

# THE TITHING:

Arena Guide



## A LARP SYSTEM

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## THE TITHING LARP

**The Tithing Arena is a 24hr time-in, PvPvE battle royale survival combat LARP inspired by The Hunger Games by Suzanne Collins.**

### Frequently Used Acronyms

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Like most Live Action Roleplaying games, we use a lot of acronyms! Here is a list of the most common for your reference:

**LARP / LRP:** Live Action Roleplay / Live Roleplay – What we’re here for!

**IC:** In Character – any time or action that is spent or carried out by your character.

**OC / OOC:** Out of Character – any time or action spent or carried out by yourself, not your character.

**GoD:** Game Operations Desk – the people running the game and supporting players throughout the event.

**PvP/E:** Player versus Player / Environment – Used to denote the nature of a game, and indicate whether your antagonists are going to be other players, just the game, or everything that moves.

**Lammie:** Laminated Tag – Used to mark and provide instructions for special or unique items.

**HP:** Health Points – The amount of hits you can take before your character is in danger of dying.

**AP:** Armour Points – The amount of hits your armour can take before it is broken.

### Content Warnings

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In the world of The Tithing, horrific and brutal events take place. The game will include tension and suspense, and so we would advise potential players to make an informed decision as to whether this is the sort of game for them. We may not always have the chance to warn players of a sensitive or difficult topic and so, by attending the event, you accept that you may encounter some or all of the following content:

- Gore
- Murder
- Poverty
- Psychological fear
- Jump scares
- Simulated torture
- Being hunted

- The dark
- Suspense
- Loud noises

We will never include or condone use of the following elements:

- Rape/sexual assault
- Cruelty towards minors
- Cruelty towards animals
- Discrimination against any protected characteristic

IC discrimination may occur based on someone's IC morals, beliefs, or prejudices, but these should arise from the circumstances of a character. If you feel you have been discriminated against in an OC fashion, please alert a member of the game team and we will deal with it immediately. \*

\*Thanks to Legendary LARP for the wording of these disclaimers.

**Given the intense and unrelenting nature of this game, The Tithing is an 18+ event.**

## Nature of the Game

Like our inspiration, the world of New Eden is a bleak one. Your characters' lives are lived under the thumb of a hedonistic, self-serving, militaristic, dictatorial state. By the time you find your name being drawn in the Harvest, there is nothing you can do other than hope against all hope that, somehow, YOU are the last Tithe standing as the Arena self-destructs... and even then, you don't really *win*, not against the might of the Metropole.

Whilst you are trying to win against your fellow Tithes in the Arena, you will also be facing the arena itself and the twisted minds behind it. Your survival is not only dependant on your wits, your skills, and your knowledge, but also your ability to capture the hearts, minds, and wallets of the Metropole's many sponsors.

So what will you do, when only one can win? Will you strive to be that one? Will you rail against the world that put you here? Will you sacrifice yourself for others? Or will you die, knowing your death brings glory to the Metropole, and one more tally mark removed from the countless dead of the Uprising?

The worlds of New Eden and the Tithing Arena are inherently  
**unfair**

This means that in order to give an immersive and realistic feel to our game, we as gamerunners will also not play fair.

**However, everything we do as game runners will be based on in character actions, and whilst we might be "playing to win" as the Metropole, we will never railroad players, ignore player action, or take away player agency.**

# CHARACTER CREATION

## Province Starter Perks

All characters get a perk specific to their Province. Those perks are listed below.

**All province perks have a barrier to usage** - i.e. require something additional to activate your perk. You cannot use your Province Perk until you have removed that barrier. You can mostly do this by reaching your pack in the cornucopia!

Province	Perk	Description	Barrier
P1	Armoured	Your IC starter pack includes an armour pack.	Barrier: Armour pack in IC bag.
P2	Weaponsmith	You gain the Dual Wield ability for free.	Barrier: Retrieve a second weapon from your IC bag or an ally.
P3	Firearms	Firearms only cost you 5 points to buy instead of 6.	Barrier: Retrieve your firearm from your IC bag or an ally.
P4	Endurance	You have a base stat of 4 global hit points.	Barrier: Boost injection in IC bag.
P5	Electricity	Twice per event, you can use your engineering skills to electrically charge your weapon and call “electrocute” on <b>one</b> hit. This will stun your target for 5 seconds and they must roleplay being electrocuted. They also take the point of damage from your weapon attack. This can be used with melee and ranged attacks. If your attack misses, the skill is wasted and cannot be used again until the following day.	Barrier: Wires in IC bag.
P6	Berserker	Twice per event, you can roleplay taking a dose of adrenaline to enter a 5-minute berserker rage which will allow you to ignore the first three hits within that time. It should be obvious from your roleplay that you are in a berserker rage, but please remember to fight safely! Adrenaline is <b>not</b> a stealable item.	Barrier: Adrenaline shot in IC bag.
P7	Blade Swinger	Bladed weapons (one-handed or twohanded) cost you one less point to buy.	Barrier: Retrieve your melée from your IC bag or an ally.

Province	Perk	Description	Barrier
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<b>P8</b>	<b>Tailor</b>	Being an expert in textiles, you can get two uses out of an armour pack before it becomes useless.	Barrier: Sewing needle in IC bag.
<b>P9</b>	<b>Herbologist</b>	<p>Twice per event, with 5 minutes of appropriate roleplay, you can forage for a plant with healing properties that will act as per the Metropole Med Kit mechanic, or as an antidote to cure poison.</p> <p>You can use any prop or representation you wish, even if it's a handful of grass or leaves that you find! However, please don't touch / uproot plants if you cannot identify them with total confidence.</p>	Barrier: A Guide to Arena Flora in IC bag.
<b>P10</b>	<b>Animal Tamer</b>	Once per event, through appropriate roleplay, you can tame a Mutation and persuade it to do your bidding for 30 minutes. You can either set bait to lure a Mutation to you (in which case you must notify a referee of your intentions), or you can attempt to pacify one within combat. Once the 30 minutes are up, there is a 50/50 chance that the Mutation will attack you.	Barrier: Whistle in IC bag.
<b>P11</b>	<b>Survival Instincts</b>	Twice per event, you can blend into your surroundings and go unnoticed by other players or monsters. You must hide against a surface, such as a tree, and must remain in position with your index finger clearly raised. As soon as you move, speak, or are roughly jostled, the effect is broken and you can be seen. Anyone who witnesses you use this skill to conceal yourself is unaffected and can still see you.	Barrier: Cloaking clicker in IC bag.
<b>P12</b>	<b>Medicine</b>	Your IC starter pack includes a first aid kit.	Barrier: First Aid kit in IC bag.

