

LAST HOPE LIVE ACTION ROLE PLAY - PLAYER CONTRACT

The goal of Last Hope is to provide a high quality, high immersion, gritty and realistic, low fantasy game that offers a friendly community environment. **I Agree**

Last Hope has a community that relies on a friendly and welcoming environment. New players will be intimidated by the LARP and if they feel welcome they are more likely to try it and come back. Players may end up playing monsters and NPCs who oppose other players. It is important that we all maintain a friendly community and realize we are all players with the same interests playing a game and role playing together. We want to make sure that bad emotions do not travel in or out of game (bleed). **I Agree**

Last Hope features a combat system that is higher action and intensity. We do have contact rules with shields, we hit with medium force, and NPC monsters are allowed to begin safe grappling with players. If you participate in this LARP, you may be in a situation where players will attack you with approved latex/foam weapons. You may be hit hard or potentially be in physical contact with other players. By playing this game you are agreeing to "consent to touch". However, players and heralds will always work towards maintaining a safe and fun event atmosphere. **I Agree**

Last Hope plays year round, rain or shine, day or night. Event conditions will not always be ideal. Players are expected to be self-sufficient; to bring their own light source as these will not be provided and your garb must be decorum legal even when cold/hot/rainy/etc. **I Agree**

Players must NPC at their first event. Last Hope utilizes NPC's to enhance the game and we can always use more. We do offer discounted NPC roles for players who may not wish to play their character at an event. You can NPC as much as you wish, even after you create a character. If you choose to pursue this, contact a herald **before** the event. You will be assigned a role at check-in where you are needed for the game. You can also coordinate with a Herald before the event if you are looking for a particular NPC role. **I Agree**

Last Hope is a Live Action Role Play, NOT a combat sport. This means that combat enhances the role play experience but is not the main focus. Players should not come to LH expecting to only fight, there may be events that combat does not happen. There may be more combat heavy NPC roles you can volunteer for, but ask a herald **before** you attend an event. **I Agree**

Last Hope has a set of rules that are simplified so players can easily remember them or join in the game quickly. This means they are not as detailed as other LARPs and we do not have a leveling system. The rules and skills are tools to help role play in the game. All players **MUST** read through the rules and be familiar with the system before attending an event. Not knowing the basic rules is a quick way to break immersion and cause player confusion. **I Agree**

Last Hope is set in a gritty, dark, dangerous and realistic setting. This means we will use mature and/or violent themes and storylines. The world is a dangerous place and mere survival is challenging. This means death is permanent, monsters/NPCs will react realistically, and wounds and damage from combat take a while to recover from. **I Agree**

Last Hope is a high immersion role play; this means that additional steps will be taken to play in areas that have as few modern things as possible, players are expected to maintain a standard for garb, and all modern items must be covered. Heralds will be enforcing the in-game environment as well; good interaction and role play may be rewarded and out-of-game items/discussion will be corrected. Immersion is critical to quality, a lot of work goes into this part of the game and players are expected to be respectful and help maintain this. **I Agree**

Last Hope does have their own photographer; we hold this media up to certain standards. These photos are openly available to players after every event. With this, modern items such as cell phones, cameras or other media devices are prohibited during game on. **I Agree**

Last Hope is a garb enforced game; we strive for a medieval theme. This means that in order to participate you **MUST** have the minimum standard for garb. Tennis shoes, blue jeans, and T-shirts, zippers, plastic or modern looking buttons are not allowed. Clothing must be appropriate for garb. Heralds will enforce this and any questions you have about garb can be brought up to a herald/ staff **before** an event. Check our WIKI for our list of resources on garb. **I Agree**

Last Hope is a medieval fantasy LARP, but it is a low fantasy. We do not have wondrous spells, dragons, tons of player races, and unrealistic monsters. Our magic is simple and utilitarian and easily represented. Our races are unique but easy to create and human-like, and our monsters are realistic (Mordok and Undead). We feel that a setting like this is believable and easier to understand than a high fantasy setting. Magic does exist in our world, but it is not a simple common concept or a fix all to problems. **I Agree**

Last Hope's storyline will follow a primary path with plenty of room for personal stories, backgrounds, and experiences added to the mix. There is a very particular story unfolding during this LARP that players may interact with. New LARP players tend to expect adventure and excitement to find them, where veterans know that they drive the story/ plot and need to pursue any story line they want to interact with. **I Agree**

