

# DEAD ZONE™

## RULEBOOK

---

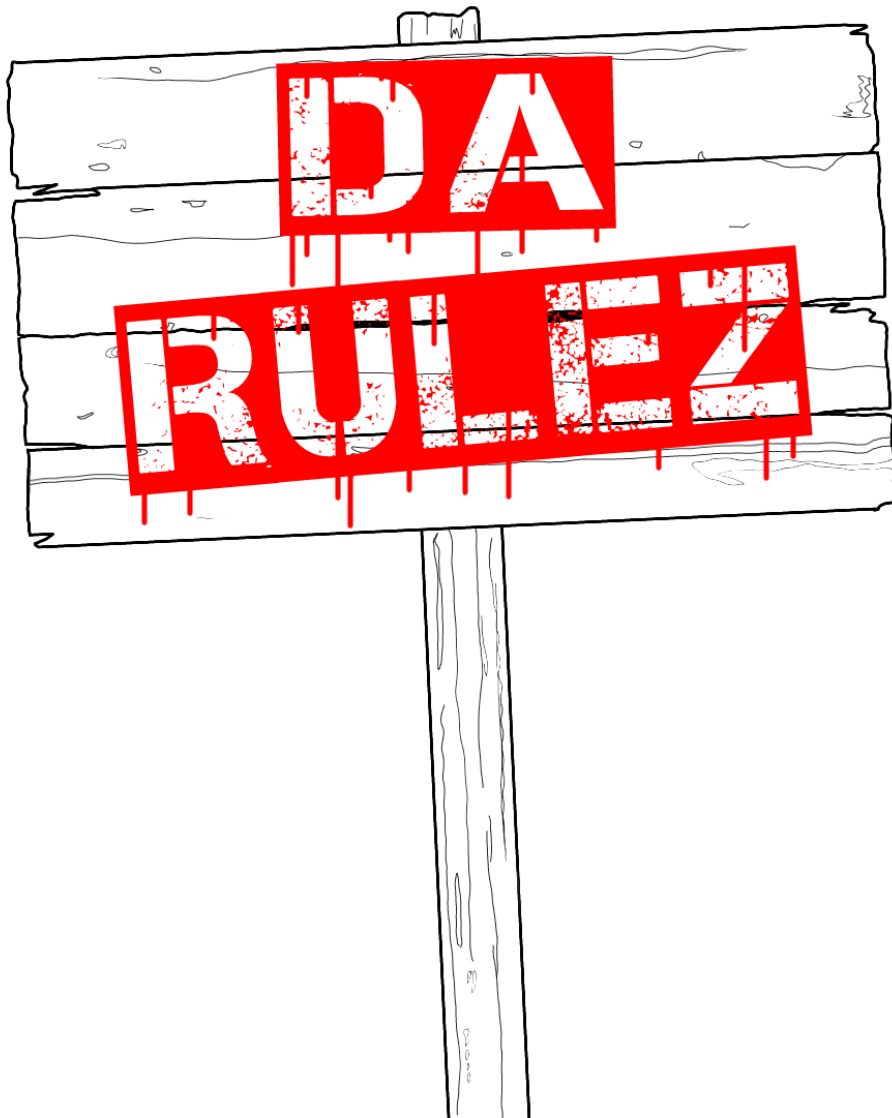


# Table of contents

---

<b>CHAPTER 1: GENERAL RULES.....</b>	<b>1-4</b>
1.1 What is aLARP ?.....	1
1.2 Out of game .....	3
1.3 It's just a game.....	3
<b>CHAPTER 2: RULES OF THE GAME.....</b>	<b>5-7</b>
2.1 Combat.....	5
2.2 Adrenaline points.....	7
2.3 Special activations.....	7
<b>CHAPTER 3: KEY LOCATIONS.....</b>	<b>8-12</b>
3.1 The Village .....	8
3.2 The Counter.....	9
3.3 The Scrap Yard .....	10
3.4 The General Store.....	10
3.5 MERC-4-HIRE.....	10
3.6 The Billboard.....	10
3.7 The Caravans .....	10
3.8 The Infirmaries .....	11
3.9 The DEAD ZØNE .....	11
3.10 The Supply Points .....	11
3.11 The Organization's HQ .....	11
3.12 Sector 9.....	12
<b>CHAPTER 4: CHARACTER AND EQUIPMENT.....</b>	<b>13-21</b>
4.1 Character sheet.....	13
4.2 Equipement.....	13
4.3 Equipment acquired in-game.....	17
<b>CHAPTER 5: LONE WOLF AND FACTIONS.....</b>	<b>22-24</b>
5.1 Lone Wolves.....	22
5.2 Factions.....	24

**CHAPTER 6: SCHEDULE..... 25-26**  
6.1 Friday.....26  
6.2 Saturday..... 26  
6.3 Sunday.....26  
**CHAPTER 7: BLOODY SUNDAY..... 27-29**  
7.1 Booty and Contract.....27  
7.2 Combats.....28  
7.3 Medics.....28  
7.4 Respawn.....29  
7.5 Adrenalin points..... 29  
7.6 Equipement.....29



## General Rules

---

### 1.1 What is a LARP ?

Live action role-play (also called LARP) is an interactive game that allows you to play as a character over a weekend within a thematic setting. The event starts on a Friday evening and ends on a Sunday around noon. As a participant, it will be your responsibility to equip yourself for the duration of the LARP. Since meals are not provided, you will need to bring your own food.

Drinking water is generally available, but it is your responsibility to bring your own. Camp sites are located around the Village of Boomtown. Campfires must be lit in designated areas. At the end of an event, you will be responsible for the cleanup of your camp. Be sure to pick up all your trash and bring it back with you before you leave.

DEAD ZØNE™ events are designed for players 16 years of age and older. The use of illegal drugs is forbidden and players caught in the act will be expelled without notice or any refund possible. The Organization maintains the right to expel anyone who refuses to adhere to the rules. For more details, please consult the Code of Conduct on our website.

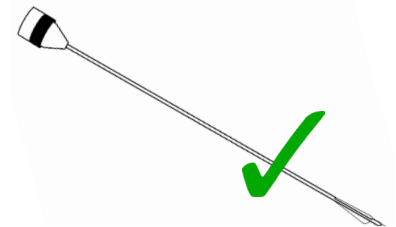
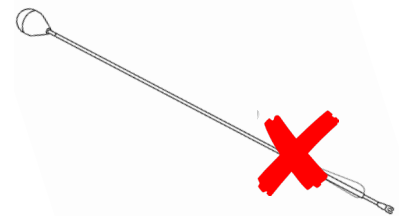
It will be possible to steal certain items during a scenario. Consult the equipment list in Chapter 4 to see which items will be stealable (LØØT). Costume pieces, armor and weapons brought by other players cannot be stolen. Also, you are not allowed to open a tent or a cooler belonging to another player under any circumstances.