## Point Spend & Equipment

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Players can spend up to **10 points** on character creation. All characters get the dagger ability for free, and this is the only weapon you can have on your person at the beginning of the Tithing. Players will also begin the Tithing with their sleeping equipment and any OOC essentials.

Combat Skills	Point Cost
One-Handed Weapon	2
Two-Handed Weapon	4
Thrown Weapon	1
Dual Wield	2
Firearms	6
Light Armour	2
Medium Armour	3

Survival Skills	Point Cost
Camouflage Gear	3
Trapping	2
Orienteering	2
Foraging	1
Toxicology	1
Stealth Kill	3

Items	Point Cost
First Aid Kit	2
Armour Pack	2
Poison Vial	1
Antidote	2

## Skill Descriptions

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### Combat

All weapons do one point of damage per second.

### Dual Wield

You are able to wield two weapons, one in each hand. Both weapons must be one handed (or dagger) in size, and you are able to use both a bladed weapon and a firearm (handgun) if you wish.

### Firearms

Unmodified dart blasters with standard “nerf elite” style darts. Players should provide their own ammo, up to 50 standard “elite” darts (squishy tips, not solid), and mark each bullet with their initials.

### Light Armour

Soft, flexible leathers, furs, quilted or padded material etc; provides 1 point of armour to location covered.

### Medium Armour

Heavy-duty armours such as motocross armour (hardened plastic material), stab vests, military armour etc, thick leather, chainmail, metal plate; provides 2 points of armour to location covered. Players with this skill can also wear light armour.

### One-Handed Weapon

Any weapon up to 42 inches in length from pommel to blade tip.

### Thrown Weapon

Any small coreless weapon between 4 and 8" to be used as a thrown projectile (maximum of 5). These can be recovered and reused as many times as possible.

### Two-Handed Weapon

Any weapon above 42 inches, up to 96 inches, including "stab-safe" spears. This weapon must be held in both hands.

Players with this skill can also use one-handed weapons.

**For system weapon standards please refer to the Combat Rules section**

## Survival

### Camouflage Gear

Players may put camouflage gear in their IC starter pack (any type of gear which would give you an advantage for camouflaging yourself, for example ghillie suits, face paint, army greens.)

### Foraging

Three times per event, with 5 minutes of appropriate roleplay, you can forage for a plant with healing properties that will restore 1 hit point to yourself or another player in accordance with the First Aid Kit mechanic found below – i.e. foraged first aid will restore 1HP 5 minutes after it is consumed (please don't actually eat random plants). You are still injured and/or dying until the 1HP is restored, and therefore should roleplay accordingly.

If the character who has consumed this foraged first aid is on their death count or staunching during this 5 minute period, that character can still be affected by the Coup de Grâce mechanic. Foraged first aid is not subject to the same physical restrictions as a First Aid Kit, as the healing is being consumed rather than applied externally.

### Orienteering

Players may put a compass in their IC starter pack. They will also receive a map of the Arena, which may indicate some areas of interest.

### Stealth Kill

Remaining out of your target's line of sight for 30 seconds, you can then strike them with a dagger to an unarmoured location on the back of the target, calling "Fatal". This will drop them to their death count. If an armoured location is struck, the target won't drop to OHP unless the



armour is already broken and rendered useless. Instead, as normal, the hit will deal 1 point of damage to the armour. This skill can only be used with a dagger. Your target may be aware of your presence within the vicinity, i.e. they may know that you're there/hear you, but as long as you remain out of their sight then they should still take the effects of the "Fatal" call.

## Toxicology

Twice per event, with 10 minutes of appropriate roleplay, you can forage for a plant with properties that you can either use as a poison, or convert into an antidote for yourself or another player. An item found through toxicology will then follow the same mechanic as either a Poison Vial or Antidote.

## Trapping

Players will have a 100% success rate in building traps and will not be at risk of damage from potential backfire. They will also have a 50/50 chance to avoid damage if they trigger a trap. These players will receive a trap token to flip if they trigger a trap – this will be an Out Of Character item and, as such, will be carried on in their OC kit.

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## Items

All players have the ability to use in-game resources, with the exception of armour packs. All resources are stealable items, with the exception of unique Province Perk resources .

## Antidotes

When consumed, an antidote will immediately stop the effects of poison and prevent any further loss to hit points. Please do not actually ingest the green liquid. To use an antidote, simply pour the liquid out onto the ground. You should then inform the Game Team that you have taken an antidote, and include a timestamp written by yourself within the message. For example: "9:50am I have taken an antidote for poison."

Antidotes do not restore hit points lost as a result of the poison. Hit points can be restored using a Metropole Med-Kit or Foraged First Aid, but not by using a First Aid Kit, as this damage is internal.

Antidotes will be dispersed throughout the game and will be available to buy at character creation. They may also be gifted by a Sponsor. Antidotes will be identifiable as a plastic vial containing green liquid.

## Armour Packs

These can only be used to repair armour by players with the Light or Medium Armour skills.

5 minutes of appropriate roleplay will restore one armour point; 10 minutes of appropriate roleplay will restore two armour points.

Armour packs will be dispersed throughout the game and will be available to buy at character creation. They may also be gifted by a Sponsor. Armour packs will be identifiable as a clear box containing red duct tape (useable by anyone with the skill) and black duct tape (useable only by Province 8). **First Aid Kits**

A First Aid Kit will restore 1 hit point to a player after 5 minutes of appropriate roleplay.

**However**, First Aid Kits are basic and limited. Much like staunching a wound, to be effective the bandage MUST be able to be applied in such a way that the wound is entirely covered. For

example: You took a slashing blow to the back from a two-handed greatsword. The wound you are trying to bandage extends down the length of your spine. You are by yourself, and these Arena First Aid Kits are sufficient for *most average wounds*. You don't think you can seal this wound by yourself with the bandage you have, therefore you cannot apply a first aid kit and receive healing.

