

Welcome to a Weekend at Terminus Manor

“Whether you’re a believer in the supernatural, a skeptic or merely a thrill-seeker, Terminus Manor should be your destination. Indulge in your pursuit of the paranormal while enjoying the comforts and charm of our rustic manor home. Explore the mysteries said to reside within Terminus Manor or simply recline in one of our luxuriously overstuffed manor chairs in our beautifully appointed parlor. Chase after supernatural sounds around Terminus Manor, simply pass some time with a game of bocce on the lawn or enjoy a cup of tea with Madam Renkova. Whatever your reason or request, our accommodating Staff will see to your every wish. Terminus Manor is open to guests at every quarter of the year. Spaces are limited; please make your reservations as soon as possible to avoid missing out. We look forward to serving you here at Terminus Manor.

First owned by an executive of the Georgia Railroad, construction began in 1840 of what was originally called Magnolia Manor. After the change of city names from Terminus, to Marthasville to eventually Atlanta, the owners of Magnolia Manor wished to reflect the history of their home and changed the name to Terminus Manor. The ownership of Terminus Manor has changed over the years, but its hospitality and charm remain forever.”

Excerpt from The Terminus Manor promotional pamphlet.

Weekend at Terminus Manor is a supernatural parlor LARP set in an alternate Victorian Era. Terminus Manor is rumored to be a site of paranormal activity, and the owners of the estate capitalize upon this notoriety. They welcome all to their home; the paranormal investigator, the true believer and those merely looking for an interesting diversion for a weekend. Weekend at Terminus Manor runs at the Claremont House in Rome, GA but is set in Atlanta.

In the history of our game, the family who built the house constructed it when Terminus was the name of Atlanta. When the name Terminus eventually changed to Atlanta, the owners of the house wanted to display the fact that their home had been established for quite some time and felt incorporating the name Terminus would demonstrate that.

The skill system used in Weekend at The Terminus Manor allows you a wide range of opportunity to pursue any course throughout the game. Science in various disciplines (including paranormal research), investigative skills, academics, combat and even magic are all possible in Weekend at Terminus Manor.

The Hold Rule: This is the most important rule to know. A Hold is a situation in which the entire game pauses. When a Hold is called it can be for a number of reasons; there is someone injured requiring assistance, there is an unsafe condition that needs to be addressed or there can simply be a need by the game Staff to pause the game for a moment due to story needs.

When a Hold is called, please stop what you are doing immediately, and try to remain as quiet as possible. There may be additional instructions that the Staff is trying to communicate so extraneous talking makes the Hold generally last longer.

Age Policy: Weekend at Terminus Manor is an eighteen years or older LARP.

Alcohol Policy: Players may bring alcohol to the Claremont House if they so desire and are of the legal drinking age. Terminus Manor LARP will not provide or serve alcohol. No one under the age of twenty one is allowed to drink alcohol on the premises. Anyone found under the age of twenty one drinking, or providing alcohol to anyone under the age of twenty one, will be asked to leave the premises when physically able to do so. There will be no admissions refunds if this occurs. Keep in mind, any Player who becomes unruly or disruptive because of alcohol will be given a verbal warning, then progressively more disciplined actions will be taken if necessary. We expect all Players to act responsibly.

The skill system used in Weekend at Terminus Manor is called the **Phalanges Skill System**. Almost all skills that increase in level will start off relatively inexpensively but become rapidly more costly to progress in. The XP cost for almost all progressive skills follows this pattern: 2,3,5,8,13,13,13 etc... This is called the **Standard XP Cost** and reflects the XP cost per level.

The purchase of a skill that requires an item to be used is considered to have that item included with that skill, there is no need to make or purchase the item. For example, having the Pistol skill means that the player has a pistol at their disposal. You must have a physical representation of that item to use it however. All physical representations must be completely safe, and are considered visible by other players whenever apparent (a gun phys. rep. sticking out of a pocket is seen fully by other players if they notice it, for example). In the case of guns, the phys. rep. must be incapable of firing a projectile of any type, or in the case of nerf-type guns, must never have darts or other projectiles loaded at any time. At no point in the game should a Player make contact with, or swing/throw a phys. rep. at, another Player. More on the rules of combat further on.

In Play injury vs. Out of Play injury: In Play injury will be dealt with further on, but if you, the Player are injured, you must immediately call a Hold if you are able to do so. If you see a Player injured, you should also call a Hold. If assistance is needed, you should then call for a "Medic". We cannot guarantee that medically trained personnel will be on hand, but calling for a Medic will help us get you assistance as soon as possible.

Life, Injury and Death:

All Players start with FIVE Health Points. Additional Health Points can be bought at the standard XP cost.

