

www.twinmask.com

Twin Mask



Twin Mask

Logistics Policy & Process Guidebook

Site Rulebook version 2.0

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For ease of use, this document will be marked as each update occurs to denote the changes from the previous version. As each update occurs, the table of contents will mark each section with a “◆” to denote a change has occurred since the last published version. This is completed manually, and as a courtesy to help out our players. It is still the player’s responsibility for ensuring they are familiar with all changes, regardless of whether they are marked as each update occurs (in case there is an error, or the mark is missed).

A NOTE TO OUR PLAYERS:

THIS DOCUMENT IS A WORK IN PROGRESS AND ALREADY REPRESENTS WEEKS OF EFFORT IN AN ATTEMPT TO TAKE EVERYTHING WE HAVE LEARNED OVER THE PAST FEW YEARS AND GO THAT EXTRA MILE.

DUE TO THE “RAW” NATURE OF THIS DOCUMENT AS IT CURRENTLY STANDS, ALL RULES ARE SUBJECT TO CHANGE AND INTERPRETATION. WE CHOSE TO PUBLISH THIS SITE GUIDEBOOK AS-IS IN A PURPOSEFUL AND “GOOD FAITH” ATTEMPT TO PROVIDE THE MOST CURRENT AND UP-TO-DATE INFORMATION ON SITE RULES, LOGISTICS PROCEDURES, AND TWIN MASK POLICIES TO OUR PLAYER BASE. THIS WILL ALSO GIVE US AN HONEST LOOK AT WHAT PARTS OF THIS GUIDEBOOK NEED IMPROVEMENT OVER THE COMING ITERATIONS.

IN THE INTEREST OF TRANSPARENCY, THE SENIOR LOGISTICS STAFF ASSUMES THE RIGHT TO ADJUST THESE RULES REAL-TIME AS NEED DICTATES, BUT WE WILL ALSO CONTINUE TO WORK DILIGENTLY TO IMPROVE ON THE FOUNDATION THIS DOCUMENT NOW PROVIDES.

THANK YOU FOR YOUR CONTINUED PATIENCE AND UNDERSTANDING AS WE STRIVE TO IMPROVE THE OVERALL LOGISTICS EXPERIENCE AT TWIN MASK.

RESPECTFULLY,

—TWIN MASK LOGISTICS SENIOR STAFF TEAM

Table of Contents

Part 1: Quick Reference Items

Websites

Emails

CMS (Community Management Services)

Part 2: Site-Specific Rules (SC Village)

Drug/Alcohol Policy

Smoking Policy

IMAGE 1: SMOKING AREAS MAP

IMAGE 2: SMOKING AREA 1 (LOWER SLUMS)

IMAGE 3: SMOKING AREA 2 (PARKING AREA)

Vehicles on Site / Parking

IMAGE 4: SC VILLAGE SITE

IMAGE 5: LOADING ZONE

IMAGE 6: ENTRANCE TO PARKING AT SC VILLAGE

IMAGES 7A - 7C: GENERAL PARKING AREA

Driving Privileges

IMAGE 8: PARKING ADVOCATE VEST

General Camping Rules

IMAGE 9: INCORRECTLY AFFIXING ITEMS TO STRUCTURES

Out-of-Genre Camping Specific Rules

In-Genre Camping Specific Rules

Trailers & RVs

Power Usage & Availability

Heaters and Weather Amenities

Site Amenities

IMAGE 10: TOILETS & PORTA-POTTIES AT SITE

IMAGE 11: ADA ACCESSIBLE AREAS

Part 3: Logistics Rules, Policies, & Procedures

Twin Mask Logistics — A Team Built on Mutual Trust & Respect

Before The Game

Camping

Hygiene

Food and Water

Logistics Hours of Operations

In-Character Times

IMAGE 12: MAP OF LOGISTICS LOCATION ON SITE

IMAGE 13: LOGISTICS WINDOW (IN-CHARACTER: "TOWN HALL")

Logistics Lines & Processes

IMAGE 14A: LOGISTICS LINE 1

IMAGE 14B: LOGISTICS LINE 2

IMAGE 14C: LOGISTICS LINE 3

Check-In

IMAGE 15: CHECK-IN LINES & LOGISTICS SETUP

New Player

IMAGE 16: LOANER-WEAPON RETURN BIN

Returning Player (Pre-Registered)

Returning Player (NOT Pre-Registered)

NPC-Only (New or Returning Players)

IMAGE 17: NPC-ONLY EVENT SHEET (EXAMPLE)

"Check-In" Items

New Player Re-Spec

Weapon Checks

Archery

Armor

IMAGE 18: SAFETY EXAMPLE - ARMOR WITH UNROLLED EDGES

IMAGE 19: SAFETY EXAMPLE - ARMOR WITH FABRIC EDGE COVER

IMAGE 20: SAFETY EXAMPLE - ARMOR WITH ROLLED EDGES

Listen Up

IMAGE 21: LISTEN UP LOCATION

During The Game

Being an NPC

IMAGE 22: NPC CAMP

Health and Safety During Game

Safety Team

IMAGES 23A & 23B: SAFETY TEAM ARMBAND / HEADBAND

First-Aid Team

IMAGE 19: FIRST-AID BUILDING

IMAGES 20A & 20B: FIRST-AID TEAM ARMBAND / HEADBAND

Site Safety Reminders

First-Aid Team Reminders

IMAGE 21A: FIRST-AID TEAM – HEAT PREPAREDNESS

IMAGE 21B: FIRST-AID TEAM – HYDRATION

IMAGE 22C: FIRST-AID TEAM – EXAMPLE OF ABBREVIATED ARMOR

Non-Combat PCs

Animals on Site

Touching and Consent

Food & Cooking

Cooking & Combat

Theft Rules

Lost & Found

IMAGE 23: LOST & FOUND TABLE

Checking Out of the Game

IMAGES 24A - 24C: DROPBOX AND LOCKBOX FOR SHEETS

Breakdown Sunday

Earning IP

Water Donations

Props & Costuming Donations

Photography

Between Events

Part 4: Become Part of the Twin Mask Team

Applying to Become an Advocate

Applying to Become Staff

Appendix 1: Servicing Instructions

Hand-Wash Stations

Toilet Paper (Toilet Facilities and Porta-Potties)

CHANGELOG

Part 1:

Quick Reference Items

Websites

OFFICIAL LINKS

Twin Mask Homepage: <https://www.twinmask.com>

Twin Mask Rulebooks: <https://www.twinmask.com/rule-book>

Twin Mask Merchandise Store: <https://www.twinmask.com/shop>

Twin Mask General (OOC) Facebook Page:
<https://www.facebook.com/groups/twinmaskchat>

Photos of Twin Mask Facebook Page:
<https://www.facebook.com/groups/549098169886809>

Twin Mask Discord: <https://bit.ly/twinmaskdiscord>

OTHER SUGGESTED LINKS

Twin Mask Memepocalypse and Out Of Character Corner (Community-Run):
<https://www.facebook.com/groups/1555652951146305>

Twin Mask, Legends, Character Fiction and Hype Stories of The Returned (Community-Run): <https://www.facebook.com/groups/twinmaskhype>

SC Village Website: <https://www.scvillage.com/>

California Department of Fish and Wildlife (Riverside & Surrounding Counties):
<https://wildlife.ca.gov/Regions/6>

Emails

General Twin Mask Questions: info@twinmask.com

Character Creation, Lore, Respects, & Questions characters@twinmask.com

Safety: safety@twinmask.com

First Aid (previously referred to as the “Medical”) Team: firstaid@twinmask.com

Twin Mask Props: Twinmaskprops@gmail.com

Twin Mask Wardrobe: Twinmask.wardrobe@gmail.com

CMS (Community Management Services)

Community Management Services (CMS) consists of qualified community members who have undergone ethics and compliance training, sexual harassment training, and are experienced in labor relations. These individuals have made it their duty to ensure everyone is having a safe gaming experience in an environment that is free of harassment, bullying, and discrimination. They review reports, mediate and resolve interpersonal issues, and consult with local law enforcement as applicable to reduce

community conflict. CMS does not conduct its business or investigations by means other than official channels (such channels include email and in-person / virtual meetings). No reports will be investigated exclusively through mediums such as text or social media. CMS can be reached at: cms@twinmask.com.

Below, you can find important links, including the **CODE OF CONDUCT**, which is important for **ALL PLAYERS** of Twin Mask to be familiar with. You will be asked to sign a document indicating that you have read, and agree with, the contents of the Code of Conduct.

Code of Conduct (click the link on this Twin Mask Resources page):

<https://www.twinmask.com/player-resources>

Community Conduct Reporting Policy:

<https://docs.google.com/file/d/1aU2fMKWqtPD7IEjeyJM6l-oEdAvyzPro/edit?filetype=msword>

Conduct Reporting Form:

https://docs.google.com/forms/d/1QYKFVZT0Ezi5aFMHGswPig8Q-mx1zmm80pusr_5LHug/viewform?edit_requested=true&fbclid=IwAR3o_QQ7iN1pGMYi_1PMykuHQjhwtSJQtAqJrLlEb0LLxkxYi-wjqvUBg_U&pli=1

Part 2:

Site-Specific Rules (SC Village)

Drug/Alcohol Policy

All official Twin Mask events are drug- and alcohol- events. This policy exists to create a safe environment for all participants. Drug use (including marijuana) or alcohol use of any kind will not be permitted on site before, during, or after a Twin Mask event (including set-up and tear-down). Violators will be subject to immediate dismissal and possible legal action, as determined by Twin Mask and/or site managers.

Smoking Policy

Tobacco use by individuals of legal age, as determined by law, is only permitted at Twin Mask events at the designated smoking locations. No other locations (including the parking lot, out-of-genre camping areas, and any other location on the SC Village site) allow tobacco use at any time. This rule applies before, during, and after a Twin Mask event (including set-up and tear-down). The designated smoking locations at SC Village are indicated by the red dots in IMAGE 1: SMOKING AREAS MAP. One location is at the corner between “In-Genre Camping” and “Mod Space” at the northwest corner of the

site. The other location is in the parking lot next to the large green “Evergreen” shipping container.

IMAGE 1: SMOKING AREAS MAP

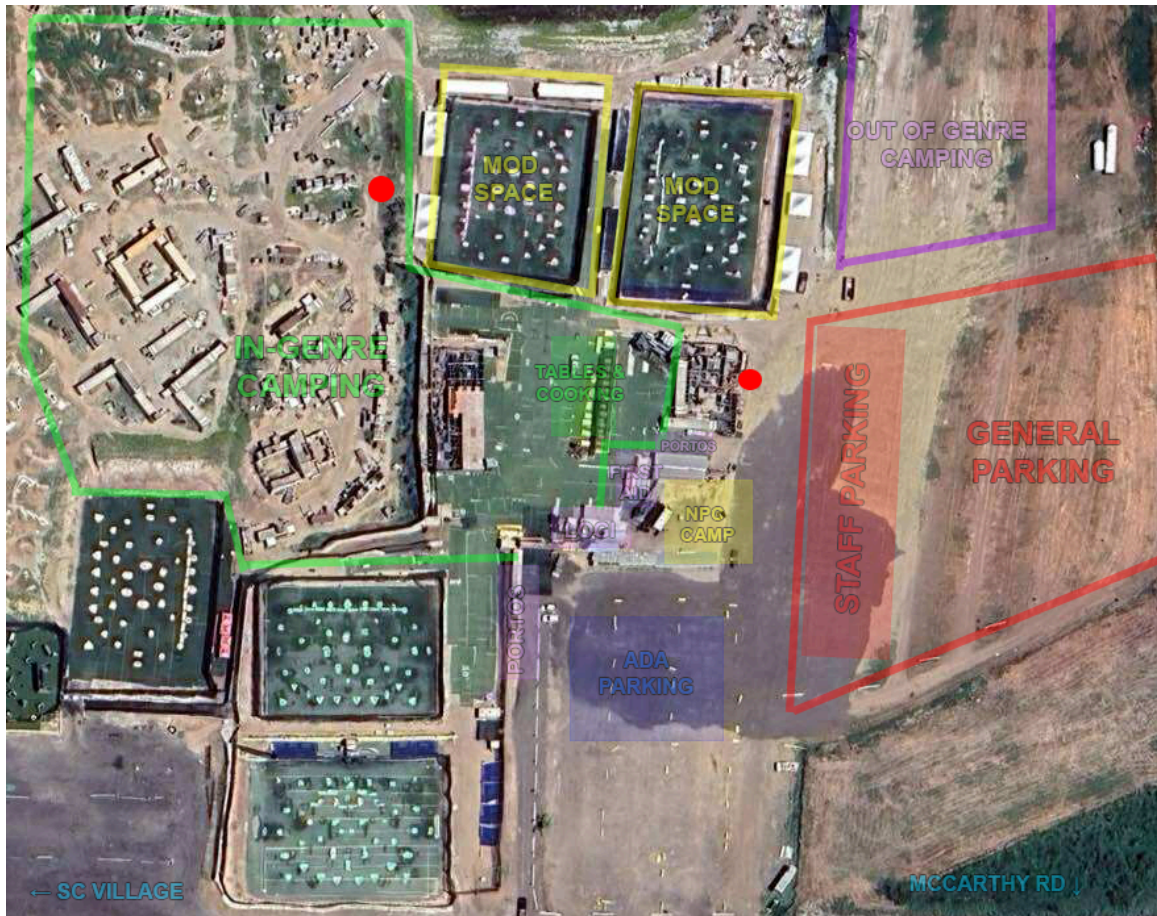


IMAGE 2: SMOKING AREA 1 (LOWER SLUMS)



**IMAGE
PENDING**

IMAGE 3: SMOKING AREA 2 (PARKING AREA)



Vehicles on Site / Parking

Admittance onto site property is per rental agreement between Twin Mask Staff and SC Village staff. Below, you can find the times when Twin Mask attendees (Staff, Advocates, and Players) are allowed onto the SC Village site:

- Staff Admittance onto site — 1:00 PM, Day of Game (Must confirm either John or Angela Basset are on site. No one is allowed on site before they are present.)
- Advocate admittance onto site — 2:00 PM, Day of Game
- Player/NPC/other admittance onto site — 3:00 PM, Day of Game

