

New Player Manual

Welcome to your first event at Wyvern Rising Live Action Roleplaying Game (LARP)! Here is some of the basic information to jump in with your fellow players and enjoy a unique experience.

Staff: At Wyvern Rising we have an expanding staff of Storytellers, Rules Marshals, and Player aids that are at your disposal should you need anything.

The Wyvern Group Directors:

Cory B.	Jessica D.
Roger T.	Jonathan Y.

Wyvern Rising Staff (Typically one of these individuals can be found at Logistics):

Margaret E.V.	Jeff E.V.
Kristen R.	Sam R.
Jonathan Y.	

Basic Safety, Etiquette, and Important Terms: Wyvern Rising has an open community of players that have come together to experience our game. Be respectful to staff and other players. We ask that you keep a few things in mind during your experience.

HOLD: A “HOLD!” call is given when the game needs to be paused because of an emergency, safety concern, injury or medical issue. A HOLD may also be used for a discrepancy in game actions, or to clarify a setting or ruling. When a HOLD is called, sit or drop to your knees and remain silent to allow Staff to handle the HOLD as efficiently as possible.

Check Your Swings: Be aware of how hard you are hitting. At Wyvern Rising you only need to make contact for your blow to count. Swing to hit, not to hurt. Should someone be swinging and striking you too hard with their weapon, you can tell them to “check your swings”, likewise if someone asks you to “check your swings” slow down and use a lighter touch.

Physical Roleplay: Ask for consent before you physically touch another player. Should there be a scenario where you are interacting with a person’s body (“Carrying” someone off a battlefield etc.) ask if they consent to physical roleplay. Should you not wish to be interacted with via physical contact please tell the person immediately. (Note: Declining physical roleplay, while completely allowed and supported, does not excuse a character from the consequences of the situation. Gameplay integrity should be maintained.)

Immersion: The main goal of Wyvern Rising is to provide an immersive experience for all of our players. We ask that you refrain from discussing real life/out of game topics, handling out of game items, wearing clothing that does not match the fantasy medieval setting of the game.

Clarify: There are a lot of skills, spells, abilities and effects that can happen throughout the course of an event (or even just a single encounter), so you may not be certain what

something is, or maybe you didn't hear what was said to you. You can say: CLARIFY [name of skill/spell/ability/etc.] and the person who used it will explain what had happened, giving you as much information as possible to respond properly.

Periods: Wyvern Rising's game events are broken into two periods. The first period ranges from the start of the game Friday night until Saturday afternoon at Three (3) PM. Second Period ranges from 3 PM until the end of the game Sunday morning. Should your character use them, when the second period begins several of your abilities will reset such as your slots for spells, prayers, and your pools of points for END, PRE, and DEX. In addition, any spell or prayer effects that last until EOP (End of Period) expire and must be recast. Your Body **does not** reset.

Death Count: Should your character be taken to "0 Body", you are now in your death count.

Stage 1 Death Count: You drop to the floor and you cannot do anything beyond a moan. You proceed to **slowly** count out Two (2) minutes. If another player uses a skill and asks for your death count or death stage, respond with "Stage one". This will inform which skills are necessary to heal you. Should no one get to you in time, you move to...

Stage 2 Death Count: You cannot moan. You proceed to **slowly** count out Two (2) minutes. Should no one get to you in time, you move to...

Stage 3 Death Count: You are on the brink of death. You proceed to **slowly** count out Two (2) minutes. Should no one get to you in time, at the end of those six (6) total minutes your character is effectively dead. At first, remain in the spot you died, someone may come across your body. After some time passes you are to don an orange headband over your head to symbolize you are out of game and head to Logistics for further instruction.

"In-Game" vs "Out-Of-Game": "In-Game" refers to information or circumstances that have occurred in the game setting; such as you are an actor in a play and this scene happened on the stage. This is something that your character can respond, interact with, and know.

"Out-of-game" refers to information or circumstances that occurred outside of the play space or in a location that is designated as an out of game area (e.g., the logistics building, the kitchen, etc.). It is like being backstage and talking to the other actors about the play. If you observe or hear something about the game in one of these settings your characters does not know this happened, and acting on this information in-game is against the spirit of the game as a whole and can be considered cheating.

