

THE PLAYER'S GUIDE

**THEULTIME
WESTERN**.COM

THE WILD WEST
LARP ADVENTURE

A WORD FROM US.

We believe that, like life, LARP means to laugh, to have fun, to feel tension, romance, adventure, strong emotions and love.



Howdy folks !

We've been playing and creating LARP since 1993. We have crosspathed many universes, stories and experienced at a time where larp was hard and tough to bring to life. Like you, we had to do it all, to invent, to create, to test, to learn...

Among all, **The Ultime Western®** has a very peculiar larp history.

It is, before all, a story between people.

A forgotten place and its people first discovered in 2002, not familiar with larping at all.

An encounter with people from another country, another history, another mindset.

It was not supposed to work. It couldn't work. But it did and throughout the years and edition we became trustful friends.

Like the 500 players who have already played the Ultime Western® before you, I wish that you will feel it when you will walk down the dust of main street all dressed up in your outfit and skinned in your character.

You will never forget that game. You will never forget the place. You will never forget the people.

Looking forward meeting you,

Laurent and The Ultime Western® crew

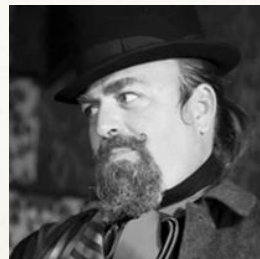
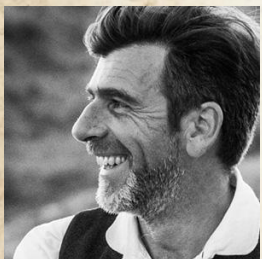


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Registered players will get the latest update for the scenario.



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BEFORE GOING ANY FURTHER

The Ultime Western® is a Live Action Role Playing Game set in the American Wild West in the XIXth century. It is a fiction using partly historical facts for context story telling. It is NOT reenactment. It is played in exclusivity at Fort Bravo Cinema Studios and produced by [Ultimacy](#), a French company specialized in immersive adventures.



This Player's Guide assumes that you are familiar with live roleplaying. If you are new to LARP, we invite you to [visit our "Playing a Larp" page](#) and check out our [FAQ's](#). And, of course, don't hesitate to contact us: we'll be there to guide you and help you understand everything.

This Player's Guide is divided into several chapters. It covers the basics of the game, roles, attitudes, rules, guidelines, safety, etc. It is very important that you read this Player's Guide entirely. It will give you all the keys to interpret your character, play your interactions and relationships with other players and unravel the game situations you might find yourself in. And in general, to optimize the game experience for all participants.

Reminder: to validate your registration for The Ultime Western®,

- You must be in possession of a valid ticket, in your name, for the date of the gaming session
- You must be of legal age (18+),
- You must have valid health insurance (Health Insurance card...),
- You must have personal liability insurance,
- You must have valid identity papers (passport or national identity card),
- You must have a valid credit card

In addition, you will be required to sign a document upon arrival attesting to your acceptance to the rules of play, behavior and safety.



THE ULTIME WESTERN® LARP GUIDELINES

Game profile, type of play, story telling,...

All you need to understand about our game conception.



The Ultime Western® scenarios offers different larp adventures to play.

Each session plunges you into one of these scenarios, which all have the fictional New Mexico town of LaHood in common.

You can bring your character to life in the era of the Wild West, at different times and in different stories. **It is the history of this region and the characters who cross it that is the heart of The Ultime Western®** : what will happen there, what each character will decide to do, what will be created by the events each character will face (political, social, economic, even meteorological...). All this will build your adventure.

Only you can give your character that little spark that will give him a real existence in the eyes of others. It is through his attitudes, his language and his story that your character will become credible.

Be adventurous, adventure favors the bold!

Fair-play

In any LARP - as in life in general - trust is necessary between all participants, players and organizers.

There is no systematic control and therefore **the Fair-Play of everyone is essential** to the safety and the good progress of the adventure, essential to the interest and the pleasure of the game.

This guide and its rules are not an exhaustive description of all possible game situations.

Things may happen that you don't understand or that you don't expect, and that are totally outside the rules of the game that you know. In these situations, be fair and play the game. And if necessary, the organizers will intervene to control the game.

A simulation Game

LARP is a **simulation game**. People play **characters** and the **situations** in which they find themselves.

These situations can be very real: negotiation, enigma, action... They are therefore played "for real".

