

FRIM

SAFETY AND CONTROL
MODULE



ENGLISH
VERSION

Legal information around this version of the rulebook:
The translation of the P.R.I.M. Module 1 into English has informational purpose only. Only the German version is legally binding and validating.

IMPRINT

P.R.I.M.

Rulebook 2023
Version 2.0 (beta)

All rights and contents of the following rules and regulations are owned by the community of interest, Lost Ideas which has worked together on the realisation of this sci-fi larp event.

The community of interest is to be understood as all involved contributors to the rulebook, the event and the PR.

The unrestricted right of use and administration of this work is held by Villalobos & Groß-Bölting GbR, which administers the licensing of the rules to third parties on behalf of the Lost Ideas community of interest.

This set of rules is to be regarded as a living work that will constantly evolve. Every motivated reader may participate in this development. Please send us your formulated concept ideas via the **prim-gameteam@lost-ideas.com** so that we can take them into account for further development. die

Important

The content of the P.R.I.M. Rulebook consists of various sub-modules. When we speak of the rulebook, we always mean the entirety of these modules:

Safety and control module

Module 1 - Safety and control module

Background modules

Module 2 - Background of the setting

Module 2.1 - Background to the Berlin Campaign

Character modules

Module 3 - SC Module

Module 3.1 - SC Style Guide

Module 4 - NPC Module

Module 4.1 - NPC Style Guide

Module 4.2 - NPC Background Module

Advanced module

Module 5 - Plot Module

WELCOME TO THE P.R.I.M. RULEBOOK

HOW THIS SET OF RULES WORKS...

P.R.I.M. (Protection, Resistance against Invasion and Mayhem) is a self-contained larp campaign set in a near-fictional future.

With dystopian and post-apocalyptic style elements, a dark and dangerous future is drawn. Sci-fi elements bring new exciting gameplay approaches and allow new game mechanics. The focus is on a clearly defined plot, condenses the gameplay and thus creates a special depth. In addition, an inescapable external threat directs the interaction to internal structures.

The rulebook contains, as the name suggests: rules. These are either absolutely obligatory or help you to shape the world with us and enrich the setting. We have divided the rulebook into sub-modules, which you can download from our website (www.prim-larp.de).

SAFETY & CONTROL MODULE

Here you will find absolutely necessary safety instructions, notes on the course of the game and general rule mechanics for the LARP campaign. You need to know this information - OT as well as IT, and regardless of your role at P.R.I.M..

BACKGROUND & CHARACTER MODULES

These modules deal with background and role selection. They are essential to understanding the world and being able to play in it.

All the information on creating a player character is summarised in the SC character module. If you intend to play an NPC, you will find everything in the character module NPC. These modules also contain supplementary elements such as style guides. Style guides are intended to support you in meeting challenges such as optical modding, clothing and equipment production, large-scale crafting and specific style requirements. Especially for first-time players and career changers, these style guides are orientation aids.

ADVANCED MODULES

In the plot module, you will find a review of past P.R.I.M. events, which grows annually, as well as an explanation of the different plot types and how they are played.

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I. SAFETY

SAFETY FIRST!

In this extremely important safety module you will find all the Do's and Don'ts of our events. Read them carefully and take them to heart. In case of non-compliance we will have to draw harsh consequences.

The following is prohibited at all times while on the location:

Non-observance and alterations of markings, specifically:

- Entering areas or buildings marked in red and/or as off-game, as well as going over or through "warning tape" barriers
- The modification or manipulation and/or removal of terrain or building markings or markings (signs, "warning tape", barriers, etc.) as well as objects or equipment marked with "X" or "OT (off-game)". In addition, the use or handling of said OT installations and OT equipment
- The use of green light sources (torches, snap light sticks, etc.) or the wearing of white/black/blue and pink safety vests

Use of pyrotechnics and fire without permission, specifically:

- The use of pyrotechnic objects and open fire and/or open light without prior agreement and permission from the orga
- The ignition of open fires outside the designated fireplace

Inappropriate larp weapons and use of violence, specifically:

- The use of inappropriate (shooting, throwing, hitting) larp weapons or real weapons or dangerous tools
- Brutality and inappropriate use of force against other participants in fights

Inappropriate use of the site and buildings, in particular:

- Climbing on trees, buildings or parts of buildings, roofs and other building structures (barricades, obstacles, etc.), as well as climbing through windows and walking in conduit passages or pipe shafts
- Structural alterations to buildings and structural elements and the removal of parts of buildings (doors, boarding, pipes, etc.)
- Excavations in the ground, clearing and/or felling of vegetation
- Littering
- Removing or damaging objects on the site and/or in buildings
- The use of permanent paints (spray cans, marker pens, etc.) on the site and in buildings.

HAZARDS/TERRAIN

It is important to pay attention to the hazards of the terrain and, for example, to look where you are stepping/falling over, as well as not to shake/pull/push on every fence/wire fence etc., because these can easily tear and then really pose a danger. If you notice any hazards on the site that are not secured or marked, go to the nearest GM or orga and inform them of the possible source of danger.

Due to the size and condition of the terrain, the danger spots are constantly changing, so we rely on your watchful eyes, ears and help to prevent injuries before they happen. Should an OT injury occur, loudly shout "Stop" and, in an emergency, "medic" or "paramedic". Every GM and orga is equipped with a radio and coordinates the further course of the situation.

GM MARKING

You can recognise the Lost Ideas team and supporters as follows:

OT-Game masters and Orga

- ▶ white signal vest & pink signal light

IT-Game masters and Gameteam

- ▶ black signal vest & pink signal light

Press

- ▶ blue signal vest & pink signal light

Support

- ▶ white signal vest & pink signal light

Technik

- ▶ pink signal vest & pink signal light

It's forbidden for participants to use green snap lights or illuminants, as well as white, red, pink and blue signal vest at our events.


Pink lights can be completely ignored IT.


WARNING TAPE

There are two different colours of warning tape: **red-white** and **black-yellow**.

Red and white flutter tape marks the edge of the pitch and danger spots. Red and white flutter tape is also used when pyrotechnics are used to cordon off the area of effect. We also continuously mark danger spots that are reported to us during the event. It is therefore possible that additional areas will be set up with red and white flutter tape during the match. As a general rule, **red -white flagging tape must not be crossed under any circumstances.**

We use the black and yellow flutter tape to mark zones that may only be entered with (the announcement of) the SL. These can be mission areas or terrain sections/rooms that can be played for. More details on these special plot instances can be found in chapter 7.

	<p>red-white <i>Never be crossed</i></p> <ul style="list-style-type: none">• Edge of the field• Danger areas• Pyrotechnics
---	---

	<p>black-yellow <i>May only be crossed after announcement / clearance to be crossed.</i></p> <ul style="list-style-type: none">• Instances• Mission area• Plot areas
---	---

FIRST AIDERS

At the event we have a team of first aiders on site for you. If you need first aid, get in touch. As in normal everyday life, our first-aiders also do not give out any medication (not even a headache pill). Not even in the context of an emergency situation – only the emergency doctor is allowed to do that. For medical needs within the event site, please try to go to the designated first-aid area before calling a radio alarm in the field

Please do not forget to:

Never call for a „Sani“ oder „Sanitäter“ in case of an intimate injury! Call for a "Medic" or "Doc".

