

Minnesota Live Adventure

General Information & Guidelines

Welcome & Well-met!

***by the Land Hosts: Jan David Fisher & Phyllis Fisher
and by the 2013 MNLA Game Designers: Ben Hansen & Betty Fisher.***

The First Packet with the current year's game information is only sent to those people who have expressed an interest in joining us for a weekend of Live Action Role-Playing - fantasy, costumes, feasting, sword-fighting, magic, gallantry, deception, puzzles, exploring, camping, bonding, etc.

Included in the First Packet are:

- Game Story (*with character & player specific information*)
- Participation Forms = *Player Information and Character Information forms* are available via internet download, email correspondence or paper (if necessary)
- LARP Guidelines (*Player Interaction, Characters, Costumes, Treasure, Weapons, Fighting, Magic, Color Codes*)

Consult our website for more information: <http://hansenappliedtechnology.com/mnla>

Please mail the Participation Forms with your check or money order payable to the address shown on the Player Information form.

Please send in your completed Participation Forms with appropriate funds by June 1, 2013.

(Your financial contributions will provide event food, beverage, sanitary facilities, props, treasure, and other event-related expenses. Game designer or land owners do not get paid for their efforts.)

You may e-mail your Character Information form directly to the Game Designers at mnlagods@gmail.com.

The above information has been provided to you for the sole purpose of participation in this event. Please do not add our names, e-mail addresses, or phone numbers to any lists. Thank You!

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MNLA History

Over the last 10 years, we have been following over 25 years of adventuring traditions and guidelines developed by New York Live Adventure Game, Inc. We extend a special welcome to any members of NYLAG who are planning to make the trip to Southeastern Minnesota for this game.

This event is based on an honor system of character interactions focusing on experiences rather than points. This game also includes children as regular players and mutual respect is expected.

Character creation is one of the most important steps prior to playing the game. (If you haven't a sliver of an idea, the game designers can help you get started.) Starting early may be of an advantage for those a little unsure in costume creation or for others who need time and practice to work up an alternate personality and history. Being able to separate you, the player, from your character is important for maintaining the adventure atmosphere. Knowing your character's background, abilities, special skills, etc. is not just for the designers, it is to help you become completely immersed in the adventure.

You are welcome to craft your own weapons, but for your convenience, boffered weapons can be purchased through our weapons master. The weapons master has the authority to reject any weapon for safety concerns.

We encourage you to e-mail us regarding character ideas. If you wish we will integrate your character into the storyline that will ease your entry into the flow of the game. You may even decide to have a back-up character, in the event that the first one becomes unendurable or dead. If you desire to serve the GDs in demanding, yet immeasurably rewarding roles, then contact us immediately with your supplications.

For any questions about this event or your character, contact the Game Designers: mnlagods@gmail.com

Registration Notes

- As previously stated, FAMILIES with CHILDREN are WELCOME!
 1. We have established three participation fees based on the age of the participant, based on consumption of resources.
 2. Parents with young children, who are interested in participating and bringing the children along, should be aware of the amount of attention the child will need during the adventure and their child's capacity for make-believe. The comfort and understanding of the accompanying children are critical for all to enjoy the adventure. **Parents: You will be responsible at all times for any children you bring to the adventure.**
 3. We expect and to some extent, require that parents or guardians of children younger than seventeen participate in the game with your child. This mostly means that you must be in costume and in character. You may want to wander the many trails in the woods enjoying the interaction or you may want to consult with the Game Designers about an inconspicuous role.
 4. Parents also may be game recorders (picture takers). Please notify the Game Designers if this is your intent.
- Non-Player Characters (NPCs) a.k.a. Roles designated by the GDs
 1. Several types of roles are available in each game, including tavern/kitchen staff. Consult the Game Designers for open opportunities.