Others will require that they be simulated, either for safety reasons (fights, injuries), or for playful reasons (trades, skills). The simulation rules that have been put in place are intended to allow each person to play his or her role, while giving coherence to this diversity.

It is essential that everyone uses their common sense in all situations.



REMINDER: YOUR TICKET AND WHAT'S IN IT !

What is included, what is not and the available options.



Your Ticket entry includes*:

- Access to Fort Bravo Studios (Andalusia) for the duration of the game.
- Your participation in the game
- The character written for you (your Character Sheet) together with its gameplay and story elements sent before your arrival
- Your 5-night accommodation depending on your choice: on site in a bungalow (mixed) or dormitory (men - women), or in one of the studio rooms or a camping pitch.
- Access to the studio swimming pool (if open).
- Your meals with drinks included from Day 1 (dinner) to Day 6 (breakfast).
- Closing evening (Fiesta Finale)•Your first \$20 of consumption at the saloon (game dollars).
- The loan of your Colt with ammunition
- Your photos taken by the official adventure photographer.

* depending on the type of ticket you have chosen

Your participation does not include:

- Your travel (your car or plane journey to Spain, nor transfers to the studios)
- Your costume (included with your ticket, however, is the loan of a replica colt and its ammunition). If you don't have a costume, we also offer a rental option.

Concerning your drinks in the game saloon:

We're opening a saloon that will be **In-Game** and not accessible to site visitors. During the adventure, no real money will circulate. In this establishment, you'll be able to order drinks (soft drinks, beer, other...), which you'll have to pay for on the spot using your **consumption Dollars(\$)** (value: 1€ = 1\$).

20 are already included in your ticket. You can, of course, redeem consumption Dollars(\$) on site with our organization (CB or cash). Indicative prices: Beer \$2 - Soft drinks \$1 (including Ice Tea to simulate whisky).

Please note Fort Bravo's main saloon, which is also open to site visitors, is not an adventure playground. You can, however, consume in Fort Bravo's main saloon, but your Dollars (\$) will not be accepted there, and you'll have to pay directly in Euros.



THE ULTIME WESTERN® LARP GUIDELINES

Game profile, type of play, story telling,...

All you need to understand about our game conception.



A Wild West LARP fiction

The Ultimate Western® scenarios are fictionalized stories based on the history of the American West.

This allows us to create original scenarios that remain pure fiction. There is no magic, creatures or paranormal phenomena. There are no technologies other than those existing at the time. However, myths and legends from the natives, Americans, immigrants or others totally invented can intervene.

Place yourself in the head of the people of that era and imagine their relationship to phenomena they cannot understand. The Ultimate Western is not old west reenactment, but we do ask for the best efforts of all to make sure that the visual intentions (the costumes) are close to what could be found at the time.

A slow game with intense action!

The Ultimate Western® is a multi-days LARP.

You have time on your hands... so take it!

As a player, you are invited to fully commit yourself, over the long term, to the adventure, to your role and to the story.

Enjoy the moment, the scenery, the landscapes, the sunsets and the smell of the horses... Take the time to enjoy your trip out West and make memories!

Game content, sequences, actions...

The script offers game mechanics that allow everyone to find their own pleasure and freedom : action, dealing, enigmas and investigations...

Our goal is to involve you in a narrative and to allow you to experience strong emotions, situations, team up and choices to make.

In the world created by The Ultimate Western®, characters with very different profiles are brought together. They often have different ambitions, objectives, projects for which the context is only a pretext. Each one has his own little secrets...

The fights are part of the adventure but are not the main element.