At the end of the LARP, players will have to go to the Registration Desk to bring back all the items acquired during the event. Eligible items will be registered and given to you in the next scenario. Please check the equipment list in Chapter 4 to see which items can be registered (SAVE).

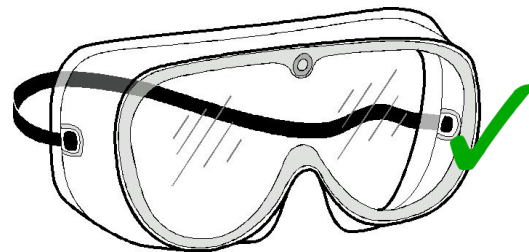
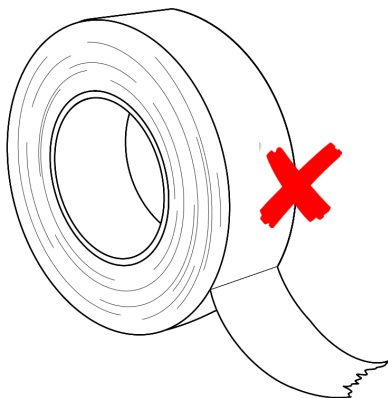
The Organization is not responsible for lost or stolen items. A risk acceptance form indicating our rules and regulations must be read and accepted before participating in any event. A LARP is designed to be fun for everyone. Be conscientious of your actions and promote a good game atmosphere. You remain responsible of your actions on the site.

**Wearing a costume during a LARP is mandatory. We reserve the right to sanction any player whose costume does not meet the required criteria. It is important to note that no elements may protrude from your costume in dangerous manners (e.g. studs, protruding bolts, metal rods, etc). Visit [www.gndeadzone.com](http://www.gndeadzone.com) to learn more about crafting post-apocalyptic outfits.**

Weapons will have to pass an inspection before they can enter the site. We only accept latex and/or injected foam weapons. Duct tape weapons will not be allowed. These weapons must also have a post-apocalyptic look and we reserve the right to refuse weapons that have a medieval look. The only arrows allowed are commercial foam arrows with a flat head. Remember to identify your arrows so you don't lose them. Nerf weapons and shields will be entirely provided by the Organization.



Please note that for safety reasons, protective eyewear will be required when venturing outside of Boomtown Village into the DEAD ZØNE.



## 1.2 Out of game

A player with his fist in the air indicates that he is currently "out of game" and should be completely ignored. Wearing a fluorescent construction vest also indicates that a person is out of game; such vests are strictly reserved for the Organization.



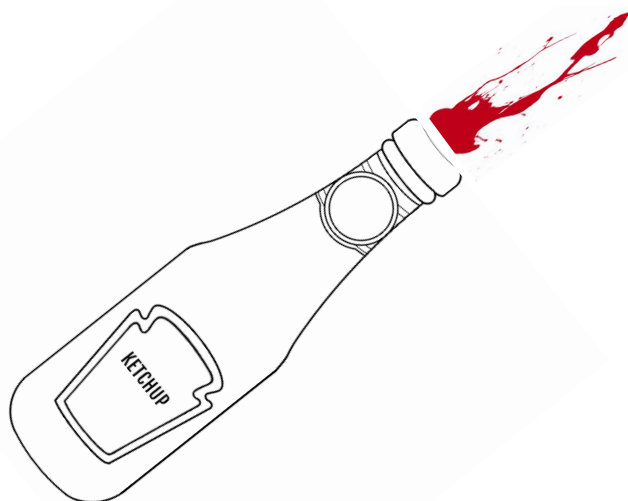
## 1.3 It's just a game

It is important to remember that LARPing as a hobby is just a game. Follow the rules. If you are unsure about something, ask others without disturbing the mood of the game. Use your sense of logic and, afterwards, if you have any comments or questions, come and discuss them with the Organization during a time-out or after the event.

All fighting must stop immediately if a participant is injured. If you notice that someone has been injured, or if you have been injured yourself, simply yell the safety word: KETCHUP!

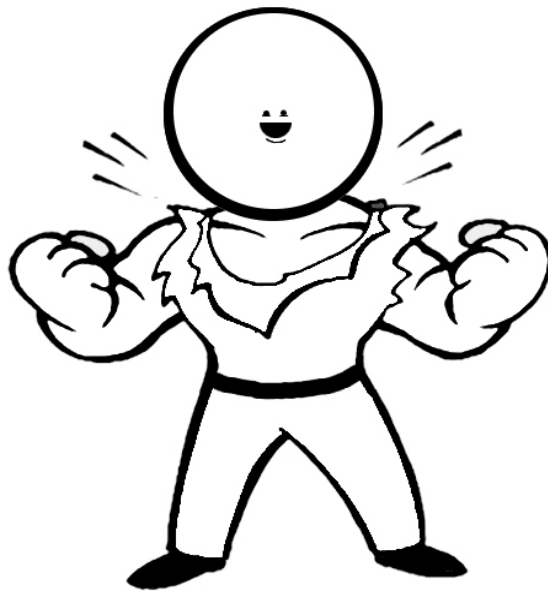
Also, if you feel uncomfortable with a particular scene or role-play, feel free to use the safety word "KETCHUP!" to let others know.

If you ever find that your opponent is overzealous or hits too hard during a fight, take a moment to politely warn them. Everyone gets carried away in the heat of the battle and no two people have the same tolerance to pain. Plus, your opponent will be happy to learn the limits of the game. Help each other and have fun!



# RULE OF COOL

The philosophy of DEAD ZØNE™ is simple: when you build your outfits, when you create a background for your character, when you fight or when you participate in a scene; keep in mind that the atmosphere and enjoyment of all participants is what really matters. The best example would be our armor section. The rules simply require the player to cover certain areas with armor. From this point on, let your creative side go and enjoy the simplicity of the RULE OF COOL.



# DON'T BE A DICK

In the same vein, your attitude before, during and after a DEAD ZØNE™ scenario will be equally important. Always keep a positive attitude and an open mind; and this, despite the fact that we are playing in a player vs. player system and despite the post-apocalyptic theme that often encourages participants to play as "trashy" characters. Remember: the atmosphere and the pleasure of all ;)

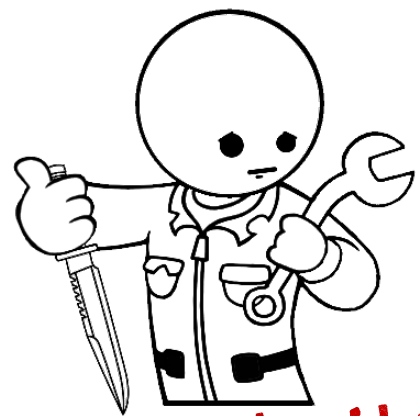
*Alex*

## Rules of the game

---

### 2.1 Combat

During combat, each opponent will try to defeat his opponent by hitting them enough times. To do so, the player must hit his opponent with his weapon. Simulated fist fights are prohibited. You cannot physically restrain someone against their will (either during a fight or not). Finally, you can never fight with 2 hand-to-hand weapons at the same time.



