

Preparing for Your First End Times Event:

If this is your first time attending an Endless Adventures LARP (or perhaps any LARP at all), we've put together some reminders and suggestions about how to get ready for your first event. As always though, if you ever have any questions, just reach out to us and we'll do our best to help.

STEP 1 – SUBMIT CHARACTER & REGISTER FOR EVENT:

If you plan to attend as a Player, then you will need a character. You can either:

1. Create a fully-customized character, using the process described in the *Core Rulebook*. The character's build and backstory must be submitted to the Logistics Manager at least 14 days prior to the event. If you miss the above deadlines, please contact an Owner as soon as possible.
2. Create a pre-generated character using our online [character creator form](#). Please submit this form at least 7 days prior to the event.

All participants (Players, Cast and Plot) must also register for the event by filling out the [online registration form](#) at least 7 days prior to the event. This form is also where you can sign up for Meal Plan and will direct you to [pay](#) for Meal Plan and/or your event pass (if choosing the Double XP welcome bonus instead of the Free Pass welcome bonus). If you miss this deadline and still wish to participate, please contact an Owner as soon as possible.

STEP 2 - REVIEW EAO POLICIES AND SITE RULES:

All attendees of an EAO event are expected to have read, understand and agree to abide by [EAO's official policies](#) (especially the *Code of Conduct* and *Health and Care of Players Policy*) and any [site-specific rules](#) from the rented property. If you have any questions about any of these, please ask prior to attending the event.

STEP 3 – PACKING:

In terms of what you will need to bring with you, the following is a quick summary of the more common items:

Costuming: For a character's first game, nothing elaborate is required (especially if the character isn't wealthy, very simple clothing is fine), just stay away from obviously modern items like bright neon colours, large visible logos, ball caps, etc. If you are looking for ideas of what types of costuming fit the setting better, feel free to reach out to us and we'll be happy to help you with that. Please make sure to consider the weather when preparing costuming. For non-Human characters, you will also have to provide the required racial phys-reps, as described under each race's entry in the *Core Rulebook*. If you have registered as Cast, try to dress in blacks or dark, neutral colours, and we will provide all costuming to put on top of these.

Item Phys-Reps: With a few exceptions, all tagged items require you to provide a physical object to represent them in game, with the tag affixed to the phys-rep wherever possible. Weapons, armour and shields have the most rules concerning their phys-reps, which can be found in the equipment chapter of our *Core Rulebook*. If you're unsure about whether your phys-rep will meet our requirements, don't hesitate to ask. Though not required, it's usually a good idea to have a red, unarmed boffer, as certain in-game actions that require contacting other players can only be performed with one. If you want any of your other tagged items to be used as improvised weapons, their phys reps must pass a safety check, as normal. If you do not have an appropriate phys-rep for a weapon, we have a few simple boffers (short swords, clubs, etc.) that are available to be loaned out to a player on their first game, just let us know in advance.

Food: If you have signed up for meal plan then there is nothing you have to bring for this, as we will provide all food, drinks and eating implements for the weekend. If you have a period dining set that you'd like to bring and use, let us know in advance and we'll give you a free in-game tag for those items at log. If you're not signing up for meal plan, you'll need to bring any food/drinks that you require for the event. Please note though that players will not have access to the kitchen to store/cool/heat/wash any food, so make sure to bring any items required to do these things. As with all items, if your food is obviously modern (pop bottles, labelled containers, bright-coloured plastics, etc.), please keep

these out of sight in common areas and make sure to properly dispose of all garbage. Water is always provided for free, so no need to pack that. If you're signing up for meal plan, make sure to register and pay for that at least 7 days before the event. If you have missed this deadline and would like to sign up, please contact an Owner as soon as possible and we may still be able to add you if there have been cancellations, etc.

Sleeping Equipment: Our indoor bunks are available on a first-come, first serve basis, and come with mattresses, so you'll just need pillows/blankets/sleeping bag/etc. If you wish to camp outdoors, you may wish to bring a tent. This doesn't have to be period-accurate, but some attempt to disguise an obviously-modern tent is appreciated if setting up in the open near common areas. If tenting, pack any equipment you'll need to put up your tent (including extra pegs, hammer, etc.).