**This is entirely a roleplay-based decision by you, the player.**

The props supplied by the game are purely indicators of possession, and as such can sometimes be of very minimal length. You should assume that the First Aid Kit you have is of average bandage size (~4m long and 10cm wide) and suitable for wrapping common injuries (such as wrists/ankles – i.e. not really intended for torso or thigh injuries, but will do in a pinch).

As a rule of thumb, if you couldn't staunch a wound successfully, you would be unlikely to be able to apply a First Aid Kit successfully. First Aid Kits cannot be used to restore HP loss from poison or radiation sickness, as this damage is internal.

First aid kits will be dispersed throughout the game and will be available to buy at character creation. They may also be gifted by a Sponsor.

First aid kits will be identifiable as a clear box containing a green bandage.

### Metropole Med-Kits

Containing advanced medicine from the Metropole, these will restore a player to full hit points after 5 minutes of appropriate roleplay. These Med-Kits will be dispersed throughout the game but will be very limited and hard to find. They are not available to buy at character creation. However, they may very rarely be granted to a player by a generous or impressed Sponsor.

Med-Kits will be identifiable as a clear box containing a blue bandage, but are not subject to the physical restrictions of a First Aid Kit.

### Poison Vial

With appropriate roleplay, these can be used to lace your blade, bullet, or another player's food or drink with poison. When you choose to use this skill in combat, you must clearly call "poison" when making your attack. This effect only works on an unarmoured location, or on armour that has become useless upon losing its armour points. The target also takes the point of damage from the weapon attack. Poison can also be applied to food/drink, but must be "ingested" within 5 minutes of application to be effective.

The target loses one hit point every 15 minutes unless they administer an antidote. Antidotes only stop the effect - they do not restore hit points lost as a result of the poison. Poison vials are single use only. If your attack misses or is deflected, or food/drink is not ingested within 5 minutes, the poison is wasted and cannot be used again. You cannot call poison again until you are able to roleplay re-applying it to food or weapons if you have another poison vial to use. Please do not actually apply the red liquid to anyone's food or drink. To use a poison vial, simply pour the liquid out onto the ground.

When you have poisoned another player, whether through combat or food/drink, you must inform the Game Team via the Discord to say which player you have targeted and include a

timestamp written by yourself within the message. For example: “9:45am I have poisoned Player X.”

Any player poisoned via food/drink will be notified by a ref, in order to maintain your character’s anonymity. Poison vials will be identifiable as a plastic vial containing red liquid, and will be available to buy at character creation.

### Special or Unique Items

There may be other in-game resources hidden around the Arena or available at the cornucopia, and these will be clearly marked with red tape so you know they are safe to use.

If, when looting a target or emptying a cache, you receive a non-standard item, such as a lammied weapon or other unique items, you MUST contact GoD immediately to inform them of which item you now have in your possession. This can be a message via discord such as “16:02 – I have just looted lammied gun ‘Slayte’s Address’ from Player X”

**When you have used up a first aid kit, poison vial, or armour pack, you should hand it into a ref or crew member as soon as possible.**

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### General Skills

All players have the ability to use general skills, with the exception of repairing armour.

### Coup de Grâce

When a target character is on their death count, another player can end that death count by performing around 1 minute of appropriate roleplay, followed by a light weapon tap to the target and making a call of “Execute”.

**A Coup de Grâce can be carried out regardless of whether the target player is staunching or undertaking roleplay for healing.**

Appropriate roleplay could be things such as mentally preparing yourself to take a life, making a big show and speech to the “cameras”, providing a chance for your target to say their last words, having a final conversation as two former allies – anything that has a sense of finality and impact about it. The RP should make it a cool moment for both yourself and the other player, and should not be self-gratifying.

At any point within the 1 minute roleplay, the target can choose (if they wish) to speed up their bleed-out and die from their wounds without further hits (i.e. “I’m not going to give you the satisfaction”.) At any point after the 1 minute roleplay, the target can choose to OC disengage and make their way to GoD, making sure to hand over any IC stealable items as per the game rules if the killer wants to “search for loot” before they go. Disengaging in this way should be represented by the player putting their finger in the air to represent going OC. Players should in no way prevent the target player from doing this should they choose to do so. You can continue to roleplay as if the target were still present, or choose to end your roleplay there with a vocal only call of “Execute” **First Aid**

All players have the ability to use First Aid Kits, Metropole Med Kits, or healing foraged by someone with the forage skill, without any additional skills requirement. However, there are some variations between these 3 sources of healing that you should be aware of:

**First Aid Kits** are basic and limited. A First Aid Kit will restore 1HP with 5 minutes of roleplay. However, much like staunching a wound, to be effective the bandage MUST be able to be applied in such a way that the wound is entirely covered (assuming all First Aid Kit bandages are ~4m long and 10cm wide). First Aid Kits cannot be used to restore HP loss as a result of Poison or Radiation Sickness.

**Metropole Med-Kits** are more advanced. A Metropole Med-Kit will restore a character to full HP with 5 minutes of roleplay, and is not subject to the same physical limitations as First Aid Kits.

**Foraged First Aid** comes in the form of edible plants (please don't eat random greenery). Someone with the forage skill can, with 5 minutes foraging roleplay, find a plant that can restore health as per a First Aid Kit. On using the plant, the target will regain 1HP after 5 minutes of roleplay, during which time the target is still considered to be injured/dying. Foraged First Aid is not subject to the same physical limitations as a First Aid Kit.

All characters on their death count, regardless of whether they are receiving any form of healing or being staunched, can be executed using the Coup de Grâce mechanic.

## Looting

All characters have the ability to loot stealable items from other characters during the game.

If you have restrained or killed a character or monster, you may choose to search them for stealable items if you wish. You must inform them of your intentions and then spend 1 minute of appropriate roleplay to search for loot. Do not make physical contact unless they have given their permission. After a minute of roleplay, the target should then make you aware of any ingame objects in their possession and hand them over if you wish to take them. Any stealable items owned by that player which have been left in another location, i.e. not on their person, do not have to be disclosed to the looter.

