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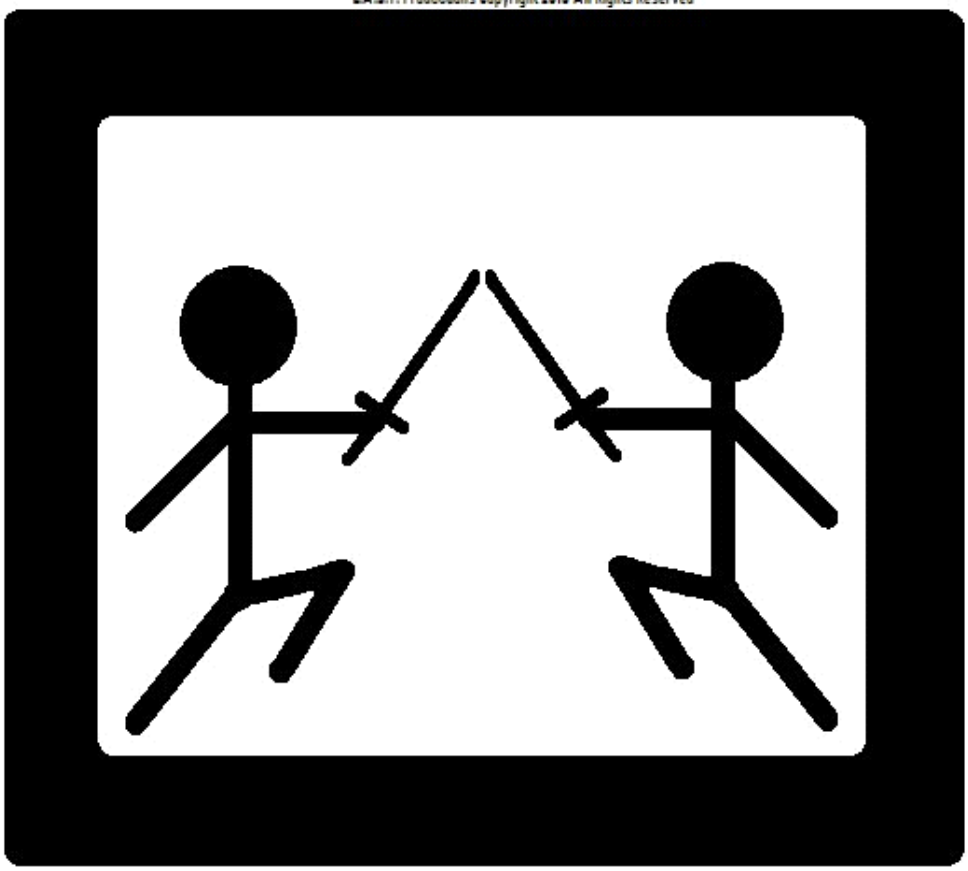

(c) L.A.S.T. Insta LARP Rules and Regulations

Disclamer

This is game includes physical contact and the risk of injury.
By playing this game you legally agree to hold no liability to **L.A.S.T.** or any of it's Cast Members for any injury or loss that may occur in relation to any **L.A.S.T.** Event.

Safety

Cut! - A hold may be called at any time, by anyone, during the game for safety reasons by calling out "Cut!" loudly.
Everyone shall freeze and put their hands or weapons on their heads to indicate the game has stopped and everyone is now out of game. Players may kneel in place but may not otherwise move during "*Cut!*".
A Cast Member (the people running the game) may also call a "*Cut!*" for Rules or Plot purposes. The same Cut process applies to all Cuts, regardless of reason it is called.

Action! - After a "*Cut!*"has been called and it is time to go back "in game", the person who called the Cut will announce, "*3, 2, 1 ACTION*!" and the game will recommence exactly where it had left off when the Cut was called.

Out Of Game - When a player's character has died, they are out of game. This is indicated by their hand or weapon being placed on their head and announcing to questioning players, "out of game".

No Hitting or Aiming for Heads or Between Legs

No Shoving or Pushing unless agreed upon by both parties. Respect everyone's physical boundaries.

No misuse of Loaned Weapons. Loaned Weapons should not be used to hit anything but your opponents. (Not the ground or hard objects due to prop damage risk.)

We thank you so much for following the rules to ensure a safe and fun game for all!

Parents are responsible for their children at game and should ensure they understand and comply with any and all rules.

If you are unsure at anytime and need assistance with the rules or safety please ask a **L.A.S.T.** Cast Member.

Character Selection

There are 4 types of Character to choose from. You decide who they are, what they wear and how they will adventure!

Fighter

Slay(+10 for 1 Swing) Stun(Target Immobile for 10 seconds) Enrage(+1 Swing for 10 min)

Critical Hit (+20 for 1 swing)

Health: 10 **Swing Damage:** 1

Rogue

Waylay (Must hit from behind between the shoulder blades; Knocked Out 10 min) Body Blow (Deals 10 Body Damage 1 Swing)

Death Blow (Deals 20 Body Damage 1 Swing)

Health: 10 **Swing Damage:** 1 or 2 from Behind (Must be able to see both shoulder blades of Target)

Mage

Fire Ball (20 Fire Damage) Lightning Bolt (10 Lightning Damage)

Ice Slow (Target must count to 3 with every step for 10 min)

Earth Armor (Target is immune to the next physical OR magical attack by calling "Earth Armour")

Health: 10 **Swing Damage:** 1

Casting: All spells are touch cast currently. To cast, touch target and state the desired spell name.

Healer

Lay On Hands(Deals 1 Healing/second for 10 min. by Calling 1 Healiing) Half Heal(Target recieves 5 Healing) x2

Full Heal(Target recieves 10 Healing) Healing Damage (Healing offensive against Undead)

Health: 10 **Swing Damage:** 1

Casting: All spells are touch cast currently. To cast, touch target and state the desired spell name.

In Game Terms/Definitions

Respawn
When your Character's Health drops to 0, you drop to the ground and your body dissapates. Place your hand or weapon on your head and count to a full 30 seconds. You may move Out Of Game with the party but you must not interact with the In Game world until your 30 second count is finished or your Respawn Count restarts.

To re-enter the In Game world once your count is complete take your weapon or hand off your head and state, "Respawn 1, Respawn 2, Respawn 3."
You have fully respawned as your Character and can continue on your adventure.

Search
To search a fallen foe you must count for 60 seconds while hovering physically over the area of the body you wish to search. You may touch the player to represent this if they consent.

Tags/Treasure
Upon searching fallen foes you may find items on their corpse represented by small white pieces of paper (these are Out Of Game) containing the information about the item. These are called tags. Some tags may be attached to actual props/physical representations but the rule is losing the tag, loses the item.