Only in the case of an OT injury is it appropriate to call for a „Sani“ or „Sanitäter“ after loudly and clearly calling out the "stop" command to halt play. The instructions of the medical staff, as well as the organizers or SL must be followed in any case. Our first aiders are there to save your life in emergency situations. The treatment of scratches and abrasions, advice on hay fever allergies, nausea or hangover symptoms is a courtesy and not an obligation. Please make sure yourself that you have enough disinfectants, plasters, headache tablets, allergy medicine, tissues etc. with you.

THE "STOP" COMMAND

If a dangerous situation arises during the event, which can result in human injury or significant property damage or has unfortunately already occurred there is a "stop" command to immediately interrupt the game situation locally.

The game is immediately interrupted and can only be "continued" again by the person or a game master who is present. The game interruption is used to reduce the dangerous situation, avert further damage, initiate emergency measures and may not be used for playful advantages. Each person has the right to interrupt the game at any time should a situation arise that appears to them to be OT-dangerous. Just as everyone has to respect these personal limits, we would like to expressly ask you not to abuse the "stop" command and apply it in an inflationary way.

"Classic" situations where it is appropriate to call a stop are the fire bowl that has fallen over in combat, a torture depiction that is too immersive, or a twisted ankle in combat.

WIND TURBINES

Staying within a radius of 10m around the wind turbine is prohibited. The access route to the door must always be free. Of course, as is the case on the entire site, the towers must not be soiled, climbed, damaged, smeared or littered. A maintenance car can be seen here and there, please ignore it in game and let it pass.

ELECTRICITY

There is no free electricity. We source electricity from aggregates. For this reason, we recommend bringing a surge protector with you for sensitive devices. Necessary electrical devices can only be connected after prior consultation with the responsible electricity team! Registration goes via: strom@lost-ideas.com.

We also need to regulate power distribution even more:

- Electricity is exclusively for ambient lighting and agreed devices & purposes
- No devices may be plugged into a socket, that is not coordinated with the Orga!
- All sockets are OT
- All lighting must be equipped with LED bulbs

Failure to do so will result in immediate exclusion from the event.

You can recharge your batteries with your own charger during the opening hours of the logistics in the magazine.

VEHICLES

Driving on the playground is prohibited during the entire event. Only orga vehicles or OT relevant vehicles such as an ambulance are allowed to drive on the grounds.

Parking is only permitted in the parking spaces designated on site.

2. GENERAL INFORMATION

EXPLANATION OF TERMS

For general clarification, here are some terms that are always reused:

- **SC/ PC** Playing character (Spieler Charakter)
- **GSC / GPC** Guided Playing Character (Geleiteter spieler Charakter)
- **NSC/NPC** Non-player character (nichtspieler Charakter)
- **IT** In-Time (= ingame / in the game)
- **OT** Out-Time (= offgame)
- **SL /GM** Gamemaster (Spilleitung)
- **Orga** Organisers of the event
- **Bot** enemy NPC class

START OF EVENT

On the day of arrival, the game will start after the SL speech at approx. 18:00. Depending on the event, there may be different ways to start the game. We will announce the exact times and details of the game start in our checklist, which will be sent out approx. 14 days before the event.

Please note: during the ongoing game it is not possible to switch to the bots "briefly" and then rejoin as SC. It is only possible to join the NPCs on the last day until the end of the game.

END OF IT ACTIONS AND END OF THE GAME

P.R.I.M. is designed as a 24/7 ingame LARP.

Therefore, the game is played through from the beginning to the end of the event. After the last scene, the game is officially ended and no more actions with IT consequences are possible.

After the end of the game, we invite all NPCs and SCs to celebrate together. To protect the privacy of all participants, no pictures or sound recordings are allowed during the party.

LOST PROPERTY

If you find things in the game on the venue during the event that you think belong to someone else, please hand them in at the Lost and Found Box in the Orgaplex.

Lost and found items are laid out at every event and stored for 2 years. After that, they go into the orga's collection and are used, for example, to dress NPCs. For logistical reasons, it is not possible to send lost property. Only identity cards, various cards or car keys will be sent on request. If you have lost something, please contact us at info@lost-ideas.com.



SLEEP, REST AND OT

Sleeping areas in the base are not OT zones. These areas are played in the same way as all others.

The toilets and showers alone are OT, but NOT the way there and back! Anyone who is physically or mentally overloaded and can no longer cope with an individual or the overall situation has the opportunity to relax in our OT area and/or get a little sleep

There is also an OT campsite outside the play zone for people who are unable to camp IT for health or other reasons. The OT campsite is also only for sleeping and not for barbecuing and hanging out.

SLEEPING IN THE BASE

Sleeping inside the base is possible in certain areas, some of which have bunker beds. Fightersquads have the possibility to register a sleeping place. For the base sections there is a reserved area. It should be noted that EVERYTHING (except the small OT bag) is IT and will be played out/with.

IT, the base goes over several floors. The other sleeping areas (the OT sleeping area and the OT campsite) are on the lower levels. In the game, you do not leave the base to sleep, but go "to the lower floors".

SEXUAL ACTS IN LARP

We have a clear basic consensus on how to deal with sexual actions in larp and also a clear maxim for dealing with people who violate other people's boundaries.

We want all participants to feel free to play openly and without fear. To avoid mixing the IT and OT levels, we declare EVERY sexual act beyond kissing as OT (which means, that nothing can be done against a person's will!). This means that anyone who becomes more intimate in any way is automatically OT. THIS IS A RULE and it is not subject to your personal feelings. This is intended to prevent later ambiguities about the consent of all parties involved. Anyone who gets close, becomes intimate, always acts OT, as a person and participant but never as a character. An "ignorance" about possible wishes, limits or statements cannot be argued afterwards with "I thought that was ingame".

Playing off rape is therefore absolutely taboo. Of course, we don't forbid you "the most beautiful thing in the world", but do this consciously, responsibly, with mutual consent and always OT. By the way: "I was drunk" is always a very bad excuse. If you are drunk and not under control, that will not stop us from expelling you from the premises.

The same rules apply to dancing and erotic performances. Look - don't touch. No matter how "logical" this action would be for your character - it is TABOO.



REPRESENTATION OF TORTURE IN LARP

Difficult! - In a dystopian setting, this oppressive situation is certainly "logical" and can certainly have its appeal. In order to rule out situations that psychologically affect individuals, these scenes must be scripted and completely agreed upon. In addition, of course, each person always has the right to interrupt such a situation with a "STOP" command. In general, the depiction of torture scenes is only possible after consultation and in the presence of an SL.

OT-BAG

All participants are required to carry a small bag. This must be clearly marked as OT and for your own safety must contain your identity card or passport and health insurance card (for emergencies). Furthermore, the OT cloth and everything necessary for wound presentation.

