

Below is a short summary of the more important rules. This list is not extensive, and it DOES NOT substitute game rules. For any questions you might have you will find answers and specification in the game rules.

- The game master is always right and must be obeyed.
- If someone yells “STOP”, the game is immediately stopped.
- Every character has 2 hit points, if game masters have not said differently.
- Each weapon strike will remove one hit point (you will be wounded). If you have been hit twice you can do nothing more but must lay down and not move. After 10 minutes have passed you must go to Valhalla. When you return from Valhalla you will not remember what happened just before you died.
- If your wounds are bound you can act again in 60 seconds – but only move slowly and no fighting. As soon as you try to run or fight your wounds will open again and you must lay down again. If no one binds your wounds again you will once again have to go to Valhalla when 10 minutes have passed.
- If your wounds are bound and you wait 20 minutes without doing anything strenuous you will regain one hit point and can act normally once more. If you wish to restore the second hit point as well however you will have to wait another 20 minutes without exerting yourself.
- If someone caresses your head from behind and you have no helmet on you must lay down for one minute and pretend to be unconscious.
- If you are unconscious or dead and someone wants to rob you, you must either allow him to search you or just hand over all in-game items that you have.
- It is forbidden to hit others to the head, neck and groin. It is forbidden to strike with a shield and/or arms or legs.
- With ranged weapons (bows/crossbows) it is allowed to shoot and hit anywhere (including head). Ranged weapon strikes remove hit points, regardless of armor points.
- **You are not allowed to use bows or crossbows!! Please read the rules to learn more**
- The game area is divided into three zones: white, red and blue. In white and blue zones combat is not allowed. In white and red zones you must always stay in character. Except during contests – during contests white zones count as red.
- If you have the opponents host flag there are no safe zones for you. The opponents can attack you anywhere. If you are in a white zone you may not defend yourself nor can anyone help you.
- You can enter or exit player camps only through the gate! Sidestepping it (even OG) is forbidden. Player camps are always fully in the red zone so you can always be attacked when there and you can always attack others there.
- You may not break or ruin in game items or items belonging to other players. You must return everything after the event!
- Flashlights and light sticks may not be used.
- Red flashlights and red light is used by game masters, you can recognize them by it.
- **IN ADDITION TO THIS LIST YOU MUST READ THROUGH THE GAME RULES!!**