

WAR (NERO OH / WV) On-Site Expectations -2009

This document contains the expectations of any player's behavior during a gaming event, as well as important rules to follow during a game that will help to provide safety and fun for all players involved.

The FOUR MOST IMPORTANT RULES OF NERO:

The Alcohol Rule: NERO absolutely forbids alcohol and illegal drugs at its events. You are not permitted to use illegal drugs or alcohol off-site and then come to an event while under the influence of drugs or alcohol. There are no exceptions to this rule. Violators will be banned from events indefinitely and will be prosecuted.

The HOLD Rule: If you hear someone yell the word "Hold!", repeat "Hold!" yourself and then immediately stop what you are doing, put your head down and close your eyes. Holds should only be called for special circumstances and always for safety situations. You may not call a hold to check a rule or to see if someone took a spell or a hit. Holds should only be called for safety issues or when a certain Plot happening requires a hold, in which games marshals will call the hold.

The Body Contact Rule:

COMBAT

NERO prohibits all body contact during combat. Only NERO approved weapons may be used to strike an opponent during combat, in which the head, groin, and hands are NOT legal targets. The only exception is NERO approved spell packets, which have no restriction on their targets to the body.

PHYSICAL ROLEPLAYING

Also, WAR restricts "physical roleplaying" which includes, but is not limited to tackling, slapping, kicking, punching, carrying another player, dragging another player or any other similar action.

INAPPROPRIATE TOUCHING

Players may not kiss or engage in any other types of inappropriate touching with other players. This includes players who may be involved with each other in a relationship, EVEN couples who are married. Players may NEVER sleep in the same bed together.

The Sneaking Rule: Any person that enters a cabin, tent, or other sleeping quarters that is NOT theirs MUST have a game marshal accompany them into that area. No matter whether the player's intent is to steal an in-game item or not, a player must NEVER enter a sleeping area that is not theirs unless they are accompanied by an appropriate marshal. This rule is intended to prevent the theft or accidental taking of items or money that is not related to the game.

Other Expectations

MEDICS

There are always medics on site at every WAR gaming event. If anyone ever becomes injured, please call for medic immediately. Anyone needing medical attention or anyone that sees someone needing medical attention is strongly urged to hail a medic by simply yelling "MEDIC!" until appropriate help has arrived.

MEDICAL CONDITIONS

Any player that has a serious medical condition or any type of condition such as allergic reactions to bee stings should notify a staff member or owner as soon as they arrive on site for an event. Anyone who carries medicine or Epi-pens that is needed in an emergency situation should leave said items with a MEDIC so that they may use them in case of an emergency.

PERSONS UNDER THE AGE OF 14

Any person under the age of 14 is NOT permitted on site at ANY game event unless they are escorted by THEIR PARENT(S). Also, persons under the age of 14 are NOT permitted to play the game, under ANY circumstances.

LEAVING SITE DURING A GAME

No players under the age of 18 may leave site at any time unless they are taken or accompanied by an adult family member. This is to insure the safety of younger players!

Any players ABOVE the age of 18 are asked to please check in with the local Plot team to let them know you are leaving, when you are coming back, and when you come back. This is to ensure that any plot that is related to your character will not be carried out in your absence.