**Don't do that!**

#### Close-combat attacks

In hand-to-hand combat, a player tries to hit his opponent with his melee weapon. However, it is important to remember that it is not the strength behind the hit that counts, but the touch. It is not allowed to hit your opponent in a fast and repetitive way (drilling).

Stabbing is prohibited. Blows to the head, face and genitals are also strictly forbidden. Finally, blows to the hands simply do not count.

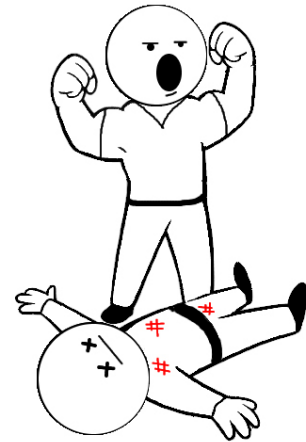


## Ranged attacks

The player still tries to hit his opponent, but this time from a distance using a projectile. It is possible that your target, in the middle of a fight, may not feel your projectile. In this case, it is perfectly acceptable to tell your target that they were hit without having to stop the game. You can reuse projectiles that you find on the ground. Just make sure that the arrows and bolts are still safe before you use them again.

## Life and "death"

The "Hit Points" system in DEAD ZØNE™ is pretty simple: when a character receives 3 hits, either from a close combat hit or a projectile, he becomes dying. You can receive more hits if you are wearing armor (see Chapter 4 for more details). A dying character can only crawl and whimper. It takes 2 other characters to carry a dying character. The dying character can therefore walk if he uses the other 2 characters for support. After 5 minutes, if he wishes, the dying character can decide to get up (out of game) to return to the Village and register his "death" at the Counter. He then simply returns to the game afterwards.



A character must receive First Aids to remove the dying state (see the First Aid Kit in Chapter 4 for more details). After a 1-minute scene of treating the character, the dying effect disappears. The player then resets his hit count to zero and gets up.

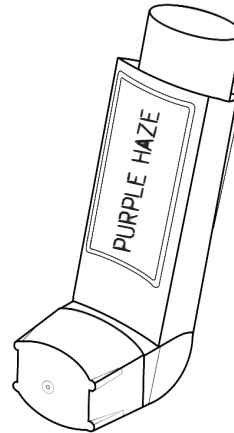
A player can decide to "LØØT" a dying character. To do so, the player must simply mention that he is "LØØTING" his opponent while role-playing the act. He will then be able to collect the Dog Tag of his victim as well as all the stealable items he owns (the player who is "LØØTED" must empty his pockets of all possessions acquired in game). The victim must receive a new Dog Tag if he ever wants to get rid of his dying state afterwards (see the first aid kit in Chapter 4 for more details).

**Note from the Organization:**  
DEAD ZØNE™ encourages conflict between players. Feel free to attack and "LØØT" the opposing team. This will allow the winners to walk away with Dog Tags and items while the losers won't have to suffer any major consequences regarding their character.

## 2.2 Adrenaline points

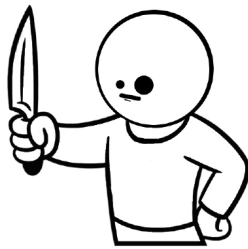
Several pieces of equipment allow you to spend adrenaline points to activate special effects. Each special effect activation costs 1 adrenaline point. When you activate a special effect, you simply shout the name of the effect followed by a quick description, if necessary.

A character starts each scenario with a limit of one adrenaline point. It will be possible to increase this limit during the activity. You can never have more than 5 adrenaline points. A character gains 1 point of adrenaline when they consume a purple haze.



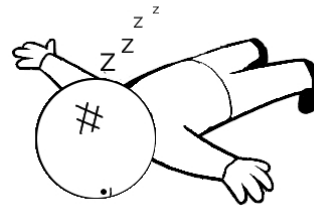
## 2.3 Special effects

It will be important to familiarize yourself with the few special effects of DEAD ZØNE™. Remember that a special effect also counts as a hit in combat. Here is a list that briefly summarizes the special effects when you activate them by spending 1 adrenaline point:



### « Backstab ... »

Your target becomes dying. You can whisper this activation.



### « Knock-out ! »

Your target loses consciousness for 10 seconds. Nothing can wake him up during these 10 seconds.



### « Agony ! »

Your target becomes dying.



### « Fracture ! »

Your target can no longer use the limb hit by your strike

## Key locations

---

### 3.1 Boomtown Village

Boomtown Village is where the Factions and villagers gather and where you can find the Counter, the Organization Headquarters, the General Store, etc.

Players who decide to sleep on the DEAD ZØNE™ site during a scenario will have to sleep in Boomtown. Sleeping inside the DEAD ZØNE is strictly forbidden. Since there will be an increased concentration of players and tents, no fighting will be tolerated in the Village compound at any given time. It is important to mention that no theft of LØØT will be allowed in the Village either. Boomtown is a proud bastion that still stands today thanks to the Factions that obey the rules.

You will be able to spend your Spades (the currency of DEAD ZØNE™) to purchase the equipment needed to survive inside the DEAD ZØNE. Finally, all of our NPCs will be identified by a "Hi, my name is \_\_\_\_\_" sticker on their chest.



### **3.2 The Counter**

The Counter is a vital location to the proper execution of a DEAD ZØNE™ event. This is where you must check in when claiming a new Dog Tag.

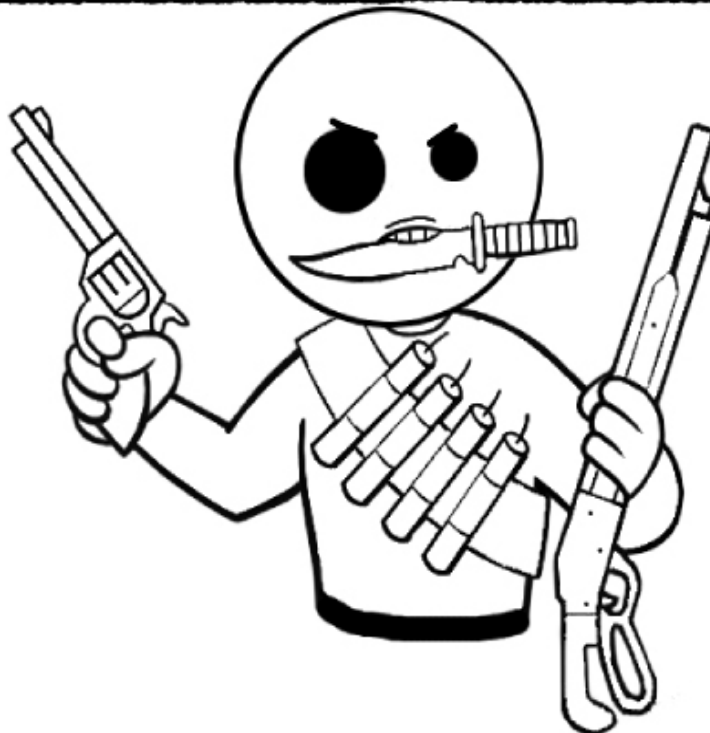
You can also exchange the Dog Tags you have accumulated during the event. The Counter manager will pay you 25 Spades for each Dog Tag exchanged this way.

