

Preface

Greetings fellow Wastelander! Congratulations on acquiring your own copy of The Wastelanders' Handbook, the most extensive compendium of Wasteland survival. This book contains some of the best tips and tricks gathered from the finest hunters, traders and downright mean SOBs. Study it and keep it close, it could be the edge you need to survive the harsh Wastes.

ApocaLARPse

ApocaLARPse is a Live-Action Roleplaying Game in which you and the people around you become the characters. The world in which it is set has been devastated by nuclear war that resulted from global military conflict over dwindling natural resources. Nuclear weapons were deployed so thoroughly as to bring an end to civilization and the global economy as we know it. In this new world humanity struggles to survive against mutated predatory creatures, poisoned resources, unstable weather patterns and deranged remnants of humanity.

How Does LARP Work?

For those unfamiliar with the common operations of LARP, it is a game run similarly to improvisational theater in which every player is not only an actor but also the writer and costume/makeup artist for their character and story within the world prepared by the game runners. The world is intended to be portrayed as realistically as possible by the game runners and we ask that our players attempt to add their own elements to these games as well. The only limits are what you can imagine and create along with a few simple safety rules. There is no dice or scripts, only you and the players around you!

ApocaLARPse uses foam or latex weapons for hand to hand combat, foam dart guns such as NERF brand, and spell or poison packets. (These are made from small pieces of fabric filled with birdseed.) All hits with weapons are intended to simulate war without actually hurting the person you are fighting with. 'Damage' is tracked using a life/hit points number a player starts with, but as damage is dealt this number goes down accordingly.

The Settlement

The place where you will be living during your trip to the Wastes is a new settlement in an untamed and wild area of the Wastes that was chosen for its relatively clean water, fresh air and low levels of radiation resulting in fertile growing lands and even some developed forests. This promising new region must be tamed and conquered in order for the settlement to succeed. For the people carving this new home out of the Wasteland, it is a matter of do or die.

The World of ApocaLARPse

This LARP is a post-apocalyptic game which is intended to span any number of post-apocalyptic series such as: Fallout, Mad Max, Tank Girl, Metro 2033, Six-String Samurai, The Walking Dead or even Adventure Time. Our goal is to try to work with you on what inspires YOU as a player and will always do our best to work unique character concepts into our world.

The world after nuclear war is a harsh and dangerous place. The parts of humanity which has been able to survive have had to learn to adapt to this new life quickly. You may encounter individuals ranging from primitive subhumans with rocks and sticks, to giant mutated creatures or even soldiers with advanced gear and weaponry. It is up to you to use your wits and talents to survive in this unforgiving world in whatever way they may see fit. In order to bring realism to the post-apocalyptic genre and the difficult world these characters live in there will be some moments that may be PG-16 for being emotionally intense for some players such as: blood/gore, cursing, yelling/screaming, heightened personal fear and people acting as if they are in intense physical or emotional pain. We do our best to keep it PG-13 as far as the stories, profanity, and gore because there is no need to go over the top with kids around but it's the apocalypse folks, not candy-land. If you want to try the G rated version of this come to our Day LARP!

What will the LARP look like?

This games will most likely be taking place at public campgrounds or privately owned land. As such you should expect to bring your own shelter and food similar to a camping trip along with any items you want to use to help bring your character to life during the game. Some games we or some of our players may be able to offer food plans running the whole weekend or cooked foods in exchange for either in game

currency; or real world money which is usually arranged beforehand. Most people will be using tents and cars but there may be availability for some larger recreational vehicles if cleared with the game runners before game day. Please check with game runners for the availability of any amenities you may require.

Players are encouraged not only to create their own interesting and in genre outfits and gear but also props, living area and backstory. The town the players are helping to create is intended to resemble a living and functioning settlement. It will have its own currency and economy complete with job opportunities, law enforcement officials, criminal miscreants, food purveyors, and traders (many of which may accept pre-war money or even trade offers.) Some tasks or “quests’ may be available, which can be offered either by game runners through NPCs or even other players. Through this the individuals are encouraged to take part in the progression of the games story and become part of the history of the town. This allows the game to develop a unique plot development with so many different minds influencing its advancement. Our game runners at *As You Wish Games* do their best to be open and flexible to players ideas and suggestions whenever possible, so please feel encouraged to bring ideas and especially concerns to our attention at any time.