In addition to the "small" OT bag, a corresponding large OT bag/box can be used for bringing indispensable OT items such as medicines or electronics. This does not carry any IT relevance and must therefore not contain any relevant items (i.e., offgame merchandise, ammunition, etc.). This does not carry any IT-relevance and must therefore not contain any relevant items (i.e., merchandise, ammunition, IT medicines etc.).

We still recommend having enough cash for a taxi and the most important telephone numbers of local caregivers/friends in case you need to be taken to hospital.

OT CLOTH/ OT MARKING

All participants need an OT scarf or an OT Shirt to signal the physical absence of the character in the game without interrupting the game of the other participants. Of course, this must also be of an appropriate size. It is best to use a white T-shirt (and cut it open at the sides if necessary) and put a big black "X" on the front and back.

Alternatively, in situations such as a search or combat situation, both arms may be visibly crossed in front of the chest to make it clear that you need to take a short OT time-out (e.g., that you do not want to be touched, etc.).

FURNISHINGS/ FURNITURE

All basic planning is in the hands of the P.R.I.M. GameTeam. Bringing along furnishings, building materials and furniture is only possible after consultation. Please contact the GameTeam in advance. You MUST dispose of everything you bring yourself. This does NOT mean unloading it into the grounds or our container.

Items such as barrels, tables, furniture, etc. that are already in the building may not be moved, damaged, changed or taken to another place in the grounds! Therefore, please always make sure to handle responsibly everything that does not belong to you, because a lot of money, time and love of our participants or of us has been put into this!

For areas in Echo Base, the independent bringing of furnishings is possible within certain limits. The style guide for Echo Base in module 2.1 chapter 5, is considered obligatory for the event!

IT AND OT RADIO

You may use PMR radio in the game. For this purpose, the channels marked below are available for free IT use, i.e. they may be used for transmitting and receiving. The following OT regulations for these channels must be adhered to during the entire event.

Other free frequency bands (DPMR, Freenet, CB) are not used on the P.R.I.M.. The use of PMR sub-channels is to be refrained from. The use of LPD is prohibited for players!
Everything about IT radio can be found as a game mechanic in the module 2.1 chapter.

Frequency / Channel	Use for
PMR / Channel 1 to 5	IT radio - field radio or squad radio (field ↔ field) Channel assignment via the CIC
PMR / Channel 6	IT Radio - Basic Radio (Field ↔ CIC)
PMR / Channel 7	OT Funk - for NPCs
PMR / Channel 8	OT emergency channel Do not listen in, use only in absolute OT emergencies! Channel 8 is only for the OT first responder call, so it may only be used in real emergencies. The call for help via channel 8 must be confirmed by the OT first responders! ALWAYS send a person to the OT first responders to help them coordinate!
PMR / Channel 9 and 10	OT radio - for Orga/NPCs
PMR / Channel 11 to 15	IT radio - field radio or squad radio (field ↔ field) Channel assignment via the CIC
PMR / Channel 16	IT Radio - IT Reserved
LPD / all channels	Orga Radio



MEDIA PROFESSIONALS AT THE EVENT

We welcome people who take photos, videos or other creative records at P.R.I.M.. This can be done both IT and OT. The important thing is: All people who create media must register in advance at presse@lost-ideas.com. It doesn't matter whether IT or OT is being photographed or filmed.

After your registration you will receive a photo & video agreement from us, which you have to sign. All the rules concerning the photo and video material are explained there. After the event, you have to send the material to presse@lost-ideas.com for review. You will then receive a release as soon as possible. As we are usually still on site the week after the event, the review will take place one week after the event has ended. The material may only be published OT after approval.

If you want to photograph and/or film **IT**, remember to develop a suitable character concept. To ensure that such a concept can be well integrated into the P.R.I.M. world, send a draft of your concept to: prim-gameteam@lost-ideas.com

If you want to work exclusively **OT**, you will also receive all information about the procedure, waistcoats, rules and contact persons from us by email.



CONTACT OVERVIEW

The P.R.I.M. GameTeam is responsible for all game content such as background, plots, character and group concepts as well as basic planning. If you have any questions or ideas, please contact: → prim-gameteam@lost-ideas.com

For all NPC-related issues, contact: → alien@lost-ideas.com

For questions about tickets and the ticket shop, contact: → tickets@lost-ideas.com

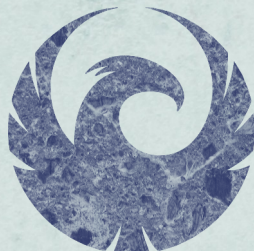
For photo and video permission or for press enquiries, please contact us directly: → presse@lost-ideas.com

For other enquiries or general questions, you can contact the organisation at: → info@lost-ideas.com

3. THE P.R.I.M. GAME CONCEPT

In order to give all participants a better understanding and thus a deeper immersion into the world, we would like to introduce the

concept at this point and look at it from different angles as well as explain certain contexts and backgrounds.



GENRE

P.R.I.M. is an end-time larp campaign set in a near but fictional future. The campaign features both dystopian and post-apocalyptic style elements, but also includes dark-future and individual classic sci-fi elements.

SETTING

In the game world of P.R.I.M., humanity has been almost completely wiped out by an alien invasion and the subsequent collapse of civilisation. The remaining survivors have organised themselves in a makeshift manner and formed small resistance cells. Without sufficient infrastructure, without global communication and without a social system, they desperately try to resist an overpowering enemy in order to escape their final demise.

The player characters (SC / player character) take on the role of the resistance, whereas the non-player characters (NPC / non-player character) represent the all-powerful alien enemy.

GAME CONCEPT

P.R.I.M. is designed to be realistic in order to give the action a special drama. The aim is not to reproduce the real world, but to create something that allows participants to be deeply immersed in the setting. Fictional elements, on the other hand, are used to tell exciting stories and to get around obstacles. The extent to which the two aspects are applied always depends on the individual case. Therefore, there is no right or wrong degree of realism and fiction.

The setting of the event is clearly designed for "SC-vs-NSC". Interpersonal tensions are part of the plot and should deliberately not be perceived as a typical larp field of conflict, but as a common game offer. Therefore, think carefully about whether it makes sense and is appropriate to the background to act against other characters or even kill them and what consequences this can have in the game.

We play according to the well-known DKWDDK (Du-kannst-was-du-darstellen-kannst = you-can-do-what-you-can-display) principle. This means that you can only play what is really there, or what has been represented so well that you CAN play it. You create your character according to this principle

PLAYING PHILOSOPHY

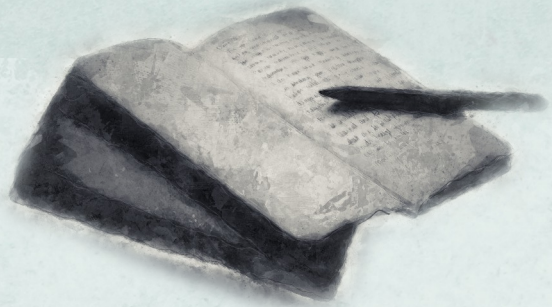
Larp is a communal hobby that is about portraying and experiencing a story together. The point is not to win, but to collaborate in the representation of the story.