The Counter also offers a Bounty Hunter service. If a player exchanges 10 Dog Tags at once, a bounty will be placed on his head. A red Dog Tag will be given to the player in question. A picture of the character's face with his name on it will be displayed on the Bounty board. As long as you have this red Dog Tag, your adrenaline point limit will increase by 2 points. This advantage disappears when this red Dot Tag is "LØØTED" by another character.

- A 250 Spades reward will be given to the character who exchanges a red Dog Tag.

Remember that no fighting is allowed inside the Village. You will have to hunt your prey in the DEAD ZØNE...

**WANTED**



### **3.3 The Scrap Yard**

The Scrap Yard allows players to have certain items crafted in exchange for Spades, components and crafting time. The cost in Spades will be very low compared to the prices offered by the Merchant Caravans and the General Store. You will just have to find the necessary components and wait until your order is ready.

The Scrap Yard will also be able to purchase items used in-game (e.g., empty Purple Hazes, used Molotov Cocktails, broken Medical/Repair Resources, pneumatic weapon darts lying around, etc.) at a cost of 1 Spade per item. This will allow you to generate a small amount of Spades while cleaning up after less responsible players.

### **3.4 The General Store**

This is where players will do most of their shopping. Get everything you need to survive the scenario.

### **3.5 MERC-4-HIRE**

MERC-4-HIRE is where you can use your business cards to send mercenaries to the city. The expedition will be represented by a tabletop game specifically designed for these occasions. If your mercenaries do survive, they will potentially be able to return with LØØT. Your mercenary will give you his findings when his fee in Spades is paid.

### **3.6 The Billboard**

Players looking for some adventure can find it by checking out the Billboard. Various jobs will be posted throughout the weekend in exchange for rewards. Just follow the instructions!

### **3.7 The Merchant Caravans**

Merchant Caravans will be present once in a while inside the DEAD ZONE. You will be able to purchase certain items that are unique to Merchant Caravans.



### **3.8 Infirmaries**

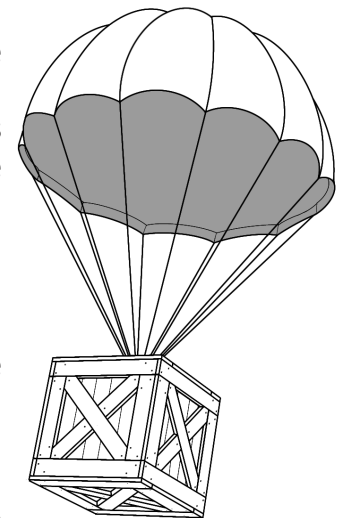
Players will be able to get rid of their dying state, heal their broken limbs and reset their hit count to zero when they visit an Infirmary. Simply perform a First Aid scene on the wounded character for 5 minutes using the various props that will be at your disposal. Also, you can administer this First Aid without spending any Medical Resources (see Chapter 4 for more details). There is a Paid Infirmary in Boomtown and in some places within the DEAD ZØNE.

### **3.9 The DEAD ZØNE**

The DEAD ZØNE will be at the heart of every Scenario! The entire playable area of the site represents the DEAD ZØNE (this excludes Boomtown Village and Sector 9). It is within the DEAD ZØNE that you will find the majority of your LØØT. However, beware; the DEAD ZØNE will be extremely hostile. Throughout your journey, you will come across other potentially dangerous characters, raiders, unique monsters, traps, etc. Good luck!

### **3.10 The Supply Points**

The DEAD ZØNE is littered with Supply Points that are ready to receive air drops at any time. Whenever you hear a siren in Boomtown, quickly head into the DEAD ZØNE; for this siren indicates that one of these Supply Points is about to receive an air drop with an incredible amount of LØØT. Prepare yourself accordingly, as several Factions may converge on the same location...



### **3.11 The Organization's HQ**

If you have any questions, comments or even concerns about the event, please do not hesitate to contact us at the Organization's headquarters.

In addition, during the weekend, you will have the option to assist the Organization if your Faction starts to register too many "deaths". To do so, the Faction Leader will have to sign his members up for a one-hour block on the schedule posted at the Organization's HQ. Tasks may vary from playing raiders in the DEAD ZØNE and/or assisting the Organization with the logistics of certain scenes. Instructions will be provided when you check in. Every member of the Faction will need to be present during this one hour block. When you have completed your volunteering hour, the Organization will remove a recorded "death" for each member who participated at the end of the event.



### **3.12 Sector 9**

This area stands out in the DEAD ZØNE™ universe as it contains some very rare LØØT. However, radioactivity prevents most Survivors from entering it. The section of the site set aside for Sector 9 is an abstract representation of a much larger place. Your expedition through Sector 9 will feel like the kind of experience you might have in an Escape Room.

Si vous voulez explorer Sector 9, **vous devrez vous présenter au Q.G. de l'Organisation en premier lieu.** Une seule personne à la fois pourra explorer la zone; les autres membres de la Faction pourront lui venir en aide d'une autre manière. Présentez-vous à la **Zone de Décontamination** à l'heure indiquée par l'Organisation pour préparer le personnage qui risquera sa vie durant l'expédition.

If you wish to explore Sector 9, you must first report to the Organization's headquarters. Only one person at a time will be allowed to explore the area; other members of the Faction will be able to assist in other manners. Report to the Decontamination Zone at the time specified by the Organization to prepare the character who will be risking his life on this expedition.

The player inside Sector 9 will have a limited time to find as much LØØT as possible. If his oxygen chronometer is at zero when he returns to the Decontamination Zone, the Character will be considered "dead" during his expedition; leaving behind all his treasures...

## Character and Equipment

---

### 4.1 Character sheet

DEAD ZØNE™ stands out from most other LARPs with its complete lack of a character sheets. A character is entirely defined by his equipment. In addition, you will never have to pay "experience points" for your gear; simply bring the gear you want to have for your character while respecting the mandatory "post-apocalyptic look". Some pieces of equipment will have special abilities that can be activated by spending 1 point of adrenaline (see Chapter 2 for a detailed explanation).