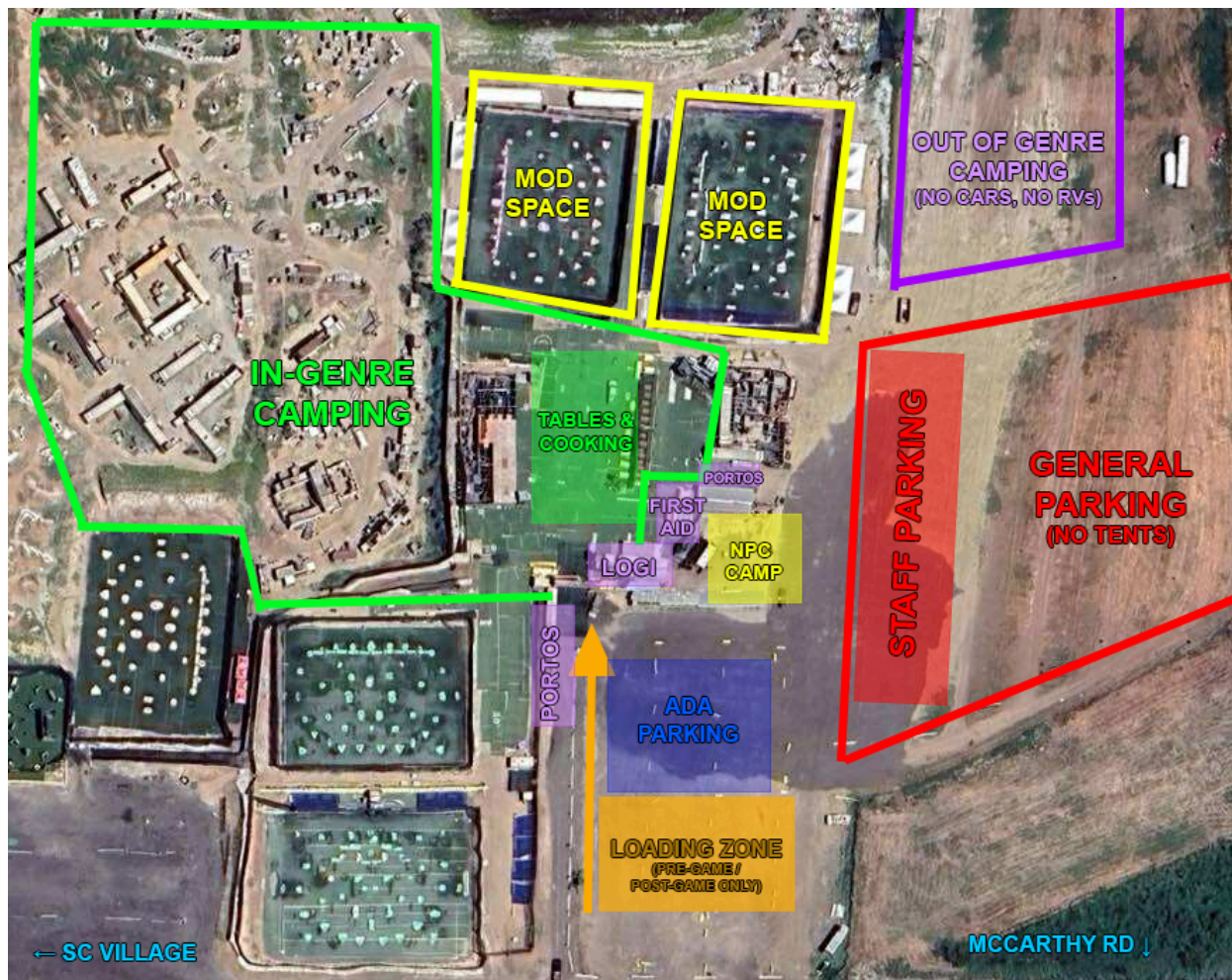
No vehicles are allowed to line up at the gate awaiting entry onto site property. Players should not arrive on site until the designated time.

When entering from River Rd and turning onto McCarthy Rd to enter SC Village, Twin Mask will be in the first parking area to the right. See IMAGE 6: ENTRANCE TO PARKING AT SC VILLAGE and IMAGES 7A - 7C: GENERAL PARKING AREA for what these areas look like. While SC Village has a parking lot further down McCarthy Rd, Twin Mask players are not permitted to use this lot, as this lot is reserved for SC Village patrons only.

Parking is available in the areas indicated below in IMAGE 4: SC VILLAGE SITE. Twin Mask is subject to the rules of the site managers (SC Village).

Twin Mask ADA Parking is in the area to the left of the turn into General Parking, and its perimeter will be marked by signs and rope. Twin Mask Staff parking is the first two rows immediately to the right of NPC camp, in front of General Parking. All other Twin Mask attendees are asked to park in the upper lot marked “General Parking” as indicated on the map below.

IMAGE 4: SC VILLAGE SITE



Please be cautious of leaving valuables in your vehicle, as the parking areas are accessible from McCarthy Rd and the gate to this entrance remains unlocked during SC Village operating hours. While the area marked General Parking is exclusively for use by Twin Mask attendees, the lower lot containing ADA Parking may also be shared by SC Village patrons.

SC Village will continue their regular operations from 5pm to 10pm on Fridays and from 10am to 5pm on Saturdays/Sundays. During these hours, Twin Mask and SC Village operations will run simultaneously. **However, Twin Mask and SC Village play areas will not overlap. SC Village patrons are not permitted into areas being exclusively used by Twin Mask for the duration of our event.** There will be signs placed along McCarthy Rd indicating where Twin Mask is being held as well as signs at the entrances to our reserved areas indicating that it is a private ticketed event separate from SC Village regular operations. **If an SC Village patron is spotted within Twin Mask play areas, please inform a Staff member immediately, preferably by coming to the Logistics Building.**

No vehicles are permitted in SC Village play areas. No vehicles can enter the site beyond the parking areas, as this is not permitted by SC Village. All vehicles must be parked in the designated parking areas only, and all game paraphernalia (camping items, decor, etc.) must be hand-carried or carted into the play area.

In addition, attendees must also **avoid parking in tall grass, in muddy puddles / pooled water, or along the side of the actual road** that leads on/off site. There are specific safety reasons for each of these rules and locations; they require the removal of vehicles should these rules be violated. Twin Mask may also suspend driving privileges of individuals who repeatedly disregard traffic rules on site (see “Driving Privileges” section below).

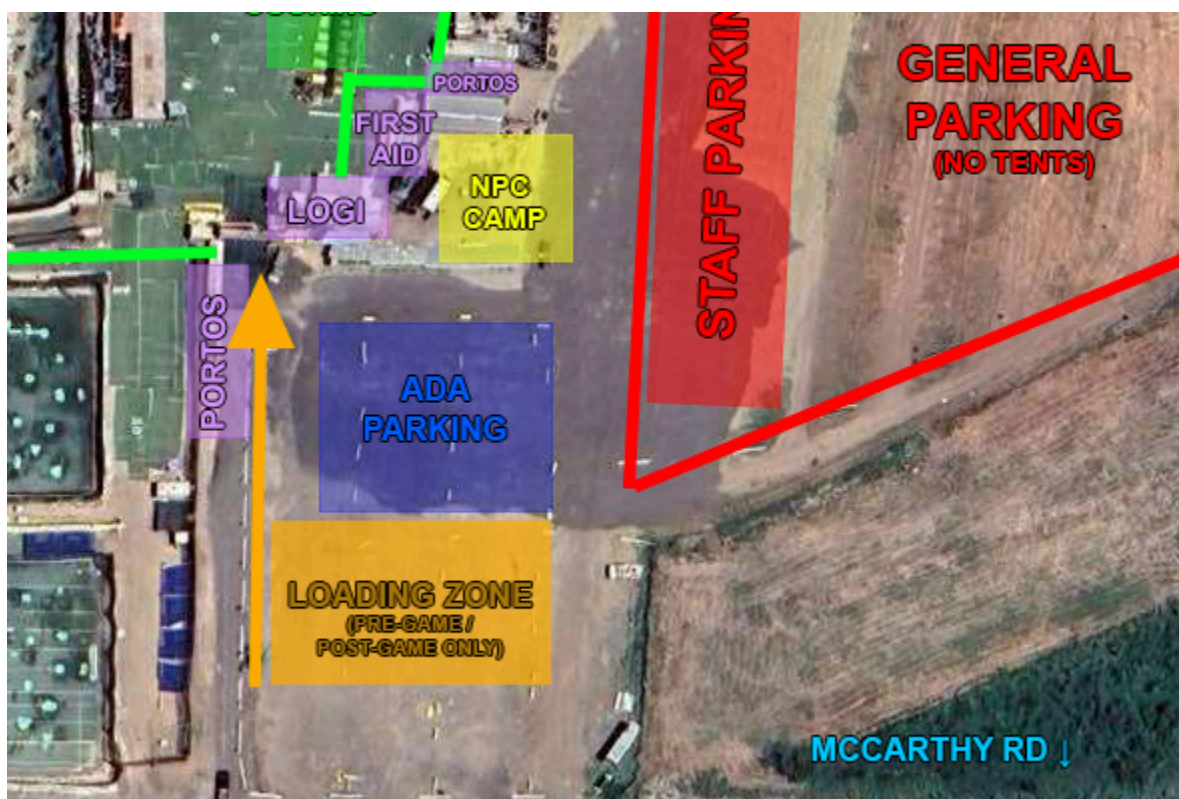
There is no parking outside of the areas specifically marked on the map above. You might see other vehicles around site—SC Village management has vehicles on/around site for work purposes—but no attendee is authorized to park their vehicle (other than on/offload as described in the next paragraph) outside of the specified areas.

The lower parking lot below Logistics will open at 3:00 pm the Friday of the Twin Mask event as a loading zone in the area indicated (see below, IMAGE 5: LOADING ZONE). When loading in, supplies may be carried through the black tarp entrance as indicated by the arrow on the map below for ease of access. Vehicles may remain in the loading zone for a maximum of 15 minutes for unloading only. Parking Team will be monitoring this area and directing traffic. If you are asked to move, please do so. **Vehicles cannot remain in the Loading Zone for regular parking. All vehicles must be parked in General Parking before Listen Up at 8pm.**

If an attendee arrives on site after 8:00 PM (Listen Up) on Friday, they will need to park in General Parking and hand-carry their items to their camping location. It is permitted to use a small wheeled cart to help carry objects, as long as it does not disrupt game space. Please be respectful, courteous, and as inconspicuous as possible in doing so for the benefit of the players already in the game.

The Loading Zone will open again at 5:00 am on Sunday morning of the Twin Mask event. Please note that this parking lot is a shared space and may be used by SC Village patrons. Do not block any entrances or exits with your vehicle when loading. Be courteous and mindful.

IMAGE 5: LOADING ZONE



Fire lanes must remain clear at all times. These lanes will be marked by cones and tape on site. There should be no cars in fire lanes both during set-up and tear-down, and no tents or structures should be placed to obstruct access to those lanes. This also applies to both the in-genre and out-of-genre spaces equally. When considering setup of tents or any other objects not “easily” movable (within 30 seconds or so), attendees must consider the ability of emergency vehicles to traverse the area if required. If site management or Twin Mask Senior Staff determine the placement of one of these items is unacceptable, the owner will be required to move it regardless of any of the following:

- Prior event policies/decisions/usage
- Any individual “agreements with site”
- Personal opinions on its placement
- Level of effort required to move the item

Logistics Staff asks attendees to understand that these rules are to ensure the safety of all players and volunteers at the event, and are never made lightly or without consideration. If a Logistics Staff member asks a player to move a structure, they do so with the full backing and support of the Logistics Staff Site Lead. If there are concerns to be addressed, first you should understand that the item or structure will *still* be required to be moved as requested... and *then* you are encouraged to utilize the appropriate resources for arranging a discussion with the Logistics Staff Site Lead or CMS team.

Finally, pedestrians ALWAYS have the right of way on site, regardless of time of day, game-on status, etc. The only exception to this rule is emergency services, to which all others must yield.

IMAGE 6: ENTRANCE TO PARKING AT SC VILLAGE



IMAGES 7A - 7C: GENERAL PARKING AREA



Driving Privileges

Driving on site is a privilege, and not necessarily a required service provided as part of Twin Mask ticket sales. Twin Mask does not believe in punishment of individuals as the primary recourse when handling any form of conflict with its players. However, as an

organization, Twin Mask takes the safety of its attendees very seriously. As such, Twin Mask Staff will use their best judgment to ensure drivers are operating their vehicles safely and in accordance with these restrictions. To ensure the safety of all Twin Mask attendees, SC Village staff, and general public who may be present, Twin Mask Staff can and will implement the following restrictions as necessary to ensure posted speed limits and driving rules on site are obeyed:

- Verbal Warning / Correction
- Driving Restriction for the remainder of the event
- Driving Suspension, to include the next event (can only be assigned by Senior Staff)
- Driving Revocation for up to 1 year (can only be assigned by Senior Staff)

Reckless driving, unsafe operations of vehicles/equipment, or any form of unnecessary endangerment which could result in injury to other players or damage to site will not be tolerated.

Below, you can see the yellow vests worn by the Parking Advocates and Parking Staff members. All players must follow any parking- or driving-related instructions given by the Parking team!

IMAGE 8: PARKING ADVOCATE VEST



If there are any questions or concerns regarding this or any other Twin Mask Logistics policy outlined in this document—or for potential grievances regarding implementation of restrictions imposed at an event—please contact Twin Mask CMS using the contact links in the “Quick Reference” section of this guidebook.

General Camping Rules

Whether in-genre or out-of-genre, there is no authorized camping within any area with an enclosed boundary, such as a fenced-in mod space, or in any area obviously part of SC Village Business operations. Those attempting to camp in these areas will be directed to move to an authorized area without delay. If a space is in question, reach out to Senior Logistics Staff for specific guidance while on site.

There are some structures present in the play areas at SC Village which are distinctly modern and may not be in aesthetic alignment with the dark fantasy genre of Twin Mask. Attendees are permitted to cover these structures to promote immersion in the space. **All modifications made to SC Village structures must be non-permanent. If a structure is modified by an attendee, it is the attendee’s responsibility to restore**

the structure to its original condition by the end of the event. Furthermore, attendees will not affix anything to structures at site by any means which may leave any residual marks or damage. This includes (but is not limited to) nails, screws, glue, or heavy-duty (duct) tape on any painted surfaces. Damage done to any structures at site as a result of negligence or failure to follow any of these rules will be handled accordingly.

IMAGE 9: INCORRECTLY AFFIXING ITEMS TO STRUCTURES



Out-of-Genre Camping Specific Rules

Any out-of-genre tent camping accommodations may only be set up in the area “Out-of-Genre Camping” as designated in IMAGE 4: SC VILLAGE SITE above. It should be noted that the specific confines of this area are subject to change without notice and can be subject to both Logistics Staff and SC Village site managers’ interpretations.

No cars, trailers, RVs, or other vehicle-based camping is permitted in the out-of-genre camping area. If you park any such vehicle in this area, you will be asked to move to General Parking.

Players who decide to camp at the “limits” of the designated out-of-genre camping area do so at their own potential risk of being instructed to move. No exceptions will be made if a camp is deemed as set up in an inappropriate or off-limits area. Players will be instructed to move PRIOR to entering/returning to play. If in doubt, ask a Logistics Staff member BEFORE setting up camp.

Additionally, all tents (and similar setups) must have some kind of lighting affixed to 2 points on EACH of the lines or ropes extending from them: on each line itself, and at the point where the line connects with the ground. These are essential for visibility and safety at night, as players may run frantically through any given area. A combination of glow sticks and electric “tea lights” work best (but players must ensure they are changed nightly and/or have operable batteries, as required). Poor visibility during the hours of darkness around site can make such stability lines a serious tripping hazard, which has resulted in significant injury in earlier years. This specific rule has been implemented to prevent further injury along similar lines.

In-Genre Camping Specific Rules

Any in-genre camping accommodations must meet specific guidelines (listed below) to ensure that immersion is preserved as much as possible throughout the in-character areas. The same general rules/restrictions apply regarding site locations as described in the general camping rules above. In order to be considered “non-immersion breaking” (cleared for use in-character), a tent (or similar setup):

- Must be made of fabric or have the appearance of fabric (rather than nylon, etc.)
- Must have all its logos be covered or otherwise non-visible
- Must, if it is not specifically manufactured to appear in-genre (such as a renaissance-style tent), have additional decorations to make it fit into the genre. Examples include hanging fabric covers, fake plants, etc.