Embrace your inner hero!

At *ApocaLARPse* we encourage our players to step up and ‘master the moments’ when they become available in the games. In these moments it is more important to make an epic scene than to strictly adhere to the plot and game texts. These are the moments where the players get to take control and feel like the heroes of the story. They can even become the center of future legends to be told and retold by the other players. Any player can advance within this society from a low level side character into one of the cornerstones of the town by being one of the people helping to lead the story for the others. Some may be warriors, others may be crafters, shop owners or even faction leaders within the games. Many of the factions and businesses you see within the game have been created by only a few players working together. You too can create such changes in the game, the only limit is your imagination!

In game factions?

Factions are groups of players who have come together under a common idea they want to promote. These groups could be armies/militias, religious sects, business partners or any other group you and your friends can imagine! Factions often have community camps which can be extravagant or simple but often have a common theme or insignia indicating their group members from other players. Forming a faction is a great way to earn extra in game rewards as well as in game story line inclusion/development with the game writers!

But I'd prefer to play a lone wolf

Please do! The Wasteland is full of all sorts of denizens and alignments. Feel encouraged to develop the story line goals and character that interests you the most. The game runners will work with you to help develop a character you are excited about that fits into our game world.

What if I don't want to or can't fight?

This can be signified to your fellow players with a white armband or headband. We encourage all different types of play styles and do our best to provide excitement for both combat and non-combat players. You can use this non game fighting in multiple ways, perhaps your character hires a bodyguard or runs away and hides at the first sign of danger? The larp world truly is your oyster, so just come out and have fun with it!

What are some standard character archetypes?

In the Wasteland there are many types of characters and specializations. Try to think about what job your character may perform to both help them survive and create an income. Are they law enforcement, wanderers, dentists, politicians, warriors, diplomats, chemists, or doctors? Again there's a whole world of possibilities so have fun and try to think of unique character traits, quirks or personality traits that help make them more unique. Thinking of these traits, backgrounds and personal character goals can help you to be in character and increase the sense of realism in the game.

Think outside your everyday persona

It's a common reaction for many players to just create a character very similar to themselves in a different world. It makes sense, helps limit roleplaying that can make one feel shy or self conscious. But think of this, do you really want to be

them same person you are day in and day out during these three day events? Or do you want to be someone completely different? Remember you can be **whoever** you want! So don't limit yourself. Many people use their characters to play personalities and traits they normally are uncomfortable or at least uncommon in their daily mundane lives. Create a character people will remember and will have the impact you want in the world we all are working to create. Not only can these personality changes be therapeutic but it will give you a sense of geeky pride in the work you create when you hear your fellow players reminiscing about your characters past glories!

Eat? Sleep? But, I'm too amped up for that!

We know but staying hydrated and fed in the Wasteland is a survivors number one priority in game (IG) and it should be your priority out of game (OOG) as well! Although the wastes can be a dirty and smelly place, the people in town (and your fellow players) appreciate you doing your best to clean or even shower during event if possible. You will be sweating as you run from your life and fight Wasteland foes all weekend long so be prepared. Also consider what real life (RL) items you would need to make it through the weekend giving yourself the support you need to basically play a 36+ hour sport while camping. Bug spray, sunscreen, plenty of water, suitable clothing for both day heat and nights that may get cold depending on the season. A place to sleep such as a vehicle, tent or even camper when allowed. Some campsites have fire pits and allow fires so perhaps bring some wood if you'd like? Also remember you need to eat. Unless you are part of an offered food plan, you will be responsible for your own food, cooking source and possibly even water. Though this will often be available by game runners whenever possible.

Don't be a dick for no reason, don't kill for fun

Just because you're amped to try your new gun or fancy larp weapon is not a good reason to settle every argument with violence. While pvp can add a lot to the depth of the game, it should be intended in a good manner (even if the actions are negative in game.) Many players often clear this sort of pvp with the other player before the event and OOG, although in game occurrences can happen that lead to this sort of pvp naturally. You can also beat, maim or shoot a person without killing their character and still get your point across, often in a more

effective manner. Just remember your fellow PCs have spent much time and effort into their characters, so please respect that whenever possible a player should have some sort of choice when their character is killed. Also consider that the Wasteland is a place of quick justice, actions such as murder often have immediate and severe consequences for your character and their safety.