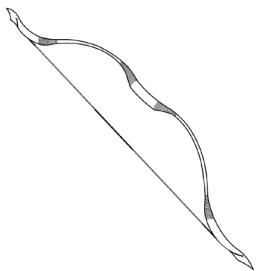
### 4.2 Equipement

Objects that can be stolen will be identified by the keyword LØØT and objects that can be registered at the end of the LARP will be identified by the keyword SAVE.



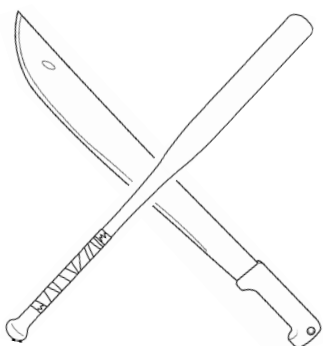
### 4.3 Personal equipment

Here is a complete list of all the equipment you can bring with you as well as their effects:



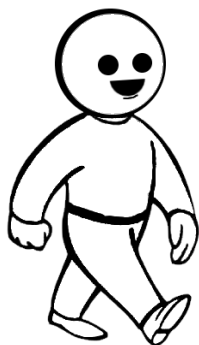
#### Bows & Crossbows

- Maximum pressure of 20 lbs.
- Commercial flathead arrows and bolts only.
- When you spend 1 point of adrenaline, you can activate an "Agony!" special effect with this weapon.



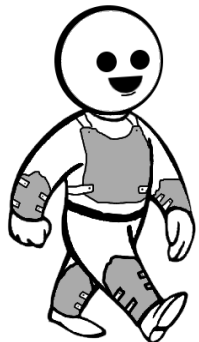
#### Melee Weapons

- Examples: machete, pipe, wrench, baseball bat, fire axe, crowbar, etc.
- 21" (53 cm) minimum and 48" (122cm) maximum.
- When you spend 1 point of adrenaline, you can activate a "Fracture!" with this weapon.
- A melee weapon blocks everything (hits, special skills, Molotov Cocktails, pneumatic weapon darts, etc.).



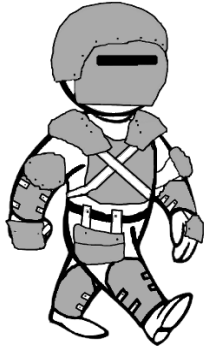
#### No armor

- A character who is not wearing armor becomes dying when he receives 3 hits; either by a melee combat or by a projectile.
- You are completely immune to Molotov Cocktails and projectiles that are thrown at you (e.g. bricks).
- The term "Runner" is often associated with unarmored Survivors.



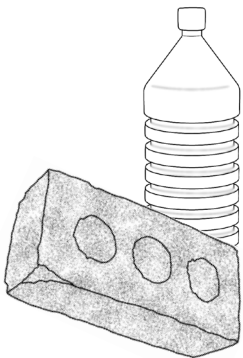
#### Medium armor

- If you wear armor on your shins, forearms and torso; you are wearing Medium Armor.
- The armor can be represented by any material of your choice: sports protection, metal, tires, hard leather, fur, etc. You must simply respect the mandatory "post-apocalyptic look".
- A player wearing Medium Armor becomes dying when he receives 5 hits; either by melee combat or by projectiles.
- Medium Armor protects you from the "Fracture!" special effect.



### Heavy armor

- If you wear armor on your shins, knees, thighs, torso, back, shoulders, elbows, forearms, top of hands, face and head; you are wearing Heavy Armor.
- The armor can be represented by the material of your choice: sports protection, metal, tires, hard leather, fur, etc. You must simply respect the mandatory "post-apocalyptic look".
- A player wearing Heavy Armor becomes dying when he receives 7 hits; either by melee combat or by projectiles.
- Heavy Armor protects you from the effects "Backstab...", "Knock-Out!" and "Fracture!"
- The term "Tank" is usually associated with Survivors wearing Heavy Armor.



### Bricks/Bottles/Concrete blocks etc.

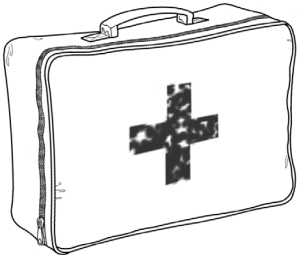
- You can throw these weapons.
- When you spend 1 point of adrenaline, you can activate a "Knock-out!"



### Shanks

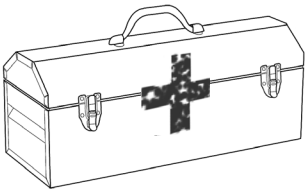
- Maximum length of 20" (51cm).
- When you spend 1 point of adrenaline, you can activate a "Backstab..." if you hit your victim between the shoulder blades.
- It is not mandatory to have an effect of surprise.

### First aid kits



- You must have, at a minimum, bandages (you can then incorporate what you want to make more realistic first aids).
  - The first aid kit must be identified by a red cross.
  - The first aid kit allows you to:
    - Give a dying character a new Dog Tag by spending 1 Medical Resource.
    - Remove the dying state and reset the number of hits received on a dying character to zero by spending 1 Medical Resource.
    - Reset the number of hits on a wounded character to zero by spending 1 Medical Resource.
    - Heal a broken limb by spending 1 Medical Resource.
- Each First Aid treatment takes 60 seconds.

### Repair Kits



- You must have, at a minimum, a "ratchet" in your repair kit (you can then incorporate whatever you want to make more realistic repair scenes).
- The repair kit must be identified with a yellow cross.
- The repair kit will allow you to interact with certain items from the DEAD ZØNE™ universe by spending Repair Resources.

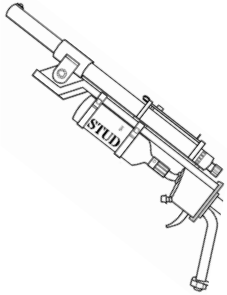
### Miscellaneous items



- You can also bring a variety of items to help you survive inside the DEAD ZØNE. For example: flashlight, glowstick, night vision goggles, binoculars, radio, walkie-talkie, etc.
- Flaming torches, firecrackers and flashbang grenades are not allowed.
- Smoke bombs are strictly limited to the Organization.
- Your props must respect our mandatory "post-apocalyptic look".

