



☎ 02236 33 16 569 (10-18 Uhr)  
☎ 0163 6994 222  
✉ [info@die-katakomben.de](mailto:info@die-katakomben.de)  
🏠 [www.die-katakomben.de](http://www.die-katakomben.de)  
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possible to withdraw from a game situation if the player has actual fear or health issues, for example, or if a game situation is too much for them, or if a fellow player's offer of play is too restrictive for them (conflict within play can sometimes be very intense, and no one is obliged to support their fellows play style with no regard to the cost to themselves). The crossing of arms should not be used to protect the character from unpleasant situations. Always keep in mind: „What goes around, comes around“. So, if you have provoked someone, it is possible that the character will react accordingly. In such cases, it is better to contact the game masters to resolve the situation.

Consider what you eat or drink and what other players offer you (keyword: allergies). Don't just give healing potions or suchlike to other players, they could be allergic to ingredients and in the heat of the game it is easy to forget this. Official snacks and drinks are only available at the bar in the large taproom.

Even with all the „immersion“ that takes place (i.e., immersion in a fantasy world), the following applies: You are always responsible for yourself and your safety and not in a „safety bubble“ in which nothing can happen to you. Common sense and a certain amount of caution should always be exercised, even during play. Therefore, please also take care of your valuables. And of course, you must not let yourself be harassed, insulted, or endangered in LARP. In this case, speak to a game master immediately.

## COMMUNITY - COMMUNITY CAN ONLY FUNCTION IF EVERYONE HELPS OUT.

LARPs are made by LARPers for LARPers. That's why they are so affordable, unlike any other similar event. It's great when people help out and you can easily support your „Orga“ (LARP organiser team) with a few things:

- Please pay attention to cleanliness in the taproom, the

toilets, and the surrounding area (e.g., there are rubbish bins in the taproom where rubbish and leftover food can be disposed of).

- Litter and cigarette butts belong in a bin and not on the floor (there are also handy pocket ashtrays, so you can always have your ashtray with you).
- If you do drop something on the floor or spill something, please remove it or at least let us know (especially if spot something broken and it is a danger to others, or you have broken something).
- You are not allowed to bring your own drinks (and if you do bring something, at least have the decency to take the empty bottle back home with you).
- Don't get drunk, and know your limits. Pay attention to your fellow players and treat them with respect, consideration, and kindness.
- Please avoid unnecessary noise. Loud play does not equal good play. Refrain from shouting and screaming, especially at night, because we are in a public park and don't want residents to think there's an actual crime happening.



## BASIC RULES & GUIDELINES



## ROLE PLAY - WE ARE HERE TO LARP!

**Through consistent character play, you encourage the development of a shared story and a multi-layered game world.**

**In this world, your character (i.e., the role you play) is, so to speak, always also the „NPC“ for everyone else and thus the mutual gameplay in the Katakomben becomes a „lifelike“ setting in which one can experience a typical evening in a fantasy tavern.**

**This means: Don't just consume, but act! Remember, your character with their abilities, motivations and actions gives your fellow players the opportunity to interact and play with you.**

Make an effort to stay in the game or to find your way back into the game again and again. Of course, there are moments that take place in out-time (i.e., when you are not in the game, „IT“ or „in-time“ is when you are playing your role), e.g., going to the toilet, queuing at the bar, smoking etc. and that have nothing to do with your character. The Katakomben are also one of the biggest meeting places in the scene, so this is where friends meet, questions can be asked and answered, and advice is exchanged. But try to keep these moments as short as possible. Then act inconspicuously so as not to disturb all the others who would like to larp and stay in their role. Please act with consideration, respect, and goodwill towards your fellow players.

Special character abilities should always have a rules system as a basis. We play by DragonSys. Rules make for a fair game and so abilities that result in game changes for others should always be based on a rule system and thus be controlled. This, for instance, concerns magic spells, alchemy, healing, regeneration, super toughness, tracking etc.

If you are unsure, just ask a game master. In general, game masters are like a kind of „referee“, they have the last word and decide in important game situations or about game pro-

cedures in the setting (e.g., whether something is magical or not, whether items may be brought into the game, etc. And even if a character is to be killed, this has to be announced to the game director beforehand).