LARPing food for thought

1: think about if you are up to playing the character you've created. It may be more effective and fun for you to start with a simple character you can do well than to feel pressured to make some grandiose personality that may exhaust you to play for multiple days. Also although multiple characters and character switching during the weekend is encouraged, you must play the character for at least an hour during the event to receive XP for that character as well.

2: Off topic and OOG conversations can be distracting and even irritating to your fellow players as it breaks their immersion in the moment and the illusion of the created world for many of them. Please retain such conversations to OOG areas or go for a walk away from the city wearing orange headbands to mark your OOG status. Also private areas such as tents are allowed for such interactions.

3: Safety first! Yes we want to create epic and exciting events and story lines but always consider whether your idea is completely safe for you and your fellow players.

4: You are part of a community when at the LARP. Don't bend the rules, many of them are run on the honor system and we're trusting our players to respect that. A good game is a fair game so please help support that mentality!

5: Act it out! You are part of an immersion role playing game so make sure you are role playing the events that are happening to you. If you are shot or hit, act it out and try to do the best you can to give yourself into the moment. The more you push yourself in these situations the better you will progress as an actor and contribute to the excitement and realism of the game!

7: Maintaining your comfort level is extremely important. If you feel someone is crossing your personal line of comfort you should tell them and/or remove yourself from the situation. This can be communicated in multiple ways during game. You can place your hand on your head, indicating that you are now speaking out of game and tell the person you are uncomfortable

with that form of roleplay. You may also call a hold if needed and this will halt the game and players around you to address the situation. If neither of these make you comfortable you may report any problems you have to the game runners at any time. Physical and psychological damage to our players is strictly forbidden and must be reported to game runners immediately! Whether you experienced it yourself or witnessed it occurring to another player, we the game runners need you as a community to help us watch out for one another as we cannot be everywhere at once.

8: Remember, when you are hitting a player, whether PC or NPC, you are hitting a player. Be considerate and do not strike players you don't know more than light tapping. Physical combat levels however, may be elevated between specific players when agreed upon beforehand OOG by those players. Also if your physical attacks are ineffective, try a different type of weapon to attack with if possible. When all else fails, there's no shame in running for your life in the Wastes!

9: Have downtime? Take a tour around the settlement and talk with the players around you. Introduce your characters to the other denizens. Look for factions and other characters who may have quests or jobs available which may pay well in caps or items. You could plan a show or event with your friends before event to perform and add to the atmosphere of the game. The more we contribute, the better game we can make! Also consider offering at Monster Camp to NPC for a while! Roles are available for both combat and non combat players! Not only can you earn in game rewards for NPCing but, NPCs are what makes this game possible and it couldn't be done without the people who give their time and effort to play these roles for us all! :)

A few final words of advice

Apocalarpse is not a kill everything, violence is the only answer type of game. Yes there will be plenty of action available for the heavy combat players, especially if they offer to NPC these roles. Consider that a citizen of a community who walks around ensuing violence and aggression to their fellow citizens often doesn't live long in the harsh worlds of the Wastes. They're surrounded by dangerous people who have survived the bitter world that is the Wasteland and these sorts of people don't get pushed around for long. There's a lot of ways for someone to be killed in the Wastes and bullies often don't fit into developed settlements for long.

This isn't spring break or a music festival.

Yes some campsites we use may allow alcohol at our events but players may not become inebriated or give controlled substances to anyone who isn't legally allowed to do so while at our events. If this becomes a problem it will be eliminated from any and all future games completely. Any breaking of local laws will not be allowed and will result in permanent banning from that and future events. We need our players too all be able to feel comfortable and be able to enjoy our events equally.

While music is allowed at most campgrounds and even encouraged by staff when it's used to help add to the atmosphere of the game. Music may not be played at a loud level that may overly disturb your fellow players.

This isn't a survival camp, you don't have to eat bugs and collect rainwater while you are there. (Unless that's something you feel the want to do. XD) You may bring and or buy food and drink at your leisure, again take care of yourself so you can keep on the top of your game without crashing.

This LARP doesn't have one single overarching storyline. It is a fluid and constantly evolving world that is changed by both the game runners and players on a regular basis. The world will have many layers and threads that will slowly grow in depth over time and operate on many levels that constantly progresses in an organic manner. Thank you so much for coming and contributing to building this world with us!!