you are uncertain – Get out of the fight! Retreat, retire or even run away so you can recover and recoup. Don't get aggressive. Pull out if it is personally too much for you – no one forces you to stay in a combat situation! If you clearly indicate a problem the other players will back off and almost certainly shown concern for your well-being. Make sure you do the same.**

### ➤ Refraining from OT Discussions / Non-Appropriate Language/Words

The role play with each other lives the less you drop from your role. This means trying to think like your chosen character, feeling like your chosen character and acting as your character would act.

**When everyone in the entire environment behaves in this manner, the world lives.**

If you and your friends want to talk about other things that do not affect the game, or not as a character, then do where your conversation won't impact upon those who are role-playing their characters. Inside a tent doesn't count either – it's not like a solid wall. Duh!

**OT (short for Out-Time) conversations affect the character of this game and should be avoided if possible.** We accept that a certain amount of OT conversation will occur when

dealing with the traders and food vendors and even in obviously OT areas such as the toilets and showers or with referees/event staff. But please remember that voices carry and you could be ruining someone else's game even without meaning to.

Modern terms: **You should avoid using words or phrases that did not exist in medieval times.** Unique words include car, computer, airplane, television, tower, cinema, etc., or something cool, hey man, f\*ck you (even though this word has medieval origins it is an overused word associated with modern society – insult people properly, don't be so lazy), bombastic etc. **Also insults should be directed at the character and phrased in such a way that the other person knows that it is not OT personal to them.** Terms such as “asshole” or “dickhead” are not really distinctive (and show a certain lack of care or concern for your own roleplaying) whereas words such as “scoundrel”, “ne'er do well” or “wastrel” not only add to the atmosphere of the Drachenfest but are obviously only directed at the characters of the game.

### ➤ **Controlled Fighting with Pulled Blows**

**Even in a combat situation you should always remember that it is just a game. Once you realise that you're actually being aggressive, or taking it far too seriously, then you should immediately cease fighting and take time out.**

Controlled fighting also means that you should pull the blow before it actually hits someone. Un-pulled blows, even with the fake weapons used in LARP, can be painful and even cause injuries.

If you do not know how to fight correctly then ask! There are lots of people who will gladly take time to teach you how to fight safely and spar with you to help you develop your skills. There are lots of weapons training events you can attend outside of the Drachenfest and a lot of systems now check your competency with some weapons before you are allowed to use them at an event. Youthful exuberance (and old age arrogance) which results in using too much force or aggression is absolutely unacceptable.

Important: Taking part in combat whilst under the excessive influence of alcohol (ie, about 0.5 per mil) and/or under the influence of drugs is strictly prohibited and will result in immediate expulsion without warning from the event. Just don't do it, it's bad and there's no excuses.

### ➤ **Considerations of other Players when displaying Extreme Behaviours**

There are two different things to mention here:

Firstly, not every situation could be viewed as a game situation so please be careful in how you portray drunk or 'crazy' people, for example. Be attentive to the reactions of those around you and be prepared to modify/moderate your behaviour accordingly.

At times, such “extreme” behaviour is interpreted as OT and not as roleplaying. In such a situation you should clearly indicate that this is not so and that you are in fact roleplaying. Even the presentation of extremely annoying characters (Kender, Fun Gobbos, Ian from Having a LARP etc.) often tend to annoy the other person for real and this often kills the fun of everyone else. Be constantly aware of how people are reacting to you and modify your behaviour if required. It's their game too.

Secondly, the representation of verbal or feigned “sexual” harassment within the game.

We try to describe this issue very carefully, because, whilst it certainly does not happen often, it can happen. It's certainly amusing sometimes to call a passing a colourful bunch of guys "ladies" with the subsequent foul language/consequences afterwards, but everyone is different, each experience is different and each situation plays out differently. Therefore we request that, in such situations, that you take care that there are no misunderstandings and that nothing is said/done to make the other(s) uncomfortable. We must emphasise that any form of physical approach in this context is not absolutely taboo but you should always consider, before you make an approach, how the other person(s) may take it. This is especially important with any presentation of "sexual harrasment". Many people are extremely uncomfortable with this and it stops their fun. It is not unheard of that this type of misunderstood game has led to a real police report.

**Conclusion: Go careful with the representation of any form of extreme behaviour. If in doubt – don't do it!**

### ➤ Set Dressing / Avoiding modern Trappings/Tents

In order to create a pervasive atmosphere and experience, especially the feeling of being in a medieval setting, anything contemporary or modern should be kept out of sight of the players. This means that attempts should be made to take as few OT objects as possible into the game. Mobile phones, watches and cameras, for example, have no place in the game and should – if they are actually taken in – be disguised so they are subtle and "hidden".

