

® THE ULTIME
WESTERN

FORT HOOD

SEASON 1
INTERNATIONAL RUN (ENGLISH)

RULEBOOK

UW

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The Game: Verbal interactions

Verbal interaction between characters is the primary tool of role-playing.

In the Wild West, discussions can often take place through crude, rude, or even "violent" language. It is therefore quite possible that you will find yourself in a situation where your character is treated in a rude or crude manner.

Always remember that **in-game relationships between characters are not relationships between the players who play them**. *E.g. if a character insults your character, the player is not insulting you personally.*

While playing, feel free to raise your voice or be rude if it will contribute to more dramatic action... but be prepared that this may have consequences for your character!

If a verbal interaction crosses the line for you and makes **you feel psychologically uncomfortable, don't hesitate to use the Safe Word « Really! »** to let the player in front of you know that he or she needs to "cool it":

The 3 X « Really! » - The « Really! » repeated 3 times in a row is a Safe Word to use in case of real emotional or physical danger:

- if an action or attitude makes you feel uncomfortable, to indicate to the player in front of you that he/she should lower the intensity of the game.

E.g. "You really, really, really need to stop yelling at me! »

- if you have really hurt yourself and you are not playing your character.

E.g. « I really, really, really hurt my ankle! »



If you are in the game area and unexpectedly witness rude communication that you find disturbing or offensive, chances are you are just witnessing an intense situation between characters in the game. But if you need to, don't hesitate to come and talk to an organizer about it.

The Game: Physical interactions (not in combat)



In The Ultime Western® LARP, there are two ways to perform a symbolic physical interaction: In-Game (real action) and Off-Game (simulated action).

For example:

- The "In-Game" (real) search consists of the player literally checking the contents of the prisoner's pockets
- The "Off-Game" (simulated) search consists of the prisoner handing over all of his items in play without any physical contact: he must not "cheat" and must actually present all of the "In-Game" items he has in his pockets.

This type of physical contact is validated by mutual consent.

E.g. The prisoner is asked discreetly in his ear: « Are you okay with me going through your pockets? » If the player's answer is « Yes » he lets himself be searched, if his answer is « No », he must empty his pockets of all the "In Game" items in them.

In cases where the parties have agreed to a "real" (In-Game) interaction:

- Everyone must act respectfully toward the other player, regardless of their attitude toward their character
- At any time, a participant in the interaction may stop it by using the **Safe Word « Really! » repeated 3 times**, followed by a question, request, or objection, to which the other party must comply.

In addition, the followings are strictly forbidden:

- Any form of violence, pressure and/or physical action without consent is strictly prohibited.
- Abusing the Off-Game form to gain an advantage in the game. E.g. Deliberately hiding an object in an Off-Game Area that should remain available In-Game and known to everyone (*E.g. If a player hides a document in an Out-of-Game area that compromises his character...*)
- Abusing the respectful attitude of the other player during a "real" "In-Game" interaction (*E.g. During a search by hiding an object in a "private place"*).



The Game:

Physical combat interactions between players

In this LARP and in the physical combat type interactions, we will use two types of equipment:

1. At a distance, with **revolvers with primer ammunition** to simulate gunshots, at a distance. These weapons, whose operation will be shown to you in the Briefing, are harmless, but they make noise and should always be handled with care.

It is forbidden to fire shots near a person at a distance of at least 1.5 meters/5 feet : always check that there is no one near you before firing.

2. In contact, with foam and latex weapons specially designed for LARP: fake club, knife, axe, bottle...

With foam and latex LARP props (weapons or others): the blows must be done with restraint, without hitting hard (the person in front must simply feel that he/she has been hit). Never with a thrust: that is, never with the tip.

In addition, the following techniques and behaviors in combat are strictly prohibited:

- Striking to the head, neck, groin and chest for women.
- Hitting with any object other than a latex role-playing weapon (no hitting with your Colt!)
- Throwing objects (including latex role-playing weapons) at people.
- Striking with excessive force. Again, this is a combat simulation: your goal is to make the opponent feel the blow, not the pain.
- Deliberately knocking someone down by pushing, sweeping or otherwise.
- Any full-contact technique: wrestling, grabs, blocks...
- Typical holds: grips, locks and bending of limbs.

The Game:

Other dangerous physical interactions between players

Other situations require your attention and these instructions must be followed.

Furthermore, it is also strictly forbidden to:

- Break down doors, jump through windows...
- Climb on balconies, trees, building structures, roofs...
- Try catch a horse, jumping on or off a moving stagecoach

...and any other dangerous initiative for others and for yourself!

