

DREAD THE LARP TWO – PLAYER DOCUMENT

Backstory

You have all been selected to participate in a new Reality TV Show. You will join several other people and be locked in an abandoned cabin in the woods for many weeks. You will have drama and competitions and one of you will win The Big Prize™.

Nobody knows exactly what The Big Prize is, but speculations include: a recording contract, \$1,000,000, and many other very valuable items.

You will be given challenges by The Producers who you never see or meet. They speak through a series of loudspeakers in the house. You can just reply to them since there are hidden camera and microphones everywhere. Everywhere.

Player vs. Player Combat

For player vs player attacks, the attacker may make 1-3 pulls, the defender makes $x+1$ pulls (x being the last number of pulls made), and we keep going back and forth increasing by one until someone's pull fails. That character dies. Characters may withdraw from the combat but they end up wounded. There is no way of healing a wounded character. Wounded characters may not withdraw from later combats.

Flow of the Game

The game will be separated into alternating Day and Night periods.

During day periods, the players will be brought into the main room and given a challenge by The Producers. The players will also have an opportunity to use The Confessional, a private booth connected to a camera and a computer. The computer will allow the players to communicate with the technician in charge of The Confessional. The Technician is not a Producer.

At night, the players will be shuffled out of the main room and into a hall which represents a sleeping room. Players are still in character at night and should continue to roleplay and interact. A GM will be with you during the night periods, while the other GM sets up the main room for the next day.

Elimination Game

Like all complete reality shows, characters can be eliminated from the running. If your character is eliminated, you can wait silently during the game, help us set up and play npcs, or leave for saner pastures. We won't have replacement characters. Sorry.

Leaving the Game

See a GM if you want to leave the game. Warning: leaving the game may result in your character "leaving" the "game."

Thanks

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