

Open Invitation Game

LIONE is open to all who wish to play the game or assist with NPCing/scripting.

We require participants to be 18+ OR a Parent or Legal Guardian signature allowing attendance between for ages 16-17.

Whether you are attending your first game ever, or are a seasoned LARPer, LIONE's goal is to provide a story and experience for all to explore this world and their characters.

To those unsure about LARPing, the first game that you play at LIONE is free. NPCing/Scripting is also free, and includes food and a place to sleep.

The Staff of LIONE reserve the right to revoke the invitation of any individual(s) at any time and will do so if need be.

The Rule of Respect

Respect is of utmost importance to LIONE. This is a wide-reaching policy that acts as a catch-all for any game- or community-damaging actions that are not otherwise explicitly prohibited. This rule extends not only to actions taken by participants when physically in attendance at an Event, but also to all conduct in official LIONE social media channels.

Rule of Respect:

- Treat everyone involved with courtesy and respect, regardless of circumstance.
- Stop and consider whether what you are doing will ruin someone else's good time, regardless if it makes logical in-character sense for you to do so.
- Attempt to follow the spirit of any rule even when the exact phrasing appears to contradict it.
- Any action that endangers the physical or mental safety of another individual will not be tolerated.
- Actions that place other players in a position of possibly violating the Rule of Respect, compromising their own character's In-Game logical decision-making to avoid it, or having an uncomfortable Out-Of-Game confrontation with you goes against the spirit of the Rule of Respect.

Understand that occasionally plots delivered by Staff may cause tension between individual player characters, cultures, or other groups In-Game. In following the Rule of Respect, we would encourage you to find ways to act on said tension so as not to ruin someone else's experience within the game.

Harassment Policy

This game is intended for mature players, but Out-Of-Game intolerance will not be permitted. Staff is dedicated to providing a safe environment at all events. We strive to create a safe space for all people regardless of any differences. Players are expected to respect one another's boundaries and if asked to stop or tone down a behavior, they are expected to do so immediately. Failure to do so may also be considered harassment.

Harassment is not tolerated.

Harassment includes (but is not limited to):

- Offensive verbal comments related to gender, identity, expression, orientation, age, sex, disability, appearance, race, religion, nationality, marital or military status or otherwise.
- Deliberate intimidation, stalking, or unwelcome advances.
- Harassing photography or recording.
- Sustained disruption of events.
- Inappropriate physical contact.
- Unwelcome sexual attention.

- Disrespect of boundaries of other participants.
- Encouraging and/or enabling any of this behavior in other participants also qualifies as harassment.

This policy applies to LIONE events, any LIONE official social medias run by LIONE Staff, and potentially private conversations/digital messaging. Private conversation cases will be determined if the source of the harassment requires LIONE Board involvement.

We value the attendance of every individual at our game, and want everyone to feel safe throughout the duration of our events. If you are being harassed, or believe that someone is participating in harassing behavior, please notify the Board immediately. During an Event, please come to the Central Control and ask to speak to our Ombudsman (if unavailable, a Director will respond and ensure our Ombudsman is made aware). The Director(s) will ensure that you have a safe, private place to talk. Outside of an event, please reach out with any concerns at ombuds@lionerampant.com to connect with our Ombudsman.

Players removed from an event for harassment or disruptive behavior will not be refunded.

No Alcohol or Drugs

You cannot consume or be under the effects of alcohol, cannabis or any other non-prescribed controlled substances is expressly prohibited while participating in any LIONE Event. Depending on the severity, you may be asked to leave the event and be subject to disciplinary actions.

No Photography

We do not allow for photography or filming without express permission from individuals in advance and must be done away from active In Game areas.

Pronouns

We kindly ask that you do not make assumptions about the pronouns of a player or of a character/NPC, unless you know with certainty or have been told their choice of pronouns. Intentional misgendering will not be tolerated.

Multiple Player Characters

Players may create multiple Player Characters. However, only one Player Character can be played each event, per event token. Additional Player Characters can only be played during the same event if a separate event token is purchased, or a character retires, or experiences Final Death.

The Player Characters must not know each other, or be related, and cannot have any contact or dealings with each other at all.

In Game Tools

Plagued

Sometimes a player has a real-world reason that they cannot adventure, and this might interfere with the heroic ideals of their character. When this happens, a player can decide that the “Plague” has taken their character. The “Plague” is magical and debilitating. It can’t be cured until the player makes the out of game decision to end the effect. The player has enough skill and mobility to get to their cabin or an out of game area and then no game magic will help them until the player decides they feel well enough to re-enter the game.

When a player is “Plagued” the rest of the participants will gracefully accept that the player is out of the action. We do not allow players to try to shame or guilt the plagued players to continue the game. We respect their need for downtime, and in game characters will both understand the severity of the ailment that takes their character

out of the action, but also understand that characters eventually recover from the “Plague” and they do not need to worry about the afflicted character.

Graceful Exit

When a character uses the term “Graceful Exit” while conversing with one or more players, they are signaling to other players that they need to leave the scene. When a character uses the term “Graceful Exit,” other players should respect that they need to bow out of the scene. A short goodbye or farewell is fine, but respect the “Graceful Exit” and let the player go. The conversation ends, and the other players continue the game with as much normalcy and understanding as possible.

A staff person might call for a “Graceful Exit” if they are needed, for out of game reasons, in a different place. As much as they would love to continue the conversation, they really have to go because people are waiting on them for some big encounter. When a staff person calls for a “Graceful Exit”, understand it isn’t anything personal, and bow out of the role-play.

If a player calls for a “Graceful Exit,” then they might be uncomfortable or uncertain about a scene, an area, or something else about the role-play or situation. In this case not only do we enable their departure and role-play so as to cover for them or move on to other adventures, but we are also mindful of the conversation and are careful not to approach them about the same or similar subjects. If there was some specific conversation going on when a “Graceful Exit” is called, then you have the responsibility to drop that conversation. Don’t approach the character about the same topic later on, unless they themselves bring it up. This is not intended to be used to avoid conflict resolution between characters or plot, but for serious emotional triggers.

Non-Combatant

For any reason a player may choose to be a “Non-Combatant”. "Non-combatants" are people who have opted out of direct combat by choice, such as for medical reasons. Non-combatants must wear a yellow armband, preferably reflective or include a yellow glow stick at night, to denote their status. A non-combatant must never be struck intentionally by boffer weapons, spell packets, or weapon props. Please be aware of who the non-combatants in the game are. We ask non-combatants to avoid active combat for additional safety.

A non-combatant may still be "attacked" In Game. An attacker, within weapons reach, will point toward a non-combatant and state the verbal “I strike you down”. This causes the non-combatant to drop to 0 Vitality and become Unstable. If the attacker is interrupted during the verbal, the non-combatant is not affected.

Note that non-combatants do have Vitality, so calls like “By my Voice, Damage 1 by Fire” will resolve normally.