

® **THE ULTIME  
WESTERN**.COM

EPIC LIVING IMMERSIVE ADVENTURES

# 2023 PLAYER'S GUIDE

## overview edition

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# FORT HOOD

SEASON 1  
INTERNATIONAL RUN (ENGLISH)

**UW**

# 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's 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 Ultimate Western** has a very peculiar larp history. It is, before all, a story between people.

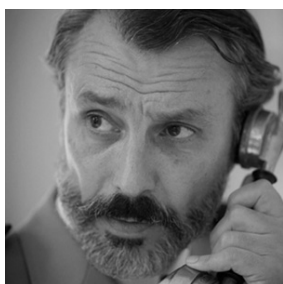
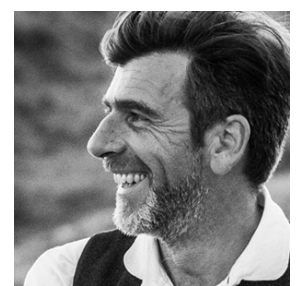
A forgotten place and its people first discovered in 2002, not familiar with larping at all. An encounter with people from another country, another history, another mindset.

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 that played the UW 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 all the crew



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This is a key overview edition of the Ultimate Western® Live Action Role Playing Game. Registered players will get the latest update for the scenario.



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# Before going any further

The Ultimate 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.

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

The guide is divided into several chapters. It covers the basics of the game, roles, attitudes, rules, guidelines, safety, etc. We recommend that you read the Player's Guide entirely.

This guide is very important because 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. The Ultimate Western is now produced by Ultimacy, a French company specialized in the production of live adventure games.

**Reminder:** to validate your registration for the Ultimate 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 (European 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 bank card (to make the deposit, not cashed, of the loan of your weapon for the whole game),

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



# Introduction to the UW !

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

All you need to understand about our game conception.

## **A wild west LARP fiction**

The Ultimate Western script series 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 action**

The Ultimate Western is a multi-day role-playing game. So 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.



# Context of the scripts

These first elements will allow you to get acquainted with the key elements of the context. More precise details on the historical period of the scenario will be provided.



## The Geography

The Ultime Western LARP series are fictions based set on the territory of New Mexico, along its border with Mexico. This territory is bordered by Texas to the east and Arizona to the west.

Fort Hood and the city of LaHood are (fictitiously) located on the map, which will give you an idea of the surrounding area. The portion of territory in which we place our scenarios is at the southern edge of the Comanche lands (the Comancheria), not far from the Apache territories (the future San Carlos reservation).

It is an arid and harsh land where water is a scarce resource.

## Background The Ultimate Western: an episodic LARP set in the time of the Conquest of the West

The Ultimate Western LARP series moves forward in the history of the West between 1860 and 1900. Each season (LARP session) takes you through a stage in the history of LaHood and Paso Del Loco, the two sister towns on opposite sides of the border. Each season incorporates elements of the historical context of the scenario's play period.

## Fort Hood: The Origin of LaHood and Paso del Loco

The small town of Fort Hood is trying to grow with the passage of settlers from the Santa Fe Trail and prospectors who are already imagining making a fortune in the area and in neighboring Arizona where silver seams have been identified.

Fort Hood was at first only an advanced military post near which a small town grew in a few years. Located not far from the border, its position encouraged trade but also all kinds of smuggling.

In town, the three most influential families, rich with their LongHorn cattle, contributed generously to its development.



# Your ticket to the UW

What do I get, what is included, what is not, are there any options ?



## Your ticket includes:

- Access to the Studios of Fort Bravo (Andalusia) from Wednesday to Monday,
- Your participation in the game from Thursday (2pm) to Sunday (4pm),
- The character written for you and its game and story elements sent before your arrival (pre-game and Character Sheet),
- Your accommodation 5 nights on site in bungalow (mixed) or dormitories (men - women) depending on your choice of ticket. An outside accommodation (hotel) is possible.
- The access to the swimming pool of the studios (for out game breaks)
- Your meals with drinks, from Wednesday evening to Monday morning included
- The closing party (Fiesta Finale) on Sunday night
- Your first \$20 of drinks at the in-game Saloons & cantinas
- The loan of your colt with its ammunition and, if needed, a belt
- Your official photos by the official photographer

## Your participation does NOT include:

- Your travel and airport transfers to the Studios: nearest Airport is Almeria (LEI) Spain,
- Your costume (costume rental is available as option to your ticket)



# Your ticket to the UW

What do I get, what is included, what is not, are there any options ?