Moreover, beware of nails, screws etc... that could protrude from the scenery.

IMPORTANT

In case of a dangerous or potentially dangerous situation to yourself or another player:

1. Shout out the Safe Word :

« Really! Really! Really! Stop!! »

2. Repeat it as many times as necessary until everyone has heard, stopped fighting, and stopped all play action.

3. Check to make sure no one has been hurt. If so, call the emergency number given to you at the beginning of the game and go get help (organizer, first aid) while leaving someone next to the injured person.

4. The action can only be resumed after the injured player(s) have been secured and if all danger has been removed.

Rules of the Game:

The basic principles

The rules of the Ultime Western® are based on Role Play, Fair Play and Simulation.



In the Ultime Western, most player actions or situation resolutions are done without rules. But some do require rules, usually because they can't be done "for real".

Examples:

If you play a doctor, you must be able (without actually being a doctor yourself!), to have your doctor character heal another injured character and know the result of his intervention...

It is the same for picking a lock or knowing in advance who is going to win a duel so that you can simulate it later...

In the rules, so that the players can solve certain problems between them and without external intervention of an organizer, we use a simple 32-card deck and the rules of a very simple card game:

The War (*la Bataille* in French), where the card with the highest value wins.

The values of the cards are as follows:

Cards 7 / 8 / 9 / 10 have values 7 / 8 / 9 / 10

Jack = 11 / Queen = 12 / King = 13 / Ace = 14

A deck of cards will be provided to you before the game: **each player must have his deck with him during the game.**

The drawing of cards must be done discreetly (by turning around for a few seconds for example) so as not to disturb the immersion of the players.

Principles of card use :

- I am faced with a **problem of Level L: to succeed I must draw a card of value L or MORE.**

For example, I am faced with a level 11 problem: to succeed I must draw a card with a value of 11 or more, i.e. at least a Jack

- my draw **score can be increased by one or more bonus** or on the contrary be **decreased by one or more malus.**
- **a resolution attempt = one and only one card draw**
- **some rules** are not based on the confrontation between two scores but **just ask you to draw a card** and tell you the consequence of the result of the number of your draw



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Rule: OPENING LOCKS

The locks in play are simulated by a plastic card marked "Lock" and the keys are simulated by the same type of card marked "Key". Each lock has a number that indicates its strength.

You can:

1. Either **Open** the lock by getting the "key".
2. Either **Break** the lock by shooting it with a gun, the number of shots being function of the resistance number of the lock or the padlock, divided by 2 (example: Lock Card 8 = it will take 4 shots to open it!).
3. Either **try to Pick the Lock** with the "Picking » skill if you have it.

Special - Locks with a Red X: They *can't be opened by shooting at them with a gun*. They can only be "picked" (with the Picking skill) or opened with the right Key.

Rule: DRUGS & POISONS

Drugs: If you taste an **extremely salty** drink: there is no ambiguity, consider that someone has slipped a substance into it to **try to drug you**.

Poisons: If you taste an **extremely sweet** drink: there is no ambiguity, consider that someone has slipped a substance into it to **try to poison you**.

To know if the drug or poisoning has had an effect on you, draw a card:

6 to 10 = no effect: act as if nothing had happened

Jack to King = you feel bad and are suffering from the effects of the drug or poison

Ace = you pass out and are affected by the drug or poison

If you are being affected by drugs or poisons, they will be described to you discreetly by an Organizer or by your attacker. Try your best to simulate and play your condition.



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Rule: KNOCK OUT

You can be the victim of a player who surprises you, simulates a blow (not violent) in your back between the two shoulders and announces « **Knock Out!** ». You are then **Knocked Down**. When you have been Knocked Down, you remain on the ground unconscious for 5 minutes before getting up with a good headache but you are **not Wounded** when you wake up and you can get back into the game with a **Full Health** status.

Rule : THE FIST FIGHT

The fist fight between two characters is characterized by a brawl. Before the fight, each character discreetly draws a card from his deck at random and discreetly presents it to his opponent who has done the same. You then simulate the fight, the character who lost the card draw is the loser. He ends up in the **Stunned** state. No blow must be really struck.

Rule : THE DUEL

You have nerves of steel and are capable of facing death in the face... The duel is between 2 characters, with a gun, face to face. The duel is settled beforehand by a discreet card draw between the duelists and application of possible bonuses if you have the **Duel skill**. You then simulate the duel, and the character who has lost the card draw collapses in the **Knock Down** status...