Emergency Info:

First Aid Kits: There is a first aid kit owned by Wyvern Rising located in Logistics. When you (or someone) uses something, please alert staff (preferably via email) so we can replenish the kit!

Outside First Aid Emergency Info:

If you are in serious injured or need help, **CALL 911**

- Nearest 24/7 hours medical facility:

[Lehigh Valley Hospital-Hazleton](#)

700 East Broad Street

Hazleton, PA 18201

570-501-4000

- Other 24/7 hour hospitals:

- [Wilkes-barre General Hospital](#)

575 N River St

Wilkes-Barre, PA 18764

(570) 829-8111

- Other 24/7 hours hospitals:

[Geisinger Wilkes Barre](#)

25 Church St

Wilkes-Barre, PA 18765

(570) 808-3100

New Player Tips and Tricks to LARP

- Have fun, ultimately LARPing is about the game and the community. It's about finding your moment over the course of the event!
- It's ok to talk with strangers, it's how to get involved with new people and get involved in our game.
- Find commonalities between your character and those of the other players.
- Be respectful towards your fellow players.
- Remember that a character's attitude is not necessarily representative of the player's attitude.
- When learning new skills it's better to focus on one skill path for a few events before working on another one.
- Don't be afraid to ask questions about how things work. Larping can have a lot of rules and game information so you should focus on YOUR rules that your character can do and slowly learn others as you interact with them.
- Keep any important medicines you may need close to you. While there are medical supplies available it's also good to have your own just in case.
- Be sure to hydrate and eat. Larping can be strenuous and sometimes you get so caught up in the moment that you forget. Don't.
- It's ok if you need a break, you can return to your cabin and take a nap. Go to the kitchen and grab a snack.

Check in System

This is only to circumvent holds and to not draw attention to yourself. If at any time you are uncomfortable with a situation and hand signals are not working, please call a HOLD!

When someone makes an **OKAY** sign over their heart, they are asking you a question. They are asking you how you feel about the role play encounter you are currently in.

You are required to respond to their question non-verbally (though you can verbally out of game) with one of the following three hand gestures.

THUMBS UP for "I'm good, keep roleplaying at this level."

PARALLEL PALM TO GROUND for "Keep roleplaying, but tone the roleplay back a little/ I'm not fully comfortable."

THUMBS DOWN for "I am uncomfortable with this roleplay, and I am excusing myself from this encounter."

Once you answer, you are welcome to ask them if they are okay by making the **OKAY** sign over your heart.

Anytime during the game; if you want to signal nonverbally how you feel please use the **THUMBS UP, FLAT PALM, THUMBS DOWN**.

You do not need to wait for someone to ask how you feel to disengage from roleplay and to go out of game. You know yourself the best, and remember: we're all here to have fun!



"Okay"



"Thumbs Up"



"Parallel Palm"



"Thumbs Down"