## Concerning your drinks at the game's saloons & cantina's:

We open several establishments that are **In-Game** and not accessible to visitors. During the adventure, there is no real money circulating. In these establishments, you can order drinks (soft drinks, beer, other...) which you will have to pay for on the spot with your Drink Dollars (\$20 are already included in your ticket). You will be able to buy your drink Dollars (\$) on the spot from our organization (CB or cash).

Indicative prices: Beer 2\$, Soft drinks : 1\$ (including Ice Tea type drink to simulate whisky), Other alcohols (strong) : 3\$

**Important:** Fort Bravo's main saloon, which is also open to site visitors, is not a playground for adventure. You can however drink in the big saloon of Fort Bravo but your drink Dollars (\$) will not be accepted there and you will have to pay directly in Euros.





# The Movie Studios

The largest and most impressive wild west location in the world... No matter what !

Exclusive partner of **Ultimacy** (producer of the Ultimate Western LARP serie), the 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 is also used for gameplay.

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 Ultimate 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.

## 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 play area

Its impressive because its BIG and with a 360° vision with desert where you might go !



**For the adventure, almost all is at play !**

Your character will live in a wide scale old west town and pueblo (nearly 30 hectares), wander to a nearby wooden fort, go-seek-hike in surrounding desert and follow trails that may lead you to discoveries, dangerous encounters, hidden secrets,...

Peak a sneak at the Studios:

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



# 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 - Wenesday – Mandatory arrival

You must arrive at the Fort Bravo studios before 23:00 (last minute)

At the entrance of the Fort Bravo site: ticket check, HQ welcome for registration and bed assignment.

- Delivery of your player envelope and game elements.
- Collecting and fitting of your costume, belt
- Handover of your weapon and ammunition (with non-cashed deposit )

A buffet dinner is planned from 8pm to 10pm and in-game saloons will serve !

## Day 2 - Thursday - Game

▪ Costume photoshoot, Weapons briefing, General briefing (safety, instructions, team presentation,...)

15:00 Launch briefing and **start of the game**

01:00 : Curfew (game paused)

## Day 3 – Friday - Game

09:00 - game restart

01:00 Curfew (game paused)

## Day 4 - Saturday - Game

09:00 – game restart

01:00 : Curfew (game paused)

## Day 5 – Sunday – Game ending

09:00 – game restart

16:00 : End of the game - reintegration of weapons and costumes rented at the HQ, followed by aperitivo, dinner BBQ and Final Fiesta !

## Day 6 - Monday

09:00 - 10:00 Breakfast then free time and departure when you want during the day !



# Your Character at the UW

Who will you be ? How will you make it ?  
From bartender to rough outlaws or  
ranchhand, it 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 it, the context, before the game:

- His origins, his parents, his birth,
- The dates and places where he lived, where he went, where something happened to him...
- The highlights of his life (good or bad)
- The people he has met, with whom he has lived strong moments, attended events, taken part in some important discussions...
- His relationships with some of the other players he has met in his life
- His skills, his personal knowledge through his job or his past experiences
- His/her possessions: cash, property titles, letters, documents or specific objects...
- These elements will be sent in advance and given to you in person on site



# In your bag !

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



**For information:** towels and bed linen are provided with your accommodation.

## You shall bring:

- Your passport or identity card
- If you did not take the costume rental option: your complete costume with its accessories. And 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 !
- A hat and sunscreen to protect you from the sun which can be very intense.
- A warm garment (coat, thick jacket, shawl... ), because the evenings and nights can be cool. Everything if possible in the style of the time.
- Any props and/or instruments that you feel would be interesting to bring for your character (poker set, book, spyglass, harmonica...)
- 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)
- A bag or satchel in the spirit of the times + notebook, pencil and pen to write to your friends... or your enemies
- A flashlight (if it is in the spirit of the time, led storm lamp for example, it's even better !-)
- A pocket ashtray if you are a smoker
- A smartphone that we will ask to keep on you during the day for security reasons among others.



# 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:**

- Any accessory that could present a danger to you or others, such as a blunt or sharp object for example.
- 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, the Spanish and French legislation applies on weapons and we would be obliged to inform the authorities and turn against you.
- 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 & ammos

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 Ultimate Western **is not a historical reenactment** and 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...)
- boots (prefer women's 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 or imitation 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/>

We also have a Costume Book that gives you additional intention for key types of characters. Feel free to download it

<https://www.ultimewestern.com/ebook-costumes-ultime-western/>



# Costumes, props, guns & ammos

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 Sunday 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 guns & ammos

We provide your blank gun (model colt 1873 SA – technically designed for the UW) and its blank ammunition (6mm).