If the actions or abilities of other players seem strange to you, a game master will be happy to help you. We will be happy to clarify this with the person in question. At this point we would like to point out: You are not forced to accept every style of play by your fellow players, because it is quite possible that their abilities, spells, weapons, etc. have not been agreed upon with any of the game masters. In case of doubt, it always helps to ask the game master whether everything is correct. But even if you find the game unpleasant, you can cross your arms and make it clear that the game is over for you. Of course, this should not be used to act inconsistently in the role.

Character play with a feigned (!) aggressive, drunken or insulting appearance should always be presented with appropriate consideration and special attention should be paid to the choice of words and appearance. You alone are responsible for making sure that the person you are talking to realises that this is role-play and not a personal attack. Sexism, racism and glorification of violence have no place in larp.

In case of problems or disputes, a game master will always help you and you are of course welcome to contact us if you have any organisational problems.

## FIGHTS - YOU ARE RESPONSIBLE FOR THE SAFETY OF HOW YOU FIGHT

For this reason, the following is a basic requirement for a fight:

- Your equipment and weapons comply with current safety standards and do not endanger you or others.
- Arrows must be rechecked before each shot.
- You know how to handle your weapon and wield it in a controlled manner.

- You may not stab with your weapon.
- Hits to the head and soft parts are taboo. If this should happen unintentionally, the fight is interrupted immediately, and it is first clarified that no one is hurt or injured before the fight continues.
- All blows must be pulled (i.e., slowed before impact)
- If you want to join in a fight, you should also make sure to protect yourself with gloves and armour, for example. There is suitable equipment for every character type and if not, then you should consider whether it fits your own character concept that you fight at all.
- Bodily charging, physical contact, scuffles or fistfights are also forbidden.

## LIFE POINTS / CHARACTER DEATH

We think that a LARP should also include the possibility of characters dying. This is the only way to keep the game exciting and avoid many inconclusive and inconsistent game situations. A character is played all the more realistically if the player knows that actions can also have (fatal) consequences.

At the same time, one should always ask oneself how one would feel if one's own character were killed simply because of something trivial. There are often other ways to react to situations or provocations in the game. Killing another character just because you are looked at sideways makes the character more of a psychopath, and then other characters would certainly get rid of such a person very quickly...

A character death is always final and therefore does not generate further play. LARP, however, is all about playing with each other. That is why a character death is so rare and often only occurs in consultation with the game masters in certain situations.

Lethal blows must therefore be announced and must be reported to the game masters in advance. All other attacks (except for targeted, announced lethal blows) are considered serious injuries. A character can also bleed to death after ten minutes if they are not rendered aid.

A character has 3 LP (life points). Here, additional points are added during combat depending on armour and special abilities (e.g., super toughness, magic armour etc.). An unarmoured and otherwise unprotected character becomes unconscious if they are hit 3 times with a weapon and/or spell (which part of the body is hit does not matter).

A character without the ability „Regeneration“ will bleed to death after 10 minutes if not rendered aid before. A character can usually be healed (e.g., by a healer, by healing potions and magic etc.), but after that they are still severely weakened for at least 15 minutes and will certainly stay out of game situations that challenge them physically.

## SAFETY - COMMON SENSE, RESPONSIBILITY, AND CONSIDERATION.

### „STOP“ COMMAND:

The word „Stop“ immediately interrupts the game for all participants. The „Stop“ command is used to immediately defuse dangerous situations (e.g., a real injury in combat, imminent danger to life and limb of a player, etc.). Only when the situation has been resolved will the „Stop“ command be lifted by the game masters, and the game continues.

During the game it is important to distinguish between the call for a healer (for a character) and medic (for a player with a real injury). If you are injured during a tavern event, it falls under your own responsibility to seek appropriate medical aid. However, we are of course available for you at the entrance area and also have band-aids and wound dressings there.

### SIGNALLING: „I AM NOT IN THE GAME AND THEREFORE NOT PLAYABLE“.

If you want to indicate that you are not in the game at the moment, cross your arms in front of your chest in a way that is clearly visible to the others. Crossing your arms is a sign for bystanders that they are to simply ignore you, and that your character does not exist in the game. This also makes it