Resource items that are stealable will be clearly marked as such, and will include things such as first aid kits, armour packs, antidotes, poisons and orienteering maps. These are universal items which can be used by everyone, except for orienteering maps. You can steal a map, but you can't read it if you don't have the skill. Province Perk items are not stealable - again, these will be clearly marked to indicate so. Weapons are not stealable but nerf ammo is.

If, when looting a target or emptying a cache, you receive a non-standard item, such as a lammied weapon or other unique items, you MUST contact GoD immediately to inform them of which item you now have in your possession. This can be a message via discord such as "16:02 – I have just looted lammied gun 'Slayte's Address' from Player X"

Players cannot remove another player's IC pack from the Cornucopia (unless you have their permission). These packs cannot be looted.

## Repairing Armour

All players with either Light or Medium Armour skills have the ability to repair armour. Once all armour points are lost, your armour becomes ineffective and will need to be repaired. This can be done by using one of the armour packs that can be obtained by either finding one hidden within the game area, winning one at the cornucopia bloodbath, or purchasing one in your starter kit. Very occasionally, a Sponsor may choose to send an armour pack to a specific

player. To use an armour pack, players must carry out appropriate roleplay wherein they go through the motions of repairing their armour.

5 minutes of roleplay will restore 1 armour point; 10 minutes will restore 2 armour points. If you are repairing another player's armour, they can still wear it while it's being repaired. However, if you are repairing your own armour, you must remove it to do so. For most players, armour packs are single use only; once they have been used, they are out of the game. The exception to this is anyone from Province 8, who can use an armour pack twice thanks to their Province Perk. Inside an armour pack, there will be 1 piece of red duct tape and 1 piece of black duct tape. The red tape is universal and counts as a single use of the pack – for armour to be fixed, players should attach the duct tape to the affected piece. The black tape can only be used by Province 8 and shows a second use of the pack. Again, it should be attached to the affected piece of armour.

## Staunch Wound

Players can staunch wounds by placing both of their hands over the bleeding out area (the last place you were hit) on another character or themselves.

**If you cannot cover the area with both hands then you cannot staunch yourself** (e.g. the last hit was to your back and you can't reach), but someone else could staunch for you. If you are staunching for someone else, you should ask them where their bleeding out area is, and then use the hover hands mechanic to staunch them (unless they have given permission for physical contact).

At the point of staunching, the death count is paused so long as both hands remain on the area. If you are self-staunching, or being staunched by 1 person, you may move but only at a slow and painful, quarter-speed pace. If you are self-staunching, or being staunched by 1 person, and an additional person is assisting, collectively you can move at normal walking speed but no faster.

A single player may only staunch one person at a time. You may also staunch yourself if you can reach your bleeding out area with both hands, and this will pause your death count. However, if one or both hands are taken off the area, your death count will resume and you cannot restaunch. This applies to both self-staunching and staunching others.

**A player who is on their death count, regardless of whether they are staunching the wound or not, can still be affected by the Coup de Grâce mechanic.**

## Torture

All players have the ability to torture and be tortured. You **must** notify and have a referee present if you intend to carry this out. Where torture is required for gleaning information from other players or monsters, roleplaying will provide the best results.

Torture may be carried out in an abstract fashion should the target wish: The torturer inflicts one point of damage on the victim. They then play a round of rock/paper/scissors. If the torturer wins, the victim must answer a question truthfully. If the victim wins, they play another round. If the victim wins again, they don't have to answer anything until more damage is inflicted, but if they lose then they must answer. The process then begins again.

## Trapping

Any player may attempt to create a trap using whatever resources are available, but only those with the Trapping Skill will be guaranteed a successful build. Players without this skill will be subject to a 50/50 chance that their trap may backfire and they will take damage if it does. Resources for traps may be provided as IC materials hidden around the arena, but players are encouraged to get creative by using the environment around them as well. To build a trap, you must roleplay accordingly for 10 minutes, and then notify the Game Team via the Discord, including a timestamp within your message and a brief explanation of what you would like the trap to do. They will then tell you whether your trap is a successful build or whether it backfires. If it's successful, you must wait within the vicinity of your trap (10 foot radius, always having line of sight on your trap location). You can attempt to hide yourself nearby, or you may try to lure other players or monsters towards your trap.

Traps have an active life of 30 minutes; if they are not triggered in this time, they become inactive. They also become inactive if you abandon them before the 30 minutes is up. They may be triggered by other players or monsters. There is no limit to the number of traps you can attempt to build during the game, although you may only have one active trap at a time.

A trap is considered to be triggered when a player or monster comes within 5 feet of it. You should clearly make the call "Trap Triggered - Effect" (the effect will be given to you by the game team). This is an Out Of Character call. If you trigger a trap and do not have the Trapping Skill, you instantly take 1 point of damage and should roleplay the effects of the trap to the best of your ability. If you do have the Trapping Skill, you should clearly make the call "Fifty-Fifty" in response, and then flip your trap token (provided). On a success, you take no damage but should still roleplay the effect of the trap accordingly. On a fail, you take 1 point of damage and also suffer the effects of the trap.

Armour is ineffective against damage inflicted from traps.

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## GAME MECHANICS

### In Character (IC) Starter Packs

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On the Friday night, players will turn over their weapons and armour to GOD. The game team will then place all the starter packs (along with your weapons and armour) into the cornucopia (a central point of the Arena where all weapons, armour, medicine and supplies are stored). Player packs will be in clear, individual piles and will be marked with your Province number and character name. **Players must not pick up a pack that does not belong to them, unless you have express permission (e.g. you have formed an alliance and have planned to look out for each other's kit).**

It will be your responsibility to pack up your weapons, armour and any starter items before handing them into GOD. Remember that you will want them to be easy to grab, and easy to run with, so we would suggest bringing a spare backpack that you can put your armour and items into. The game team will not pack your starter packs for you, and they will be put into the cornucopia in the same state we receive them. **Players have full responsibility for their kit, and we do not accept liability for any loss or damage that may occur.**

Your IC starter pack will consist of anything you buy at character creation, and may include:



- Weapons
- Armour
- Camouflage gear
- First aid kits
- Armour packs
- Poison vials
- Antidotes

You may also have an Out Of Character (OC) bag with you which you may keep on your person at all times, and should include personal items such as:

- Sleeping gear (e.g. tarp, lightweight pop-up tent, sleeping bag, roll mat, etc)
- Mobile phone
- Portable charger
- OC Medication
- Torch
- Food/drinks

It is your responsibility to ensure that any personal items are securely stored when on your person. We strongly suggest that mobile phones are kept in a sealed pouch and not just in a pocket.