A belt will also be provided if you asked for it when ordering your ticket (no extra fee for this service).

Your weapon and its ammunition will be given to you **in person against signature** and deposit by credit card (not cashed) and you must return it at the end of the game.

You are responsible for it, its use, your safety and that of others. Failure to return it will result in the cashing of your deposit and a declaration of loss, written in your name, to the Spanish police authorities.

**For security and legal reasons, any other firearm will be allowed** on the site and during the game (so do not unnecessarily clutter your luggage and know that you may also have problems with customs...).





# Living on the site

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

## **ACCOMMODATION - Rules of life together**

Accommodation 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 carried out regularly. We also thank you for keeping these areas clean and tidy for the respect of all.

## **Food service & Saloons**

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

Meals are considered off-game, however you can decide between players to continue your deals while eating if you feel so !

The swimming pool area, the lodging and the sanitary areas are also out-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 to the game.

## **The Organization HQ**

Here you will always find a person from the organization. During the game: you will get answers to very specific questions about 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 be changed...)



# Horses and carriages

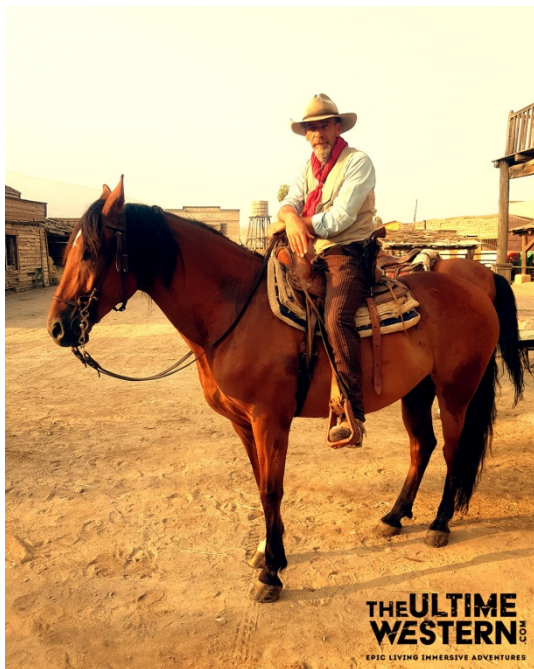
You can ride horses, you can travel by stagecoach !

## About the horses & carriages

Horses belonging to the Fort Bravo studios will be present for the game and you can take a ride with them to walk around the city and its surroundings. You do not need to be a rider. All rides will be accompanied for safety reasons.

Horses and carriages are used for key sequences by our stunt and NPC's team. Be aware that galoping horses in streets and firing gun shots will happen !!!

They will be managed by the horse managers of the organization team. They are movie horses and not for strolling: safety rules concerning them will be indicated by the team and we ask you to respect them scrupulously.



# 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 him/her.



# Safety First !



## Physical and Mental Health

Expect to be hot on the desert trails !

Remember to drink water regularly (bring water, wear a hat).

Never leave with less than 3 people on the desert tracks (so that one can stay next to the injured person and the other can go back to the HQ).

For safety reasons, especially if you are on one of the desert tracks, always take your cell phone with you so that you can call the emergency number recorded in your contacts.

A **first aid station** will be clearly identified on site.

A qualified first aid attendant will be present every day to ensure your safety.

Drink enough water, get enough sleep. Excessive fatigue is dangerous for you and for the others.

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

## Health measures regarding COVID

At the time of the event, we will comply with the governmental measures in force in Spain and the province of Andalusia (they might be different).

If the Covid situation does not allow us to carry out the game, you will not lose your place: the date of the adventure will be moved and you will be able to attend when the health conditions allow it. Your ticket will remain valid as long as you have not used it.



# Game briefings

You will attend few key briefing in addition to information provided in advance (including the Player's Guide)



Before the game starts on Thursday, 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**

General Safety instructions - reminder

Rules of behavior (between players, with the team, the site staff, the horses, external visitors to the site)

Tracking in the desert

Horses and carriages

The first aid post and emergency number

Fire instructions

## **WEAPONS – COMBAT – FIRE ARMES BRIEFING**

Use of your blank weapon, shooting, reloading, storage

The use of weapons and dummy latex objects (knife, stick, bottles...)

## **GAME RULES BRIEFING**

Reminder of the game rules

Live examples & demonstration



# Game Rules

## KEY PRINCIPLES



The game rules of Ultimate Western LARP are based on Role Play, Fair Play and Simulation.