If a Player takes damage, once they are reduced to zero (or lower) Health Points, they are considered to be *at least* **Gravely Injured**. In this state, they may talk and even walk very slowly and painfully but cannot use any XP bought skills. They may however use items that have properties or abilities. If they are at exactly zero Health Points, and if they are not tended to in some fashion, they will regain 1 Health Point after five minutes of minimal activity.

If they are at a negative Health Point balance they are considered not only Gravely Injured but also **Bleeding Out**. From the moment a Player hits negative Health Points, and until they reach zero Health Points or greater, they will become **Dead** after a ten round, minute (or combination of the two) count. Damage does not stop at negative one Health Points, damage will continue to accumulate even during the Bleeding Out state if the character takes additional damage or initial damage that takes them beyond negative one Health Points. There should rarely be cases where a Player is more than a few negative Health Points.

For Example, let's say Chris has Three Health Points and during a contest he takes Four Health Points of damage. He is now at negative one and is Gravely Injured and Bleeding Out. His ten round/minute death count begins. Let's say he is struck for another point of damage putting his Health Points at negative two. His death count does not reset, he continues the count he began at negative one. Now he needs at least two points of healing to keep from dying.

The Killing Blow A Player may choose to speed along the death of an individual. **Only NPCs may be given a Killing Blow** (there may be some NPC abilities that cause immediate Death however). While not completely realistic, this prevents NPCs from delivering Killing Blows to Players and makes PvP slightly less desirable. (We are not preventing PvP from happening, but neither do we want it to ruin a Player's Event).

To deliver a Killing Blow, a Player must be standing close enough to be able to touch the neck/torso of an NPC. Do not touch the NPC, merely state "Killing Blow one, Killing Blow two, Killing Blow three.... (continuing to), Killing Blow ten."

Death in The Terminus Manor is much like it is in the real world, miracles are not guaranteed and only the very lucky few can find their way back. It is not our goal to cause a Character's Death, but it is also a very real possibility in some circumstances. Currently, all characters only have their one life. Resurrection and the like are not readily known or available.

States of Health

Healthy	One Health Point or more. Character is not impeded in any way.
Gravely Injured	Zero Health Points (or less). Character can talk and walk slowly as if in a great deal of pain. Cannot use any XP bought skills but may use items with properties. If at Zero Health Points, will return to One Health Point after five minutes on their own.
Bleeding Out	Negative One Health Points or less. All of the things covered in Gravely Injured but at the first Negative Health Point the character begins a ten minute/round Death Count. Only being healed to Zero Health Points or Greater will stop this count.
Dead	After the Death Count finishes, which begins at Bleeding Out, the character is considered Dead. A Dead body does not dissipate but remains as a corpse. Unless there is an overriding issue, the player is to remain as a corpse until there is some resolution of the “remains” (The body is secured somewhere, cremated or other actions taken with the corpse).

Searching a Character Once a character is at least Gravely Injured, or otherwise incapacitated, they may be searched. You must stand within arm’s reach of the character to be searched, and state “Searching One, Searching Two, Searching Three.... (continuing to), Searching Ten.” If the character being searched has some mobility, as in the case of Gravely Injured, you must stay within arm’s reach to search them.

States of Being At Weekend at Terminus Manor you will generally be in one of two States of Being:

Out of Play This is generally for times when it’s not appropriate to be your character but is generally used by NPCs when they have need to go from one place to another but not as the character they are currently costumed for. A person Out of Play will either have a white headband on, or they will have their hand (either empty or with a prop) held above or on top of their head.

In Play You are playing your character and interacting with the game world. It is very important that while you are In Play that you try to remain that way as much as possible. Dropping, or breaking Character, impacts the immersion of those around you. Please try to avoid this as much as possible. Do not go Out of Play unless absolutely necessary. If you need to ask an NPC/Marshal a question, please either take them aside or find a way to ask it as an In Play question. Do not place your hand over your head as this signifies that you are entirely Out of Play. In essence, that you have vanished from the game world. Players who do this will be treated by NPCs as if they had in fact just disappeared. While a person vanishing is appropriate for the setting, we would prefer to be the ones who make people vanish.

Sportsmanship Policy We here at Weekend at Terminus Manor will be making every attempt to ensure that you, our Fellow Storytellers, have as an enjoyable experience as possible. To that end, we ask that all our Players consider the game experience of their Fellow Storytellers. We want everyone to be able to come and enjoy the game and have fun. That being said, any Player(s) who appear to be playing simply to cause other players irritation and disrupt their gameplay will be asked their intentions. The difference between conflict and disruption is almost always in the number of Players affected. Having an argument with another Story Teller is conflict and roleplay. Purposely arguing, taunting and being in conflict with as many Players as you possibly can is disruption.

We are not saying that you cannot have conflict or issues with your Fellow Storytellers but we will also not allow anyone to negatively affect the game experience of other Players simply for sport. Players, who continue to play merely to disrupt the experience of other Players, even after discussions with the Staff, will be asked to leave and placed on a ban.