Miscellaneous Items: Anything else that you may personally need while staying on site for a weekend, including things like bug spray, tick key, sunscreen, personal hygiene products and toiletries (note that we have indoor washrooms, but no showers), multiple changes of socks/undergarments, duct tape (to repair boffers), clear tape to affix tags to phys-reps, OOG yellow headband, period lighting phys-reps (electric candles/lanterns/torches), earplugs (if sleeping inside), hand warmers/hats/mitts (in cold months), ibuprofen/aspirin

Things NOT to Bring: Never bring any real weapons, firewood, fireworks, alcohol or recreational drugs of any sort (if in doubt, please ask an owner before the event). You may bring a phone/flashlight, but these should only be used when the player is out-of-game and not in sight of any common areas or other in-game players.

STEP 4 – SCREENING:

As part of our *Health and Care of Players Policy*, EAO requires all individuals to screen themselves for signs or symptoms of contagious illnesses (coughing, sore throat, runny nose, sneezing, fever, etc.) BEFORE arriving at an EAO event. Official government online tools can be used to assist an individual in identifying potential symptoms, such as <https://covid-19.ontario.ca/self-assessment/> Should an individual have any symptoms of an illness or assess as needing to get tested and/or self-isolate, then they must not attend the event. Should an individual develop any symptoms of illness during an event, they should immediately remove themselves from the game site and then inform an Owner.

STEP 5 – AFTER ARRIVING ON SITE:

So, you finally arrived at site... what do you do now?

Site Map: see photo below

Parking: While loading/unloading, cars may temporarily be parked in the small lot outside of Rotary Lodge or along the edge of a gravel roadway such that they are not obstructing other vehicles. From 10 pm Friday until noon Sunday, all cars must remain in the main parking lot by the ranger's cabin. If you need to transport any equipment to or from a vehicle during these times, it must be brought in by hand.

Sleeping Areas: Indoor bunks are available in the upper level of Rotary Lodge (first-come first-serve, but we have enough for everyone). If a player requires an outlet for medical reasons (e.g. cpap machine, etc.), they get priority of the three bunks along the south wall near the outlets. For those wishing to sleep outside, tents may be set up anywhere in Rotary Field or Knob Hill Field. If you have tents that are obviously modern from a distance (e.g. neon pink), we encourage players to disguise them or set them up more out-of-sight of the inn/stables if you are able to do so, to aid in player immersion. Campsites 9/10, 11, 3, 4 and 5 are also available to rent from the Scout site, but there is an additional charge for doing so. If you'd like to know more about any of these sites or want to rent one for you or a group, send an email to the owner's email and we can help you with that. Groups renting a personal site may choose who can set up / sleep there.

Weapon Safety Check: Lower level of Rotary Lodge from 8 pm to 10 pm on Friday. Bring all weapon phys-reps you plan to use or keep in in-game areas during the event. If you arrive after opening speech, you must find a Safety Marshal to complete a check before entering game.

Log: Owner/Log Room of Rotary Lodge from 8 pm to 10 pm on Friday. You will receive your character sheet, coin and tags. If this is your first End Times event, you will also be asked to submit a Waiver and Player Information Form. Both of these forms are available on the Files section of our website for you to review in advance. If you arrive after opening speech, you must find an Owner to log before entering game.

New Player Orientation: There is a New Player Orientation immediately after opening speech on the Friday evening of the event. This is mandatory for all participants at their first event (either as Player or Cast), but all are welcome to join for a quick refresher. We will cover the most important safety and general combat rules of the game, and give players an opportunity to ask questions before the game begins. Players are responsible for understanding any additional rules that pertain to their specific characters (e.g. racial traits, skills, equipment, spells, etc.). If you are unsure about any of these, please ask. For pre-generated characters, a summary of each skill will be printed on the back of your character sheet for the first event to aid you.

Event Schedule:

Friday 7:00 pm – site opens for players to begin arriving, setting up tents/sleeping area, and getting into costume (if you arrive on site before this time, please wait in the main parking lot)

Friday 8:00 pm – log and weapon safety check open at Rotary Lodge (see above)

Friday 10:00 pm – opening speech and new-player orientation

Friday approx. 10:30 pm – game starts (all players are now in-game)

Sunday approx. 12:00 pm – game is called and clean-up begins

Sunday 2:30 pm – site closes (all players must be off site)