Some players may start the game with first aid kits, armour packs, poison vials, or antidotes depending on what they spend at character creation. However, these items are stealable and will also be available to pick up throughout the Arena. There will be some placed at the cornucopia, and others will be hidden throughout the game area. These items will be clearly marked with red tape.

## Combat Rules

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### One Per Second

In combat, you only take one point of damage per second from any one source at a time. This is to encourage more cinematic fighting. For example, if a single player or monster hits you three times in one second, you still only take one point of damage. However, if two different players or monsters both hit you at the same time, you take two points of damage (one from each attacker).

### Grappling

All players have the ability to grapple and be grappled. To simulate grappling, two players are able to restrain, pickup or otherwise manhandle another player. The intention to grapple must be made clear, and all grappling players must either place one hand on the shoulder of the target character (with the player's permission), or use hover hands where consent is not given. Players targeted by grappling should yield willingly. Once a player is grappled, they can then be restrained with any method of bonds you have to hand (e.g. rope, cable ties, etc). Restraints should not actually be put on a player under any circumstances, but you may lay bindings over their arms/legs to physically represent them being tied. **If you restrain a player in this way, you must immediately notify a referee.** Restrained characters should be actively guarded, otherwise they are able to slip their bonds after ten minutes of being left unattended.

## Hit Points and Character Death

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Each character starts with 3 global hit points. Players from Province 4 can boost this up to 4 global hit points using their “Boost Injection” Province Perk if they successfully recover their IC pack. During combat, the fighting style should be cinematic. When you take damage, you should roleplay the pain appropriately. If your hit points drop to 0, your character enters their death count.

**The death count is 1 minute.**

You do not become unconscious for your death count – this is to enable players to roleplay their final moments as they see fit, and to deliver a more cinematic playstyle.

**The only way you can die on your death count is by bleeding out or being targeted by the Coup de Grâce mechanic; further hits do not count.**

You can staunch your bleed out which will pause your death count as long as both hands remain on the area. You can also heal yourself with a first aid kit or Metropole med-kit, but remember that your death count will resume unless you are actively applying a bandage - you cannot restanch once hands have been removed from the area. Use of the Coup de Grâce mechanic during this period will still be effective.

You are fully conscious for your death count and may choose to move if you so wish, but you will only be capable of very slow movements. Your death count will not pause for this.

Thanks to new Metropole technology, every Tithe may be given the opportunity to respawn should they die in the Arena. This will depend on their performance in the Tithing, as the Metropole citizens can vote to bring back competitors who they enjoy watching, or sometimes a Sponsor may choose to reward a glorious death with a second chance. With this in mind, Tithes who generate a lot of interest through their actions within the Tithing are more likely to be granted a respawn by those watching in the Metropole.

When your character dies, you must remain as a body in-field until the area around you is clear (e.g. you cannot see or hear anyone) unless it's not safe to do so. This is to give other players the opportunity to loot stealable items. If the area is already clear, or once it has become clear, you must then report to GOD and bring all remaining in-game items in your possession with you. You will then have a chance to pitch a second chance at life/victory. If you are lucky enough to be granted a respawn, you will be able to re-enter the arena.

If you are not granted a respawn, your character's body will be re-purposed by Eden Biotech and you will have the chance to create your own Mutation in the field laboratory.

**Hit points do not reset after a night's rest.**

## IC Calls and Effects

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**Called Shot:** You have been “hit” with a “projectile weapon” to your chest location and should respond as you would to any other hit. If you have intact chest armour, the damage point comes off your AP rather than your HP.

**Dodge:** Your target is too fast for you, and ignores your hits.

**Electrocute:** Stuns a target for 5 seconds and they must roleplay being electrocuted. They also take the point of damage from the weapon attack.

**Execute:** Your character is immediately dead, please head to GoD.

**Fatal:** Enter your death count of 1 minute.

**Fifty-Fifty:** The person making this call is notifying the trap-builder that they possess the Trapping Skill and must flip their trap token to see whether they take damage or not.

**Poison:** The target loses one hit point every 15 minutes unless they administer an antidote. Antidotes only stop the effect - **they do not restore hit points lost as a result of the poison.** When applied to a weapon, this effect only works on an unarmoured location, or on armour that has become useless upon losing its armour points. The target also takes the point of damage from the weapon attack. When ingested (i.e. you have been given poisoned food!) or otherwise applied without a weapon, you do not take damage until 15 minutes after ingestion/application, and this is not blocked by wearing armour.

**Strikedown:** Fall over and take 1 point of damage. This cannot be blocked.

**Trap Backfired:** The effect of your trap has been reversed, take 1 point of damage regardless of the trapping skill, and roleplay the effect of the trap.

**Trap Triggered:** The target has triggered a trap and should take 1 point of damage, as well as roleplaying the trap effects accordingly. Damage may only be negated if the target has the Trapping Skill, and is successful with flipping their 50/50 trap token. Even if successful in avoiding damage, the target still suffers the effects of the trap.

**Would You Kindly:** If you are approached by a mutation using this phrase, you have been charmed! For as long as the mutation continues to talk, you should follow them and carry out any tasks they give you beginning with the key phrase "Would you kindly", for example "Would you kindly attack your allies". Whilst charmed, you cannot act of your own accord, and you cannot attack the mutation. The charm ends if:

- you are instructed to directly damage yourself (e.g. "would you kindly chop off your leg")
- or the mutation stops talking for more than 5 seconds - if you have been charmed for 5 minutes.

You cannot be charmed twice in a row.

(For safeguarding, if at any point you are Out Of Character uncomfortable with something you've been asked to do, please drop OC and talk to the mutation. This shouldn't be taken advantage of and isn't a get-out clause to not attack your mates because you just don't want to.)