At the Ultimate Western LARP most of the actions or situations resolution of the players are **done without rules**. But some do require rules, usually because they can't be done "for real" like medicine wound treating, picking-a-lock or knowing in advance who is going to win a duel in order to be able to roleplay it with style and galantry !

In addition, **Characters will have specific skills** to operate on game situation that need to be simulated. Some shoot better, some know how to heal, pick-a-lock, trick poker,...

With those simple rules, players can solve certain problems among themselves and without the intervention of an organizer.

For that we use a simple deck of **32 cards** and we base ourselves on the rules of a game known to everyone: the Battle, where the card with the highest value wins. An efficient and simple system we operate since 2008 !

A deck of cards will be provided: each player must have his pack with him during the game.

You will have the complete Rules and system in **the full PLAYER's GUIDE edited for the game**.



# Game Rules OVERVIEW



The game rules of Ultimate Western LARP are based on Role Play, Fair Play and Simulation.

Here is an overview of rules.

## **Opening and forcing of locks and padlocks**

The locks and their keys are visually simulated.

You can open with the right key, force by shooting or try a pick-a-lock skill (I you have it !)

**Drugs and Poisons :** too salty, too sweet ? Looks you have been drug or poisoned...

**The fist-Fight:** Choose your guy, each draw a card, the winner takes it all (careful, some are tougher than they look !)

**The Duel :** you have nerves of steel and are able to face death ...

**The Masked :** A person whose face is masked or hidden by a scarf is a mysterious person whose identity you cannot recognize the character... at all !

**The combat :** The combat is based on the use of blank weapons and latex weapons/objects. The damage and its consequences will be regulated only by the system of playing cards with a person having the skill of Medicine.  
There is no special skill involved in using a firearm. Everyone can pull a trigger! In a fight, you aim and shoot. The range to hit is 10 meters.  
There is no particular skill to use a latex weapon (knife, axe, club, sword,...).  
Everybody knows how to use this kind of weapon !



# Game Rules

## CHARACTER'S HEALTH STATUS & DEATH

Life and survival can be dangerous in the West...



We do not use a "hit point" system but consider different "Life Statuses" 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 weapon) on the torso.... He is then Left for dead and remains on the ground unconscious for at least 5 minutes before trying to survive his wound. When he regains consciousness , status change to *Wounded*.

**Wounded :** a character is Wounded if he has received an impact or a blow to any part of his body (except his torso) or if he regains consciousness after being knocked down. He can no longer perform any violent action nor concentrate on any 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 find a character with the skill of Medicine to hope to get out of this situation (with perhaps some after-effects...).

**Death :** a character can die from 2 ways,

- either because of his Wounds (see section Medicine of the Players's Guide),
- or because he is killed by another character

**Killing a Player Character - The "Death":** When a character has been knocked down, you can choose to finish him off by inflicting an additional blow or impact. The blow or impact must be delivered without haste and with determination by saying "Death". The character is then definitely dead.

**Important:**

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





# CHARACTER'S SKILLS

Your character background include specific skills.



As we want the players to experience **an easy-to-play system**, with simple rules and allowing your focus on roleplaying, we have limited number of skills.

Each character receives his skills according to his character sheet and the organizers' choice.

- Ambidextrous : easy with 2 guns no ?
- Shooting skill : cold blood and straight shot !
- Archaeology : not only for digging out the desert !
- Picking : you always had a thing about locks !
- Poker Cheat : for a all-in and get-it-all try !
- Special language : Do you speak comanche ?
- Forger
- Geology – Goldminer : you know all about gold !
- Explosive : Duck you sucker !
- First Aid : it will put you back on your feet... for a while.
- Medicine : the one that can either save or kill...
- Tracking : you the know the signs !



# Roles created and played with Respect and Equality FOR ALL.



The Ultimate 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 leading women, women of action, strong women, good women... or bad. In the Ultimate Western, women's roles are on a par with men's: women are as physically and intellectually "strong" as men, women characters are as interesting and as important as men's roles. We don't discriminate and make sure that everyone feels comfortable during the game.

The Ultimate Western team is a mixed, multilingual, multicultural and multiracial group of creators, NPC's, technicians. 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 respectfully. You play a character: play it with kindness and for the fun of everyone. Conversely, before you do anything else, interpret the words and actions of a character played in front of you with perspective and within the context of the game.

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



THE ONLY WESTERN WHERE YOU ARE THE HERO

DRY GOODS

THE ULTIME  
WESTERN PRESENTS:

# FORT HOOD

ONE BULLET LEFT TO HELL

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# FORT HOOD

SEASON 1  
INTERNATIONAL RUN (ENGLISH)

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