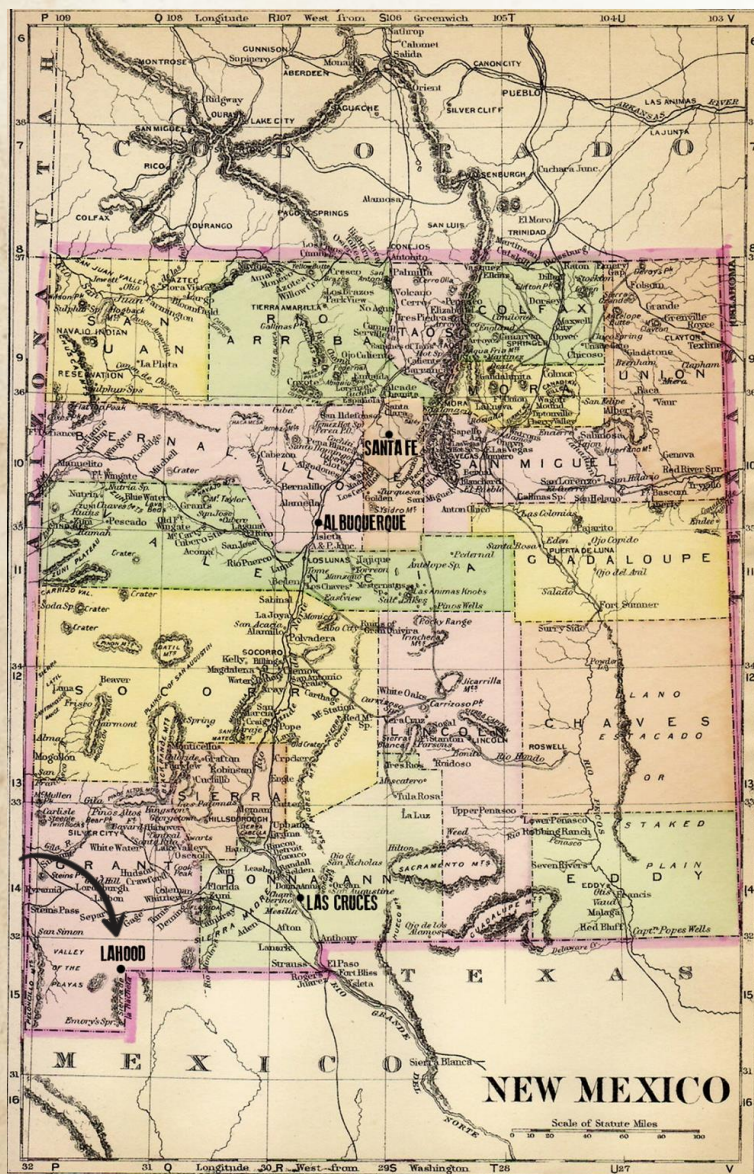


STORIES TO LIVE IN THE HISTORY OF THE WEST



A LARP during the Conquest of the American West !

Ultime Western scenarios take you back in time to the West between 1850 and 1920.



Geography

The Ultime Western is fictionally set in the territory of New Mexico, along its (often fluctuating...) border with Mexico.

This territory is bordered by Texas to the east and Arizona to the west. It's a harsh, arid region where water is a scarce resource.

The town of LaHood and the small Mexican pueblo next to it are (fictitiously) located at the southern limit of Comanche lands (the Comancheria), not far from Apache territories (the future San Carlos reservation).

Your character will have the opportunity to explore the town, and this may lead to surprising discoveries, dangerous encounters, hidden secrets...



THE MOVIE STUDIOS

In Spain, the largest and most impressive wild west location in Europe... No matter what !



Exclusive partner of Ultimacy (producer of The Ultime Western® LARP serie), the **Fort Bravo – Texas Hollywood Studios** are located in the province of Andalusia (Spain) and at the gateway to the Tabernas Desert, the only and largest desert in Europe.

The Fort Bravo film studios were originally built in 1963 by Sergio Leone's chief designer for the Dollars trilogy (Clint Eastwood). The film studio is still in operation and open to visit. The sets are made of wood, some interiors are specifically designed by Ultimacy for the games. It features a Mexican village (pueblo), an old west town and its fort. For the our LARP, the entire studio (approximately 30 hectares) is used. The surrounding desert can also be used for gameplay.

Peak a sneak at the Studios:

<http://www.ultimewestern.com/en/the-movie-studios/>

The Studios are open to visitors between 9am and 7pm. These visitors pose no problem for the game. They are generally few in number and visit, wander through the sets and attend the shows given by the Studios inside the Fort Bravo saloon or in the square in front of it (lasting about 30 minutes). Visitors often consider the players of the Ultime Western as real actors (not to say Stars !).

How to get there?

The Fort Bravo studios are located in south Spain, near the village of Tabernas. You can come by plane to Almeria airport (via Madrid or Barcelona). The airport of Almeria is located 20 minutes from the studios.

It is also possible to land at Malaga Airport (2 hours 30 minutes from the studios). If you come by car, you can park at the studio carpark.