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Character Creation

- **Choose your abilities wisely.** This is not tabletop or marshaled role-play. You will not be rolling dice or consulting a judge to see if you succeed or fail. It is best to give your character abilities that you can accurately portray. Warriors should know how to use weapons. Thieves should be able to steal things. Bards should have at least elementary musical talent. Mages should be able to cast spells with both verbal and visual expression.
- **Create a personality you can upkeep.** You should be comfortable playing your character for at least several hours at a time. You do not want to get out-of-character during the adventure because this will inhibit play for both you and others. (We understand that some players may need to retreat from the game for short intervals.)

Interaction is what makes the event more interesting. A common mistake among first-time players is to have a shy, reserved, cautious, quiet personality. Characters with personality problems (insane, raging, berserker, depressed, etc) may be tiring to play. Experience has shown that some personality quirks help the player maintain the character.

- **Balance strengths and weaknesses.** For each ability, you should think about having a weakness. An excellent fighter might like to talk while fighting and frequently gets distracted. A teleporting mage may have no sense of direction or distance. A Fae who can meld with a tree to hide might have to take some time pulling apart from the tree. No one is completely invulnerable. This being said, don't try to limit your role-playing by adding a bunch of bizarre weaknesses in order to counter your repertoire of abilities. Such can get quite silly and become difficult for you to maintain in-character. It may be easier to just dumb-down your powers a bit. It is ok to just be a normal person too. Remember, no one will want to interact with you if you are an all-powerful character; balance is key.
- **Class:** Diverse societies provide for many classes of character. Since the origins of your character are determined by you, so then is the structure of the social class from which they come. It may have **BARDS** known for their musical and story-telling abilities. Because of their travels and appetites for grand tales, bards accumulate knowledge at the rate that orcs accumulate fleas. **WARRIORS** primarily occupied with weapons and armor to do physical damage to an opponent. Warriors tend to be tougher than normal and can take a bit more of a beating before dying. **MAGES** specializing in use of magic. Mages go by many names: wizard, witch, warlock, sorcerer, but they all do pretty much the same thing. Mages may have a spellbook full of magical weapons and tools that they can use to affect others, themselves and the environment. **ROGUES** who are adept at sneakiness and rely on stealth and treachery instead of brute force in combat. Rogues have that uncanny ability to get into and out of trouble in a pinch. **COURTIERS** or **BOURGEOISIE** are the high class, the kings & queens, lords & ladies, rulers of realms, etc. They prance to fanfare and require much service. **OTHER CLASSES-** Have at it! Create your own class.
- **Character Race:** Many races are known. **Human** - The normal, easy-to-choose race, makes playing yourself easier. Humans have no special abilities except those learned through time and practice. **Elf** - Long-lived, generally able to move through the world quietly and rapidly. Usually kind to humans and caring for other creatures. While their skills seem natural, they have studied for a long time. Hard, but not impossible, to kill. **Orc**- The dark elf. These are the bad elves and usually hate and attack everyone. **Fairy** or **Fae** - They can care for the flowers and woods, some animals. While they are kind and simple, they delight in playing jokes on one another and especially humans. **Gnome** - The "Little People" who are magical by nature. They can assume any size from tiny to large. Their private homes seem small to humans. In and around their homes, they are small. As they move away from their homes, they tend to grow larger. They tend to stay away from humans; they are not usually warriors or mages. **Troll** - The troll is the large creature of the woods and often seems to have wood for brains. They carry big clubs and like to eat meat: sheep, cows, humans are all the same to them. **Other** - You tell us.