#### 4.4 Equipment acquired in-game

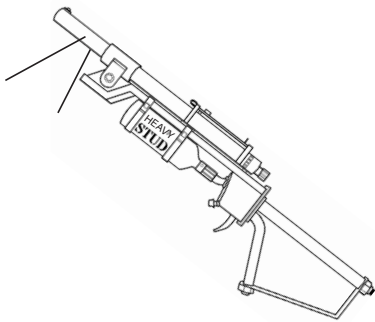
Here is a complete list of all the equipment you can find in-game along with their effects:



##### Pneumatic weapons

- Nerf" weapon; provided by the Organization.
- Nerf" ammunition; provided by the Organization.
- A target hit by a dart becomes dying.
- You can shout "Agony!" if your target didn't feel the projectile.
- These homemade weapons are often called "STUDs".
- **LØØT**

##### Heavy Pneumatic weapons



- Nerf" automatic weapon mounted on a tripod; provided by the Organization.
- Nerf" ammunition provided by the Organization.
- A one-minute timer will be provided with this weapon. Before you can fire the weapon, you must first place it on the ground and wait one minute. If you want to relocate the weapon, you will have to wait another minute before you can lift the weapon off the ground. This represents the amount of time needed to prepare to use such a complex weapon.
- A target hit by a dart becomes dying.
- You can shout "Agony!" if your target didn't feel the projectiles.
- **LØØT**



##### Oxygen canisters

- Canisters identified by the Organization.
- The canisters will have a sticker indicating the minutes of oxygen inside.
- Use them to explore Sector 9.
- **LØØT**
- **SAVE**



### Shields

- Shields of various sizes provided by the Organization.
- A shield blocks everything (hits, special skills, Molotov Cocktails, pneumatic weapon darts, etc.)
- **LØØT**

### Business cards



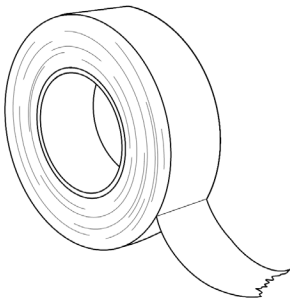
- Business cards identified by the Organization.
- The business cards feature various mercenaries who are willing to visit the ruins of the old world for you.
- You will find the rate associated with the mercenary behind his card.
- Report to MERC-4-HIRE in Boomtown to send your mercenaries on assignments.
- **LØØT**
- **SAVE**



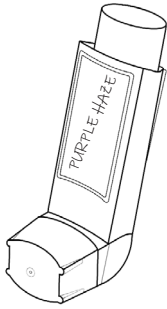
### Molotov Cocktails

- Foam bottles with a red cloth; provided by the Organization.
- Shout "Agony!" when you hit your target to remind them that they become dying.
- Can be used only once.
- **LØØT**

### Crafting materials

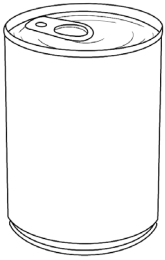


- Materials necessary to craft objects in the Scrap Yard.
- Represented by different materials and identified with a sticker:
- Junk: metal plates, pieces of wood, pipes, leathers scraps, etc.
- Bitz: pots of screws/nuts/bolts/nails/etc.
- Adhesives: duct tape, glue pots, etc.
- Batteries: various types of batteries.
- Fuel: gas cans, hard liquor bottles, etc.
- **LØØT**



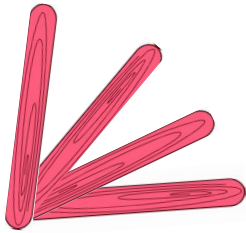
### Purple Haze

- Represented by asthma pumps provided by the Organization.
- The character regains 1 point of adrenaline.
- Can be used only once.
- **LØØT**



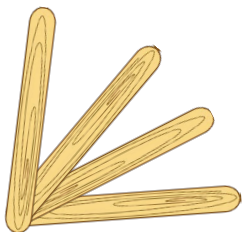
### Rations

- Various resources needed to survive in a post-apocalyptic world (water bottles, food, etc.) and identified by a sticker.
- Rations will allow Factions to invest in Faction bonuses.
- **LØØT**



### Medical Resources

- Represented by red popsicle sticks that are provided by the Organization.
- When using a Medical Resource, simply break the popsicle stick in half.
- **LØØT**



### Repair Resources

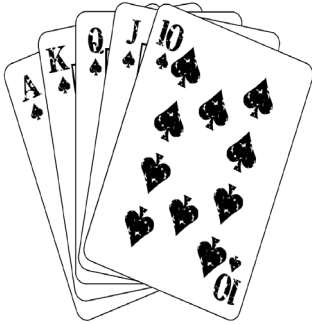
- Represented by yellow popsicle sticks that are provided by the Organization.
- When using a Repair Resource, simply break the popsicle stick in half.
- **LØØT**



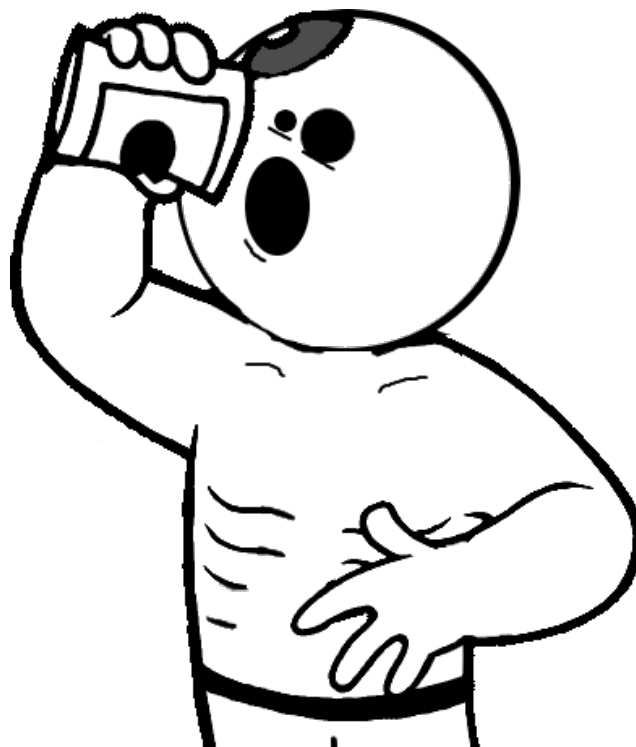
### Survival Bags

- Specially labeled backpacks provided by the Organization.
- Once the bag is completely sealed, the items inside cannot be stolen.
- The Survival Bag itself cannot be stolen either.

### Spades



- Core economy of DEAD ZØNE™.
- Represented by playing cards identified by the Organization.
- The economy is calculated in Spades. The number on a card represents its value in Spades. So an 8 of hearts would give you a value of 8 Spades, a 4 of clubs would give you a value of 4 Spades, etc.
- An Ace equals 1 Spade.
- A Jack equals 25 Spades.
- A Queen equals 50 Spades.
- A King equals 100 Spades.
- Jokers don't seem to have a value...
- **LØØT**

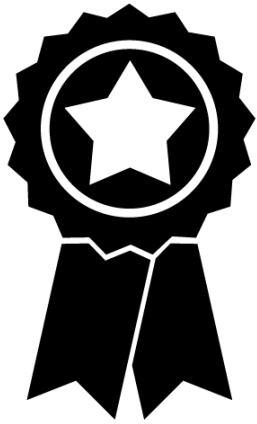


## Badges

Badges cannot be stolen and you cannot wear more than one badge. The player must wear his badge in a visible manner.