Rule: THE SCARF

A person whose face is masked or hidden by a **Scarf** is a **mysterious person whose identity you do not recognize**. In terms of gameplay, this means that you cannot recognize the character who was masked during an action you witnessed. It doesn't matter if you recognized the character's gender, build, voice, or even costume: he was masked, he left only a vague impression on you.

Rule: THE BLACK MASK

This rule is only used by the organizers for scriptural purposes. A person who wears a **Black Mask** on his face is considered by the players who pass him as "invisible". It's not magic, it's not a ghost, it's just that **he is « Off-Game » and therefore doesn't exist to your character**. You can't interact with him: let him pass and forget he exists...

Rule: TIME FREEZE!

If an organizer shouts "**Time Freeze!**" you must **stop your action, close your eyes, and follow the directions** given to you... You may open your eyes and resume your action when you hear "Action!"



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Rule - USE OF A FIREARM

Safety Reminders:

- Before shooting, **always make sure no player is close to you** (in front, beside or right behind you) and **never shoot within 1,50m/5 feet of another player.**
- **You must only use the game gun and the ammunition that has been given to you by the organization.** The stuntmen at Fort Bravo Studios use guns that are much louder than the one you will be using. Again, under no circumstances should you pick them up, let alone use them.

There is no special skill involved in using a gun. Everyone can pull a trigger!
In a fight, you aim and shoot. **The range to hit is 10 meters/33 feet.**

If there is no announcement of the shooter aiming at you in a gun fight, **you choose the part of the body where you took the bullet(s)!**

Of course, the **target is only hit if the gun has fired.**

Also, the **target must be in sight** for the shot to hit.

Take into account (Fair Play) the **shooting distance (10 meters/33 feet maximum to hit)** and the **possible cover and protection** (*E.g. target hidden behind a barrel, a post...*).

When you are shot at "**point blank range**" - but still within 1.50m/5 feet of safety - without locating the shot precisely, you must consider that you have been hit in the **Torso.**

Rule - USE OF LATEX LARP WEAPONS

There is no special skill to use a latex weapon (knife, axe, club, sword,...).

Safety reminder: when fighting with a latex weapon, you must hit your opponent :

- **in a contained/restrained manner**
- **never with the tip of the weapon**
- **never on the head, genitals or chest for women**

*NB: The **damage** done by a weapon and its consequences on the target will only be regulated by the system of cards to be played with a character having the **Medicine skill.***



Rules of the Game:

Life and death of character

We do not use a system of « Health or Hit Points » but we refer to different "Health Conditions" of a character which are the following:

KNOCKED DOWN :

A character is **Knocked Down** when he takes a blow (from a latex weapon) or an impact (from a gun) on his torso.... The character is then > **Left For Dead** ...

LEFT FOR DEAD :

A character remains on the ground unconscious for a minimum of 5 minutes before trying to survive his wound. If during these 5 minutes, **First Aid** is applied, he regains consciousness immediately and goes to the status > **Wounded**

WOUNDED :

A character is **Wounded** if he has received an impact or blow to any part of his body (excluding his torso) or if he regains consciousness after being **Knocked Down**. He can no longer perform any violent action (running, fighting, ...), nor use the affected limb, nor concentrate on any intellectual, technical or medical problem of high difficulty.

Moreover, he is **Knocked Down again as soon as he receives a new blow or impact, regardless of its location.**

He must absolutely be healed by a character with the **Medicine skill** to hope to get out of it alive (with maybe some after-effects...)> *See the sections examples First aid, Medicine*

DEAD :

A character can die in 2 ways:

- because of his **Wounds** (see Medicine skill)
- because someone gives him the **Coup de Grâce** (see below)

The character is then definitively **Dead**: his player becomes **Off-Game** and must immediately after the end of the scene go to the Organization's HQ.

KILLING A PLAYER'S CHARACTER - THE COUP DE GRÂCE:

When a character has been Knocked Down, one can choose to finish him off by inflicting an additional blow or impact, in a "heavy" but still painless way. The blow or impact must be delivered without haste (lasting a few seconds) and with determination by saying « **Coup de Grace** » so that the player can clearly understand what is happening... The character is then **definitely Dead**.

Important:

- **The Coup de Grace can only be given on the last day of the game.**
- **You must have a really good reason to give this Coup de Grace and you must let your victim know beforehand.** For example, "On behalf of my younger brother whom you coldly murdered 10 years ago..."

The Skills

The skills of a character

Each character receives his skills according to her/his character sheet and the choice of the organizers.