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Costume Design

- **Match costume to character.** Your provisions and garb should match your character history. If you are a refugee, you might have one well-worn, torn, dirty outfit. A prince or lord may have elegant, tailored clothing. There may be something ethereal or magical in a Fae's clothing. This does not mean you have to spend a lot of money on your costume. It could be as simple as a long t-shirt belted at the waist over sweat pants. Or a simple skirt with a loose blouse and a shawl. This is however a medieval style game, so showing up in aluminum space suit will not be ideal. Remember: visual impressions convey a lot of information.
- **Comfort is important.** Be prepared to hike through the forest on essentially non-maintained trails. Being able to move freely in your costume can facilitate your role-play actions (running away, dodging swords or arrows, sneaking up on others, etc). Shoes are commonly the exception to the rule - hiking boots are acceptable. Comfort goes a long way to maintaining role-play.
- **Props.** Items such as a staff, talisman, drinking goblet, wings, wooden swords, and claws may not be used to directly attack someone or defend against weapons. These items may be used for effect, but must not intentionally come in contact with another player. Remember: extra props may be more of a role-play hindrance than a character feature.
- **Armor is impressive, but** wearing steel chainmail, platemail, or thick leather may impede your role-play. It is acceptable and still impressive to wear imitation armor - aluminum chainmail, metallic fabric, sequins, buttons, silver painted foam, vinyl, thin leather, and whatever else you can come up with that will take some hits and still be comfortable. Remember to play how your character would react to wearing armor. (Are you a warrior and used to the weight or have you just borrowed some for the excursion?) **ARMOR WILL ONLY PROTECT WHAT IT COVERS!**
- **Costume Consistency:** Please try not to alter your costume extensively throughout the game. There may be people who will be playing different characters throughout the event or you may die and want to start over with a fresh character. Different costumes mean different characters.

Loot & Treasure

- **Booty bags.** Red bags to carry coin and treasure will be issued to everyone. Bringing your own Booty Bag from previous adventures is absolutely acceptable! Red booty bags should be worn in an obvious location - preferably on the belt - and can be looted, either by stealth or off the dead. It is reasonable to expect some coin or treasure to be carried elsewhere on a person, but these stashes are not to be taken. It is ok to hide your treasure in game, but be fair and keep at least some on you. You wouldn't want to go through the hassle of defeating an enemy or accomplishing a daring theft only to find an empty booty bag.
- **Coin of the Realm.** There is no specific coin of the realm; there are many realms each with their own coin. Coin values will be determined by the local money changers or merchants. Barter of other sorts will be considered as payment as well.
- **Jewels** seem to be a currency with some value in these adventures, of course the amount depends on the characters trading items or services. Jewels are not commonly found in the average purse.
- **Treasure.** Finding treasure is a great pleasure for any adventurer. If the treasure is marked with GREEN, it must be **RETURNED** to the game designers or the player it came from. Treasure marked in RED is lootable and can be **KEPT**. Take a chance and keep your treasure in your booty bags.

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Interaction

- **Interact with others.** You now have this great character, and it's time to role-play. That means meeting, talking with, casting spells on, or fighting other players. No one will ever know about your wonderful character if you never interact. HAVE FUN!
- **Be respectful of others' actions.** Nothing is worse than casting a great spell or performing a fantastic display of swordsmanship and having the other players not respond to it. Just as you would wish to be admired for your role-playing, please pay the same compliment to others by acting appropriately. PLAY NICE!
- **If you cannot use magic, then you cannot divine or resist magic.** A non-magic-user cannot read scrolls or spells, avoid magical traps, see invisible things, etc. If someone casts a spell on you or if you wander into a magical area on the land (environmental magic), then you may not resist it.
- **Do not ignore spells.** If someone is casting a spell, pay attention to it and respond appropriately even in the heat of battle. If a mage cast a successful spell on you, play it up! Remember that this is why you are here, to have adventure and interact with others. If you are a mage, this could be your opportunity to reply with a counter spell. If you are not a mage, this may be time for a strategic retreat. But listen to what the spell is trying to do and react to it.
- **Death is always a possibility.** Do not let the threat of death limit your role-play. Death of your character is not the end of your participation in the game, or even the end of that character, as death may be a means to uncover new aspects of the storyline. Not that you shouldn't take your character's life seriously, but if you are killed, die.
- **Do not ignore wounds or special defenses while fighting.** Verbal interaction is the best way to convey these things. The experience can be better if players slow down, calculate moves and communicate rather than just hammering away at each other in fierce attacks.