## Area Effects

In addition to the above calls, there will also be other calls that you will hear during the course of the event. These will be area effects and are used to represent massive impact events that we otherwise cannot replicate in the real world (not without extreme risk to players at any rate!). The outcome of these calls should be obvious from the name, i.e. any phrase containing "fire" should burn, any phrase containing "smog" should make it harder to breathe, etc., etc.

If you can hear the call it will affect you, and you should roleplay accordingly for 10 seconds after hearing the call. If you are not sure how a particular area effect would impact you, act as if in pain for the 30 seconds and then check with the attending ref or GoD for any lasting effects.

If you are in your tent, structure or sleeping space, you are still affected by area effects. If you hear an area effect call, you take the call damage. GoD will also endeavour to contact players in the radius of an area effect call who may be sleeping or otherwise unable to hear the call. Unfortunately, tents and items aren't always immune to massive area effects!

### **Area effects will always ignore armour, regardless of damage type.**

There are 5 area effect damage types, which will determine how you take damage:

**Environmental** – basic effect with no additional keyword. These are effects like “firestorm”, “lightning strike”, “rockfall”, or “drowning”. Environmental effects inflict 1 point of damage, but have no lasting effects unless you wish to continue to roleplay them.

**Paralysis** – area effects with the keyword “**Paralysis**”. Paralysis calls do not deal damage, but instead cause the affected targets to freeze in place for 5 seconds.

**Poison** – area effects with the keyword “**Poison**”. Poison effects apply the “poisoned” status to all affected targets, i.e. although there is no initial HP loss, the affected targets lose 1 hit point every 15 minutes unless they administer an antidote. Antidotes will only stop the ongoing effect - they do not restore hit points lost as a result of the poison. Once an antidote has been administered, hit points can be restored using a Metropole Med-Kit or Foraged First Aid, but not by using a First Aid Kit.

**Psychological** – area effects with the keyword “**Psych Trauma**”. Psychological effects apply the “traumatised” status to all affected targets. These effects inflict 1 point of damage immediately which cannot be healed by First Aid Kits, Metropole Med-Kits, Foraged First Aid, or any other form of physical healing. You **must** roleplay the effect of this for a minimum of 1 hour, at which time 1HP will be restored to you.

The roleplay for this status effect can be of your choosing, and should be something you feel comfortable roleplaying. However, there must be a marked, significant difference to the way your character acts during the 1 hour period, such as being reckless, withdrawn, fearful, aggressive, or self-soothing.

During the 1 hour duration you are immune to further psychological trauma effect calls.

**Radiation** – area effects with the keyword “**Radiation**”. Radiation effects apply the “radiation sickness” status to all effected targets. These area effects do not cause any immediate HP loss, however, you **must** roleplay experiencing the symptoms of radiation sickness: extreme fatigue, disorientation, and internal bleeding for 1 hour. At the end of that hour, if your radiation sickness has not been treated, affected targets will immediately drop to 0HP and begin their death count.

When affected by a Radiation are effect, you must inform GoD via Discord to inform us, and include a timestamp written by yourself within the message. For example: “13:21 – I have just been given radiation sickness.”

Radiation Sickness cannot be treated by First Aid Kits, Metropole Med-Kits, Foraged First Aid, or any other form of physical healing - it can only be cured using the specific medication “RadOut” which can be found in caches in-Arena or granted by sponsorship. RadOut will only stop the ongoing effect of radiation sickness, it will not restore hit points.

If a character is on their death count due to radiation sickness, and has subsequently been given RadOut to stop the ongoing effects of this, their hit points can be restored using a Metropole Med-Kit or Foraged First Aid, but not by using a First Aid Kit.

## Technology

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### Discord

We have a Discord server that is used both OC and IC. This gives players the opportunity to chat with each other prior to the event and to have private discussions in their Province groups. It is also used as a platform IC for players to contact their Sponsors, and for the Metropole to keep Tithes updated with a death roll of their competitors. **It must not be used for IC advantage between players, for example using it to locate your allies if you’ve been split up.** It will also serve an OC purpose within the game as players will be able to directly contact the game team with any questions or concerns, or in the event of an OC emergency where a ref is not immediately present.

### GPS Tracking App

Prior to the event, players should download the “Life360” app. It is a free app and is compatible with both Android and iPhone. It runs off your phone’s GPS locator and does not use your internet data. Players will be invited to the Tithing location circle prior to the event. You should then enable tracking on the Saturday morning of the event, just before the Tithing begins. This is to allow the game team to have a rough idea of where all the players are, as the site is large and, due to the nature of the game, we may not be able to have ref’s eyes on everyone at all times. From a safety perspective, we will be able to see if a player is straying off the site (as the boundaries are not always clear and the site backs onto private property), and from a game perspective we will be able to see if players need to be drawn together to incite some epic roleplay!

After the event, you are of course free to uninstall the app, and you will be removed from our system. This technology will only be used during the course of time-in on Saturday and Sunday. If you do not consent to the use of this, please let us know when you sign up for the game. It will not prevent you from playing, but it will enhance your game experience and safety.

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## OUT OF CHARACTER RULES

### Behaviour Standards & Safeguarding

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We have a Zero Tolerance Policy on any kind of behaviour that puts another player or crew member at risk. Laid out below, there are a few things that we would like our players to do, and the process by which we will handle these things if the necessity occurs.

All allegations will be taken seriously, no matter how insignificant you might think it is. Your wellbeing comes first and we will always be there to support you however we can. By “the

worst”, we mean anything ranging from mental and physical assault, to sexual assault or harassment. It is not limited to these things, however; it is anything that you as a player deem detrimental to your wellbeing.

As players, there are a few things that we ask you to do:

- If someone says “no” to you, whether it’s In Character or Out Of Character, you stop. No means no. The best response would be to drop OC for a brief moment to say, “I’m sorry, are you okay?” If they don’t want to respond, let them disengage and remove yourself from the situation to continue with your game elsewhere.
- If you see something uncomfortable happening to any player, go and stand with them, interrupt the event, and don’t be afraid to drop OC to ask if that player needs help.
- Please point out these situations to referees or game team. If you’re not comfortable stepping in, then we are. If you cannot see a ref or game team member, contact us directly via the Discord channel and we will come immediately.
- If you feel the need to contact the emergency services right away, please let the game team know ASAP so that we can ensure they have quick and easy access to the incident. It is preferable that you initially contact the game team who can then contact the relevant authorities, but we do understand the need for urgency in certain situations.