### « Die Hard » Badge

The character wearing this badge must receive 3 more hits before becoming dying. In addition, you are completely immune to Molotov Cocktails.



### « Sniper » Badge

The character wearing this badge can activate an "Agony!" with a bow or crossbow without having to spend any adrenaline points.

### « Psycho » Badge

The character wearing this badge increases his adrenaline point limit to 5 points.

### « Shiv » Badge

The character wearing this badge can activate a "Backstab..." with a Shank without having to spend any adrenaline points.

### « Medic » Badge

The character wearing this badge can administer First Aids without having to spend any Medical Resources.



## Lone Wolves and Factions

---

### 5.1 Lone Wolf

A player may register as a Lone Wolf rather than join a Faction when registering for a DEAD ZØNE™ event. To do so, you simply need to display the Lone Wolf symbol visibly on your outfit. You can display this symbol any way you like: with an armband, a headband, by painting it on a piece of armor, with a "patch," etc.



A Lone Wolf character starts each Scenario with a limit of 3 adrenaline points. It will be possible to increase this limit during the activity.

Unlike Factions, Lone Wolves will not have any way of upgrading their character. Only Factions will have the possibility to spend surplus rations into Faction bonuses.

\*\*\* A player can always drop his Lone Wolf status by joining a Faction in a future DEAD ZØNE™ event. He will then have to get rid of all his Lone Wolf symbols and follow his new Faction's theme. The character will then start each Scenario with a limit of 1 adrenaline point. It will be possible to increase this limit during the activity.



Lone Wolves will also have access to a special Leaderboard. The idea is simple; when a Lone Wolf brings a Dog Tag to the Counter, he has two choices:

- 1) Exchange his Dog Tag for 25 Spades.**
- 2) Exchange his Dog Tag to move up a step on the Leaderboard.**

At the beginning of a scenario, every Lone Wolf starts in the center of the Leaderboard. Every time a Lone Wolf trades a Dog Tag to move up the Leaderboard, the Counter's manager will move his picture up one step. Every time a Lone Wolf registers a "death" at the Counter, the manager moves his photo down one step on the Leaderboard. Your rank on the Leaderboard will have an impact on your character and on your reputation:

- The first place will award you with a golden Dog Tag. This Dog Tag increases your adrenaline limit to 5 points. In addition, the villagers of Boomtown will be impressed by your reputation and a discount will be given on all your purchases. The term "Top Dog" is often associated with Lone Wolves who finish first on the Leaderboard.

- Lone Wolves unlucky enough to place in the bottom three of the Leaderboard will have a smudge on their reputation. The Counter's manager will hand you a black dog tag. This dog tag reduces your adrenaline limit to 1 point. To represent how worthless you are, the black Dog Tag will be worth nothing when traded at the Counter. The term "BETA" is often associated with the Lone Wolves who finish in the bottom positions on the Leaderboard.



## 5.2 Factions

A player may join 1 of the 12 Factions of Renown or form their own new Faction if they want. To do so, you must fill out a New Faction Form and send it to the Organization to be approved. Players will then be able to enter the name of their new Faction into the registration form.

Every Faction starts with a free Survival Bag. This will make securing your LØØT much easier.

In addition, DEAD ZØNE™ Factions will have the option to spend their surplus Rations on Faction Bonuses. You must first, spend one Ration for each "death" registered during the scenario. You can then spend your surplus Rations in the table below. The Faction will then start each scenario with the chosen equipment when a Bonus is active.

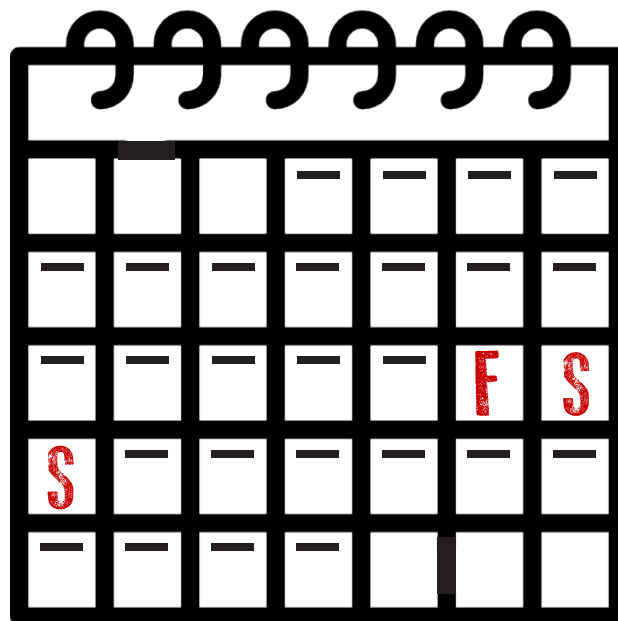
To activate a bonus, you simply have to pay 15 Rations (a bonus can only be activated 5 times). Once activated, you will have to pay the Upkeep of the Bonus at the end of each scenario if you want it to remain active. If you fail to pay the Upkeep of a bonus, it will be deactivated. You will then have to pay 15 Rations if you want to reactivate it in the future. A Faction always has the option to keep some Rations in the bank.

<b>ACTIVATION: 15 RATIONS</b>			
<b>UPKEEP: 5 Rations</b>  <b>5x Purple Hazes</b>  ○ ○ ○ ○ ○	<b>UPKEEP: 10 Rations</b>  <b>Shiv Badge</b>  ○ ○ ○ ○ ○	<b>UPKEEP: 5 Rations</b>  <b>10x Medical Resources</b>  ○ ○ ○ ○ ○	<b>UPKEEP: 10 Rations</b>  <b>Medium Shield</b>  ○ ○ ○ ○ ○
<b>UPKEEP: 10 Rations</b>  <b>Psycho Badge</b>  ○ ○ ○ ○ ○	<b>UPKEEP: 15 Rations</b>  <b>Large Shield</b>  ○ ○ ○ ○ ○	<b>UPKEEP: 10 Rations</b>  <b>Die Hard Badge</b>  ○ ○ ○ ○ ○	<b>UPKEEP: 5 Rations</b>  <b>5 Minutes of Oxygen</b>  ○ ○ ○ ○ ○
<b>UPKEEP: 15 Rations</b>  <b>Pneumatic Weapon</b>  ○ ○ ○ ○ ○	<b>UPKEEP: 5 Rations</b>  <b>10x Repair Resources</b>  ○ ○ ○ ○ ○	<b>UPKEEP: 5 Rations</b>  <b>5x Darts</b>  ○ ○ ○ ○ ○	<b>UPKEEP: 10 Rations</b>  <b>Medic Badge</b>  ○ ○ ○ ○ ○
<b>UPKEEP: 10 Rations</b>  <b>Sniper Badge</b>  ○ ○ ○ ○ ○	<b>UPKEEP: 15 Rations</b>  <b>Survival Bag</b>  ○ ○ ○ ○ ○	<b>UPKEEP: 5 Rations</b>  <b>Small Shield</b>  ○ ○ ○ ○ ○	<b>UPKEEP: 5 Rations</b>  <b>5x Molotov Cocktails</b>  ○ ○ ○ ○ ○