With tents, chairs, tables, containers, sleeping quarters, kitchen utensils, bottles, etc. care should be taken to ensure that they look as ambient or medieval as possible or are disguised accordingly. Tips on how to achieve this can be gained from the forum or a wide range of other internet sites. Generally we recommend natural utensils and cast iron/plain steel utensils for cooking and eating.

You should also conceal any sanitary and cosmetic items when you are making your way to and from the showers. Use of garish or obviously modern looking towels should be avoided or they should be concealed so they are as unobtrusive as possible.

### ➤ Responsibility for the Safety of your own Equipment and for the Safety of Players

**You are responsible for your equipment and that it is safe and responsible in the case of damage.** Likewise, you are responsible for the safety of your tent. This includes, for example, the lighting and marking of dangerous pegs/protrubances, compliance with fire safety regulations, etc.

**So important: You are responsible for the safety of your equipment and your tent and yourself! Therefore, we suggest that you have your own personal liability insurance.**

If you are not sure if your weapon or armour is usable and safe, we offer you that one of our proficient members the Battle-Referee-Team looks roughly over it and gives you a recommendation. Because we haven't been there when you build your weapon or the weapon was build by the manufacturer of the weapon, we cannot and we will not judge, if the weapon is definitely safe or not, cause we cannot look inside of the weapon. We only can give you a recommendation of the visual impression of the applicability. For weapons you build on your

own you are completely alone responsible, for weapons build by a professional manufacturer the manufacturer is responsible in case of appropriate usage.

### ➤ **Appropriate Social Behaviour**

This is a difficult, but far more comprehensive point. LARP is a hobby in which the interaction between people is at the fore. The free play and the free design of the event does not give rise to set situations and the game therefore relies on all players observing the basic forms of social interaction.

**This includes appropriate behaviour and respect for the other players and event staff as well as fairness in fights, playing of injuries, etc. all with regard for your teammates and the overall fun of everybody.**

Role-playing is a great thing if everyone participates and observes the same forms. Role-playing can include fun and funny situations, but this does not include activities where the other players are non-compliant or just terrorising other characters purely for your own fun.

What does this mean?

Actions such as – “Hey boys, let's head over to the post office and burn it down 'cos it's really funny when come running out of there and try and save all the letters, haha.” Perhaps this may be funny for children, but it has absolutely nothing to do with role-playing. Likewise there is no place for character concepts who are based purely on robbing and murdering others (I'll include the German phrase because it is awesome! Spaßmeuchelräubercharakterkonzepte). It's not cool to see black hooded Ninja wannabes with two weapons that run around everywhere and indiscriminately try to assassinate everyone – you're pathetic, don't even think about it. This type of behaviour kills any serious role-playing and you'll look stupid and be treated with utter contempt. And killed. Alot. Good robber concepts can be fun when done properly, but badly represented riot gangs who act arbitrarily and fail to role-play are a waste of everyone's time and space and you will be treated with the contempt you deserve.

**So, when you design your character please think seriously about whether this character will be liked by other players and if you can role-play it to a believable level.** (Liked as a concept not liked as in 'be my friend')

Likewise you should approach and interact with other player's characters as you would like them to approach and interact with you – by offering a good clear design concept.

Just keep in mind: No one wants to play with a badly thought out character. Design your character well, role-play it well, and then you will be the cool guy everyone wants to role-play with.

**Appropriate social behaviour also means:**

- **Keep your camping area clean and dispose of all your garbage properly (including the little stuff, please).**
- **Don't offend people OT. If there are problems that you can not solve, then ask a referee/SL.**
- **Don't be rowdy, especially if you've been drinking too much and don't go out as part of a drunken mob looking for trouble.**

All the items listed read, at first glance, to be very restrictive but all these points are actually self-evident in LARP – Think about it just once, and you will realise that you are actually already behaving in this way. If not, start doing so!

Also belonging to this topic (which normally is self-evident!!!):

### ➤ Regulation/Moderation of modern Insults/Swear Words

Try not to use modern swear words and modern forms of abusive/insulting language. It shows a total lack of imagination and highlights the fact that you're a rubbish role-player. A good insult is a joy to all those who hear it and even to the recipient and you will be held in high regard. A bad insult is just rubbish – and so are you if you offer it.

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### ➤ Prevention of Damage to the Property of Others

**Don't damage other people's property! It's a simple rule and one that should be followed at all times.**

e.g. no peeing on the palisades, no harassing or trying to rob the traders or food vendors OT (they're allowed to hit you for real, with real sticks if you try it and then we'll throw you out!)

Don't damage any of the constructions or props around the site

Don't damage any of the props players have bought to enhance everyone's gaming experience

Don't vandalise the facilities

Stop or prevent anyone who is or, if you can't prevent it, report it. They're ruining your game.

Don't let them.

Bottom line: You wouldn't want it done to your stuff so don't do it, or allow it to be done, to anyone else's property. It's rude and ignorant and won't be tolerated.