Every effort should be made to help your camping accommodations appear to fit the aesthetic of a fantasy-genre town. Ultimately, Staff will use their best judgment to ensure that priority is given to maintaining the aesthetics of in-game spaces. Players should make every attempt to meet the desired standards, but they should also be understanding if they are given instructions to relocate (due to these guidelines not being satisfactorily met).

Trailers & RVs

RVs and large trailers are highly discouraged anywhere on site during periods of heavy rain. The mud gets thick, and multiple RVs have gotten stuck before. Staff will be unable to assist should this caution be ignored.

Out-Of-Genre Trailers and RVs

Trailers and RVs **cannot** park in the area designated for Out-of-Genre Camping (see IMAGE 4: SC VILLAGE SITE). **All trailers and RVs must park in General Parking.**

Trailers/RVs **cannot** connect to site utilities. Please seek out a Parking Advocate or Parking Staff members upon arrival if you have a trailer or RV. They will assist you and direct you to an optimal location based on site conditions at the time.

In-Genre Trailer Options

Vardo/wagon style trailers are permitted, but the trailer bed should not exceed 4'x8' in size. Wagons must be built onto the trailer's 4'x8' bed. They should be made of genre-appropriate materials like wood and should resemble a medieval wagon (no plastic/sheet metal).

All vardo/wagon style trailers must be hand-hauled onto site, as there are no vehicles permitted to enter site beyond the parking and loading areas. Trailers must be parked off main roads with hitches positioned safely. License plates, lights, and tires should be covered when possible, but this is not strictly required. No gas-powered generators or vehicles are allowed in the in-genre camping area.

All new trailer parking locations within the in-genre camping area must be approved by Logistics Staff before setting up. Approved locations can be reused during following game events.

Power Usage & Availability

Outlets and general electrical power are **not** available for player use at SC Village , with occasional, specific exceptions made for medical devices (CPAP devices, etc.). Contact the First Aid team with any questions regarding the use of medical devices at a Twin Mask event. Contact Logistics with any questions regarding general electrical power policies. Note that these policies are directed by site management and generally are not controlled by Twin Mask as an organization.

Generators are not allowed on site during a Twin Mask game. Portable batteries are allowed and recommended.

Heaters and Weather Amenities

When temperatures get cold, please be mindful of the following rules regarding heaters and heated blankets around site or in your tents:

- Heated blankets powered by an electrical power bank are allowed. However, they must be rated for camping/outdoor use **ONLY** and can never be left unattended. It is always a good habit to unplug them when you leave your tent, just in case.
- Indoor electric heaters are OK to use inside of a tent as long as they are rated as being safe for camping and indoor usage. Never use a heater while you are asleep or if you must leave it unattended.
- Outdoor propane heaters are OK to use as long as they are attended at all times and are 10 feet away from anything that could catch fire.

- Good sleeping bags and chemical hand/foot warmers are your best options for when you need to stay warm for sleeping. There are almost no other options that are safe when people are sleeping.

Site Amenities

Restrooms are available on site only in the form of porta-potties. The porta-potties are supplemented with handwashing stations. Porta-potties are located at the entrance to the play area next to ADA parking and also next to First Aid, both as indicated on IMAGE 4: SC VILLAGE SITE. There are no shower facilities available at SC Village.

IMAGE 10: TOILETS & PORTA-POTTIES AT SITE



There is no lodging available at SC Village. All attendees must provide their own accommodations (tents, etc.). Details can be found in Part 3 of this document.

For legal reasons, there are also no official food services available at Twin Mask events. Although players cannot sell food at any Twin Mask event, *characters* who prepare food and drinks within the game space can share/trade those items with other *characters* within the game space. Food sales between **players** or any other party are not allowed at Twin Mask events. This is discussed in further detail in Part 3 of this document.

Ice-making machines are not available at SC Village, and all Twin Mask attendees should bring any ice they may need for the event (this includes ice storage). Water is

available freely in the form of bottled water (donated by the player base for the event) and can be found stacked along the wall adjacent to the First Aid building.

There are trash cans and dumpsters available on site, grouped primarily towards the upper part of site near NPC Camp. Please dispose of your trash in the dumpster, or pack it out with you. It is the responsibility of all players to help keep the site clean and safe for future use. Trash cans are available throughout SC Village. Logistics Staff works with player-base volunteers to keep these trash bins available for use and regularly cleared. **It is the responsibility of all players to help keep the site on which Twin Mask resides clean and safe for future use.** Food, trash, and debris, when not disposed of properly, can lead to injury and potentially attract wildlife. Please help our team, and the Twin Mask community as a whole, keep SC Village a site we can rely on and call home. Plus, you will get IP rewards for clearing, carrying, and re-setting trash bags for the trash cans!

As indicated in the map below (IMAGE 11: ADA ACCESSIBLE AREAS), the outlined area is confirmed to be ADA accessible. Other areas of site may contain rough or uneven terrain, changes of elevation, narrow pathways, or other obstacles. Attendees are asked to exercise caution and awareness when moving through the site.

IMAGE 11: ADA ACCESSIBLE AREAS



Part 3:

Logistics Rules, Policies, & Procedures

Twin Mask Logistics — A Team Built on Mutual Trust & Respect

The Logistics side of Twin Mask is a large undertaking. Each event, we touch an estimated tens of thousands of tags, influence cards, character sheets, coins, and currency notes. As is true with the entire Staff team at Twin Mask, the management of

this enormous endeavor is completely a volunteer effort. Those who work tirelessly both between and during each event do so for their love of the community and the story this organization produces. Moreover, the Staff of Twin Mask would not be able to function nor operate a successful event without the efforts of the Advocate team that directly executes individual tasks throughout the event. Again: there are entire teams of volunteers on both the Logistics and Story sides, and these individuals dedicate countless hours to each successful event, scene, and—most importantly—each interaction with every singular player.

The Twin Mask Logistics Staff operates on an expectation of mutual trust and respect with our players. Our Staff and Advocates are expected to treat each and every one of our players respectfully, erring on the side of trust and “good faith” in one another regarding decision-making whenever possible. In return, it is expected that the players treat our Staff and advocates the same. Failure to do so, by either side, is considered unprofessional, unkind, and generally unacceptable. The Senior Logistics Staff team asks that in the unlikely event that this occurs (in either direction), the situation should be brought to Staff’s attention. This can be done either at the event (via the Site Logistics Lead) or after the event (via the Community Management Service, CMS). Please understand, however, that this policy does not dictate that a decision must be made in favor of one party over another. Rather, it specifies that the baseline upon which we will build our conduct will be one of mutual trust and respect.

The bottom line: be kind, be courteous, and be excellent to one another.

Before The Game

Camping

Finding a camping spot is first-come-first-serve. Where you have camped before may not be available at the current game, depending on other people’s arrivals. As explained in the [“Out-of-Genre Camping Specific Rules”](#) in Part 2 of this document, you should place lights to help people avoid tripping over stability lines attached to your tent. The night can be intensely dark, so all lights that you use outside of your tent should adhere to the safety rules and regulations from the Twin Mask Rulebook. Even in out-of-character spaces, they should be relatively dim. Some players bring brooms and doormats to help kick off dirt from their boots or sweep dust out from their tents. There are no electrical outlets available, so equipment must either be solar, battery, or propane-powered.

Be prepared for different weather conditions:

- ***Summer*** will have intense heat. Oftentimes it will be hotter in poorly-ventilated tents than outside. If your tent has a window with a screen, during the day you can unzip it just enough for airflow and prevent heat from building up inside. Summers also bring more mosquitos; bring bug spray and repellents. To keep cool, you can use spray bottles of water, damp cloths, and/or a spare cooler filled with ice-water to wash down in. (If your character uses armor, ask Logistics Staff about our Abbreviated Armor rules for hot games. Announcements will be

made at listen-up for events where these rules apply).

- Winter brings serious cold and the potential for heavy rains that can make the ground quite muddy. Make sure you have a rain cover always set up, and take measures to reduce or prevent water from seeping into your tent, as water could potentially pool beneath your tent on uneven ground. Regardless, it is best to keep your blankets and pillows off the floor, so you should consider putting another tarp or something water-resistant beneath where you sleep. Sleeping with a warm hat (that can cover your ears), gloves, and thick socks at night can help keep you warm at night, in addition to layers of blankets. You can also shove “Hot-Hands” chemical warming packets into your gloves and socks.
- Winds can pick up as we near the changing of seasons or temperatures; if it is a high-wind game, consider the angle of how you pitch your tent; have windbreakers; and, regardless of forecast or time of year, always make sure that your tent lines are utilized and secured.

In-genre camping requires the tent to be “genre,” unlike tents pitched in out-of-character spaces (designated on various maps in this document). While you are encouraged to be creative with your in-character tent designs, a simple canvas cover can work just fine if it does not have large logos or graphics that will look out of place. If you have questions, ask Logistics Staff PRIOR to setting up, as they will need to ask you to move your tent if it is an issue.

Hygiene

There is no running water on site. The porta-potties will have hand-washing stations with soap and water located directly in front of them. It is also important to note, however, that the water at these stations is not drinking water. At times, you may find these stations occasionally out of water or soap—*this is not an excuse to not wash your hands*. You can let Staff or an Advocate know that they need to refill these stations—and you can offer to help, in exchange for free Incentive Points! Hand sanitizer will frequently also be provided at or near these stations.

You are encouraged to provide your own hygiene materials as well. You can carry with you a small, travel-size hand sanitizer and take a water-bottle with you for handwashing. Bottled water can be used as a source of safe, clean water to help brush your teeth, and you could also consider a travel-size bottle of mouthwash. You may also bring wet-wipes and/or water jugs, a bin or containers, and rags to clean yourself.

Food and Water

Players are responsible for planning and providing themselves with their own food. For meals, players may pack appropriately, according to their needs and equipment (ex: packaged food, warm meals if they have a propane camping stove, cool or cold foods and drink if they have a well-insulated ice cooler, etc). Players are also able to leave the game site to visit any of the nearby grocery stores or restaurants to

eat, and then return. Additionally, there are characters who will act as food vendors; while this does occur, do not make it an expectation to always rely on. In-game food vendors should not be a primary plan for sustenance. Please consider allergies and lifestyle (vegetarianism/veganism, etc.) when accepting food from others (as other players may not be aware or have the appropriate accommodations as, again, it is not an expectation), and please ensure that you are able to properly store perishable foods for food-health-safety. As always, please remember to clean up after yourself!

While we do have bottled water available next to First Aid, it is still highly recommended to bring your own water. It is also recommended to have a cup, water-skin, or other water-holding container to carry while in character. It is important to stay hydrated regardless of weather or level of activity. PLEASE do not leave water bottle around; clean up after yourself! Our photography team HATES the way that randomly strewn water bottles can spoil an otherwise film-perfect fantasy scene!

Weapons, Shields, and Spell Packets

All weapons and shields must be checked before you enter the game—no exceptions. Weather or wear may affect whether or not your weapon may pass, as the foam's hardness can fluctuate between games. Be prepared if your weapon does not pass; while we do try to offer loaner weapons (for a new player's first game), they may not always be available. Spell packets must also be checked—no exceptions. Please consult the "Weapon Checks" section of this document for more information.

Securing Game Items

If you lose an item or an item is damaged, it cannot be replaced! Be sure to secure any game items, and the tags that represent those items, in a manner where they will not easily be lost or ruined. Be careful that nothing will fall from your pockets, pouches, or your bags (especially in high-activity/intensive and chaotic situations). Many players have various methods to store and protect their tags and spell scrolls; you can definitely use in-character-looking books with sleeve protectors for various item tags and spell scrolls. Having a secured pouch for spell packets and a means to carry your weapon without damaging it are equally important as well.

Logistics Hours of Operations

Logistics operates during the following hours at each Twin Mask event unless specific exceptions dictate otherwise. Any such exceptions will be noted and broadcast to the community if required.

- Logistics Setup: Friday 3:00 PM – 4:00 PM
- Pre-Registration Check-In opens: 4:00 PM – 7:50 PM
- General Check-In opens: 5:00 PM – 7:50 PM
- Listen Up (Logistics Closed): 8:00 PM – 8:30 PM
- Post-Listen Up Check-In: 8:30 PM – 9:30 PM

- Logistics will be closed from 9:30 – 10:00 PM for transition from Check-In to General Logistics.
- General Logistics Hours of Operation:
 - Friday 10:00 PM – Saturday 1:30 AM
 - Logistics will be closed from 1:30 – 2:00 AM for restocking.
 - Saturday 8:00 AM – Sunday 2:00 AM
 - Logistics will be closed from 11:30 AM – 12:00 PM and 7:30 PM – 8:00 PM for restocking.
 - Logistics will be closed from 5:30–6:00 PM to allow check-in for Saturday Ticket holders only.
- Post Event (Check-Out): Sunday 8:00 AM – 12:00 PM
 - **All Character Sheets must be turned in by noon (12:00 PM) Sunday.**

In-Character Times

- 8:00 PM (and after) Friday
 - After Listen-Up finishes, Game-On commences immediately, and the site is considered 'In-Character'
- After 5:00 AM on Sunday
 - No mechanical calls can be made after 5:00AM on Sunday unless a story staff member is present. You may continue to roleplay and stay in character if you wish.
 - At this point, cars are allowed back on site for load-out. Please be cautious of both players and potential other traffic.

IMAGE 12: MAP OF LOGISTICS LOCATION ON SITE



IMAGE 13: LOGISTICS WINDOW (IN-CHARACTER: “TOWN HALL”)



Logistics Lines & Processes

During normal operation, there are three main lines at the Logistics windows. Below, you can see a breakdown of the items associated with each line. These lists are also posted as signs above each line. If there is any discrepancy between those posted signs and this list, the posted signs take precedence.

- Line 1: Priority & Express Items
 - Very Quick Questions or Drop-Offs
 - Check-In
 - Gathering/Check-In Skills
 - Odyssey Check-In
 - IC Letter Mail Drop
- Line 2: Influence Actions and Gathering Nodes
 - Influence Spends
 - Gathering Node Turn-ins
 - Research Actions
 - Crafting 1 or 2 Items (including Scrolls)
- Line 3: Crafting (3+ Items)
 - Crafting 3 or More Items (including Scrolls)

For all lines, please go into the line matching your longest request. For example, if you have an item from line 1 and line 3, go to line 3. For any items not listed, please use your best judgment or simply ask.

IMAGE 14A: LOGISTICS LINE 1

LINE 1

Priority & Express Items

For all lines, please go into the line of your longest request. IE; if you have an item from line 1 and line 3, go to line 3. For any items not listed, please use your best judgment or simply ask.

Medical, Site, or Safety Issues

PRIORITY. COME TO FRONT OF LINE PLEASE

- Very Quick Questions or Drop-Offs
 - For extended questions please go to Line 2
- Check - In
- Gathering/Check-In Skills
 - Includes IP conversions, ambassadors, and pacts
- Odyssey Check-In
- IC Letter Mail Drop

Just Turning in your character sheet?
Please drop it in the Sheet Drop Box.

LINE 2

Influence Actions and Gathering Nodes

For all lines, please go into the line of your longest request. IE; if you have an item from line 1 and line 3, go to line 3. For any items not listed, please use your best judgment or simply ask.