AMBIDEXTROUS:

Allows your character to switch arms/hands to use their weapon (*if hit by a blow or impact for example*)

SHOOTING SKILL « TORSO! » :

(limited in number/day - see your Character Sheet)

Allows you to **announce "Torso!"** loudly to an opponent during a firefight (within 10 meters /33 feet). The shooter must clearly point his weapon at the character he is aiming at and identify the character out loud before shooting. The victim is then hit in the **Torso** and falls immediately because he is **Knocked Down**.

ARCHAEOLOGY:

Allows you to obtain additional information about an ancient item.

GEOLOGY - GOLDSMITH:

Allows you to identify a mineral and its value (*E.g. the value of a nugget...*)

You will receive the value analysis grid document for your character during the briefing.

LOCKPICKING :

Allows you to pick a lock (door, handcuffs...) without using the rough way and thus discreetly... You make a card draw and you apply your possible bonus, then you confront your score with the number of the lock. If you succeed, you open the lock. You can try to close a picked lock by doing the same thing. If you are unsuccessful, the lock remains open.

POKER CHEAT:

The player with this skill has a hand of 3 cards in his starting player's envelope that is the same as the ones used at the poker tables. He can therefore change his cards at will by drawing all or part of his cheating deck. It's up to him to be discreet and clever enough not to get caught if he decides to cheat...



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SPECIAL LANGUAGE:

Allows you to understand and speak a particular language, such as: Apache, Inuit, Nahuatl, Lipan...

You have a word + a gesture to learn in the language you master. When you use this word, the character who speaks the same language will answer you with the same word and gesture. Everything you say afterwards will be in the particular language.

The other characters cannot understand your conversation even though it is in English. The best thing to do is to move away to continue the discussion so as not to be heard by the others.

FORGER:

Allows you to produce 4 false documents throughout the game. To do this, you must contact your referent organizer (the Master of Forgeries): he will make the document(s) you wish to produce. As a forger you can also identify if a document is real or fake (the method will be indicated to you during your briefing...)

EXPLOSIVE:

Only characters with this skill can use explosives.

TRACKING:

As a tracker, you will receive a specific Tracking document during the briefing.

In The Ultime Western, the game territory is extended to the outside of the Studios. Game elements, clues, and events can occur in the surrounding desert and are marked with **Trails** to follow.

If your character has the **Tracking Skill**, it's because he's a keen sleuth: he has a natural gift for spotting the slightest trace and interpreting certain signs, allowing him to follow a trail in the wilderness, accompanied by other characters who wish to explore it with him. **To follow a Trail, a minimum of 3 people is needed, 1 of whom must have the Tracking skill.**

A trail is marked with markers: each marker represents a step of the trail to follow. There can be between 3 and 6 steps before reaching the end of a trail. It is therefore not uncommon that you have several hundred meters, or even a few kilometers to go back... **Beware: characters who do not have the Tracking skill cannot follow a trail: they do not "see" the markers (even if their players do!) Furthermore, you cannot "take a trail" along the way. You must start at the beginning of the track, i.e. at the first marker.**



The Skills

The skills of a character

Each character receives his skills according to her/his character sheet and the choice of the organizers.



FIRST AID:

Allows you to simulate emergency care (*E.g. with a makeshift bandage*) to stabilize a **blow** or **impact** injury to the limbs or torso of an individual. Receiving **First Aid** allows you to go from **Knocked Down** to **Wounded**.

MEDICINE:

The doctor **can perform FIRST AID + WOUND CARE** (treat a wound to bring a character from Wounded status to Good Shape).

- Perform **First Aid**

- Perform **Wound Care** by simulating with bandages for 10 minutes to make a person go **from the Wounded status to Good Shape**.

For this, you will be given a resolution grid to have the result of the care given to a wounded character.

Example for the Medicine skill:

*Bob has been **shot in the torso** by a shot announcing **Torso**. He is **Knocked Down**.*

*Bob remains **Knocked Down** for 5 minutes, without receiving any **First Aid**, then gets up in a **Wounded** status.*

Bob finds a doctor who heals him. The doctor draws a card from his deck (= 7) for the quality of the care. Bob does the same (Queen = 12) for the severity of his wound.

*The doctor reads the effectiveness of his treatment on his **analysis grid** and announces his verdict. This can range from:*

- very positive: « *It's okay, Bob, it's healed, you can leave without worrying* »

- to very negative: « *The good news, Bob, is that you're going to be fine. The bad news is that I have to amputate your left arm..* »

The doctor also has knowledge of **poisons** and **drugs** and can:

- recognize symptoms related to drugs/poisons

- recognize drugs/poisons (by appearance / visual / smell...)



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