The game team is comprised of humans from all walks of life, so there will always be someone available of your preference to talk to you, or accompany you, should “the worst” come to pass. We are all here to support you and ensure that you have a good, safe game. None of us will be offended if you would prefer to be helped by someone you feel more comfortable with, so please just ask. Two members of our team are also Mental Health First Aid trained.

If an incident is reported, we will immediately bring the victim out of play to a safe space, with anyone they wish to have with them for support. The perpetrator will also be immediately taken out of the game and spoken to by game staff once we have a grasp of the incident.

After speaking with the victim, we will ask them if they need or want the authorities calling, whether this be the police or ambulance service. We will support them in their decision and act on it immediately. (Depending on the severity of the situation, we may choose to call the authorities anyway, as we may not be equipped to deal with the incident in question).

In the event that authorities are called, a member of the game team will stay with the victim and provide any support or evidence when required.

In the event that the victim does not want the authorities called, we will offer to handle the situation in-system with consultation from the victim. This will mean separate dialogues between the victim and the game team, and the perpetrator and the game team.

If deemed necessary, the outcome of the incident may result in a game/system ban for the perpetrator.

This is the process that every member of our team has agreed to honour so, even if it’s a member of game team that is the cause of the incident, please do speak to one of us.



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## Physical Contact

Some mechanics state that contact is required (e.g. “staunch wound” and “grappling”). In these instances, players should always hold their hands several inches from the character they are using their skills on, unless the target has expressly given their permission to be physically touched.

**UNDER NO CIRCUMSTANCES SHOULD YOU TOUCH A FELLOW PLAYER AS AN ACT OF AGGRESSION, INCLUDING, BUT NOT LIMITED TO, GRABBING, PUSHING, KNOCKING ASIDE OF WORN ITEMS, OR PUNCHING.**

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## Theft

While In Character theft is absolutely a thing in this game, we do not tolerate Out Of Character theft, and this will be taken very seriously should it occur.

Players will begin with their OC “personal belongings” pack which they should keep with them at all times, or leave in a secure area such as their sleeping space. A sleeping space must be obvious, e.g. a tent or tarp. **Under no circumstances should any player enter another player’s sleeping space without express permission.**

You will receive your IC item resources in a clear sandwich bag. Please ensure that you do not take your items out of this bag until you plan to use it. These items *can* be looted by other players as per the Looting mechanics, and should be handed over to the looting player on being informed that you are being looted.

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## Sleeping Arrangements & Privacy

Tents and sleeping structures are a player’s private space. **Under no circumstances should you enter another player’s sleeping space**, unless they have given their express permission.

For the Friday night, players should pitch tents as we unfortunately cannot offer indoor sleeping areas. These tents don’t have to look a specific way – they can be modern or not. You will leave your tent set up for the weekend, as this will provide you with a backup emergency sleeping space should the need arise on the Saturday night.

On Saturday, players will be sleeping In Character out in the Arena. You will carry your IC sleeping equipment on you from Saturday morning, so it’s important to ensure that it is portable, lightweight, easy to run with, and won’t be a danger if you end up in combat. Something that can fold up into a backpack, or something that you can sling over your shoulder would be ideal. For this reason, we recommend using a camping tarp and ground sheet, or a portable pop-up tent. The ideal setup for warmth is a silver-lined tarp with an emergency blanket underneath (one of the silver foil ones is fine for one night), and ideally an air mat with a hex structure. The minimum setup for one night would be a tarp and an air mat.

Whilst in field, should you affix anything to trees (such as tarps and ropes), please ensure that you remove everything you have put up once the game ends. The site should be left as we found it, with nothing new and nothing missing.

## Site & Personal Safety

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### **As adults, you are responsible for your own personal OC safety and wellbeing.**

As such, please ensure that you bring appropriate shelter from the elements and equipment for sleeping/ eating/ staying hydrated throughout the event.

Risk areas such as sudden drops will be marked by glowsticks ahead of the Arena starting. However, we still recommend that you use a torch when moving around at night. We suggest using a red light, which will be classed as OC, and should be ignored by other players. Any other light source will be classed as IC and will be visible to other players.

Please do be careful when moving about the site, and take into consideration your personal health and safety, and that of others. Obviously we don't want anyone to injure themselves, but we do have First Aiders on site should the need arise. If you are in need of medical attention, make your way to GoD. If you're unable to do this for any reason, please contact the game team directly through the Discord channel and we will come to you immediately.

## PVP Elements

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### Combat Safety

All combat should be carried out in a cinematic way, basically to let players feel like big damn bad asses! When you take damage, you should roleplay it accordingly. Losing a limb hurts! Players must pull their blows, and strikes to the face, neck and groin areas should be avoided wherever possible. If we are notified of a player repeatedly not pulling their blows or fighting unsafely, we will intervene and have a discussion with that player. Repeated offences will result in removal from the game.

Weapons must not be grabbed, trapped or restrained in any way. If this occurs accidentally, players should momentarily pause fighting in order to release the weapons before continuing safely.

Whilst in some systems, unarmed combat and wrestling is permitted between players who know how to use it safely, we must stress that **unarmed combat and wrestling will not be tolerated in this game.**

## Weapons Standards

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### Blasters

- commercially available Nerf blasters that fire nerf elite or elite style darts
- commercially available non-branded dart firing blasters that are compatible with Nerf Elite or elite style darts
- X Shot Insanity Series
- X Shot Excel Series

Externally, guns can be aesthetically modified (paint/handle wraps etc) as long as a strip of neon is left showing, ideally around the muzzle. Orange electrical tape will be applied by Game Team to any blaster we deem not to have appropriate neon stripes.

External mods that affect the performance of a blaster (metal additions/barrels etc) are not allowed.

Internal modifications of any kind are not allowed.

Blasters *must* be "commercially available" - i.e. sold in toy stores to comply with safety limitations. Blasters sold by Nerf/X shot in their pro/adult/superior ranges are not allowed.