- Influence Spends
- Gathering Node Turn-Ins
- Research Actions
- Crafting 1 or 2 Items
 - Items or Scrolls

IMAGE 14C: LOGISTICS LINE 3

LINE 3

Crafting (3+ items)

For all lines, please go into the line of your longest request. IE; if you have an item from line 1 and line 3, go to line 3. For any items not listed, please use your best judgment or simply ask.

- **Crafting Actions**
 - 3+ Items/Scrolls

The Logistics Team is always working to streamline and improve its processes. As such, these line designations are subject to change. Appropriate notice of these changes will be posted at the logistics window and announced as applicable by the Staff member on shift. Any questions or requests for clarification should be directed to that Staff member.

Check-In

All players must check in at each Twin Mask event. This should be done upon arrival, or as close to it as is feasible. This includes all PCs and NPC-only players. Normal check-in occurs between 4:00 PM and 7:50 PM on Friday of the event. Attendees may check in at other times, but players should expect potential delays if checking in at times other than the scheduled time on Friday.

IMAGE 15: CHECK-IN LINES & LOGISTICS SETUP



During the check-in process, each player should expect the following experience based on which particular case they fall into:

New Player

New-Player Check-In opens at 5:00 PM on Friday at the Logistics building. New players arriving at any point during game should go to the Logistics building.

Payment: Your first game as a PC is \$30. Tickets can be purchased online in advance or in person on site. There is a link on the [Twin Mask website](#) to purchase tickets.

CoC & Waivers: All players must sign the [Code of Conduct and Release Waiver](#) and an SC Village site waiver in order to participate. Players will also need to sign in on a provided sheet.

Parking Registration: Parking on site is free, but we ask players to please fill out our [Vehicle Registration Form](#) in case of emergencies or if we need to contact you:

- If you drove to site, you will need to enter the make, model, color, and license Plate of your vehicle.
- If you rode with another person to site, you will need to enter the first & last name of the driver.
- In either case, you will need to provide the following details on the form above:
 - Location of your camping setup (Saek Camp, OOG “Tent City”, etc.)
 - Type and color of your camping setup (pup tent, standing tent, etc.)
 - Any applicable details of your tent (2, 3, or 4-person tent, brand of tent, etc.)
 - A phone number to contact you

NPC Shift: New players will select their NPC shift at check-in. Please note that new players cannot select Friday-night NPC shifts, since they will be too busy Returning to life at that time!

Character Sheet: If a new character has been submitted and approved before the cutoff for that month’s event (usually the Wednesday a week and a half prior), the new player’s character sheet will be available at new-player check-in. If not, there are various pre-generated character sheets available (the example characters at the end of the [Twin Mask Rulebook](#)). Please note that respects and skill changes should be done BETWEEN games and will not be done at check-in, with the exception of clerical errors. New Player Liaisons will be able to provide the actual cutoff date for each event. Players should ask early to avoid potential missed deadlines.

Starting Items: Every new player, as part of their entry into the world of Adetrune, will get to select one of four items. All items are soul-bound (so they cannot be stolen or sold), expire after one year, and cannot be modified or upgraded. The options are:

- Neophyte Wand
 - +1 spell damage; you need to hold a phys-rep wand to actually benefit from this effect. Good for sorcerers in particular!
- Neophyte Weapon
 - +1 weapon damage; this quality is applied to one weapon phys-rep. Good for fighters or anyone with a weapon!
- Tears of Life Potion (3 uses)
 - Can bring someone dead back to life; if the corpse suffered a decapitating or mutilating “deathblow,” the corpse must be repaired (with Surgery, etc.) before the potion can be administered. Note that, since this potion is soul-bound, it can only be used BY you (to resurrect someone else) or ON you (if you happen to die, other people can pull the potion from your pocket and resurrect you). This is a powerful item, since resurrection potions are extremely hard to come by!
- Traveling Spellbook

- Can be filled with up to 10 spell scrolls; they cannot be stolen, given away, or damaged once inside, unless you choose to break the item. When a scroll is added, you immediately attune to it. Good for magic users in general!

Access to Magical Spells: Characters who can cast spells from the schools of magic (that is, who are at least Apprentice level in a school) will start their game knowing the Core Spells for their schools, as outlined in the [Twin Mask Rulebook](#). Players are responsible for being familiar with those Core Spells, as printed copies will not be provided. (Reference copies can sometimes be found on site in various locations, such as the Guild of Academics.) Note that there are no Grandmaster Core Spells. For all the extra spells that your character may want to learn, they will have to acquire copies of the many spell scrolls that are available in the game space. (Generally, spellcasters should get as much of the “blood ink” item as possible, since that ink is necessary to make new copies of scrolls.)

Loaner Weapons: For a new player’s **first game ONLY**, loaner weapons are available to borrow. Only one-handed swords and daggers are available, and only one can be borrowed per player. You can use such weapons throughout the game event, but then you need to return your loaner weapon at check-out, either to their trash-can-like bin on Sunday morning—or, if you must leave before that, to the equivalent bin in NPC camp. Please treat our loaner weapons kindly! Do not lean on them, push the tips into the ground, hit them on hard surfaces, or bend them.

IMAGE 16: LOANER-WEAPON RETURN BIN



New-Player Training: Every new player must go through **New-Player Training** prior to entering the game space in character. A New-Player Trainer will be available Friday 4pm to midnight and Saturday from 9am to 3pm. If a new player checks in outside of those times, they will have to wait by Logistics until a New-Player Trainer is located.

Returning Player (Pre-Registered)

Returning players will enter one of the two lines for those who have pre-registered. These lines are divided by **PLAYER FIRST NAME**, where one window is A-J and the other is K-Z (unless otherwise stated on signs). At the window, you sign in and will be

checked to make sure you have signed the code of conduct and filled out your vehicle registration form.

If you are redeeming a ticket, please inform the person at the window, as your sheet may not have been printed and/or your name may not appear on the list of ticket purchases. Having proof of previously purchased ticket(s) or an email will help, and we will note it in our "Ticket Redemption Log".

Returning Player (NOT Pre-Registered)

There is only one line for the non-pre-registered window (middle window in the Logistics building). You will be asked to sign in and will be checked to make sure you have signed the code of conduct and filled out your vehicle registration form. Fortunately, some of this process may be done on your phone while you are waiting in line. If you can manage the paperwork in line, you will be given the appropriate slip as proof that these all have been checked, and you must simply turn in that slip at the window. (Without it, the check-in process must be done at the window.)

At the window, as the check-in process is completed, you will need to inform the attendant how many characters you plan to play, and how long you plan to play them, since this will affect the cost. Then, you will provide payment:

- Payment Methods: Cash, Card, Paypal, Venmo
 - Venmo: @twinmask
 - Paypal: payments@twinmask.com
 - If using Paypal or Venmo, please show confirmation of payment to the attendant. Also, to make things easier, we will have a QR Code with the Venmo and Paypal information at the front window. **Please do not send payment in advance of checking in.**

Once paid, you will have your sheet printed and will be asked to sign up for an NPC shift.

NPC-Only (New or Returning Players)


If you choose to ONLY play as an NPC for the weekend (and therefore not play a PC at the event), you will not need to pay. In fact, you will be compensated for your time, with IP! Every hour of participation will grant you 4 IP—but if you commit for one or more of the following time blocks, you will instead get the following rewards:

- All of Friday night—**15 IP**
- Saturday from 8AM–4PM—**20 IP**
- Saturday from 4PM–2AM (and/or the end of the game)—**30 IP**

This means that, if you NPC for a full weekend, you will earn a total of **65 IP**!

Full-weekend NPCs will be allowed time for meals and sleep, of course, as well as any necessary breaks. NPC-Only players will also need to fill out—**AND have a Story Staff member sign!**—the NPC Check-In Sheet, below:

IMAGE 17: NPC-ONLY EVENT SHEET (EXAMPLE)



Twin Mask

NPC SHEET

(Please make sure to write legibly so we can make sure you get the points added to your character.)

Event Date: _____

Player Name: _____

Email: _____

Character: (to add IP to, if you have an existing character) _____

IP Amount: _____

Note: NPCing earns 4IP per hour. See note below for maximum breakdown. _____

Please specify if you received any additional IP, and what it was for. _____

Make sure to attach any IP gain tickets to your sheet (if you received any), and that you turn in this sheet with character sheets at check-out. _____

Friday Night (8pm - 2am) Full NPC Block: 15 IP

Saturday Day (8am - 4pm) Full NPC Block: 20 IP

Saturday Evening Block (4pm - 2am) Full NPC Block: 30 IP

Staff Signature: _____

(must be signed to get points)

“Check-In” Items

“Check-In” Items are Gathering item tags (for Mining, Black Market, Herbalism, etc.) that players can receive once per game. Players may elect to receive their Check-In Items at

any point during the event, but all such items must be collected at the same time. The Logistics Staff member or advocate who supplies these items will mark the character sheet as “complete” for item collection; any items the player chooses not to collect at that time will be forfeit. And, of course, Logistics must be open for players to get their Check-In items, so make sure to get them before Logistics closes late on Saturday night (technically, Sunday after midnight).

New Player Re-Spec

Due to the size and scope of the Twin Mask game as a whole, players with new characters have special dispensation to make adjustments to those character sheets between games without undergoing the normal, in-game Teaching process. (Teaching is explained in the [Twin Mask Rulebook](#).) “New characters,” for this purpose, are defined as any character whose Character Sheet has not yet been returned at the end of their 3rd game session. The current re-spec process involves contacting the “respec team” directly (generally by leaving a comment in Google Sheets) or using the “Major Respec” option in the Character-Creation Form on the [Twin Mask website](#).

Any such player wishing to make changes to their sheet should leave a comment on their Character Sheet using the “comment” function within Google Sheets. The format of this comment should be simply “Add: xxxxx” and/or “Remove: yyyy.” Please try to keep all skill changes within one comment. Keeping such skill changes as simple as possible allows for clarity and eliminates mistakes. Backstory changes will need the approval of the appropriate NPL (New Player Liaison) before they can be updated. Once you have left a comment on your Character Sheet, you should reach out to the New Player Respec Staff member, politely asking them to implement your indicated changes and/or answer questions you may have. If you are using the “Major Respec” option on the website, contacting Staff directly is not needed. Respec Staff are available for individual questions and assistance if needed, but likely only by appointment. Please remember that if you haven’t reached out to Respec Staff, your indicated changes may not be implemented in a timely manner. The deadline for all respec submissions is the Wednesday a week and a half before the next Twin Mask event, at 11:59 PM.

Weapon Checks

All weapons must be checked by an authorized Twin Mask official before EVERY event before they can be used. Weapons should be examined as part of the check-in process, immediately after the player has received their character sheet. Players should bring any weapons they need checked to the Logistics check-in lines in order to do so. Should this step be forgotten until later, you should bring unchecked weapons to a Logistics staff member on shift before you take them into game. **Under no circumstances should a weapon that has not undergone a safety check by a designated/trained member of the Safety Team (or Logistics Staff) be taken into game.** Violations of this rule are subject to provisions under the Twin Mask Code of Conduct.

The weapons-check station—a desk staffed by members of the Twin Mask Safety Team—is located immediately next to the Logistics window during normal check-in hours on Friday. Trained staff are also available throughout the event as necessary for any players who arrive outside of these times, but there may be some slight delays as a result, so players should plan accordingly. A member of the Safety Team will review each weapon, sign off on the character sheet in the ‘weapons check’ section of the individual's character sheet, and tag each approved weapon with an event-specific band. At any time during a Twin Mask event, a member of the Safety Team may ask to see your weapon bands or character sheet, and you must provide that Safety Team member with them without delay.

A member of the Safety Team may always ask another team member (or Staff) for a second opinion. Please note, however, that there is no dispute process for a player who wishes to contest any decisions that led to a weapon not receiving approval. A weapon that does not pass a safety check may not be used during the game. There are **NO EXCEPTIONS**.

Weapon checks generally use the guidelines listed below. Note, however, that in the interest of the safety of others, those performing these checks or inspections may deviate or investigate further as required to ensure the weapon is safe for use in game. The safety team is encouraged and expected to err on the side of caution and safety when a weapon is “borderline” or if there are nuanced concerns not fully detailed or discussed in this general guide.

Notes on Some Boffer-Weapon Brands

- **B3IS** is a favored brand whose weapons typically only fail after seeing lots of use; otherwise, they frequently pass. Commonly used by NPCs.
- **Epic Armory** and **Ateliers Nemesis** typically pass. Epic Armory is generally the softer of the two, and therefore more likely to pass.
- **Hero's Edge** models G-L17 & G-L12 are the “loaner weapon” models used for new players and NPCs. No other boffers from Hero's Edge, however, are recommended!
- **Calmicil** and other excessively hard, foam-injected brands typically FAIL safety check!
- Players new to constructing boffers should gain knowledge first from more experienced boffer makers before attempting to make their own. There are many pitfalls in attempting to make your own that will not be covered in this document.

Boffer Weapon Check Criteria

- Weapons must be checked every game, EVEN IF they have passed before.
- Players' weapons should not be excessively whippy (that is, they should not bend more than a roughly 45° angle)
- Flail, nunchaku, whip, or other hyper-flexible boffers are not allowed.
- Testers should not be able to feel the tip of the weapon's core while applying moderate levels of force from any dimension. (This is known as a “pinch test.”)

- A weapon must have no major, permanent compressions or “dead spots,” especially near the tip.
- The foam of the blade should not be delaminated from the core, especially near the tip or where most strikes occur.
- The weapon must have a smoothed, sufficiently padded striking surface. It should not leave a lasting, stinging impression when swung at skin.
- Crossguards must not present a hazard. Crossguards with hard, sharp points will not pass.
- A weapon should have at least half of its length and surface covered with strikable foam
- **Cores:**
 - You may be asked what the weapon’s core or foam is made of (if your weapon is homemade).
 - Commonly used core materials:
 - Fiberglass
 - Graphite Golf-Club Shaft
 - Carbon Fiber
 - Bandshop Pole
 - Bamboo (wrapped w/ tape) (ex: packing tape/fiberglass tape/strapping tape)
 - Non-bamboo wood cores are not allowed.
 - Excessively thick/heavy cores may not be allowed.
 - Cores must have a stop on the end to prevent punching through the foam of the tip.
 - The Safety Team will inspect for signs of a damaged core.
- **Padding:**
 - The Safety Team member should not be able to feel a defined, hard edge of the core, even if applying a medium amount of force to the foam.
 - At least $\frac{3}{4}$ of an inch of foam padding is necessary in most cases to protect the striking surface. This assumes a fairly light-cored, one-handed weapon and high-quality 2lb foam.
- **Testing Procedure:**
 - Safety Team will squeeze and twist the blade gently, checking near the tip in particular.
 - Safety Team will check for various types of delamination, permanent compression, or dead spots in the foam.
 - Safety Team may strike their own limbs or the bodies of others to determine a weapon’s practical safety.

Shields Check Criteria

- Players must have shields checked every game, even if they have passed before.
- To pass Twin Mask Safety inspections, a shield CANNOT have a metal core.
- Wooden-core shields are discouraged and likely to fail.
- As per the [Twin Mask Rulebook](#), the shield must be “no longer in any one dimension than the distance from its wielder’s navel to the ground.”

- The edges of a shield should be slightly supple, smooth, and not rough. Beveled edges are a great idea. This is especially important if the shield features a plasti-dip or latex surface; it helps to reduce wear and tear from boffers that strike the shield.
- The front of the shield must be padded with foam.
- Excessive flex in a shield should not occur.