The permanent threat and the fear of final annihilation serve to direct the action towards inner structures and interpersonal issues. The threat scenario is thus more a means than an end to get the players to find solutions together and work together.

The focus is repeatedly directed to the tightrope walk that results from the external constraints of the struggle for survival on the one hand and the preservation of humanity on the other. This tension serves to convey to the players that there are no easy solutions and that every decision has its price.

In addition to this design, themes are preferably staged on two tracks. Thus, the threat

from the outside and the fight against an overpowering enemy is contrasted with an interpersonal community that must stick together at all costs and find common solutions. Thus, both the combative conflicts and the social challenges represent an equal struggle for survival. This duality is found in many aspects and serves to create a clear demarcation in order to specifically direct the plot and the respective conflicts.



Closed campaign

As with many other larp campaigns, the P.R.I.M. Plot develops with each event and does not end at the conclusion of an event. As a closed campaign, however, there are some special features to bear in mind.

All backgrounds and concepts as well as the actual plot are created and developed exclusively by the P.R.I.M. GameTeam. The GameTeam must carefully consider every innovation or change and examine it for background consistency and impact on the overall setting. It is therefore important that players do not intervene in the background without being asked and bring their own plots or concepts into the game without prior agreement. Interference in the background usually begins with the statement of where a character comes from, because this defines a place that may not have been described before. How to generate your own background or plots without interfering with the background of the world is explained in the plot module (module 5). Otherwise, ideas and own concepts or own plots can always be coordinated with the GameTeam.

Everyone should be aware that the special character of the P.R.I.M. campaign can only be preserved if everyone shows consideration and only brings their own content into the game after it has been approved by the GameTeam.

CONTENT WARNINGS AND CONTENT RESTRICTIONS

CONTENT WARNINGS:

P.R.I.M. is a LARP campaign set in a dystopian world aiming to provide an intense and highly immersive roleplaying experience. Alien invaders have attacked the earth, wiping out most of humanity. The last surviving humans have banded together in resistance cells and are waging a desperate guerilla war against the aliens.

All actions and game elements always refer to fictional facts in order to achieve a fictional content-related goal. For this purpose, acting skills and effects are used to create in-game scenes that feel as realistic as possible.

The following elements can be part of the

P.R.I.M. LARP experience:

- Collapse of social norms, in-game restriction of basic rights as well as dehumanisation, torture and abduction elements
- Simulated medical scenarios and topics such as injuries, surgery, (fake) blood, autopsies, simulated corpses, emergency medical care, mental illness
- Body horror, e.g. mutated humans, abstract depictions of alien life forms
- Use of psychological pressure and shock effects
- Confrontation with one's own moral limits
- Simulated war scenes, depicted physical violence and death
- Lack of sleep, resource shortage (e.g. food, medical supplies)
- Simulated imprisonment or restriction of liberties

Simulated drug and alcohol consumption

These elements are part of the LARP campaign. Many of them are present throughout the game, others might be prominently featured in certain game situations.

The P.R.I.M. LARP will also feature loud noises, pyrotechnical effects and flashing lights. Before

participating, please consider whether you are comfortable with any of those game elements and whether you can handle them under pressure. If you are unsure, please feel free to contact us. We are happy to provide you with a more detailed description of the game elements above.

CONTENT RESTRICTIONS:

Generally, the P.R.I.M. LARP can only feature game elements that can be simulated by the participants in a way that feels realistic. However, there are some topics that are explicitly NOT part of our LARP campaign. Those are topics that we do consider neither beneficial to the roleplaying setting that we want to bring alive nor aligned with our values. All participants are prohibited from introducing prohibited game content themselves.

Prohibited content is:

- Sexual assault and sexual violence
- Transfer of blatant real-world intolerance into the P.R.I.M. setting (homophobia, transphobia, sexism, racism + racist insults, real religions in extremist form, hatred of religious groups, genocide references etc.

4. P.R.I.M. SAFETY RULES

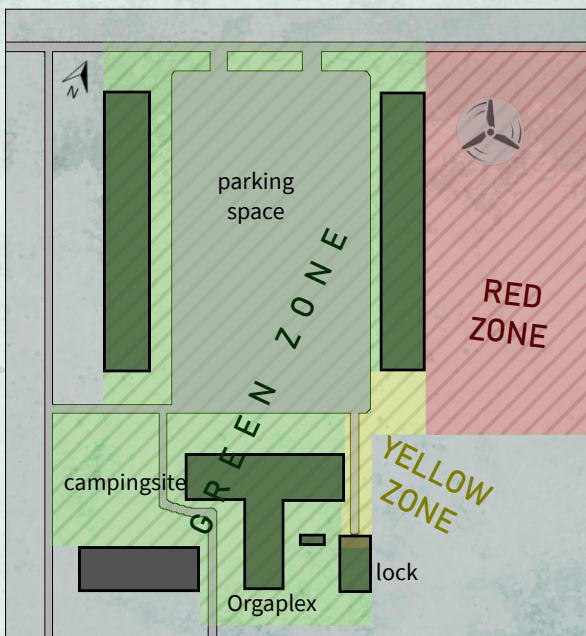
SAFETY ZONES

To ensure the highest possible level of safety, the entire site is divided into three zones. Certain safety rules apply to each zone and must be observed at all times. All zone transitions are marked accordingly so that you can recognise the transition from one zone to another. **If in doubt, always wear safety glasses.**

GREEN ZONE

Safety glasses are not compulsory within the Green Zone. The use of airsoft weapons is strictly prohibited. No test shots or blank shots may be fired. All airsoft weapons must always and without exception be unloaded, without magazine and secured. Anyone who intentionally or negligently violates this rule will be expelled from the event.

This zone includes the **entire base** (half of the airlock, the inner courtyard, all inner rooms, as well as connecting tunnels and halls) as well as the entire **OT area** (car park, campground, all non-played rooms such as OT dormitories and first aid area).



YELLOW ZONE

Within the Yellow Zone, **safety glasses** are **compulsory** without restriction and without exception. The use of airsoft weapons is nevertheless not permitted. Test and trial shots are only permitted in the designated areas and only in a specified direction.

This zone is a transition zone from the Green Zone to the Red Zone (or vice versa). It covers the area from the lock to the mission area.

RED ZONE

Safety glasses are compulsory within the Red Zone. **Always!** (The only exception is inside a closed porta-potty.) Anyone who intentionally or negligently violates this rule will be expelled from the event.

This zone includes the entire mission area and all buildings within this area.

As everywhere in LARP, these safety rules also live from the fact that all participants take them seriously and adhere to them. When entering the base, make sure that your weapon is secured! But because the four-eyes principle increases safety, also check the weapons of the person in front of you and the person who has entered the base behind you. Look out for each other - IT as well as OT.

Please note that the zones may change even shortly before the start of the game. Please inform yourself about the current zone distribution.

SWITCHING BETWEEN THE SAFETY ZONES IN THE GAME

In the game, you will probably be in the situation several times where you want to leave and re-enter the base. This means that each time you move from one safety zone to another.

OT procedure when leaving the base

In the game, the base can only be left via the airlock. Within it, the end of the Green Zone and the beginning of the Yellow Zone are marked.