Fort Bravo – Cinema Studios :

[Almeria Paraje del Unihay, s/n, 04200 Tabernas, Almería, Espagne](#)

Accessibility for people with reduced mobility:

The studios are accessible to people with reduced mobility. However, the sets and the layout of the game do not allow full access. It is therefore essential to inform us if you have a physical disability so that we can properly inform you about accessibility and its constraints.

The studios are located in a particular natural area that cannot guarantee accessibility to all (desert, sand, movie sets...). Ultimacy is not the owner of the studios and cannot be held responsible for the facilities and access to people with reduced mobility.



THE SCHEDULE

This present you the regular schedule of your adventure.
You can extend your stay as a vacation and discover the beauties of Andalusia nearby !

Day 1 - Mandatory arrival

You must arrive at the Fort Bravo studios before 11pm (last minute)

At the entrance of the Fort Bravo site:
- Ticket check.

At the entrance to the Fort Bravo site:
- Verification of your ticket, then reception at the Organization HQ for registration and allocation of your sleeping arrangements.

At the Organization HQ :
- Delivery of your player envelope and game elements
- Fittings and recovery of your costume (if rental option chosen)
- Personal delivery of your game weapon and your ammunition with primers

A buffet dinner is planned from 8pm to 10pm

The game saloon will then be open until the end of the evening!

Day 2

9am – 10am: Breakfast
- Photos shoot in costume
- Weapons briefing
- General briefing (safety, instructions, team presentation, etc.)

1pm – 2pm: Lunch

3pm: Launch briefing and **start of the game**

8pm. – 10 pm : Diner

1am. : Curfew (game paused)

Day 3

9am – 10am: Breakfast and game restart

1pm - 2pm: Lunch

8pm – 10pm: Diner

1am: Curfew (game paused)

Day 4

9am – 10am: Breakfast and game restart

1pm - 2pm: Lunch

8pm – 10pm: Diner

1am: Curfew (game paused)

Day 5

9am – 10am: Breakfast and game restart

1pm - 2pm: Lunch

4pm: End of the game
- Reintegration of weapons and costumes rented at the Organization HQ
- followed by aperitivo, dinner BBQ and The Final Fiesta !

10pm: Drinks, diner and Final Fiesta !

Day 6

9am – 10am: Breakfast

Then free time and departure when you want during the day !



IN YOUR BAG...

What do I put in my travel bag?
What shall I bring?



For information: towel, pillow and bed linen are provided with your accommodation.

You shall bring:

- Your passport or identity card and a credit card.
- A smartphone that we will ask you to keep on you during the day for security reasons among others.
- Your personal hygiene items and medications, as well as your contact lenses or eyeglasses (with a preference for a frame in the spirit of the era if you have one) and earplugs (in case of snoring roommates)
- If you did not take the costume rental option: your complete costume with its accessories.
- If you have taken the costume rental option: spare shirts or blouses.
- Shoes adapted to walk in the desert (western leather boots or booties, in the late 19th/early 20th century style: it is a long stay in a huge set, it is critical for you to have shoes that will not hurt in long wearing and walking!
- in the style of the time:
 - a water canteen as well as a hat (and sun cream): under the sun in the desert, the heat can be intense.
 - a warm garment (coat, thick jacket, shawl...) because the evenings and nights can be cool
 - bag or satchel + notebook, pencil and pen to write to your friends... or your enemies
 - any props and/or instruments that you feel would be interesting to bring for your character (poker set, book, spyglass, harmonica...)
- A flashlight (if it is led storm lamp for example, it's even better !-)
- A pocket ashtray if you are a smoker.



NOT IN YOUR BAG !

What you shall not bring at all?
What is forbidden?



For the security of all, for the safety measures on this very peculiar location, we strictly forbid:

- Blank or black powder weapons: they are strictly forbidden for regulatory, safety and insurance reasons (your colt and ammunition will be provided by us).
In case of breach of these rules, the Spanish and French legislation on firearms apply, we would be obliged to inform the local authorities and to turn against you.
- Any accessory that could present a danger to you or others, such as a blunt or sharp object for example knife, pocketknife, etc.
- Pyrotechnic devices and articles: magic candles, torches and candles, firecrackers, smoke bombs, rockets, etc.
- Large umbrellas with pointed metal parts, safety shoes or shoes with an outer metal frame.
- Food, alcohol, and any narcotics.