## Darts

- X Shot air pocket tech darts
- X Shot Insanity darts
- X Shot Excel darts
- Nerf Elite darts
- Nerf Accustrike darts
- Equivalent of above meeting the following safety regs:
  - o Dart bodies must be made of soft foam o Dart must be 2" in length (i.e. not half darts)
  - o Dart tips must be
    - ✦ Hollow
    - ✦ Soft plastic / rubber
    - ✦ Be pierced to allow tip collapse if tip has an enclosed structure
    - ✦ Well attached to the foam base

If you have any doubts that your blasters do not comply with these requirements, please email [tithinglarp@gmail.com](mailto:tithinglarp@gmail.com).

If it's an older model blaster and you've had to replace the firing spring, please inform Game Team, who will:

- ask to see evidence of the spring/bungee rating and
- test fire the blaster from a range of 10ft

## Melee Weapons

Please check your foam latex weapons are in good condition before event. We will be checking and failing weapons for the following issues:

- crispy latex
- torn/damaged/missing latex
- hard/sharp glue edges on repairs
- crunchy/crispy foam
- too solid foam (injection moulded weapons are a bugger for this)
- sharp mould lines (again, usually a problem of injection moulded weapons)
- if you can feel the core through the foam
- damaged tips/edges that can gather debris
- foam not attached to core (squeeze and twist)

- loose wrappings (can be glued down/retied)
- solid weighted pommels (if a maker has weighted the weapon with lead around the pommel it needs sufficient foam coverage)

## Out Of Character Calls

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These calls should not be used in character.

**Man Down:** This call can be used by anyone and indicates a real-life injury that requires medical attention. This call **must not** be used for anything other than an emergency. Upon hearing this call, players and crew should drop to one knee and point in the direction of the call, allowing our medical team to have easy access. In the event of an emergency where there is no ref within earshot, players should follow the protocol of contacting the game team immediately via the Discord.

**Safety cooking:** If you are cooking with camp cooking equipment that cannot be left unattended and become aware of an imminent attack, please use this call to alert the other players of the danger. If you are attacking and hear this call, please move away immediately.

**Safety SOS:** This call can be used to attract attention of players/refs if for any reason Discord is unable to be used to alert either group to an emergency. If you hear this call, please listen closely, repeat the call as loudly as possible, and then move towards the person making the call as safely as possible.

**Time In:** This signals that the game is live, and players should be in character.

**Time Out:** This signals that the game has ended, and players can drop out of character.

**Time Freeze:** The game pauses momentarily and you should close your eyes until “time in” is called again.

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## KIT AESTHETIC INSPIRATION

Below you will find some examples of the varying fashions of New Eden. Players at The Tithing will have the opportunity to both “dress up” and “dress down” if they wish – you should have practical kit with you for the training session and the Tithing itself, but you may change into something much more “Metropole gaudy” for the grand dinner party and interviews! We would recommend scrubbing up for these events, as you are much more likely to be noticed by a Metropole Sponsor.

### Metropole Fashion

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Citizens of the Metropole take fashion very seriously and go out of their way to be noticed. Many will have dyed their hair and skin to stand out, applying elaborate makeup and fancy hairstyles.





## Tithe Kit

We will provide you with a t-shirt to wear for training and the Arena. This will be part of your IC kit. Tithes in the Arena all start with basic kit. These clothes are often practical and universal. Kit can then be added to with armour, camouflage gear, and flavours from home. Here are some examples from the 25<sup>th</sup> Tithing:







### What to Wear:

- good, supportive footwear
- comfortable and durable trousers or bottoms of your choice
- warm, lightweight jacket (think sportswear)
- any other layers you may want for warmth
- a decent-sized backpack
- and optional fancy outfit to dress up in for the interviews and dinner banquet





To reiterate, The Tithing is an intense, 24 hour time-in survival LARP. It's go hard or go home. There is no easy mode. We will have a safe space at GOD for players who need it, but this is purely for mental/physical health. There are no Out Of Character spaces (bar your personal sleeping space, toilets and water points for Health & Safety), so please bear this in mind when considering whether this is the game for you.

If you come to the event and find yourself struggling for warmth/food/sleeping equipment, or realise you've come under-prepared, please come to GOD and we will do what we can to help you - your characters are meant to die, but we definitely want to keep you safe!!

If you have made it to the end of this guidebook and are still considering signing up for The Tithing – well...

## May the odds be ever in your favour.

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## TESTIMONIALS

### Hear what our players have to say!

“Not many people could pull off what you achieved this weekend!”

“You did an excellent job of facilitating players' ideas and it was clear that this was a cinematic, rule of cool game. The crew were fab when fighting, and you encouraged a culture of self-care that worked so well.”

“I would rank this game as easily my top two, if not best, larp I have ever been to.”

“There were outstanding performances from the crew, and the game was set up in a way where your personal story made all the difference to the RP around you.”

“I was very impressed with the level of care shown for the players’ wellbeing.”

“You delivered a truly brilliant standard of event and I will play again tomorrow with no qualms!”

“I had an epic time and that was because of a game team who really, really ran a very good game.”

“Real talk when you have a post-death experience so cool that I feel like I missed out by not dying? Good work.”

“The emphasis you put on self-care and being kind to each other really helped shape the culture of your game into a space that felt kind and warm, despite being such a diverse cross section of the larp community. When you have that many trans, queer, neurodivergent and disabled people at your event, it means you’re doing something right.”

“This event was immersive, had a great support system, and the combat/skill system was easy to understand. I would definitely attend another one – it has earned a place on my top 3 hyperfixation list.”

“Thank you for making my first return to a national/fest LARP system in years so wildly successful. I rediscovered a bug that I thought had disappeared and I now find myself wanting to seek out more opportunities. This can be squarely laid at the feet of the game team for making such an engaging concept come to life and work wonders.”

“I was nervous beforehand as it was going to be so different to any events I’d done before and well out of my comfort zone, but from the moment I arrived I really enjoyed it. It was super welcoming OC and the whole game was really well run. It felt like all the IC stress, horror and tension was never at the expense of OC health which made us all feel safe to throw ourselves into this type of game. It was fantastic and I’m looking forward to playing more!”