Last Hope does not have enough resources, funding, or manpower available to provide an "epic adventure" experience for every player at every game. This is logistically impossible and players can find fun in little things or make their own fun... such as town interactions, campfire stories, guard duties, patrols, haggling at the tavern, etc. **I Agree**

Last Hope is organized by Heralds and staff, who will be identified by gold H or S belt flags. These players are helping the event organizers run the game and are to be respected and listened to. Heralds and staff are constantly monitoring immersion, rules, story/plot, and combat. Players who

disrespect or cause issues with the Heralds and staff will answer directly to the event organizers and will most likely be removed from the game. **I Agree**

Last Hope, like many LARPs, is a coordinated effort of dedicated Heralds/ staff/ helpers and volunteer work. The amount of props, setup, coordination, and clean-up is time consuming. Help is always needed and appreciated. Players have the option to volunteer by donating time, money, props, etc and may be rewarded by in-game coin and exp. Contact a herald for more info. **I Agree**

Last Hope is a LARP that allows the consumption of alcoholic beverages for those of legal age but can ONLY be done so in a small/social manner and MUST be coordinated through the Heralds. Players getting "wasted" and causing problems will be removed from the event. **I Agree**

In a game where the possibilities are endless on ways for your character to interact in our game world, heralds will often have a hard time answering the question "What can I do?" This question is far too open-ended to answer to the player's satisfaction. Instead, ask "Can I do X?" Or "Can I do X with Y?" (skills, resources...), which allows the Heralds to give a yes-or-no answer and encourages critical thinking and problem-solving on the part of the players. **I Agree**

Herald-approved backstories are required before a player is allowed to bring a PC into the world of Last Hope. Well-written backstories which fit the scope and feel of Last Hope are greatly appreciated and may be rewarded with bonus XP. Poorly written biographies, or stories in need of extensive editing may be approved, but will be denied this bonus. Biographies which contain continuity errors or do not fit the scope of the world will not be approved. Unless you have been specifically told by a Herald that your story has been approved, IT HAS NOT BEEN APPROVED. We have put our blood, sweat, and tears into fleshing out the world in which we play, we expect you to make sure you put some effort into making your story fit our game as well. **I Agree**

The characters in our game tend to operate on a very small scale in relation to the world as a whole. Individuals may not be able to make a large difference in a short period of time, though diligence, perseverance and team work will be far more likely to yield results. Talk to people, make a plan, stick to it, and follow through just like in the real world. **I Agree**

The storyline is created, expanded, and detailed through volunteer/ herald/ staff and player work and writing. This created content is then used to detail out the immense world of Last Hope and is the property of the LARP itself. When you create a story in the world of Last Hope, you can add lore and story and color to the world, and when you do; your creation will remain in the game since it is now a part of the game world. **I Agree**

Last Hope is a game based on honesty. Players are expected to follow the rules such as hit calling, accurately counting their armor and hits, and upholding the rules of the game as found in the rulebook. Players caught cheating or being dishonest will be removed from the game. Players in our events are also referees; you are allowed to make the combat and decorum calls necessary to maintain the rules. We do not have full-time referees monitoring every angle of the event and players are expected to help enforce the rules for themselves and to others. Bring problem players to the attention of a Herald. **I Agree**

All players are expected to play in the spirit of the game. We don't have a rule for everything. Do not play the "loop hole game" because something is "not in the rules". If you have a question or need a rules clarification, ask before assuming. **I Agree**

The first rule of LARP is Wheaton's law; **don't be a dick**. We are all here to have fun, play a game, enjoy a hobby and participate in a close knit community. Respect each other, respect the game and have fun. **I Agree**

FINAL AGREEMENT

I have read this document and understand the points it covers.

I have reviewed this document with a Herald.

I have been allowed to ask any questions or get clarification on the points covered.

I understand that the tone and setting of Last Hope is dark, gritty, and mature.

I understand that I am expected to get and maintain garb to be able to participate.

I understand that I am expected to read and understand the rules of the Last Hope rule book.

I understand that Last Hope is a business venture of Lupine Productions.

If I am under the age of 18, I have been given a Parental Consent form to get signed & returned.

I understand how important it is to play within the spirit of the game.

By agreeing to the points above and signing this document, I agree to the information presented within it.

DATE:

DATE:

PLAYER SIGNATURE:

HERALD SIGNATURE:

/s/

/s/

PLAYER NAME (PRINT):

HERALD NAME (PRINT)