COSTUMES, PROPS, GUNS & AMMO

Costume & outfit style for the Old West, costume rental, gun supply.



Costume and Accessories

An appropriate costume is one that fits the old west atmosphere of the game and does not endanger the safety of the player and/or other players.

The Ultime Western® is a LARP and not a historical reenactment: it is not imperative to wear clothing in a perfectly authentic style. We favor the 70's spaghetti western type of universe of which Western movies and comics abound with examples. "The Good, the Bad and the Ugly", etc... remain the best references.

Please avoid outfits that are too out of sync such as:

- "country dancing" clothes and other costumes that are too modern and too colorful (and absolutely not accurate...)
- colorful fancy boots: prefer brown or black boots or ankle boots, if possible western or old style, at least in leather and sober,
- blue jeans that did not exist yet: prefer corduroy or canvas pants, or at worst, black or gray jeans.
- leather hats: choose felt hats instead.
- Also, the use of tasteless clothing and accessories, modern clothing or equipment, and anything that might disrupt the immersion, will not be accepted.

After ticket purchase and role definition, you will be asked to send us a picture of yourself with the costume(s) you plan to wear so that we can validate it.

For visual reference, feel free to take a look at the photos from our previous editions on our website or social networks.

<http://www.ultimewestern.com/en/your-costume/>



COSTUMES, PROPS, GUNS & AMMO

Costume & outfit style for the Old West, costume rental, gun supply.



Costume Rental Option

If you have chosen our Costume Rental option:

- it will be given to you upon your arrival (fitting)
- you will have to return it complete at the end of the game (on Saturday evening)

If you come with your own costume:

- it must be validated before your arrival on the adventure by the organization (sending photos for OK on the visual coherence and the adequacy with your character)
- it must not have dangerous parts for you or for the others (for example metallic parts or rigid materials, sharp edges...)

Your game colt & ammo with primers :

We provide your game gun : a colt model 1873 SA and its ammunition with primers specially designed for the LARP.

We have holster belts that you can rent if needed.

Your Colt and its ammunition with primers will be given to you in person against signature and you will have to return your weapon at the end of the game.

You are responsible for the gun, its use, your safety and the safety of others.

In case of loss of your weapon or if it is returned damaged and non-functional, you will be charged a fee of 200€.

For your information, failure to return your weapon will result in the signing of a declaration of loss, written in your name, to the Spanish and French police authorities.

Reminder: for security and legal reasons, any firearm other than the one lent to you by the organization will be refused on the site and during the game. So don't clutter up your luggage unnecessarily and be aware that you may also have problems with customs...



LIVING AND PLAYING ON THE LOCATION

Some basic and easy rules to make your stay and game comfortable for you and the other players !



Accommodation - Rules of life together

Accommodation on the location is in bungalows and dormitories (one men's dormitory + one women's dormitory), each with its own shower and sanitary facilities (as a reminder, sheets and towels are included in your ticket).

In these shared spaces, any inappropriate attitude, detracting from the cordial spirit of the adventure or infringing on the privacy of its participants will not be tolerated. A cleaning service will be provided at the end of your stay. During your stay, we thank you for keeping these areas clean and tidy for the respect of all.

Food service

The restaurant at Fort Bravo studios offers a buffet : lunch and diner are buffet style (starters, meat, fish, raw vegetables, fruit, desserts...). The buffet is open during the following hours:

Breakfast: 9am - 10:30am / Lunch: 12pm - 2pm / Dinner: 7pm - 8pm

Accommodation, sanitary and catering areas are Off-Game areas

Meals are considered Off-Game. However, you may continue to play as long as the people sharing your table are all in agreement.

The pool area, the lodging and the sanitary areas are also Off-Game zones.

From the moment you enter these areas, whether to sleep, have lunch, take a break, get something from your bag or cool off in the pool, your character is "no longer present " (doing something else, somewhere...) until you decide to return In-Game.

The Organization HQ

You will always find a person of the organization there as well as a first aid kit.

During the game: you will be given the answers to all very specific questions concerning your character, a plot, a rule...

You can also solve a personal technical problem: concerning your weapon, your costume or your lodging (water leak, bulb to change...)



HORSES & CARRIAGES

Used for screenplay sequences, but also to allow you to edit them and visit the site!