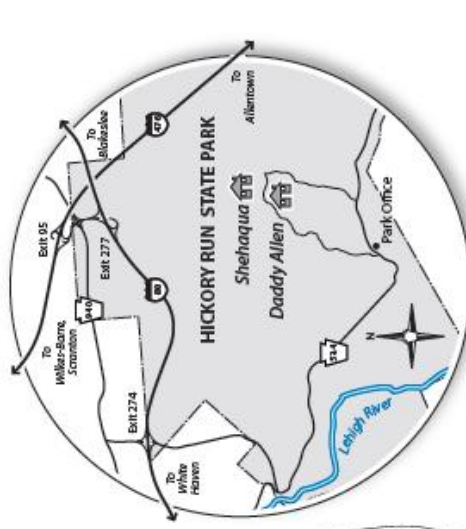
HICKORY RUN STATE PARK

CAMP No. 2 - CAMP SHEHAQUA

Organized Group Cabin Camp

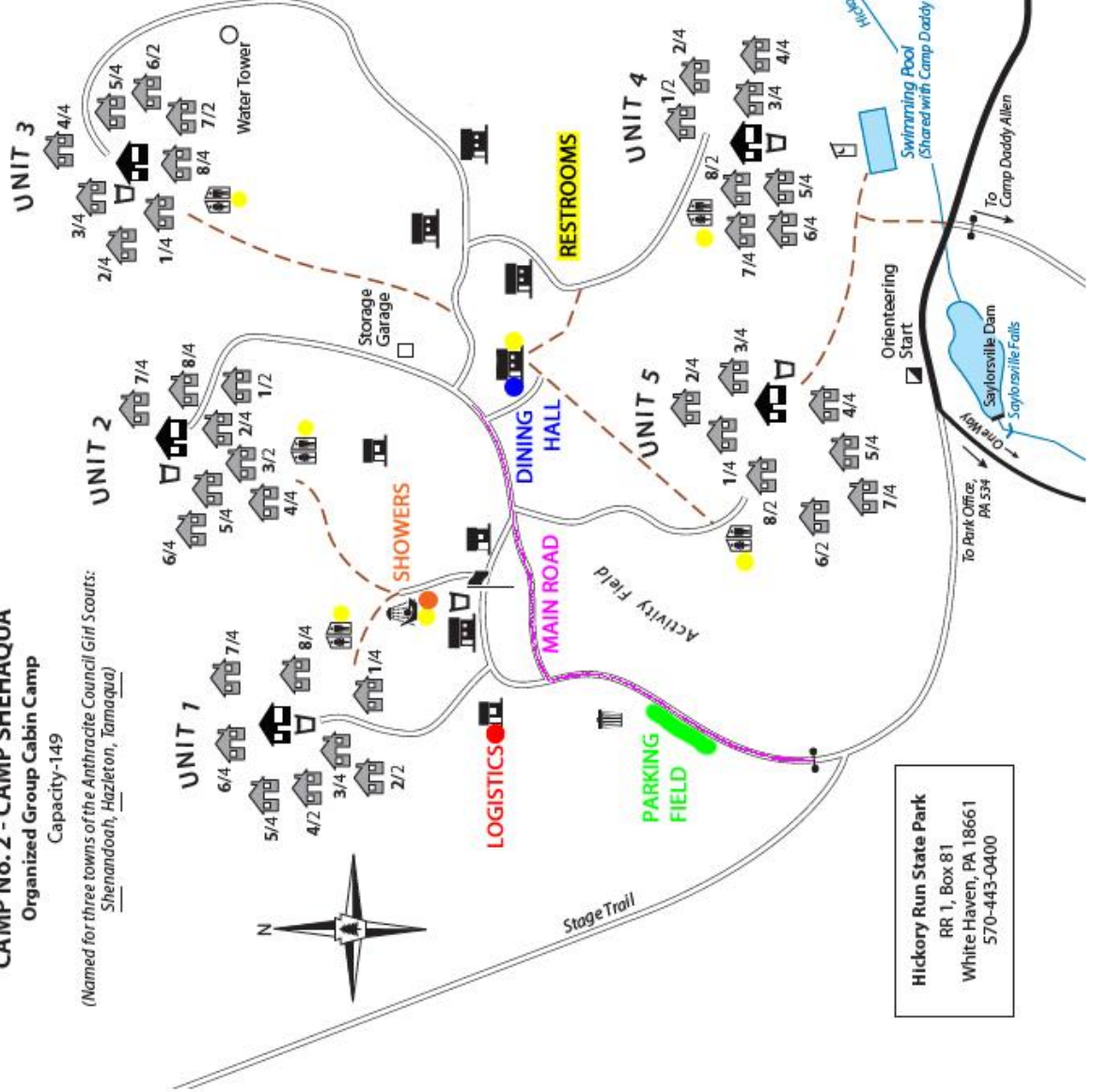
Capacity-149

(Named for three towns of the Anthracite Council Girl Scouts:
Shenandoah, Hazleton, Tamaqua)



LEGEND

- Sleeping Cabin (Cabin Number/Capacity)
- Unit Lodge (Note: No Electricity in Units)
- Restrooms
- Vault Restroom
- Central Shower House
- Drinking Fountain
- Trash
- Flag Pole
- Paved Road
- Unpaved Road
- Trail or Path
- Gate



Hickory Run State Park
RR 1, Box 81
White Haven, PA 18661
570-443-0400

HICKORY RUN STATE PARK

CAMP No. 3 - CAMP DADDY ALLEN

Organized Group Cabin Camp

Capacity-124

(Named for Edgar "Daddy" Allen, Founder of Easter Seals)

Hickory Run State Park

RR 1, Box 81

White Haven, PA 18661

570-443-0400