Thrown Weapons Check Criteria

- Players must have their thrown weapons checked every game, even if they have passed before.
- “Thrown weapons must be coreless.”
- When throwing a weapon, you should never use a baseball-style delivery. Toss from the elbow, not the shoulder.
- Thrown weapons will often be tested by throwing them at safety-team members, and will largely be evaluated in practical terms.

Packets Check Criteria

- Players must have packets (aka “spell packets”) checked every game, even if they have passed before.
- Packets consist of fabric securely wrapped around birdseed. They are meant to be safe for the target being hit, as well as to the environment if/when they are disposed of.
- For details about packet construction, please refer to the [Packet Guide](#).
- **Size:**
 - Not smaller than a person’s eye socket
 - No overly large packets (see information below)
- **Shape:**
 - Shaped as a bulb with a tail (similar to a bulb of garlic); no baseball-style or spherical shapes will be allowed
- **Cloth Covering:**
 - Packets should be made of approximately 8x8 or 9x9 squares of soft or stretchy fabric.
 - Avoid patterns with recognizable modern text or logos.
- **Binding:**
 - Rubberbands (or hair braids and braces), string, and yarn are all acceptable
 - Should be secure, to keep all filling from escaping
 - Should not be so tight that the packet becomes rock hard; it should hold its general shape but also be able to “shift” internal material
- **Filling:**
 - Volume is roughly 1.5 shot-glasses worth: ¼ cup or 2 fluid ounces
 - Biodegradable, organic materials only
 - **Baked** bird seed is strongly recommended, to avoid accidentally planting non-native plants when packets break apart. ***Baked bird seed has been used in spell packet construction at LARPs for decades! There is a reason for this: it is safe, reliable, and not dangerous for the site we use.***

Save yourself a lot of needless effort, and help us keep everyone safe, by using this simple method rather than trying something new.

- Smaller seeds are preferred (like millet); no sunflower seeds should be used (they are too large and pointy)
- You can bake seeds at 250 degrees for 30-45 minutes, or microwave them for long enough to get them very hot
- Dried lentils (baked) are also acceptable
- Other materials are subject to review
- **Testing Procedure:**
 - All packets must be presented to Safety Team at Check In
 - Tester will ask about construction material
 - They will handle packets to check if they follow recommended construction
 - Packets should not be dirty/dusty/full of briars. Shake off and clean packets every time before throwing
 - If anything seems questionable, the tester will move on to “throw testing”
 - The packets will be thrown at tester’s back from 10-15 feet away, at medium power
 - The safety team reserves the right to open up a packet before testing, if doing a throw test seems like it could be unsafe
 - Hits should not hurt excessively or cause a lingering, stinging sensation
 - Failed packets will be thrown away if they cannot be fixed
- **Common Reasons for Rejection:**
 - Packets are too tightly bound, packing the filling too strongly into a very hard surface
 - Other objects, such as LEDs, have been put into the filling
 - Filling materials that are hard, dangerous, or bad for the environment have been used (e.g. salt, cat litter, or rocks)
- **Safety In Combat:**
 - Do not aim for head or groin when throwing packets
 - Do not use excessive force when throwing
 - The suggested method for tossing is very similar to how one skips rocks or throws a dart
 - Toss directly at your opponent; do not arch throws over people to hit opponents behind them
 - After picking up thrown packets, check them for dirt and particles, and brush off any before throwing again

Archery

- Players must have both Bows and Arrows checked every game, even if they have passed before. Refer to the [Archery Safety Rules and Policies](#).
- Bows will be tested for draw strength
- Arrows must be inspected, as explained in the Archery Document

Armor

- At this time there is no check-in required for armor, but the Safety Team may spot-check armor to determine if it is safe.
- Metal Armor should have rolled edges or cloth edges to prevent cuts and/or damage to weapons.
 - Armor with exposed sharp edges or spikes that can damage boffers and other players will need to be made secure before it can be used in game.
 - Metal armor with a non-rolled edge is a cutting hazard to the wearer and others around them (e.g. gorgets with sharp edges could jam up into the neck of the wearer). To avoid this, use and buy armor with rolled edges. The edge may be covered with thick cloth, felt, or leather if no other option is available.
- A Safety Team member may reach out with recommendations and provide some supplies for adjusting the fit of your armor. This is for your own safety, as ill-fitting armor can be an unexpected hazard. In LARP environments where physical roleplay or otherwise close contact is common, jostling or otherwise poorly secured pieces of armor can negatively affect everyone's experience.
- Armor does not need to go through the standard safety check line. (This policy is subject to change if Twin Mask Staff determines there is an overall need to alter it down the road.) If the safety team sees unsafe armor in use, though, they will direct the wearer to remove it from play until it can be made safe again.

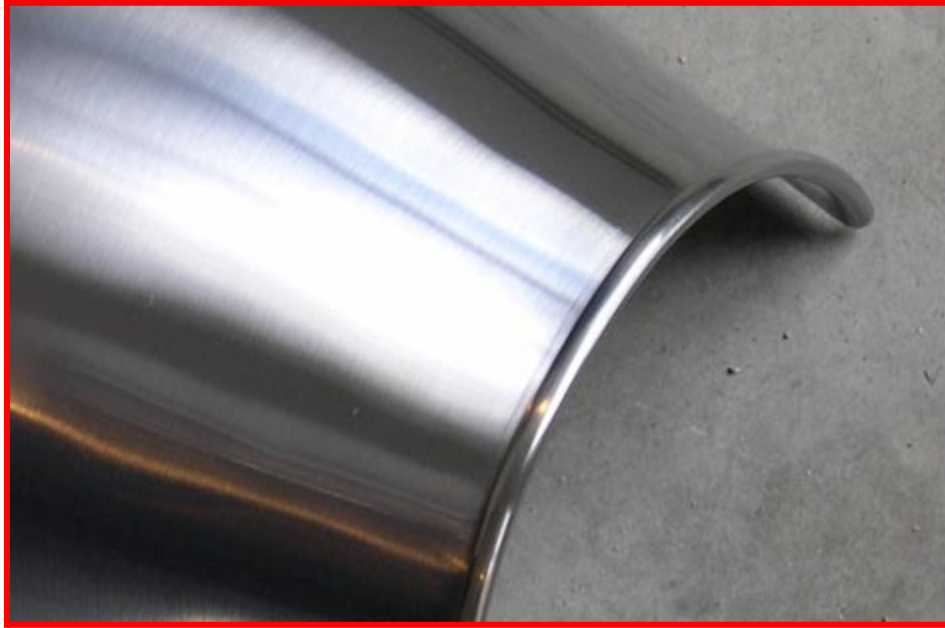
IMAGE 18: SAFETY EXAMPLE - ARMOR WITH UNROLLED EDGES



IMAGE 19: SAFETY EXAMPLE - ARMOR WITH FABRIC EDGE COVER



IMAGE 20: SAFETY EXAMPLE - ARMOR WITH ROLLED EDGES



When buying/bringing any weapons, combat items, or armor for use at Twin Mask, be considerate of the above guidelines. If you have any questions, concerns, or need recommendations and assistance, we are happy to help.

Listen Up

After check-in but prior to the official start of the event, Twin Mask Staff holds a “Listen Up” gathering for all attendees. **This is a mandatory event; all attendees are REQUIRED to attend.** Listen Up occurs at the same place each game (see IMAGE 21: LISTEN UP LOCATION) at 8:00 PM on Friday. If you arrive at site after Game On, you can inquire with Logistics for any announcements you may have missed prior to going into character (or starting New-Player Training, if required). Music will be played as Staff make their way from Logistics to the Listen-Up area, as a way of signifying that Listen Up is about to start. You may not hear the bell from the far end of town, so ensure you are present at 8:00 PM!

IMAGE 21: LISTEN UP LOCATION



Listen Up is Staff's opportunity to address any logistics, safety, and community-outreach concerns for the player base. In the past, many of the rules listed in this rulebook were covered at Listen Up, which resulted in longer than preferred times for Listen Up. In an effort to reduce delays in starting the game—while still ensuring these important points are addressed and respected appropriately—Logistics Staff has developed **this document** to reduce the overall load of information at Listen Up. Finally, once all Logistics concerns have been addressed, the Head of Logistics hands off to the Head of Story to “set the scene” for that event, along with pertinent story-related rules, mechanical changes, and clarifications. This explanation will then culminate in the “3...2...1...GAME ON!” call, after which in-character time begins.

Following Listen Up, new players will follow a designated individual (who will bear a light) to be taken aside for any final training that needs to be accomplished, and then to a “mod” (a term that the Twin Mask community uses for a “side-quest”) to allow your character to enter play. Your character has *died*, after all, and cannot simply walk into town (*insert your preferred LOTR meme here*). Additionally any new archers who have not had archery training will follow the designated individual to receive this training prior to going into character as well. If you are a new player who needs both new-player training AND archery training, you should follow the individual who has been designated for general-purpose new-player training.

Immediately after the conclusion of Listen Up, the Twin Mask game event will have started! Unless you are one of the new players or archers listed above, or you have not completed check-in to receive your character sheet from Logistics, you are now in play and subject to any/all rules covered in the core Twin Mask rulebook.

During The Game

Twin Mask's Honor System

Much of Twin Mask is run on an Honor System— we trust that you will honestly track your health points, use your skills to match the ones listed on your character sheet, take the appropriate amount of time to roleplay certain mechanics, take damage from hits, and accept called effects honestly. Whether for mechanics, site rules, roleplaying, or even just staying in-character (in in-character spaces), it is important for the player base to follow the rules and guidelines in order for everyone to have fun, maintain immersion, and to make the jobs of staff and advocates easier.

Game Specific Items

Items or objects that have a mechanical or story function (whether it for crafting, researching, theft, plot-related items, physreps, and so on) require a tag. There are various types of tags printed on different colored paper, each color denoting a function in mechanics. As mentioned in the Rulebook, tags that are white (standard items), red (plot-item), and green (food) **can** be stolen while tags that are blue (soul bound, research trackers, or building tags) **cannot** be stolen. These tags must be present at logistics when using mechanics or a plot-function when presented/requested by Story Staff members. If an item tag is lost, it cannot be replaced.

Certain items may also be adorned with special ribbons, along with tags their tags. In these cases, blue and red ribbons **can** be stolen while white ribbons **cannot** be stolen; white ribbons denote that the attached item is hidden and that people must not acknowledge it (even if it may be blatantly in plain sight). Please do not tie white ribbons around anything that is not specifically designated as hidden, in the rules of the game!

Lighting

Once the game has begun, light usage around the site should be limited to non-artificial-style lighting (electric tea lights, etc.). In general, your lights should be fairly dim and not break others' fantasy / medieval immersion. Although it may be tempting to use a cell phone to quickly read an item tag, or use a flashlight to look around your tent, please be respectful of other players who are still in character and may see you from a distance. Unless safety is a concern, it is usually best to "go the extra mile" as an individual in trying to maintain immersion, to help the entire game around you be that much more magical.

Glass or Fire on Site

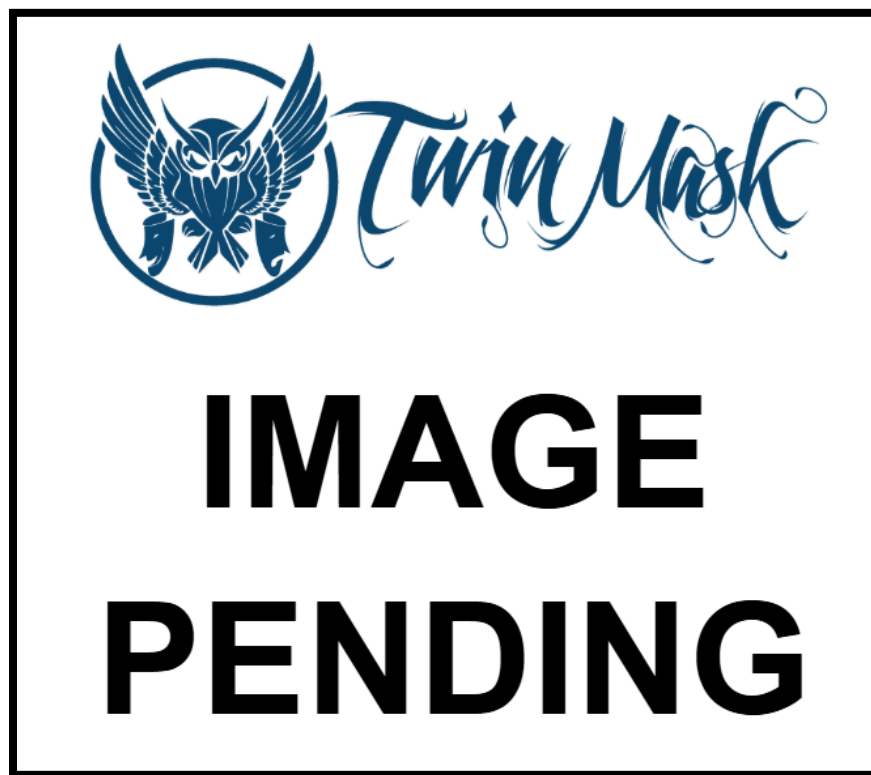
Glass and actual flames, in props and heating/lighting elements, both pose a serious risk to people on site, so they will not be permitted. Lanterns, props, or any other items on site (with the exception of propane-based cooking setups for food preparation) must not use glass or flame.

Being an NPC

As discussed in the Twin Mask rulebook, everyone at game will take a 4-hour NPC shift, with the specific timing decided when you check in or buy your ticket. Of course, you are also welcome to spend additional time as an NPC, as explained in the “NPC-Only Events” section of the [“Check-In”](#) part of this chapter.

Don’t forget to bring **black, featureless clothing** to your NPC shift. You will **NOT need to bring any weapons** or other items for your NPC shift; weapons will be provided to you, based on the characters you will end up playing.

IMAGE 22: NPC CAMP



Health and Safety During Game

Attendee and player safety is of the utmost concern at Twin Mask. As we continue to grow and adapt to changing needs, larger participant counts, and greater complexities facing both the Logistics and Story teams, we need to ensure that all of our attendees are aware and considerate of Twin Mask’s safety standards.

Though it is already stated in Twin Mask’s core rulebook, it is worth echoing here that the following verbal calls should be utilized whenever necessary and will be respected by all Twin Mask attendees and Staff:

- “HOLD”—It is possible for situations to accidentally expose players to imminent out-of-character danger. For example, a player may have tripped onto the ground near the feet of other players in a line-combat formation. In such cases, players should immediately call “*Hold!*” All players who hear this call must immediately pause, go out of character, take a knee (if capable/able), and place their weapon (if they have one) or their hand over their head to signify they are out of character. These actions, if done with appropriate swiftness, allow responding Staff members to quickly identify if anyone is hurt, incapacitated, or in need of assistance. All players should remain silent and still unless directed otherwise by Staff. Once a Staff member has determined the situation is safely resolved, they will ask: “Does anyone have a reason this Hold should continue?” Players should remain silent unless they do indeed need to continue the Hold for a particular reason. If nobody responds that the Hold should continue, Staff will resume the game.
- “CAUTION”—It is possible for intense combat or rapid movement to accidentally expose players to potential out-of-character danger. In such cases, players should call “*Caution!*” and go Out-of-Character for as long as it takes to end the dangerous situation. If, for instance, combat has moved to an area with unsafe footing, players who notice the danger should call “Caution!” and the entire group should remain OOC while the calling players quickly identify the danger... and then shift the scene far enough away from the unsafe footing to reduce its potential threat. One might say, “caution—loose gravel behind you! Let’s move this fight back into the main road!” At that point, everyone in danger can cease attacking one another, move to safety, and then resume combat.
- “MEDIC”—This is an Out-of-Character call **ONLY**. Players should refrain from using the term “Medic” unless they are requesting actual assistance from Twin Mask’s First-Aid team or Staff members. Any in-character calls for healing should use terms like “Healer.” Any use of the term “Medic” will be assumed to represent a real-world need for medical attention by staff and addressed as such.