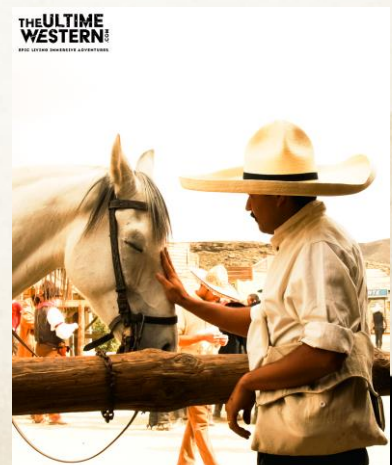
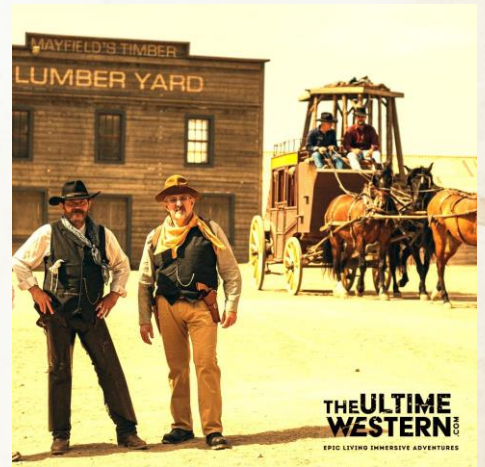
About horses and vehicles:

Horses, owned by Fort Bravo Studios, will be present for the game, and you'll potentially be able to ride them around town (when they're available for that purpose).

They will be managed by the organization team's horse managers.

These are film horses, not riding horses: the team will inform you of the safety rules concerning them, and we ask you to respect them scrupulously.

These horses are also used for sequences and scenes set up by the organization. They may therefore gallop around town or perform certain maneuvers: make sure you are always vigilant about their movement!



SAFETY FIRST !



You are going to live an adventure in a movie studio where some sets are fragile, where stunt horses sometimes gallop at high speed, and which is in the middle of the desert...

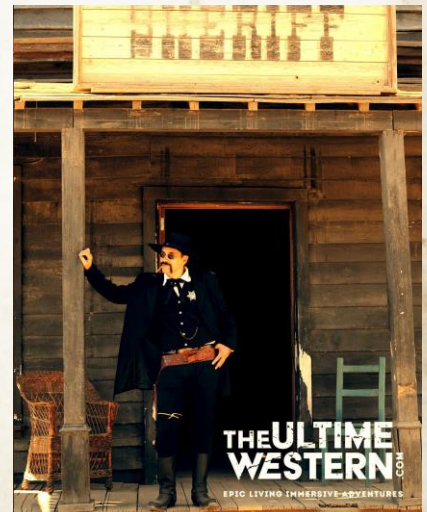
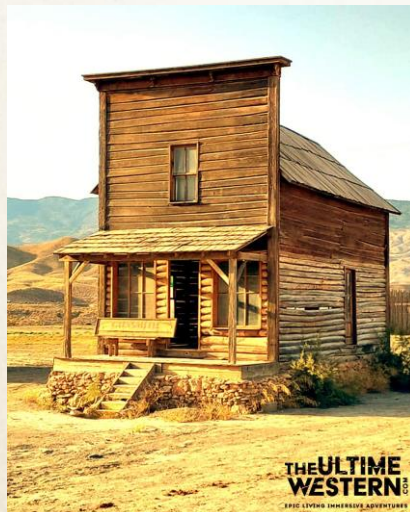
Given the particular nature of the location, it is essential to respect the instructions that will be given to you during the briefings.

We reserves the right to suspend your participation in case of incident or serious breach of security for you, the other players, location and our team.

FIRE SAFETY RULES

It is strictly forbidden to :

- Smoking inside the buildings (saloon, barn, jail...)
- Lighting fires (only the organizers may "play with fire")
- Use torches or other light sources with real flames.
- Throwing cigarette butts out of the ashtrays provided or the pocket ashtray that every smoker should bring with her/him.



SAFETY FIRST !



Always take your cell phone with you: for safety reasons, and imperatively if you follow one of the tracks in the desert, in order to be able to call the emergency number that will be given to you before the game and that we will ask you to record in your contacts.

The people present on the game with a First Aid certificate or a medical diploma will be introduced to you at the beginning of the game: if you need them, don't hesitate to call them.

A first aid kit will be permanently available at the organization headquarters.