Before entering the Yellow Zone, you must put on your glasses. You may only load your weapon inside the Yellow Zone. Sand buckets are available to check the function of the weapon. Test shots are only allowed in these buckets. After the test shot, the weapon must be secured again. You can then leave the lock area in the direction of the mission area.

OT procedure when entering the base

As soon as you enter the Yellow Zone from the mission area, you must secure your weapon. Pointless shots into the surroundings are not permitted. Since the base can only be entered via the lock in the game, you will be in the base after passing through the bunker gate, but still in the Yellow Zone. After entering the lock area, unload the weapon (remove the magazine). To make sure that the weapon is really empty, several empty shots must be fired into the sand buckets provided.

You are not allowed to enter the green zone until the weapon has been unloaded and secured and the magazine stowed. The safety goggles are only removed in the green zone. Not before.

IT process

The process in the game is adapted so that the safety rules are observed. Details on the IT process can be found as a game mechanic in Module 2.1 Chapter 4.4.

OT-process for NPCs

For NPCs, the same rules apply in principle. Since NPCs enter and leave the playing field at other points (and not via the bunker lock), the above steps are carried out at the points designated for NPCs.

FIGHTING IN AND AROUND BUILDINGS

During the game there may be regular fights in or around buildings. As the distances inside buildings can be very short, all participants must be particularly careful.

The following rules apply:

- No "blind" firing around corners or over covers
- Only targeted shots to the upper body
- If possible, only single fires
- Offer yourself more hit zone than the face when firing from cover



FIGHT IN THE BASE

As the base (and all associated areas) are located in the Green Zone, special rules apply to the fight in the base for playing out an IT fight.

UNARMED CLOSE COMBAT

Unarmed close combat (InFight) is only allowed if all participants explicitly agree. In order to conceal this security question, the code word "Aufs Maul!" (in your face!) is used. To make sure that all participants have understood the code, the code word can be repeated several times or emphasised.

When depicting unarmed close combat, make sure that punches, kicks and everything else are only implied and not actually executed. The aim is to create a great game scene and not a real confrontation.

ARMED CLOSE COMBAT

Only LARP weapons that correspond to the style of the setting are permitted for the depiction of armed close combat. Be sure to slow down blows before hitting your opponent. Blows to the head, neck and genital area are forbidden. Stabbing is generally forbidden.

FIREFIGHT IN THE BASE

The display of an in-time fire fight in the base is only permitted with specially secured airsoft markers. These "safe guns" must have white markings (details on the implementation can be found in chapter 5). The reason for the white markings is that someone to whom you hold the weapon in the face can see directly that it is a "safe gun".

Never - not even for threatening - use normal airsoft markers in the base.

Please note that only a select group of people are allowed to carry a "safe gun" at In-Time. Therefore, be aware of the IT consequences (which can be very severe) if you threaten someone in-game with your "safe gun" without having the appropriate IT security clearance.



5. WEAPONS- & EQUIPMENT RULES

IMPORTANT: WEAPONS AND EQUIPMENT CHECK

We do not do a weapons or equipment check! Individual members of the Orga may make recommendations based on their private opinion. In case of doubt, we reserve the right to check and remove questionable equipment and weapons from the game - regardless of whether they comply with the following regulations. All participants are responsible for the safety of their own equipment. Please take this to heart

SAFETY OF EQUIPMENT AND CLOTHING

Please pay attention to the safety of your clothing and equipment: sharp edges that can injure other people in the game should be avoided, as should sharp wire ends and real cutting edges, rusty knives, real barbed wire, non-rounded metal edges, etc.

Think carefully about your finished outfit: Can I hurt myself with it? Can others hurt themselves with it?

Can I push my way through a crowd of people or engage in close combat without hurting others?

When equipping, pay special attention to real carving and working knives! These should always be additionally secured so that they are not mistaken for larp weapons in the game. An extra sheath, a safety or a special lock are indispensable here. If you wear your knife on your belt or directly on your body, you should use folding knives. Standing blades have no place in close combat "ready to hand".

When using extremely bright torches or headlamps - take care not to blind others.

OT medicines belong in the OT bag!

SAFETY GLASSES

In the Yellow and Red Zone, protective glasses are mandatory at all times! You must never forget this! Admonish each other and watch out for each other! Safety glasses are only not compulsory in the Green Zone.

Please note that there are different standards for safety glasses. Normal safety glasses from the DIY store are usually not sufficient.

You can use the following standards as a guide:

EN 166 B

MIL PRF 31013

MIL PRF 32432 Class 1/1a or Class 2/2a

MIL-DTL-43511D

STANAG 2920

In any case, inform yourself about sufficiently safe protective glasses.

AIRSOFT MARKERS

IMPORTANT

The following text explains the rules and safety regulations. These rules are indisputable, even if the legal situation allows for greater leeway.

Conversely, if a rule contravenes a legal provision, the corresponding legal provision naturally applies.

The rules mentioned here do not constitute binding legal advice in any case.

Only airsoft guns with a **muzzle energy of max. 0.5 joules** are permitted. These are considered toys in Germany and are freely available for sale from the age of 14. In principle, airsoft markers of all drive types (manual, electric, CO2, HPA or gas) may be used as long as they reliably and permanently have a muzzle energy of less than 0.5 joules.

All must independently ensure that the joule limit of the weapon used is reliably and permanently maintained. This applies in particular to gas-operated weapons, some of which are very sensitive to temperature fluctuations.

Airsoft guns may only be used in the Red Zone and, in exceptional cases, in the Yellow Zone. Within the Green Zone, they must always and without exception be unloaded, secured and without magazine.

Anyone who intentionally or negligently violates these rules will be expelled from the event.

TRANSPORT OF AIRSOFT MARKERS

Airsoft markers are considered to be prima facie weapons and, according to the German Weapons Act, may only be transported in locked containers. We also advise everyone to transport the batteries and magazines separately from the airsoft marker.

WEAPON LAMPS

Due to the contradictory or unclear legal situation, lamps and lasers on Airsoft markers (even if they are considered toys) are generally NOT permitted in our country. Please note the regulations for your own country and possible border controls.

AMMUNITION

As we have strict regulations from our landlord, only organic BBs may be used in the entire playing area, which you must buy from us on site! You are not allowed to use your own ammunition!

You can also buy tracer ammunition from us. Tracer ammunition has no separate damage effect. It is therefore purely an ambient game.

Limiting ammunition is a much-discussed topic. However, since we cannot and do not want to enforce this with "SL force", we appeal to ALL to pay attention to this and implement it themselves. The immersion will be much denser if your character is adapted to the lack game in all situations.



MUZZLE FLASHER SIMULATOR

As a simulation for muzzle flash, the "Muzzle Flasher" is used as an attachment for your airsoft maker. This attachment increases the immersion by a more realistic representation and enables sensible playable night battles.

For **every battle**, whether day or night, you need a "Muzzle Flasher". Therefore, all airsoft markers must be equipped with a "Muzzle Flasher". Backup weapons are exempt from this requirement and only if a main weapon is equipped with a "Muzzle Flasher" and is also carried.