Charging

There is no charging in combat at Twin Mask. Players in combat should never move closer than within arm’s reach of another player. This is especially important when advancing. Do not directly advance at someone at high speed; advance to the side so that if you overshoot, or if they stop suddenly, there are no collisions. If they stop backing up, you cannot advance directly into their space past their arms’ reach.

Be aware of the environment—if someone is backing away from you it is your responsibility to be aware of what is behind them. Do not run someone into a safety hazard. Stop forward movement, call “*Caution!*”—and, if necessary, then call a “*Hold!*”—to prevent them from stepping into out-of-character danger. (See the section on “Cautions” and “Holds” in this guidebook). Do not charge between tight combat formations: that requires invading the space of others in an unsafe way.

If somebody else calls you out for what they consider “charging,” you should not try to argue with them. They felt that they were in danger of being run down or pressured; simply acknowledge their concern and adjust your behavior. You can always talk with them later, outside of combat, if you felt that you were not actually charging.

Safety Team

Throughout the event, you may see individuals in- or out-of-character wearing green armbands. These armbands, as shown in the image below, denote a member of our Safety Team, whose sole responsibility as part of our Logistics team is to stay alert for and identify potential hazards or threats to these standards. Sometimes, you might also see a green headband (or glowing green headband, at night)—the people wearing them are Safety Marshals, going above and beyond the call of duty. If you see unsafe fighting or notice potential out-of-game dangers, please find these individuals and let them know. They will also be doing their best to spot dangers, hazards, and unsafe fighting themselves.

IMAGES 23A & 23B: SAFETY TEAM ARMBAND / HEADBAND



First-Aid Team

*If there is ever a real-world emergency, players **should immediately call 9-1-1** and contact local emergency services. The First-Aid team, although capable of assisting in non-emergency situations, is not a substitute for any critical, professional, or life-saving medical care. Players should seek professional care whenever appropriate.*

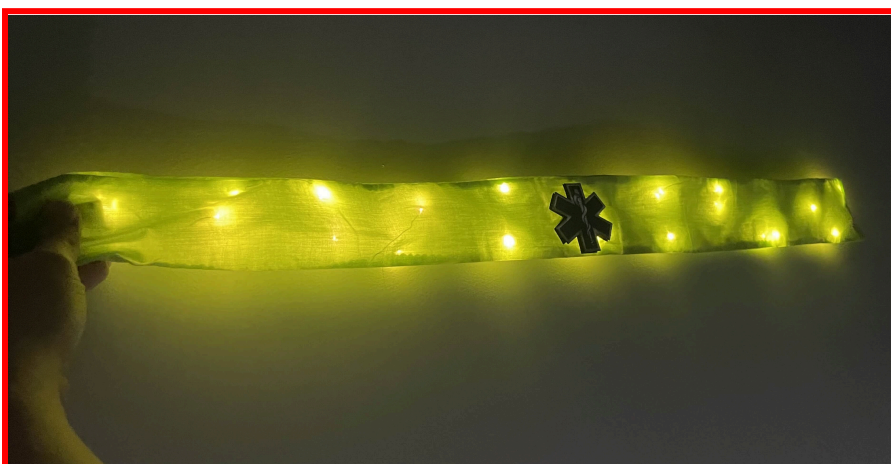
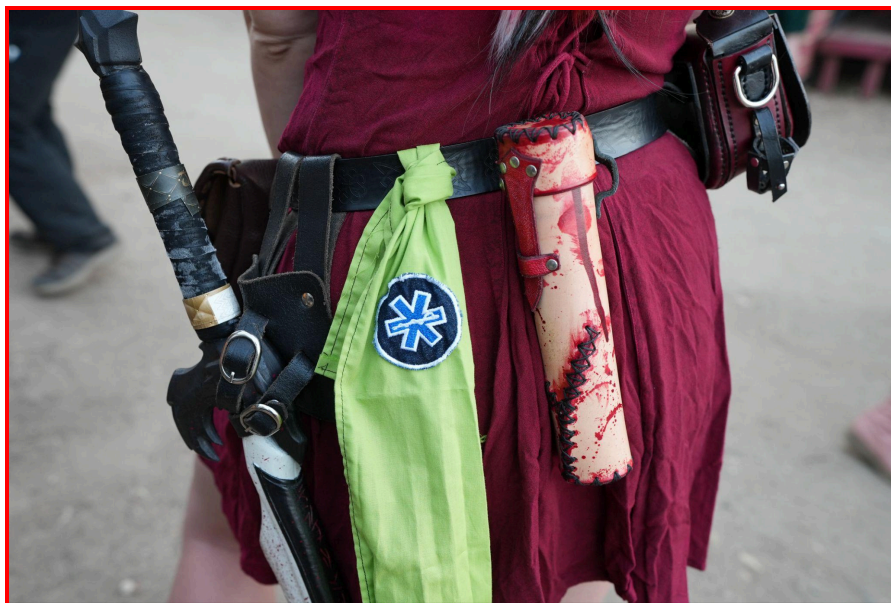
Twin Mask's First-Aid Team can be found at the First-Aid Building (see IMAGE 19: FIRST-AID BUILDING) and also throughout the site during game hours. Different from Safety Team, First-Aid Team members have training and authority to respond to

“MEDIC” calls with first-aid interventions and assess for further intervention. Team members can be identified by green armbands or headbands with a blue logo (IMAGES 20A & 20B: FIRST-AID TEAM ARMBAND AND HEADBAND). Depending on current logistics and supplies, some First-Aid Team members may not yet have the First-Aid armband or glowing headband.

IMAGE 19: FIRST-AID BUILDING



IMAGES 20A & 20B: FIRST-AID TEAM TEAM ARMBAND / HEADBAND



The First-Aid team—or any full Staff member, if necessary—may elect to dismiss a player from an event if there is a legitimate concern that the player’s well-being will be negatively impacted by being allowed to stay on site. This decision is viewed as a last resort; it generally is based on an evaluation of a player’s failure to maintain sufficient self-care. This can include malnutrition, hydration, or any other health concern that could be prevented through simple planning and self-care. Caloric intake, as it relates to individual safety, is treated with the same respect and importance as combat mechanics are. The First-Aid team, as volunteers helping to maintain the integrity and safety of the Twin Mask community, are generally available to help players, but they must also insist that attendees take personal responsibility for their personal health and well-being in equal measure.

Site Safety Reminders

Be aware that the site is large and contains many potential hazards including (but not limited to):

- Fences
- Uneven ground and holes in the ground
- Low visibility
- Sudden drop-offs
- Low walls
- Loose gravel and stones

Not all buildings and fences are capable of supporting a person's weight—check before you sit or lean on things. Be careful to respect and care for the site we use. As we are merely tenants at site, respect of the owners' property and care for our individual safety is vital for the overall success of Twin Mask.

Please ensure you report any safety issues you discover to the Head of On-Site Safety or a Safety Team Advocate.

First-Aid Team Reminders

Nutrition is one of the biggest medical factors facing the Twin Mask community at each event. Players should plan accordingly for nutritional needs rather than relying solely on in-game food options, since availability may be limited.

Another major issue facing players is hydration/heat exposure. Below (IMAGES 21A - 21C) are a few examples of first-aid posts from past events discussing heat preparedness, heat stroke, hydration, heat exhaustion, and sun exposure. Time of year and weather conditions play a significantly less impactful role in these issues than players realize. Regardless of the season, the cloud cover, or the temperature, players must ensure they are taking care of their individual needs. Bottled water can be found on site (immediately next to the Logistics building), but it does no good for you unless you take and drink it!

In summer months—often, if the weather is predicted to be above 90 degrees Fahrenheit—the First-Aid team may implement “abbreviated armor” rules. An example of these rules can be seen below. Note that these rules will be announced at Listen Up for that event and posted on the official social media pages for that event, to ensure that players understand the specifics applied to each game event. In the absence of such an announcement, normal rules apply as stated in the Twin Mask Official Rulebook.

IMAGE 21A: FIRST-AID TEAM – HEAT PREPAREDNESS

Hey Twin Maskers!

Your friendly **Medic Team** here wanting to give y'all a few notes on how to prepare for this weekend's gathering. This will be the first of several posts Medical Team will be doing this week to make sure everyone has a fun and safe weekend. Today's topic is **HEAT PREPAREDNESS!** I know there has been a lot of talk lately on this topic as I'm sure everyone has looked at the forecast (it's going to be hot in case you didn't know) and I wanted to make sure everyone is aware of what to look out for and how to properly care for themselves. I apologize in advance for the long-winded posts, but I assure you it's worth the read!

Firstly, I want to start off with the most important warning which is **Heat Stroke can be Fatal!** Now while that is the most extreme end of heat illness, there are many other ways the heat can affect your body. So please take care of yourselves and your friends, this is no joke. We all know the most obvious which is a **Sunburn**. They can be extremely painful and even make you sick, so **PUT ON THAT SUNSCREEN EVERY 3 HOURS**. UV rays can even penetrate the clouds, so no matter whether you're in direct sunlight or not, put it on!

Another common reaction to heat is **Heat Cramps**. This happens from Excessive sweating during strenuous activities (like LARPing). Sweating depletes the body's salt and fluids. Low salt levels in your muscles can cause painful cramps. So make sure you are not only drinking water, but also consuming enough salt and electrolytes to help you retain that water and keep you moving. Now I'm not telling you to go eat a package of salt on its own, but make sure you are eating regular snacks throughout the day that have a little salt.

Heat Exhaustion is a more serious condition that occurs when heat builds up in the body. It is caused by a lack of fluids in the body from either improper intake or loss of fluids from sweating. Symptoms include but are not limited to: *Headache, Cool or clammy skin, Weakness, Fatigue, Nausea, Vomiting, and Dizziness*. If you think you are experiencing heat exhaustion you should immediately remove yourself from play and seek a cooler location. Often times even a shady area will suffice as there can be upwards of a 20 degree difference to the radiant heat of the sun. Remove restrictive wardrobe around your core, and get airflow to the back of the neck. Consider putting a cold damp cloth or even ice on the back of the neck as rapid cooling is the key. **YOU CANNOT INDUCE SHOCK BY RAPID COOLING**, so use all means necessary to cool off as quick as possible. When possible, notify Medical staff so we can monitor your condition. *Avoid going back to your tent to sleep in the middle of the day as a tent in the sun acts as a solar oven.*

If allowed to progress, heat exhaustion can become **Heat Stroke**. Heat stroke is a life-threatening emergency that occurs when the body overheats to a point where its temperature control system shuts down and heat builds up internally. Please take care of yourselves and do not let this happen to you. I do not want to see any of this at game! The signs of impending heat stroke are *lack of sweating, altered behavior, convulsions, and even loss of consciousness*. If someone is found in this instance you need to **SEEK MEDICAL ATTENTION IMMEDIATELY!!**

Hydration is key!!! Drink lots of water frequently... I will go more into this in tomorrow's post, but it is the foundation for thwarting many heat related illnesses. Don't just drink when you're thirsty, because at that point you're already way behind. Drink small amounts of water frequently throughout the day. If you do not have adequate water in your body, you will not be able to fight the heat properly. Above all else use common sense. Know your body and recognize your limits. We have the odds stacked against us with heavy wardrobe, and continual strenuous activity in direct sun exposure. Take rests frequently, eat snacks regularly, and drink lots of water.

IMAGE 21B: FIRST-AID TEAM – HYDRATION

Hey y'all

Another message from your friendly neighborhood **Medic Team** here. Today's topic is **HYDRATION!** As I said in yesterday's post, proper hydration is key to surviving the heat. On any given day the average person should be consuming 3-4 liters of water a day. That's 15 Cups or 4 full sized Nalgene water bottles! That's a lot more water than most people actually consume, which means many of us are chronically dehydrated and don't even know it. So start getting hydrated now to give you a fighting chance at game.

3-4 Liters a day is a baseline for an average day with minimal activity and moderated temperatures. This number greatly increases with activity level and heat. Temps are going to be in the high eighties to low Nineties this weekend with 50% humidity. That means if you spend much of your day running around, you should be drinking upwards of **1 Liter per hour just to stay safely hydrated!** You also should be sure to take frequent rests from the action and get out of the sun. If you are running around at high energy for 30 minutes you should take a minimum of a 30 min rest before getting back out there. This will allow your body to catch up and not over exhaust your resources in the heat.

Another huge factor in proper hydration is **electrolytes and salt**. Electrolytes are minerals that help balance the amount of water in your body. *Sodium, potassium, calcium, magnesium and phosphate* just to name a few. Without proper electrolytes, your body will not utilize the water you are drinking and it will pass right through you. Good sources of Electrolytes are *bananas, avocados, coconut water, pickles, watermelon, milk, yogurt, and of course fortified sports drinks such as Gatorade*. Though be weary of overly sugary drinks as they will actually dehydrate you. (I'll get more into that in a moment).

Salt is important because not only is it an electrolyte, it also helps regulate your muscle contraction and avoid painful cramps. So consuming foods that contain salt are extra important for staying hydrated and moving in the heat. Small frequent snacking throughout the day is the best way to eat when it's hot out. Eating only a few large meals a day taxes your body heavily with a spike in blood sugar followed by that post-meal sleepiness. Digestion also uses a lot of fluids in your body and a heavy meal can dehydrate you quicker.

Now as I said before, **avoid sugary drinks** as they will actually make you more thirsty. This is especially true for energy drinks and soda. I know we all get tired while battling the big bads into the wee hours of the morning, but avoid that Rockstar, Monster, and Red Bull at all costs (that means you too John!). If you are consuming Gatorade for the electrolytes, try diluting it with 50/50 water or buying the sugar free version. Finally, if you are a coffee drinker, know that is a diuretic and will actually pull water out of your body, so make sure you counter that with extra water consumption. Signs of dehydration include but are not limited to: *chapped lips, tight muscles, swollen fingers, dry eyes, cramps, headache, and fatigue*. Another great baseline is the color of your urine. If you're properly hydrated your pee will be clear.

We will be handing out waters as much as possible throughout the heat of the day from a rickshaw that will be wandering around town. Extra water can be found next to the medical building behind the kitchen. Medical staff also carries electrolyte packs if you feel that you are not retaining water no matter how much you drink.

With all of this being said, I would like to remind everyone that as with every game, we are looking for **water donations in exchange for IP**. *1 flat of water bottles or 1 Gallon jug of water will get you 1 IP*. We have put the cap back on at 5 IP total for water. If you would like to earn an additional IP beyond the 5 offered for water, we are looking for ice donations as well. One 5lb bag of ice is 1 IP. Please leave all donated water next to the Medical building behind the kitchen. If you are bringing ice, please coordinate with Phil Newman so it can be put in the freezer ASAP. Thank you all for reading this and being the rock-star's that you are, love you all!