# DEAD ZONE™ CHAMPIONS

## Schedule

---

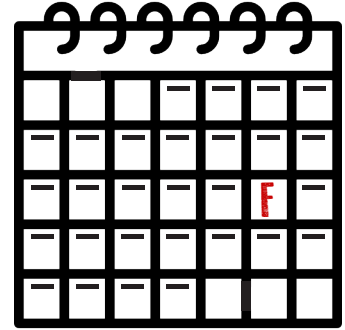


Each DEAD ZONE™ event will follow a specific schedule. This way, every player will know what to expect during their weekend.

### 6.1 Friday

Friday evenings will be entirely dedicated to the atmosphere of Boomtown Village; after the registration phase and the initial briefing. The DEAD ZØNE will be off limits. Take this opportunity to participate in the many activities:

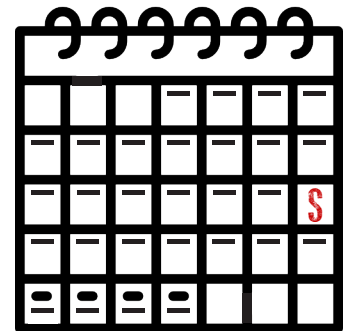
- Participate in the Coach Arena Gladiator Tournament for a chance to win LØØT or bet on fights to win Spades.
- Enjoy the festive atmosphere.



### 6.2 Saturday

Players will return to a more traditional LARP experience on Saturday. Here's what you can expect:

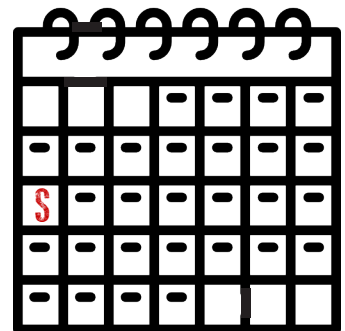
- The DEAD ZØNE will be accessible from 6:00 AM and will remain accessible until Sunday morning.
- Visit the Billboard to see what jobs are available.
- Stay alert for air cargo to drop into the DEAD ZØNE during the day!
- You'll occasionally come across scenes orchestrated by the Organization. Feel free to actively participate to see the outcome.
- If your Faction starts to suffer too many losses, you should visit the Organization's HQ to replace your characters with raiders!
- Make alliances for Bloody Sunday; the 2 Factions involved will have until 10pm to give the final version of their Contract.
- Visit Merc-4-Hire or explore Sector 9.



### 6.3 Sunday

Sundays will be mostly about fighting, so let's hope you have some strength left:

- Participate in the Bloody Sunday war scenarios by respecting the Contract you signed over the weekend.
- Deployment will be at 9:30am.
- The end of the Scenarios at noon will also mark the end of the DEAD ZØNE™ event!
- Debriefing and Registrations will take place in the Village.



## Bloody Sunday

---

### 7.1 **Booty and Contract**

On Saturday evening, 2 Factions will be randomly selected. These 2 Factions will be in conflict during Bloody Sunday! Each Faction will have to elect a General. There will be major loot given to the Faction that wins the Sunday war scenarios. The value of the Bloody Sunday loot will be revealed on Saturday evening at the Organization HQ.

An official Contract will be given to the two Factions concerned so that they can recruit for their battlefield. You will then have to convince the Lone Wolves and the other Factions to fight for you by promising them a share of the booty. All you have to do is indicate the share of the booty you are offering them with a signature from the General, followed by an official signature from the Lone Wolf or the Faction leader to indicate that they accept the offer. Once the offer is signed by both parties, it is final. There will be no way to reverse your decision,

so take your time to negotiate your share of the spoils before you sign. You will have until Saturday 10:00 pm to submit your Contract to the Organization's HQ.

The Contract will also indicate the maximum number of players you can recruit. For every 5 players over this limit, the opposing team will be given 2 Medics and 1 medium shield. In addition, if your front line outnumbered the opposing team by two to one, the opposing team will receive a "Juggernaut"; a player armed with a heavy pneumatic weapon that is mobile and impossible to steal. So you'll have to juggle the offers so you don't go too far over your limit.

## **7.2 Combat**

In order to make the end of the event smoother, the Bloody Sunday combat rules will be a bit different.

First, the dying state:

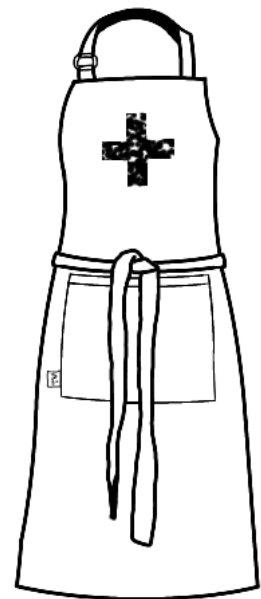
When you receive enough hits to become dying; simply drop to your knees and hold your weapon upside down in the air to make it clear that you are no longer a threat. Then count down 60 seconds. When the countdown is over, you can get up and walk to your respawn point with your weapon upside down in the air to clearly indicate that you are not a threat. You can also stay put and wait for a Medic to take care of you. Move to a safer location if the fighting around you gets too intense while you are dying.

## **7.3 Medics**

The rules for healing are also different during a Bloody Sunday. Some players will be able to become Medics during Scenarios. Each front will be entitled to 1 Medic for every 20 fighters.

Medics will be identified by white aprons bearing a red cross. The Organization will provide Medics with a special hourglass; please do not lose this hourglass!

To heal a dying or wounded fighter, you simply have to touch him and start the hourglass. When the sand runs out, the player resets his hit count to zero and heals all of his broken limbs. You can only heal one player at a time. You can never steal an hourglass.



## **7.4 Respawn**

Some scenarios will have Respawn Points. When you are dead, walk to your Respawn Point to revive yourself. Just touch the flag and you will be ready to fight again!

### **7.5 Adrenaline points**

You can use your adrenaline points to activate special effects during Bloody Sunday. Whenever you use a Respawn Point to come back to life, you regain all your adrenaline points. A Medic that heals you does not give you back adrenaline points.

### **7.6 Equipement**

You may bring any equipment you wish to have during Bloody Sunday. However, all items with the keyword LØØT can be stolen during the war scenarios.



# DEAD ZONE™