In the desert

Expect to be hot on the desert trails! Remember to drink water regularly: keep a water bottle in your bags. Wear a hat if you have to stay in the sun. Also, **never leave with less than 3 people on the desert trails** so that in case of an accident, one can stay next to the injured person and the other can alert/get an organizer.

Drink and eat regularly and remember to rest: excessive fatigue is dangerous for you and for others.

Reminder: **alcohol abuse and drug use are prohibited**, and people who behave inappropriately will be excluded from the game and the site.

There may be times when you experience **intense emotions** (anger, feelings of loss of control, severe dissatisfaction). If you feel uncomfortable, tell the people present and leave the game for the time necessary to recover (Non-Game Areas or Safe Zone at the Organizing HQ). If you are upset by the emotions caused by the game, do not hesitate to talk to the organizers.

Health measures

At the time of the event, we will comply with the governmental measures in force in Spain and the province of Andalusia. If the situation does not allow us to carry out the game, you will not lose your place: the date of the adventure will be re-scheduled and you will be able to attend it when the health conditions allow it. Your ticket will remain valid as long as you have not used it.



GAME BRIEFINGS & WORKSHOPS

You will attend few key briefings in addition to information provided to you in advance (including this Player's Guide)



Before the game starts, a series of briefings will be conducted in the morning.

It is mandatory that you attend as instructions, rules and important points will be presented. Our organization team will also be there to answer your questions.

The Safety Briefing

- Physical and emotional safety instructions
- Rules of behavior (between players, with the team, the site staff, the horses, the external visitors of the site)
- Tracking in the desert
- Fire instructions

Weapons & Combat Briefing

- Use of your game weapon (safety distances, shooting, reloading, storage)
- The use of weapons and fake latex objects (fake knife, stick, bottles...)

The Game Rules Briefing

- Reminder of the game rules
- Demonstrations

In addition, several workshops will be held before and after the LARP. You are free to attend.

Playing a LARP

Improvisation & acting

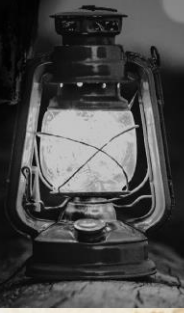
Tracking in the desert (only for characters having this skill)

Leaving your character



LARP LEXICON

Some terms we will use...



The Player - It is you, a civilian, who has decided to participate in this immersive adventure.

Playing Character (PC) - This is the imaginary character that you will play as for the purposes of the game.

The Organizers - These are the people who created the game, the scenario, the characters. They also participate in the game where they will be able to take turns playing as different visually identifiable characters. Their task is to discreetly help improve the experience of all participants and advance the scenario. They are also there to answer your questions during the game.

Non Playing Characters (NPC) - They are members of the team who interpret various characters throughout the scenario. They have to wear several costumes for the occasion. They are the "speaking" extras of the adventure!

The World - This is the game's fictional universe.

In-Game - These are the things that concern the characters in the fictional world of the game (

Off-Game - These are things, places, and times that are not part of the game: they are about the participants themselves but not about their character.

If you need to be "Off-Game" for a moment (*e.g., you need to ask an organizer a rule question*), raise your hand and step out of the In-Game area (*e.g., to quietly talk to an organizer*): the other players must then pretend you don't exist.

Off-Game Zone - As opposed to the "In-Game Zone », these are areas where you can freely step out of character and do not have to comply with any appearance (you can remove your costume, speak normally) or safety requirements (no game actions are allowed in the Off-Game Zone).

The 3 X « Really! ! » - The word "Really!" repeated 3 times in a row is a **Safe Word** to be used 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. *Ex. "I really really really hurt my ankle!"*



YOUR CHARACTER IN THE ULTIME WESTERN LARP

Who will you be ? How will you make it? From bartender to rough outlaws or ranchhand, your character is designed to go for the play!



The character you are going to play is part of a large series of stories that are intertwined in an overall scenario.

We define with you in advance what type of role you feel like, then we make proposals from our script base. Your character is written as a novel.

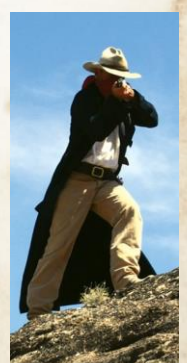
Your Character Sheet (Background)

Your Character Sheet will represent about 15 pages of fiction.