The following general conditions apply to the execution of a "Muzzle Flasher":

- The light flash must be sufficiently bright. Several "high power" or "ultra bright" LEDs are recommended. Normal LEDs are not sufficient in any case.
- The colour of the light flash must be yellow or white/yellow. (Other colours / colour combinations are reserved for special technology).
- The flash of light must radiate forward and to the side.

There are various suppliers for these airsoft attachments, both within and outside the community. Self-builds are allowed as long as they comply with the general conditions.

TRACER UNIT

The use of tracer units is generally permitted. A tracer unit does not replace the obligation to use a muzzle flasher. Please note that tracer ammunition, like normal ammunition, must only be purchased from us.

GRENADES AND MINES

Grenades are allowed for SCs under the following conditions:

- Cold gas or spring mechanism to eject the bbs (pyrotechnics are not allowed)
- Under 0.5 J (no F in pentagon)
- Do not produce a loud bang (Thunder B, XL Burst Banger and similar)
- Explicitly permitted model: Tornado, Cyclone, Storm 360

Please think about whether your use of grenades generates play or restricts the play possibilities of other players. For this reason, mines and other explosive devices are generally not desired and are used **EXCLUSIVELY** in the context of plots after consultation with the SL.

For NPCs, grenades and their use in the game are only allowed after consultation with the NPC coordination.



SMOKE GRENADES

Smoke grenades are permitted on a limited basis. Only Enola Gaye brand smoke grenades in white (for smoke) and orange (for marking).

Other colours are not released for SCs or NPCs and may only be used plot-bound after explicit SL release.

In the case of forest fire level 3 or higher, smoke grenades may no longer be used.

MELEE WEAPONS

As at all our events and other classic LARP events, only LARP upholstered weapons are permitted. For reasons of ambience, we attach great importance to the use of LARP upholstered weapons that also visually match the setting (for visual modding, see SC Style Guide - Module 3).

These include, for example: Bowie knives, tactical knives, bayonets, machetes, folding spades, etc.

This does NOT include: war axe, bastard sword, bow and arrow, crossbow, mage staffs and other fantasy and medieval weapons.

SHIELDS AND BARRICADES

Ballistic shields (storm shields, stationary shields) are generally not desired and can be brought into the game EXCLUSIVELY only after consultation with the GameTeam. Therefore, it is also forbidden to use parts of barricades, sticks, building material, weapons, etc. like a shield.

BARRICADE CONSTRUCTION

The display of an IT firefight in the base is only permitted with specially secured airsoft markers. Players are not allowed to erect barricades during the event.

SAFE-GUN

The display of an IT firefight in the base is only permitted with specially secured airsoft markers. the following conditions:

- The marker must be empty and secured in such a way that no ammunition can be loaded by mistake.
- The barrel must be closed with a plug or covered with a cover.
- The running end must be marked with an approx. 1 cm wide white adhesive tape strip
- The magazine must have been completely emptied and the bullet supply rendered unusable (ammunition supply taped off or permanently glued, spring removed or similar).
- All "Safe-Gun" magazines must be marked white on the bottom and 1 cm on the lower edge

To represent a shot being fired, however, the "safe gun" must still make a clear sound. However, since a BB is never fired in real life, the IT fire in the base is always considered an auto-hit if the person fired upon:

- notices that he is being shot at
- knows that he is clearly meant
- had no possibility to retreat into cover or deliberately does not do so

6. HIT, WOUNDING & HEALING

Wounding and death are the classic points in larp where misunderstandings, different interpretations and conflicts can arise. This usually stems from a misunderstood idea of competition and performance.

We want to play with people who do not approach the matter doggedly. We explicitly rely on everyone's mindset of wanting to create a scene that is as cinematic as possible for all

bystanders (in case of doubt), even to the detriment of one's own character. We therefore deliberately do without hit zones and damage rules and leave the assessment of injuries in the hands of those who ultimately play them out.

The following control mechanisms apply to this:



HIT

Any direct hit on unprotected body parts, regardless of the weapon, always produces a form of wound to be played out. The two golden rules of larp apply:

**Do not expect a particular reaction to an action (here a hit)
If you are hit, show a clear reaction to your counterpart..**

These principles are not meant to give you an advantage by ignoring the hits you get in order to "win" a certain game situation. And that's why you should follow this golden rule: don't be an asshole and play fair.

Important: **There is no hit that necessarily kills a player immediately.** Within the scope of freedom of choice, you can of course still decide this for yourself.

The severity of the injury is subject to the assessment of the person hit. We assume here that everyone is able to choose the variant that is most appropriate for the game.

EXAMPLES:

- You are standing a little away from the action and are hit in the head by a stray bullet. You then decide that instead of dropping dead in no-man's land, it is more playful to play the hit as a shoulder piercing, drag yourself screaming and bleeding to the nearest friendly squad and collapse.
- You run across open terrain to your squad and notice that you are being shot at from the side. Even though you may not feel the hits, everyone has more fun in this situation if you fall theatrically into the dust just before the finish line and remain lying there.
- You return to the bunker from a successful mission. Shortly before, you decide to inconspicuously simulate a bullet wound with some fake blood, which you have not noticed so far under shock and adrenaline, and collapse in the airlock.

This is not to say that you have to play everyone off all the time, but think about how you can make the scene as cool as possible for everyone involved.

Head hits: These are to be avoided. However, if you only stick your head out of cover, you must expect a head hit. Recommendation for playing out head hits: graze shot to the face, shoulder or goal hit.

ARMOUR

At P.R.I.M. we play without complex armour rules. There is thus only one minimum requirement that must be fulfilled in order to achieve a protective effect. For classic plate carriers, the minimum requirement is 3 kg per insert. Other protective equipment such as helmets, full body armour or improvised armour is not desired. (For more information on the desired look, see the style guide in Module 3, Chapter 4).

The protective effect of an armour is meant to play out the effect of a hit differently or to play on with it differently. Note that the golden rule also applies to an armour hit: "If you are hit, show a clear reaction to your opponent". Storming a building unimpressed by enemy hits is neither realistic nor a nice scene.



WOUNDING

PLAYING OUT AND WOUND PRESENTATION

Acting out wounding can be an exciting and immersive experience for all participants. It should be presented in a realistic and theatrical way. Wounding also leads to other forces, such as members of your squad and medics, being involved, which creates a lot of play.

Creativity and commitment in wound and treatment presentation are very important to us. Therefore, all medics are encouraged to use fake blood when treating wounds (those who do not wish to do so for health reasons must inform OT). Everyone can support their treating Medic by having at least a small bottle of fake blood or wound applications with them to better represent the search for injuries.

It should be noted that IT casualties should always move independently and should not be carried to minimise the risk of injury in the field.

WOUND CARE

In general, it can be said that it is the medics' job to provide cool wounded care or a death match for severely injured characters and to allow slightly injured characters to continue participating in a mission.

IMPORTANT: Every treatment in the field has the goal of ensuring the acute survival of the wounded. This includes, above all, the application of bandages and tourniquets, stabilisation and transportability with as little material and medication as possible!