Fighting

- **Fighting No-No's:**
 - **Do not hit children!** You may defend yourself from them but should not return blows. Children should also not antagonize adults. Parents should make this clear to their child player. If a child or a hoard of children attacks an adult, the adult may defend and may hit back. After all, children can die too and then go to the land of the dead.
 - **Do not hit someone in the head or neck!** These are illegal hits with real possibilities of injuries. It will be up to the victim whether or not they wish to play the hit.
 - ***Pushing and bodily charges are intentional acts of harm and may result in your being asked to leave the event.*** (If you are pushed into or stumble into someone else, try to resolve the matter immediately, even if you have to break character to apologize.)
- **Do not ignore wounds or special defenses.** A constant complaint among players is about the player who wouldn't die even after being hit a hundred times. If someone is resisting your blows there may be a good reason for it - a magical shield, a body made of rock, a different plane of existence, etc. Find a way in character to figure out why your hits are ineffective. On the other hand, without a special defense, you need to be mindful of your injuries and play them. An arm hit with a sword blade is useless. You'll drop to the ground if you are hit in the leg. If you are hit with a fatal blow or spell, then die! The wounded must be healed or else bleed to death.

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- **Armor does not equal invulnerability.** If you are wearing armor, then you may take a couple of hits in the same area before becoming wounded. Armor can be damaged. Wearing a short-sleeved tunic that only hangs to your knees means that your forearms and your legs from the knees down are unprotected!

Weapons

- **Weapons must be approved for use.** A weaponsmaster will be present before the game begins to inspect each weapon. A weapon failing inspection will be banned from use unless it can be modified to be acceptable. Shields are also under the scrutiny of the weaponsmaster and must be padded. As a general rule, the weapon should not cause bruising, moving blow, or whipping action.
- **Making your own weapons,** please consult “*A Foam Smith Speaks*” by Brad Weaver in the Weapons Crafting section of the MNLA webpage. Alternatively, weapons may be purchased from our weaponsmaster.
- **Special Weapon Designs.** If you would like to create a special weapon for use in the game, please consult our weaponsmaster in advance for design specifications. Every weapon must be inspected before use in the game.

Magic & Medicine

Using magic has always been a tricky thing to role-play and many different practices have been developed over the years. Many players have avoided interacting with or using magic because it has seemed too difficult or too dangerous. We want to encourage creativity in the use of magic. ***Your magical effect should not present any danger to other players.***

All magic, including healing potions, must be cleared by the Game Designers. mnlagods@gmail.com

- **Spirals and Squares:** Two symbols used in the game are the Compulsion Spiral and the Aversion Square - representing GD magic that affects all characters. The Compulsion Spiral means you are attracted to it and must read the message nearby. The Aversion Square pushes you away and blocks your path in the direction that you see it. These will only be used by the Game Designers, unless approved for specific magic-uses.
- **Magic is rare.** It is very unlikely that the average person can perform magic. It takes years of study for a mage to learn his/her spells so it is also unlikely that a warrior would know many (if any) spells as he/she spent much of his/her life learning combat.
- **There should be a noticeable action to accompany every spell cast.** A nerf/kush ball may be used as a fireball. The completion of your spell may be simply a dramatic handclap. Your methods should match your type of magic.
- **Communication is the key to good magic.** If people can't understand you, then you cannot expect the spell to work. If you are not clear with what you want, players can be free to interpret your spell much differently than you intended. For example, a mage wants to paralyze his attacker so he shouts “By the power of Suma’s grace, I bind you from moving a pace!” Now the mage intended for the warrior to be frozen. But the warrior took this to mean that just his feet were bound, so he throws his sword instead and impales the surprised mage. Also, if you have some sort of magical protection, it is up to you to tell your attacker that you have something that is protecting you from their spell. Clearly tell them what it is.
- **Magic takes energy.** Magic takes effort; otherwise, everyone would be using it. You cannot throw around spell after spell and not be affected. Be tired after casting a major spell. Collapse after a magical battle. Be dramatic about it so that others will respect magic as much as you do.
- **Magic takes concentration.** You cannot be doing something else—running, sneaking, eating, etc.—while you are casting your spell. If your concentration is broken before you can finish your spell, then you did not succeed.