It will tell you everything you need to know about your character and the context, before the game:

- Her/His origins, parents, childhood,...
- The dates and places where she/he lived, where she/he went, where something happened to her/him...
- The highlights of her/his life (good or bad)
- The people she/he has met, with whom she/he has lived strong moments, attended events, taken part in some important discussions...
- Her/His relationships with some of the other players she/he has met in his life
- Her/His skills, his personal knowledge through her/his job or past experiences
- His/her in-game belongings: cash, property titles, letters, documents or specific objects...

(These elements will be sent in advance)



PLAYING TOGETHER!

Some guidelines for playing your character and interacting with other players.



Important

Before the Game begins:

We ask that players who have read their **Character Sheet**:

- **to keep their story and all the information contained in their character sheet secret until the game begins.** Once in the game, it will be up to you to decide what you can or cannot say... and especially to whom!
- not to discuss their characters with other players, unless they have close relationships (families for example) and their players want to prepare and agree in advance on how they will operate during the game. But this, again, without ever revealing any very personal or even secret information about a character...

Once « In-Game »:

In The Ultime Western, your character can do anything (really or via simulation rules). But doing everything does not mean doing anything.

You must therefore always play :

- without taking physical risks for yourself or others
- without behaving towards other players in a way that could put them in an uncomfortable situation
- with fair play and by following the rules of the game established by the organizers

Always keep in mind that you are not playing to win.

You are playing to live an unforgettable experience.

And never forget that this is just a game!



PLAYING TOGETHER!

Some guidelines for playing your character and interacting with other players.



Let yourself be carried along and live your character. Make the decisions that you imagine could be her/his, in her/his interest and according to her/his objectives.

There is no choice that is better than another, no action that should be done rather than another: there are only your choices.

And above all: **enjoy playing... and creating play material for others!**

Play your character with and for the other characters.

Indeed, it is by reacting (improvising) to an action or a word from another player or NPC that you will feed the story, give life to exchanges between the characters... and to memorable scenes!

Don't break the immersion of the game and the other players:

- **by acting/talking not as your character but as yourself** (e.g., *don't go "Off-Game" by looking at your photos on your phone or telling about your latest vacation...*).

If you are with players who are "In-Game », stay in your role so as not to break their enjoyment of the game or step away to do what you want to do by being "Off-Game" for a few moments, i.e. away from the game and the players.

- **by saying some irrelevant things "Off-Game"**, that is to say:

- that are outside the scope of the game universe: *"Anyway, we know that in the History of the United States this guy is going to be assassinated next year"* > no: if you play in 1870 your character does not know what is going to happen in 1880...

- that are meant to make things seem real that don't exist in the game or that your character can't/can't do: *"Actually my father was a doctor and when I was a kid I saw how he operated so I can treat this guy"* > no, you can't "make things up": either it's actually written in your character sheet that you have medical skills, or you really don't know anything about it

- that come to spoil a scene of game and the immersion of the players: *"It's fake blood that this dead guy has on his head!"* > yes of course : it's make-up... and fortunately !)



PLAYING TOGETHER!

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The Ultime Western® is not a historical reenactment. But we wish to preserve the historical coherence of the time and place in which the adventure takes place.

In this story, in this time period, and in this part of the world, it is possible that some sexist or racist issues may surface, but if they do, they will not be a mainstay of the game.

No scene in the game will feature violence against characters based on their gender, sexual orientation, ethnicity... Similarly, we have chosen not to use racist or sexist issues of the time as central to our characters' writing.

In all eras, including the time of the conquest of the West, there have been men and women of leadership, of action, of bad and good people.

In The Ultime Western® the female roles are equal to the male ones: women are as "strong" physically and intellectually as men, the female characters are as interesting and as important as the male ones. We don't discriminate and make sure that everyone feels comfortable during the game.

The Ultime Western® team is a mixed, multilingual, multicultural and multiethnic group. We are attentive to inappropriate, offensive or even hurtful attitudes and words that may appear between players. In our desire to prevent inappropriate behavior, we ask everyone to play intelligently and with respect for each other.

You are playing a character: play it with kindness and for the enjoyment of everyone.

Conversely, before you do anything else, interpret the words and actions of a character played in front of you with perspective and in the context of the game.

If you feel that a player's behavior was truly inappropriate, report it to the organizing team. We will not tolerate any attitude, words or gestures that are offensive to anyone, regardless of gender, sexual orientation, skin color, religion, etc.



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