

THE FOG LARP 2024: LINES WE DRAW ONBOARDING INFORMATION

Welcome to Lines We Draw, the 2024 edition of The Fog LARP. This document will walk you through the onboarding process and provide you with all the general knowledge required for you to start your Fog LARP adventure.

I. GENERAL LAYOUT AND KEY OBJECTS



II. PARKING

After unloading their possessions all players must drive their cars to the clearly designated parking area. Parking outside of the marked area after 18:00 on 08.07. is **STRICTLY** forbidden.

Parking where the approach to the private house is may lead to legal and practical issues - please respect this property.

The parking next to the hut is reserved for orga team, tavern supply and medical. If you need to drive somewhere during the game, exercise extreme caution – the road passes through an ingame zone.

III. CHECK-IN

All players must pass through check-in.

Check-in is open between 11:00 and 18:00 on 08.07 - Monday.

Check-in takes place at the terrace of Chernatitza hut and in the lounge on the 1st floor. Please follow the signs set by the orga team.

Supporter ticket owners are entitled to priority check-in.

OBLIGATORY WEAPONS AND ARMOR CHECK

Weapons and armor not approved at check-in cannot be present in the ingame area.

FOOD VOUCHERS ACQUISITION

Additional information is available under Food Catering.

DECLARATION SIGNING

All participants are obliged to read and sign a declaration which covers safety related topics and other legal points.

TICKET CHECK

Finally all participants must show their tickets at the ticket desk. If you have passed all previous stages, your ticket will be scanned and an envelope with ingame items will be handed to you.

*For late arrivals check-in is also obligatory and will happen during the daily GM meetings. See more below.

IV. HUT ACCOMMODATIONS

Upon arrival, players who have a confirmed hut reservation are to address The Fog LARP personnel for check-in in the hut. If possible, do this at the game's check-in or any of the following mornings between 09:00 and 09:40 at the hut terrace.

V. FOOD CATERING

Food will be distributed to factions and individuals who have ordered catering at the hut terrace in the following time slots:

Breakfast: 9.00 – 11.00

Lunch: 13.00 – 15.00

Dinner: 18.00 – 20.00

Food is available only for players who have registered in advance.

VI. DRINKS

All kinds of drinks (coffee, tea, soft drinks, energy drinks, beer) as well as some snacks can be obtained at Hanko's in-game tavern at Webber Caravans for real money. The working time of the Tavern will also cover the morning hours.

VII. CAMPS

There are only four zones where players are allowed to camp. Each is marked on the General Layout and Key Objects Map.

THE OFF-ZONE	IN-GAME CAMP 1	IN-GAME CAMP 2	IN-GAME CAMP 3
Players with off-game tents and hut reservations spend the nights here. Camping outside of the designated zone is strictly forbidden.	This is the former Fellowship camp. All players must build their in-game camps within the designated area.	This is the area in immediate proximity to Webber Caravans. All players must build their in-game camps within the designated area. This is a very noisy area!	This is the former Task Force Griffin camp. All players must build their in-game camps within the designated area.

VIII. FIRE SAFETY

Lighting fires is **FORBIDDEN** due to dry and hot weather and extreme fire hazard. The use of fire torches and candles is **FORBIDDEN**.

Any violation of fire safety rules leads to immediate ban from the game.

IX. MEDICAL EMERGENCIES AND GETTING LOST



24-hour first aid will be available at Emergency Rescue Plovdiv's tent in the immediate vicinity of the in-game area, next to the hut.

In case of an emergency during the game, which requires on-site assistance, remain calm and call +359 895 471 787 or +359 895 231 661.

Carrying a mobile phone on you at all times is highly advisable because of at least two reasons:

There is cell phone coverage practically everywhere in the play area and calling help is always possible.	If you are lost and in dire need of directions, you can visit https://kade.si . After ticking the "Position" box, your exact location will be shown on a convenient off-road map.
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X. TRASH DISPOSAL

After the game and prior to departing you are required to bring all your trash to the area behind the hut.

The trash has to be compacted and tightly packed in robust, non-leaking and well tied garbage bags.

XI. MEETINGS WITH THE GMS

After the game starts a GM will be available for questions and complaints at the hut terrace every morning between 09:00 and 09:40. Please do not approach them with trivial matters which are solvable without the team's help.

XII. START OF THE GAME

The game starts at 20:00 hrs on 8 July, Monday.

XIII. ADDITIONAL QUESTIONS

If such may arise, don't hesitate to ask a Fog LARP GM.

A full list of the organizer team and their responsibilities is available at The Fog LARP's website. Just don't forget there is a lot going on before and during the game so they might not be able to respond right away.

Now go have fun and remember not to ruin it for others!