Every wound must be treated professionally in the Medical Section after deployment.

Here it is your responsibility to find the compromise between good representation and "keeping in the game".

HANDLING MEDICINES AND INJECTIONS IN THE GAME

The wounded game is always a game, which means that if IT gives you a medicine in any way, it will NEVER happen OT!!!

With explicit permission (to be asked for without interruption via the "Really, Really" rule, see below), the game can be made more realistic by administering various tablets - always represented by tasteless dextrose, which may have been coloured with vegan food colouring - and applying wound and healing ointments - always represented by a neutral skin cream.

Important: All medical cutlery must not have blades or needles - the only exception is bandage scissors. Please remove the needles from all infusion sets, access points etc. before the event (relatively easy to do with 2 pliers).

HEALING

Remember that every wound must be treated professionally in the medicine section. However, it is up to you how long you want to play out the recovery process. The focus of the wounding game is that if you are wounded, you are only forced to play for as long as it is a conducive game for you. Remember, however, not to exploit this point to your advantage.

To take away the OT fear of being IT injured, we use a game mechanic to get you back into the game as quickly as possible. By using RapidCare (foam), IT medics and medics can quickly treat a critically bleeding wound. However, medium and long-term visual features of the wound such as crusting and scars will remain visible for at least the event currently being played and, depending on the severity, beyond. If you still feel like a long operation and the subsequent recovery game, you are of course welcome to play it..

RAPIDCARE

RapidCare is an ingame medication that enables rapid wound healing. It stabilises a wound and is therefore intended for initial treatment. Bleeding is stopped so that the patient does not bleed to death at first. However, the tissue that is formed is not overly resilient and must be retreated in the medical section. RapidCare has no analgesic or disinfectant effect and does not transport foreign bodies out of the wound.

For the further course of the wounding game, there are two more variants of RapidCare in the Medicine section.

Due to its extended mode of action, the *RapidCare II* variant is also able to regenerate more complex tissue such as organ or nerve tissue. Due to its more complex mode of action, RapidCare II is reserved for the Medicine section.

The liquid version *RapidCare Liquid* is available especially for FieldMedics. Here, the active ingredient is applied via an injector gun.

Everything else about playing with RapidCare can be found in Module 2.1 Chapter 5.

CHARACTER DEATH AND CHARACTER CHANGE

As already mentioned above, there is no wounding in combat that necessarily kills a character immediately. It is the responsibility of the participant to decide when the death of the character makes dramaturgical sense.

It is useful to think about the subject ingame death before the event and make preparations for the character to die in a cool scene and how you can make that scene cool.

Talk to your squad/section/department about how "new" characters can be included during the game to enable a smooth continuation of the game. It is best to think about possible ideas for your second character before the game

If your character dies, you take your OT cloth, go to your secondary character stuff.

And you change your clothes, pack your stuff and start the game somewhere in the field (as a "1-person track"). You are welcome to ask the SL if they can create an entry situation for you, but please note that this is unfortunately not always possible.

In order to maintain the immersion and not to create any problems for the remaining participants in the situation.

If you do not want to cause an interruption, stay in place until the end of the situation (or a reasonable time - at least 10 minutes). If after the appropriate time it is not apparent that your body is to be removed, use your OT sheet to remove yourself from the situation (without disturbing others if necessary).

The new character must be DEFINITELY distinguishable from the old one (of course, garments can be used in moderation).

Character deaths are an OT problem especially when they catch the player off guard. If you are prepared for them, they can be some of the most intense scenes you will have at the event.



7. FURTHER RULES OF THE GAME

THE "REALLY REALLY" RULE (OT CONTENT IN IT)

Everyone who has ever larped knows the situation "Now let's go OT for a moment" and then usually an explanation follows. This situation usually pulls you out of your immersive scene because suddenly everyone is OT. To avoid this, we use "wirklich, wirklich (really, really)" as a code word to say that you can't do something for OT reasons, don't want to do something or that you mean a remark OT. The doubling of the word almost never occurs in game scenes and thus makes it clear that it is an OT concern.

The most important thing is that you keep this rule in mind and always follow it without hesitation when your opponent applies it. LARP lives from playing with each other and should be fun for OT. It is therefore important that everyone has the possibility to withdraw from situations that are unpleasant for them.

PLOT INSTANCES

As mentioned in chapter 1 Safety, we use black and yellow flutter tape to mark special areas, zones and buildings. If these areas are cordoned off with black and yellow flutter tape, they may only be entered after explicit clearance.

This clearance is either given by a SL who is directly present or the clearance is given directly at the mission briefing.

EXAMPLES:

- You have just told your exhausted group to sit down, put down their equipment and eat something. At that moment, your superior in the game comes to you and gives you the order that you have to go out again immediately. You know, however, that after 5 hours in the field your group simply needs a moment's rest because some of them are exhausted from the exertion. Therefore you say, "Order understood, but my squad really, really needs a break now".
- You are uncomfortable with someone touching your arm, for example, during a mock medical examination. That's why you say: "Please don't touch my arm", it's "really, really" sensitive.
- If you are not sure, you can also ask questions. For example: "Are you really, really OK with that....?"

When clearances are given in a mission briefing, the exact location and number of the respective instance area is always mentioned. This number can be found on the black and yellow flag. You may only enter the instance area for which you have been given the corresponding number. If you are unsure, you can ask over the radio.

LOOTING

Looting is the act of searching and looting a character, often while they are unconscious or dead. Always make sure that you act within these rules because it is very difficult to prove afterwards that you did not mean to steal OT:

In the event of an assault, briefly clarify whether the person wants to be searched. If so, only innocuous places such as arms, shoulders, legs and the outside of the hips may be touched. Incriminating places such as underwear must not be used as a hiding place. If the person does not want to be searched, he/she still participates in the situation with crossed arms and must hand over lootable items when asked.

The rule of thumb is: scarce goods may be looted/stolen, equipment may not.

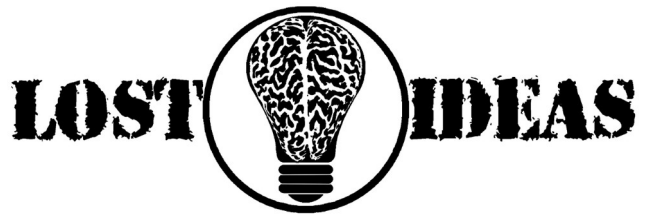
Lootable items are:

- Deodorised food
- Ammunition
- IT Medicines
- IT drugs
- IT currency
- Alcohol
- Individual cigarettes - if they are in an IT container (not from the OT box). It is NOT the whole case that is stolen.

Equipment will NOT be looted, especially if it is worn on the body.

All items marked with a "Property of Lost Ideas" sticker must be returned to the Orga at the latest after the game. Items of equipment found on the site (which have been openly visibly lost by other players or have been wrongly listed) must be handed in at the Orgaplex and placed in the lost property box. We recommend that you label important items of equipment with your OT name.