IMAGE 22C: FIRST-AID TEAM – EXAMPLE OF ABBREVIATED ARMOR

Hey Everyone!

This is the third and final post from **Medical Team** on tips for the heat. Today's installment is brought to you by the letter W... that is for WARDROBE. I know these notes are a lot to read, but THIS ONE IS IMPORTANT as at the end of the post I will be mentioning a **special exception to the rules** for wardrobe this game.

So at this point I'm hoping y'all have read the 2 other installments on how to help beat the heat and stay safe this weekend. By far the biggest factor for avoiding heat illness' beyond hydration is having appropriate wardrobe. Many of you may want to consider modifying your costumes for the summer or just wearing abbreviated versions.

Try to wear light breathable fabrics. **Avoid black** and other dark colored layers whenever possible as they absorb heat. *Light colors reflect the sun and will help reduce the radiation.* For your base layers try to wear synthetic materials and **avoid cotton** at all cost. Cotton absorbs sweat and will ultimately increase your body temp. Synthetic layers such as Nylon and polyester are great for wicking away sweat. This avoids chaffing, heat rash, and keeps you cooler. This is especially helpful for Underwear. I know this post is a bit last minute for big changes, but consider running by REI on your way to site. If there is one thing to buy that will help make your weekend easier, it's nice sports underwear!

While less layers overall are helpful for airflow and temperature reduction, skin exposed to direct sunlight is subject to the radiant heat of the sun. Radiant heat can be upwards of 15 degrees higher than the ambient air temp. Keep key areas such as your head, neck, and ankles covered. If your character doesn't wear a hat, consider using a balaclava or a buff.

Another important factor to consider in the heat is how long it takes you to take off your wardrobe. If you find yourself in the unfortunate position of overheating, it is *imperative* that you are able to remove layers and rapidly cool off. If your costume takes 10 minutes to remove, you run the risk of progressing to a more critical condition in that time. This is especially true for heavy armor wearers and those wearing corsets. If Medical team has to treat a player in a heat related illness *emergency* and we cannot assist you in removing your extra layers, we will have to cut off your costume. (Obviously with consent of course). No one wants to be in this position. So PLEASE modify your costumes to go on and off easier in the heat.

Finally, for armor wearers you will be the most at risk. Leather is not breathable, and Metal transmits heat more efficiently than many other materials. Though the temperature may only be in the eighties, the radiant heat from the sun can heat your metal to well over 100 degrees! (So bring some eggs and make breakfast on those padrones in the sun)

SO... *For this game only*, During the daylight hours on Saturday **we will be allowing armor wearers to wear abbreviated versions of their armor**, but still get the boons of their full armor. You must have at least some portion of the phys-rep armor on, but you don't have to wear it all. This will work on the honor system, please don't abuse this rule. It is an exception we are making for the safety of our players on a weather-permitting basis.

Thank you all for taking the time to read our very long-winded posts. I love all of you and cannot wait for another exciting and fun filled weekend!

Non-Combat PCs

Special headbands for non-combat PCs (“non-coms”) are available at Logistics and the First-Aid Building. These headbands are orange in color and must be worn (and visible) at all times while the non-combat PC is in the play area. For night use, there are orange glow-stick headbands available as well. Players may choose to declare themselves non-combatants at any point during a Twin Mask event, but they cannot revert back to being combat-participating players during that event. They may choose to participate in combat starting with the next Twin Mask event they attend.

Archery and Non-Coms

Under no circumstances are arrows allowed to be fired into an area which contains non-combatant players. As long as a non-com is in the area, you must “point-effect” your bow damage. That is, as long as you are within 30 feet of a group containing at least one non-combatant player (generally marked with an orange headband), you should call “Clarify—[name of target, if you know it]... X Damage, by arrow!” rather than actually firing arrows.

Animals on Site

Wild animals also call SC Village site home. It is likely you may encounter animals on site including (but not limited to) coyotes, boars, snakes, spiders, wasps, bees, and mosquitoes. Plan accordingly for any medical concerns you may have, and call 9-1-1 if a real-world emergency occurs.

Specifically regarding snakes, if you encounter one, you should have one person stay in that general location and actively watch where the snake might go. The second person should go to the Logistics office and inform the on-shift Staff member there. SC Village Staff will be informed and address the issue. Keep your distance, but make sure somebody also keeps your eye on the snake until it can be removed from the active play area.

Touching and Consent

Outside of combat, there should be no physical contact between people unless you have established **prior** consent to physical roleplay. You must explicitly ask the individual you wish to engage with, regarding the type of physical roleplay you wish to engage in. In combat, it may be necessary to touch someone to use an ability (like Channeling magic or Strength); in such cases, avoid touching skin to skin. Loose clothing, shoulders, forearms, or shins are the best places to make contact, if you must. Be respectful of each other's needs and comforts; try to communicate and work together if any contact is unwelcome.

Food & Cooking

For the purposes of this guidebook, we will be using the following differentiations:

- **Sales** are the exchange of food for real-world (out-of-character) currency.
- **Trade/Barter** is the exchange of food for Twin Mask (in-character) items or in-character currency only.

Sales of food and drinks are not allowed at Twin Mask events. Individual group meal plans are allowed, but not general food sales. (Example: Your guild is running a meal plan for members of the guild. You make arrangements and collect money for the meal plan before or after the game. Out-of-Character transactions must not occur during the event.)

To clarify: General *trade* and *barter* for food and drinks—using in-character currency—is allowed. Sales of “meal plans” to individual players of food or drinks for out-of-character money is not allowed. Any “meal plans” are allowed specifically to enable groups to buy ingredients/food together and share in the cost of feeding said group. These are not to generate any “Sales” amongst the general game population. Food sales are regulated by the State of California, and require both a permit and Twin Mask Staff permission to operate at the event. Although both Twin Mask Staff and Players at large appreciate the additional depth and ‘flavor’ that in-character chefs can provide, any players who barter food as part of their in-character persona do so at their own (out-of-character) cost.

The use of cooking appliances using propane and/or electricity is permitted only in the area designated “Tables & Cooking” in IMAGE 4: SC VILLAGE SITE MAP. This area consists of artificial green turf. It does not extend into the Mod Spaces or into the play areas down the ramps/stairs to the west. Players are permitted to set up their own tables and cooking stations in this area. There is also a partially covered area with tables provided by SC Village where players may set up cooking appliances. **No singular faction is permitted to claim this space exclusively.** This space is intended to be a shared one used by all players from any faction. Players cooking food for barter are welcome to use this area, but be mindful that this area is also for players to do their own personal cooking. **As with all spaces on site, this area is first come first serve.**

Items used for personal cooking should be removed when not in use and stored in a safe location. Propane canisters **SHOULD NOT** be left unattended or in direct sunlight when not in use. Any and all cleanup must be immediate. No food, dirty pots/pans, or refuse should be left after food preparation, as they WILL attract wildlife to the site.

Cooking & Combat

If there is combat in the immediate vicinity, appliances must be turned off immediately; the ignition and/or fuel source must be off until the combat has ceased. Staff will do its best to keep combat from impacting food preparation, but as Twin Mask is a combat-focused event as much as a role-play focused event, specific exceptions will not be made and players should plan accordingly if they plan to cook within the game space.

If a player is doing out-of-character cooking (using a real heating element to make food for players, not just roleplaying or pantomiming “Cooking” for the skill) inside a building space, all of the normal rules regarding building combat and cooking apply. The heating element (if one is being used) must be safely turned off for the duration of combat. The cook and any players inside the building may be pulled outside to fight, per the building combat rules.

If a mod runner (Story Staff) allows a cook to continue cooking or otherwise extends a special privilege to the cook in the interest of health, courtesy, and/or safety for players to be fed, this privilege does not extend to any other players who may be sheltering inside the building with the cook unless otherwise specifically noted by the Staff member or Advocate who extended it.

Note: Such courtesies are an exception, not the rule, and will only apply to unique circumstances. These exceptions will be made by Staff members, not Advocates, and solely based on circumstances determined to directly affect the health and well-being of the players. Players who choose to cook anywhere within the in-game spaces do so at this potential risk of loss of investment or resources, and they assume that risk themselves.

The act of cooking itself does not (in and of itself) constitute a protected act of health or safety. That is, “I need to feed players / people are hungry” is not on its own a sufficient reason to be exempted from any form of combat or in-character duress, except purely at Staff discretion.

If a non-combatant player is cooking inside a building, all of the above *plus* the normal rules regarding non-coms and “Diana’s Blessing” apply. Non-com cooks must still turn off their heating element when combat is present, but may do so immediately following the invocation of Diana’s Blessing, prior to exiting the combat space.

Theft Rules

In-Character Theft

Theft is a real and present threat to all characters within the game. As such, there are many specific rules which must be obeyed by any PC or NPC who participates in such actions:

- All in-character theft **MUST** be reported to Story Staff (in the NPC area). This includes theft against (or performed by) PCs, NPCs, Merchants, and any other character in play. Theft is recorded in the appropriate theft log in the Story Staff trailer. Once collected, these theft logs will be periodically accessed by the Story team, who will handle any attempts to track or otherwise pursue stolen goods, along with any story-specific ramifications that follow.

- Questions/concerns regarding any in-character theft should be addressed to Story Staff located in the NPC area.
- If you have questions/concerns regarding any out-of-character missing items, check the Lost & Found table first... and then address your queries to the Logistics Staff on duty in Logistics.
- Only tagged items should be stolen: no phys-reps, no personal props, and so on. If it doesn't have a tag, you cannot steal it... and, importantly, whoever has that tag—the physical paper card naming the item—has the actual, in-game item. Possession of the associated “phys-rep” (physical representation) does count. If you lose the tag or have it taken from you, you have lost the associated item.
- If a personal item is accidentally taken, it should **IMMEDIATELY** either be returned to the owner. With occasional exceptions (such as ID cards, etc.), no items are held at Logistics. There should be minimal or no delay in returning non-tagged items accidentally taken from an in-character space. All effort should be made to avoid taking non-tagged items whenever possible.

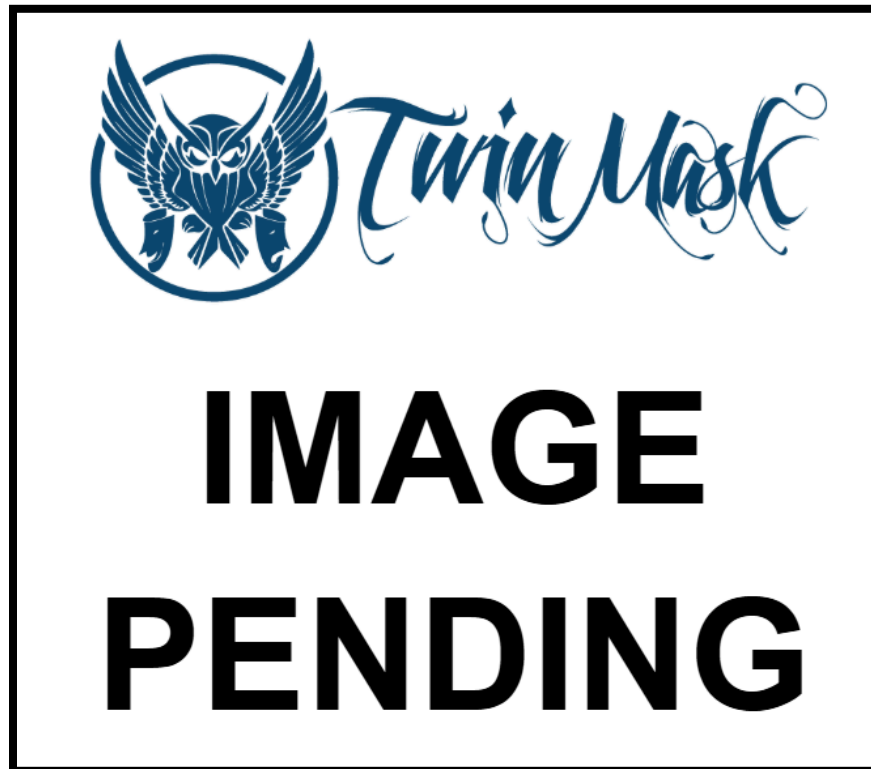
Out-of-Character Theft

Out-of-character theft (aka “actual, illegal theft”) is not tolerated under any circumstances at Twin Mask. Since such an action violates the Code of Conduct, at a minimum it will be handled as such. **Twin Mask Directorial Staff reserves the right to pursue all potential legal resources if blatant criminal actions occur at any Twin Mask event.**

Lost & Found

There is a table near Logistics designated for collecting Lost & Found items. Any items left at Lost and Found at the end of an event will be placed there again for the following event, with this courtesy extending for as long as possible. Twin Mask and its Staff, however, are not responsible for items in Lost in Found or items left there either during or between events. The table is provided for player convenience, but Twin Mask does not have the resources to ensure accountability and security for any items left in Lost and Found. Players are responsible for any items they bring to site (in character or otherwise) at all times. Any items lost, broken, subjected to in-character theft, or otherwise are the responsibility of the player who brought them. This includes items in tents, cars, bags, etc.

