LARPing

This is a live action role playing game, where 5-12 players and one or more Game Masters will be acting out the roles of fictional characters in the game. By default, once the game has begun players are assumed to be acting in character. To indicate that you're speaking out-of-character, you can raise a fist to your forehead. To signal you're going out of game for the moment, you can look downward while holding a hand above your eyes like a visor.

Safety

LARPs are games, and your health and safety are always more important than games. If you feel that you need to leave the game to take care of yourself, the door is always open.

Players are encouraged to check in on each other out-of-character if they're not sure their fellow players are okay with the way the game is going. This can be done verbally, or non-verbally by making a thumbs-up gesture. The player asked can respond with their own thumbs up gesture if they're doing all right, a wave gesture if they're unsure, or a thumbs down if they're not feeling all right.

Game Specific Rules

Reclaiming Your Memories: You can reclaim your character's lost memories by fulfilling certain tasks in game. Memories are stored in envelopes which are stored in the game space, and when you've completed a task that allows you to claim a memory or been given permission by the Leopard Cat Prince, you can take the corresponding envelope and its contents. We trust you to fairly decide whether you've fulfilled the conditions of a given task, but you can ask a GM if you're not sure. Memories cannot be stolen without the use of magic.

Clues: For the purpose of tasks that ask you to find and present clues about the murder, a clue can be an item, or just a piece of information you think you've deduced from the evidence you've seen.

Item Cards: Item cards can be found around game space. Item cards are printed with a description of the item they represent, and sometimes tags that indicate ways players can interact with them.

Item cards with the tag **Pocketable** can be picked up, moved around, and pocketed. Other item cards cannot!

Item cards with the tag **Treasure** are treasures. These are potentially quite valuable to some people, but as a rule, they are not clues.

Hidden Items: Some item cards are inside envelopes that can only be opened if you fulfill a special condition or are using the kaleidoscope glasses. Unopened envelopes with things inside

do not count as clues. Some envelopes have no conditions written on them. These can be opened freely.

Combat: Bandits don't flinch at a scar or a knock. If you want to fight someone, challenge them verbally, then play rock/paper/scissors. You are allowed to talk between the challenge and throwing, and can talk tactics if you want. If both of you decide to bow out, no fight happens. If you win, congratulations! If you lose, you cannot fight again for five minutes (roughly). Consider acting a bit bruised about it. If you tie, the fight has no mechanical consequences. Some items and skills will allow their holder to win ties under specific conditions. If a match ties and both combatants have skills that would let them win this tie, the result instead remains a tie.

Theft: If you defeat another character in combat, you may look at the item cards they have and choose to steal one of them. Your target and anyone watching the combat will be aware that you did this, but the house rules here are "to the victor go the spoils." The Leopard Cat Prince can steal things with his own methods, but it may or may not be wise to ask for his help.

Kaleidoscope Glasses: Use of the kaleidoscope glasses is granted as a boon by the Leopard Cat Prince. You may keep the glasses on your person until you use them. The glasses can open one hidden item envelope (of your choice), or one memory envelope that belongs to a different character (you can choose the character, but the GM chooses the envelope). After using the glasses, they will be returned to the Leopard Cat Prince - even if as a bandit you might want to keep them, the magic of the bandit god will steal them back!