**The translation of the Terms and Conditions into English has informational purpose only.
Legally binding and validating is only the version in German.**

General Terms and Conditions

§ 1 Formation of the contract

- (1) The contracting parties are the respective participant and Villalobos & Groß-Bölting GbR, hereinafter referred to as the "Host".
- (2) The contract shall come into effect upon confirmation of registration by the Host. If the Host does not respond to the Participant's registration within 14 days, the Participant shall no longer be bound to the registration.
- (3) In-advance ticket sales in the Host's store are only possible up to 14 days before the event.
- (4) The event will take place on the premises of the Panzer-Fahrschule in Mahlwinkel, Alte Heerstraße.

§ 2 Prices and shipping costs

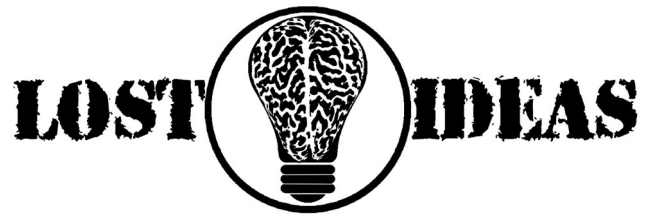
- (1) All prices stated on the Host's website are inclusive of the applicable statutory value-added tax.
- (2) The corresponding shipping costs will be indicated to the participant in the order form and are to be borne by the participant.
- (3) The shipping of the ticket is done by email, the shipping of other goods by mail. The shipping risk is borne by the Host if the participant is a consumer.

§ 3 Rules

With the conclusion of the contract the set of rules provided by the Host is accepted as binding.

§ 4 Safety

- (1) The participant is obliged to inform himself/herself independently about the applicable safety regulations.
- (2) The participant is aware of the nature of this event and the risks involved.
- (3) The participant assures to be able to participate in the event under sufficient consideration of the expected physical, mental and emotional stress. Insofar as the expected stresses and strains are not evident from the enclosed information material, the Host can provide further information in case of doubt.
- (4) The instructions of the Host and his vicarious agents must be followed without exception. Warning signals are to be observed by all participants. There will be briefings by the Host, which all participants are obliged to attend.
- (5) The Host is entitled to search the participants for prohibited items and to demand the presentation of an official photo ID, which must be carried by the participant at all times during the course of the game.
- (6) The Host is entitled to check the equipment and vehicles brought by the participant for safety purposes. In the case of vehicles, this concerns in particular the functionality of the brakes as well as sufficient light and visibility for the respective driver. Denied objects and vehicles may not be (further) used in the game and are to be removed from the playing area. In case of infringement, the Host may exclude the participant from the event.
- (7) The participant is obliged to check all equipment independently to ensure that it can be used safely. Should it become apparent that hazard regarding the objects occurs, the participant may not continue to use the equipment in question and must ensure that third parties cannot use it either.
- (8) Previously completed structures and barricades may be brought on-site by the participant and are subject to paragraph 6 and paragraph 7. Otherwise, the construction of structures and barricades without the explicit permission of Lost Ideas on the playing area is prohibited.
- (9) The participant is obliged to avoid such hazard for himself, other participants and the game area, which go beyond the usual risk of live role-playing. In particular, this includes:
 1. violations of applicable law, improper or endangering behavior towards other participants or Lost Ideas and disregarding instructions of Lost Ideas.
 2. entering areas or buildings marked in red and/or marked as off-limits as well as going over or through "barrier tape" barriers
 3. the modification or manipulation and/or removal of area or building markings or markings (signs, barrier tape, barriers, etc.) as well as of objects or equipment marked with "X" or "OT", as well as the use or handling of said OT facilities and OT equipment
 4. the use of pyrotechnic objects and open fire and/or open light without prior agreement and approval from Lost Ideas



5. the use of unsuitable (shooting, throwing, hitting) larp weapons or real weapons or dangerous tools
6. brutality and unreasonable use of force against other participants in fights
7. climbing or scaling trees, buildings or parts of buildings, roofs and other building structures (barricades, obstacles, etc.) as well as climbing through windows and walking in conduit passages or pipe shafts
8. unauthorized driving and/or speeding on the premises, driving without a valid driver's license and driving offroad, as well as driving while drunk and/or otherwise intoxicated.
9. digging in the ground, clearing and/or cutting vegetation.
10. littering on/in grounds or buildings
11. taking or damaging objects on the premises and/or in buildings
12. structural alterations to buildings and structural elements and the removal of parts of buildings (doors, boarding, pipes, etc.)
13. the use of permanent paints (spray cans, marking pens, etc.) on the premises and in buildings
14. the use of drinking water for cleaning or washing purposes
15. the use of green and pink light sources (flashlights, pop-up lights, etc.) or the wearing of white/black/blue high-visibility vests
16. the lighting of open fires outside the designated fireplaces

(10) Anyone who has drunk alcohol or taken medication in a quantity that makes driving a vehicle on public roads inadmissible must refrain from fighting of any kind and from physically dangerous exercises such as climbing.

(11) The use of the sanitary facilities is obligatory for all participants. Violation of this may result in immediate exclusion from the event.

(12) Participants who violate these safety regulations or who fail to follow the instructions of the Host or his vicarious agents in a serious manner or do so repeatedly, may be expelled from the event without the Host being obliged to refund the participant's fee.

§ 5 Liability

(1) Claims for damages by the participant are excluded. Excluded from this are claims for damages by the participant arising from injury to life, body, health or from the breach of essential contractual obligations (cardinal obligations) as well as liability for other damages based on an intentional or grossly negligent breach of duty by the Host, its legal representatives or vicarious agents.

(2) Essential contractual obligations are those whose fulfillment is necessary to achieve the goal of the contract. In the event of a breach of essential contractual obligations, the Host shall only be liable for the foreseeable damage typical for the contract if such damage was caused by simple negligence, unless the damage claims of the participant are based on injury to life, body or health.

(3) The restrictions of paragraphs 1 and 2 shall also apply in favor of the legal representatives and vicarious agents of the Host if claims are asserted directly against them.

(4) Driving on the premises with vehicles of any kind is at your own risk. A parking lot for participants is not guarded. Parking there is also at your own risk. The Host assumes no liability for theft or damage.

§ 6 Copyright of recordings

(1) All rights to sound, image and video recordings are reserved by the Host.

(2) All rights to the performed action as well as to the terms and proper names used by the Host are reserved to the Host.

(3) The participant expressly agrees to the - also public and commercial - exploitation and use of image and sound material that depicts or concerns him/her - also in part. This applies spatially and temporally unlimited.

(4) Recordings made by the participant in the sense of Paragraph 3 are permitted exclusively for private purposes and must be made available to the Host upon request.

(5) Any public performance, transmission or reproduction of recordings, even after editing, is only permitted after obtaining the prior written consent of the Host.

§ 7 Miscellaneous

(1) The law of the Federal Republic of Germany shall apply to contracts between the Host and the participant.

(2) Changes and additions to the contract must be in written form to be effective. The written form requirement can only be waived in writing. Transmission in text form, in particular by e-mail, shall also be sufficient to comply with the written form requirement.

(3) Should any provision of this contract be or become invalid in whole or in part, or should the contract be incomplete, the remaining content of the contract shall not be affected.