IMAGE 23: LOST & FOUND TABLE

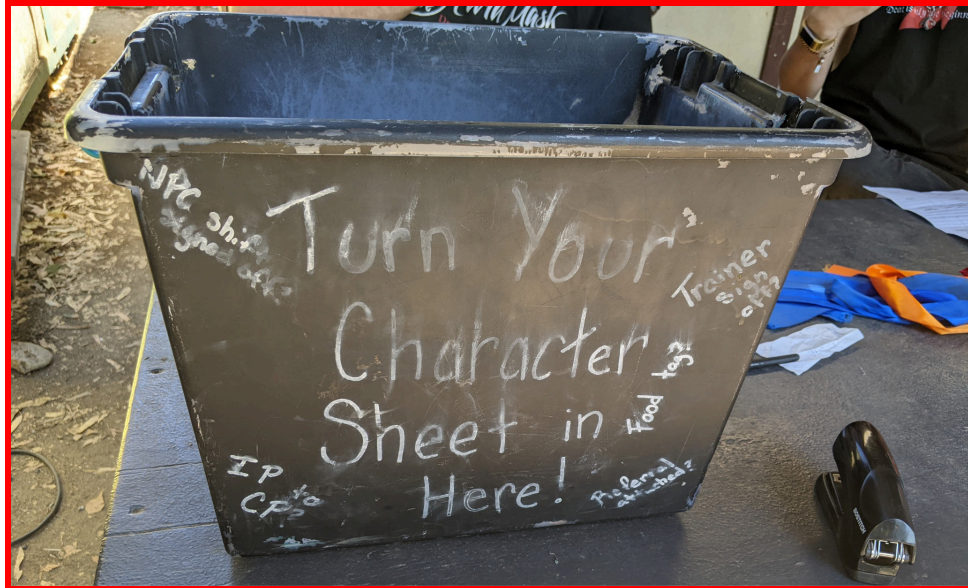


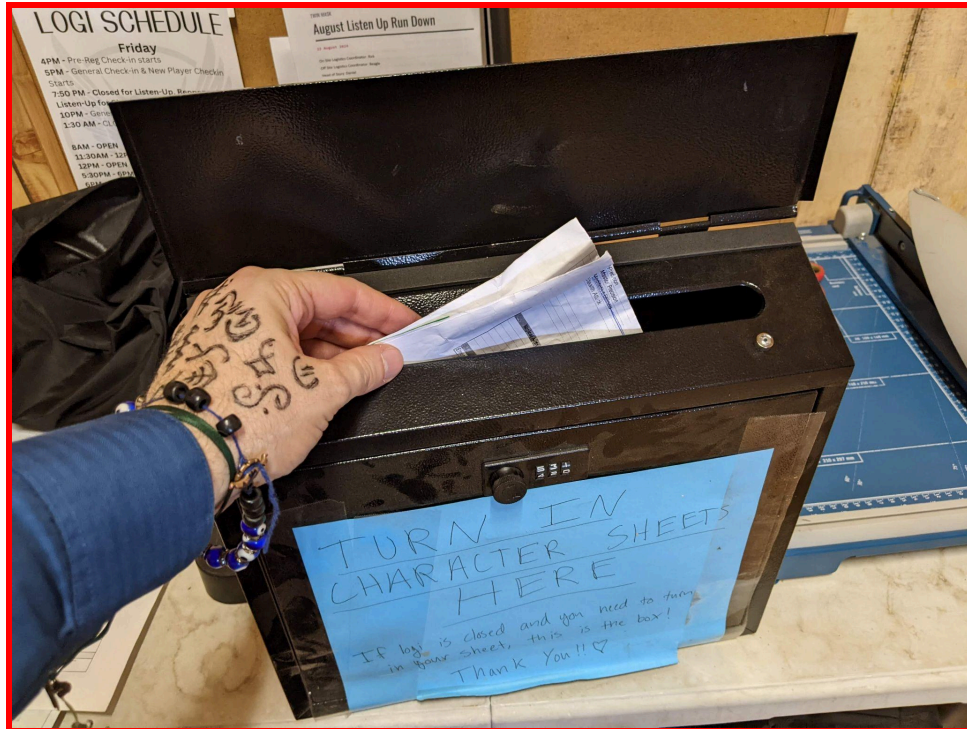
Checking Out of the Game

When you are ready to leave a Twin Mask game event, you generally only have to do one thing (in addition to packing up, etc.): **turn in your character sheet!** Make sure to fill out any necessary blanks on the back of your sheet to your satisfaction: decide how much IP to convert into CP (up to 3 points per game), make sure the skills you wish to acquire are legible and have trainers' signatures, and staple necessary tags to your character sheet—up to 1 Food item tag, Influence Cards for Allied Instruction, postage you want to be digitized, etc. There is always a stapler available at the Logistics window, unless Logistics is closed (VERY late on Saturday night, for instance).

Once you are happy with your sheet, you can either 1) hand your sheet in to the Logistics Staff or Advocates in the Logistics window, or 2) put it in the **dropbox** or the **lockbox**—whichever is available, depending on the time! Make sure to do this **BEFORE 12:00PM on Sunday!**

IMAGES 24A - 24C: DROPBOX AND LOCKBOX FOR SHEETS





If you have questions (about re-specs, skills, etc.) or need to grab a new-player referral sheet (to get bonus CP for your own character!), you can jump into Line 1 of Logistics and ask whoever is on shift.

If you need to return a loaner weapon, find the Return Bin for the loaner weapons, either in front of Logistics or back in the NPC Area, and place them inside with the *TIP FACING UPWARD*. If you can't find the Return Bin, ask the costuming advocates where it might be. (See IMAGE 16: LOANER-WEAPON RETURN BIN for a reference for what they look like.)

Breakdown Sunday

Game play ends at **5:00 AM on Sunday morning**. Players may still be in-character at this time, but no mechanical calls are allowed unless a Story Staff member is present. Additionally, cars are allowed on site starting at 5:00 AM, so everyone (drivers and players) need to be mindful of incoming vehicles.

All players and staff must clear everything off of site on Sunday. Nothing can remain on site, with the exception of objects stowed in Staff Storage.

Player responsibilities on Sunday include (but may not be limited to):

- Making sure to turn in their **character sheets before 12:00PM!**
- Removing flyers from boards around town that you put up. Please do so before you break down your camp, or by noon at the latest.

- **Breaking down your camp. LEAVE NO TRACE. Please check for mislaid props/costumes and ALL trash.**
- Bringing your trash bags to the dumpster in NPC camp.
- Turning in your character sheets to Logistics.
- Locking the gate when you leave. If you open it, you are responsible for closing it, even if there are other vehicles behind you.

We know that there are many camps with large setups, but Senior Staff cannot leave the site until all the players have left and the site has been OK'd for cleanup. **Please aim to be packed up by 11:00am and completely off-site by 1:00PM.**

Earning IP

There are many ways to assist Twin Mask in making an event successful. In appreciation for those who choose to perform additional tasks throughout the event, IP is provided as a reward for any specific actions completed. (Staff may elect to offer additional opportunities, as appropriate, beyond those listed as well). Here is a non-exhaustive list of IP opportunities:

- Performing additional hours as an NPC: 4 IP per hour
- NPC Laundry: 10 IP per bin
 - On Sunday morning, sign up to take a Wardrobe bin(s) to clean costume pieces between games. MUST be returned to site before Friday Listen Up of the following event. Please do not take any bins unless it can reliably make it to the next game.
- Spell packet donations: 5 IP for 20 packets
- Cleaning a bathroom: Sweeping is 2 IP, Mopping is 2 IP, and doing both is 5 IP
- Unclogging a toilet: 5 IP
- Servicing a hand-wash station: Emptying dirty water into a toilet is 2 IP, Refilling a station with clean water is 1 IP, and doing both is 4 IP (See [Appendix 1: Servicing Instructions](#))
- Refill a paper-towel or toilet-paper dispenser: 1 IP each
- Trash management (removing a full bag and replacing it with a fresh one): 3 IP per can

Where are the supplies?

Supplies are located in the locations listed below. If a type of supply cannot be located, players should come to Logistics and inquire. Staff will likely be able to assist, as some supplies are kept in locations not accessible by the general player population.

- Trash Bags are kept in Logistics and available upon request.
- Fresh drinking water (in smaller bottles) is kept at the water collection point in NPC camp.
- Large (5-gallon) bottles of fresh water are generally lined up directly next to hand-wash stations.

- A general supply of toilet paper and paper towels are usually positioned outside of the Logistics Storage Container. Ask a Logistics Staff member where this is located. These supplies are for resupply of the bathrooms and facilities on site, not for player-camp personal consumption. **Players are not authorized to enter the Logistics Storage Container without the specific direction/permission of Twin Mask Staff.**

Water Donations

Notices will be posted on the official social media pages before each Twin Mask event, calling for water-donation signups. Opportunities for water donations are usually snapped up pretty quickly, so we recommend being vigilant! Donations provide the following IP benefits:

- 3 (1-Gallon) Jugs AND a flat (24-pack of water bottles): 6 IP
- 1 Flat (24-pack of water bottles): 3 IP
- 2 Flats: 6 IP
- 6 (1-Gallon) Jugs: 6 IP

Donations should be placed in an organized manner in the small alleyway to the left of the green building just on the left side of the Logistics window. When you drop off your donation, ensure you **sign your name on the clipboard** provided, as this is the only way that IP will be provided in compensation for the donation.

Here are a few additional, important notes regarding water-donation sign-ups:

- We cannot take unlimited amounts of water donations, so online sign-ups are first-come, first served! Additional donations are always welcome, but to earn IP, you must first receive a confirmation of your sign-up online.
- Do not sign up for more than 6 Gallons total.

Props & Costuming Donations

To donate costume pieces or props, please follow the steps below:

1. Photograph each piece you wish to donate. Please make sure that each piece has its own picture, for clarity's sake.
2. Number each of your images, starting at "01," in ascending order. (That is, 01, 02, 03, 04, and so on.) This will help us to keep possible donations in order and to respond clearly with reference numbers for our selections.
3. Compile the images into an email, with your name and your character's name at the top. Send that email to the corresponding team— Twinmaskprops@gmail.com or Twinmask.wardrobe@gmail.com.
4. The Props or Wardrobe Team will respond with numbers matching your images. We will specify which pieces we can accept as donations, along with an amount of IP you will receive for donating those items.
5. Pack your approved items and drop them off at NPC Wardrobe (preferably before game-on on Friday night), and find a member of the find a member of the Props or Wardrobe team to sign off on your IP over the course of the weekend. If we

are unable to meet up to sign off on your sheet at the game, please send us an email immediately after the game.

DO NOT bring unapproved items to the game: we will not take them, and you will not receive IP for those items!

Photography

As per the Twin Mask Code of Conduct, Twin Mask has a dedicated photography and media team; as such, official photography and recording may happen at events. As such, by participating in the Event, you consent to event photography and recordings made by Twin Mask, and by attending, you signal that you fully understand that this media may be distributed at the discretion of Twin Mask for any legal use. For all other photography and filming, California is a two-party consent state, and therefore any non-consensual photography or recording is illegal. Players who wish to take their own photos or videos should coordinate with the Twin Mask media team first to seek permission, and they should otherwise seek explicit permission from the individuals they wish to record. Failure to do so may result in violation of the Code of Conduct and the application of appropriate disciplinary measures.

Between Events

During the week immediately following a Twin Mask event, all Staff and advocate members take a much-needed rest before re-engaging with the community. Since they are volunteers, it is critical that we allow our Staff members to recover from the mental, physical, and emotional “taxes” that they pay to make Twin Mask successful. We ask our players to be understanding and patient with the team, knowing we value all of the questions, stories, and enthusiasm you have to share. Once that week is over, we will get back to you as soon as we are able to, again asking for understanding that this process takes time: managing the 350-500 players that attend each Twin Mask event is a lot of work.

Part 4:

Become Part of the Twin Mask Team

Twin Mask is expanding, and that means we are always looking for people who are willing to step up and become a greater and more important part of our world, behind the scenes! There is a lot of work that goes into the creation of Adelpine, after all.

Twin Mask **STAFF** are people who have dedicated significant time to not only game events but also the many dimensions of Twin Mask that extend into the real world. Being a Staff member is a position of great trust, since it enables you to make decisions and authorize others in a way that nobody else can. **SENIOR Staff** members are the team members who have proven their dedication to our shared game over the course of many years.

Twin Mask **ADVOCATES** are players who have committed to greater responsibility, generally by carrying out the directions of Staff members and/or specializing in a specific part of the game that they can carry and tweak toward perfection. As you can see below, there are a lot of different fields within Twin Mask that need dedicated and trustworthy players to champion them.

Full List of Advocacy Teams

- Story
- General Logistics
- Makeup
- Safety
- Rules
- Muscle Crew
- Photography
- Check In
- New Players
- Database
- Community Management
- Site Management (Water/Trash/etc.)
- Art Team
- Medical
- Props
- Costumes
- Social Media
- Technical

Applying to Become an Advocate

If you are interested in becoming an Advocate for Twin Mask, please reach out to Scott Ross directly for more information and to express your interest. Generally, you should have a good idea of what part of the game you know best, since he will likely ask you where you can envision yourself doing the most good!

Applying to Become Staff

In order to be considered for a Staff position, you must meet the following criteria:

- Have been an advocate for at least three Twin Mask games.
- Be in good standing with our CMS department.

If you meet both of those criteria, please reach out to Loryanna Michalek (Laurel Bay on Discord) to express your interest and inquire if there is a possible route to Staff membership for you! She will add your name and expressed interests to an internal log of individuals who have asked for potential positions, and someone from Staff will reach out to you to follow up when a new position comes available that we believe would be a good fit.

Appendix 1:

Servicing Instructions

Hand-Wash Stations

To refill empty **water tanks** (so that people can, y'know, wash their hands), you will need a funnel and a bottle of water. Although Twin Mask tries to provide nice funnels, they also go missing just as frequently... so you will often end up using an empty, 16-fluid-ounce plastic water bottle with the bottom cut off as a makeshift funnel. Fortunately, that works just fine!

You should be able to find large, 5-gallon jugs of water near each grouping of hand-wash stations. They are heavy enough that you will likely need to recruit a nearby helper to help hold a jug while you pour it in. If there are none of the big, 5-gallon jugs, you can look at the water stockpile (next to the Logistics building) for 1-gallon jugs.

To open the water tank, look for a turnable flat knob (that looks like a large cog-wheel) just under the lip of the hand-washing basin. Each hand-washing station has two such basins, so if you don't see the knob, circle around to the other side and look there. Once you get the knob open, you just need to pour the water in there! An empty hand-wash station will hold at least 5 gallons at a time.

Once you have refilled the water, make sure to replace the caps of any 5-gallon jugs you emptied. Also, go to Logistics and make sure to get your IP for doing this job!

To refill the paper-towel holders, you will just need to grab a new pack of paper towels. They are kept in the Logistics storage area to the left of NPC camp. Ask a Logistics Staff member where this is located.

Get a pack of paper towels, take off any wrapper or paper on it, and then lift open the top of the hand-wash station's paper-towel holder. You should be able to plunk a pack of paper towels down into it, easy-peasy. If you cannot access the holder, for some reason, you could place the towels on top of the hand-wash station instead. Again, don't forget to report to Logistics and get your IP for helping out!

If the liquid-soap holders run out of soap... we actually do not refill them during game events. There should be hand-sanitizer nearby. If you cannot find any, you can ask Logistics.

Toilet Paper (Toilet Facilities and Porta-Potties)

When you find that any toilet facilities are out of (or even just very low on) toilet paper, you should make it a priority to re-stock them. You can find toilet paper in the Staff Storage “patio” area, as pictured above. Most of this toilet paper may not perfectly match the large, industrial-sized fixtures that the Porta-Potties use to hold their large spools of toilet paper... so just put a few rolls of normal toilet paper there anyway, without using the large fixtures. It’s still going to be a LOT better for everyone involved than being stranded with no toilet paper.

And, of course, don’t forget to report to Logistics to get some IP for your service!

CHANGELOG

Suggested links updated to reflect move from Koroneburg to SC Village. (All of it...) All Koroneburg place names and mentions updated to reflect move to SC Village.

Smoking Policy updated to reflect SC Village smoking policy and smoking area locations.

Vehicles on Site / Parking updated to reflect SC Village parking areas, new location for ADA and Staff parking, prohibition on vehicles entering site beyond the parking area, loading zone policies and limitations, and driving restrictions in accordance with SC Village site rules. All images updated accordingly.

General Camping Rules updated to reflect camping policies of SC Village, specifically non-authorized areas for camping and clarification of rules regarding the modification of existing structures.

Trailers & RVs policy updated to reflect SC Village parking, namely that campers/trailers may only park in General Parking.

Site Amenities updated to reflect locations of porta-potties and lack of running water on site.

Logistics Hours of Operations updated to reflect new closure, restock, and check-in only times.

Check-In updated to reflect new hours, location of check-in as within the Logistics building, and hours for New Player Training.

Campsite pack up deadline updated to 11:00am on Sunday. Character sheet turn in deadline updated to 12:00pm on Sunday. Getting completely off-site deadline updated to 1:00pm on Sunday.

Animals on Site updated to reflect wildlife relevant to SC Village and policy regarding snake sightings.

“Where are the supplies?” updated to reflect new locations of supplies.

“Food” updated to reflect SC Village cooking policy, namely that cooking is permitted only in the “Tables & Cooking” area of site as indicated on the map.

“Appendix 1: Servicing Instructions” updated to reflect current instructions for hand-wash stations and the new locations of supplies.