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- **NO 'Power Words'.** Single word spells can be confusing. 'Freeze!' might cause one person to start shivering, another to stop for a moment, and another to halt all actions until the spell is released. Therefore, an explanatory phrase or couplet must be said to convey what your spell does. If you are capable of wielding fatal spells then use props, chants, and whatever else looks good to make your spell as dramatic as possible. Screaming 'die!' is unacceptable. It sounds more like a threat than a spell. Incantations and movements will not only enhance game play, but your victim will be able to look back fondly on a wonderful interactive moment.
- **Healing power. Healer resurrections are next to impossible.** Healers usually get their power from within or from their gods. A deep concentration over the wounded player, hands hovering over the wound, perhaps murmuring a prayer have been well played in the past. Maybe you use a focus for your healing, an amulet or ring or even another person. Healing magic, however, is very exhausting for both the patient and the healer. Do not use your powers lightly! You should act weak and drained after a major healing.
- **Potions and Poisons:** Small bottles, rings, bracelets, and lockets that have a tiny-hinged compartment are great for potions or poisons. Make sure the contents are harmless! (Colored water, tea, honey, Kool-Aid). Write the spell on blue paper and tie it to the bottle so that the player can read it and act out the affects once the potion is taken. (Example: for the next 10 minutes after drinking this potion, you will be unable to tell a lie). If you are secretly slipping the potion to victims, then wait until they drink it and then give them a note that says what the spell does so they can act it out. (A good assassin trick is to put sugar cubes into their victim's drinks and then slip them a note after they drink it that tells them that they are poisoned.) Like magic spells and abilities, potions and poisons also need to be cleared by the Game Design Team well in advance.
- **Magic Items:** These are very rare. If you have a magic item of some type, it also needs to be cleared by the Game Design Team. Why/how you got your magic item should be included in your character back story.

Color Codes

- **YELLOW:** Anything tagged or wearing yellow is considered an item or person that is not part of the adventure and should not be part of role-play. The yellow headband may also be worn by a player who is taking a break from the game on their way to the tenting area. However, this is a participation event and players should not hang around wearing a yellow headband just being spectators. Game photographers will wear yellow hoods.
- **RED:** Anything that looks like it was deliberately tagged with red string; ribbon, paint, or stickers are like the red booty bags—able to be taken & kept. Sometimes players will wear a pendant or weapon during play with a red string to indicate that it could be stolen.
- **GREEN:** Any items tagged with green can be used during play but must be returned to their owners.
- **BLUE:** Indicates magical items or effects. As a player, you cannot see the blue and should always ignore any blue scroll that is attached to an item, unless you use that item. Magical effects may only be divined by knowledgeable magic-using characters. Once consuming, wearing, or using the item you should then open the scroll and read the effect. Areas that are marked with blue string should be treated as a magical wall. Blue symbols on people indicate some kind of magic. Blue hoods make the wearer invisible (which just means they can't be seen, it does not disguise sound or smell).
- **WHITE:** The color of the spirit world. A white hood or headband covering the head indicates a ghost. Someone who is magically traveling the astral planes will have blue trim on their white hood. These players should be ignored unless you can specifically sense or talk with spirits. There may be locations where a spirit can interact with anyone.
- **BLACK:** A black hood or headband indicates an animated body of one who has died. This is a physical being, not spirit and may be perceived by all the senses. This could be a ghoul, a zombie, a vampire, a skeleton, etc.