

## Welcome to SOLAR Cerroneth.

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The most important terms you must understand as a new player are "**In Play**" (IP) and "**Out Of Play**" (OOP). Page 10 of the Rulebook gives more information about IP vs OOP, but we want to make sure that you understand the basic concept of these terms before you get started.

Being OOP is signified by a white headband. It is your responsibility to have your own white headband for this purpose.

- There are very few acceptable reasons to go OOP. Going to the Bath House or working for the Game are acceptable reasons to go OOP.

While OOP, you should not interact with people who are IP in any way. Avoid areas with IP people and certainly do **NOT** talk with IP people. Seriously, do not bother IP people if you are OOP. Just don't.

- You may **NOT**, under any circumstances, use information learned while you are OOP in an IP manner. This is considered cheating and will be treated accordingly. Make sure you take care to keep any OOP information separate.
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### Logistics and Tags:

**When you check-in** at the beginning of the event you will get a Paid/Work Chit and, after your first event, you will get an envelope from the Tags team because you updated online. This envelope will contain your Life Tag, any spells or skills you get per day, and a permanent tag for any new skill you learned. Do not throw the blue skill tags away.

**Turn Your Tags in** on Sunday afternoon in the box in the Tavern. Fill out your envelope and make sure your Work Chit is signed by your Monster or Tavern Marshal and you turn in gold if you wish to EP cap.

- **If you are not sure** what you need to turn in or what skills you want to buy when you checkout, feel free to email Logistics [[cerro.logistics@gmail.com](mailto:cerro.logistics@gmail.com)] with any questions. Turn in your *Life Tag*, *Paid/Work Chit*, and Gold to EP cap. Remember to write your name, character name, and your email address on your envelope.

NOTE: any questions about your character's skills or MyLARP should be directed to the Logistics email.

**Update Online** between events. This is not optional. You will need to log on to the website ([cerroneth.com](http://cerroneth.com)) and complete a *Tag Request* and update on MyLARP. Tag Request is for any daily skills you use, like Critical Slays or spells. Updating MyLARP spends your build that you earned during the last event. Use MyLARP when you want to buy more spells, pick up a weapon skill, and other things of that nature.

- **Learning Combat, Craft, and Lore Skills:** You can learn any skill IP ... as long as you can **find a teacher** for that skill. This is not optional. You can learn *Craftskill: Underwater Basket Weaving* if you want to, as long as you can find an IP teacher for that skill. If your teacher is Plot, they will write you a card to include in your checkout envelope. Players teaching you a skill will do it via MyLARP.
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### Out Of Play Information:

- **Monster Time:** You are required to work two hours for the game. Generally, this is done as working for Monster Town to entertain town. This is a great way to get more familiar with the combat system. You are always welcome to work extra hours, for which you will be rewarded. Ask your Marshall about "pulls" while you're working.
- **Reset:** A specific period of time on Saturday afternoon when the entire game goes Out of Play. Reset is between 4pm and 5pm on Saturday of the event. During reset you can make changes to your spell list with the Tags Staff in the tavern, eat, sleep, shower, whatever you need. If you were IP at the beginning of Reset, you should be back in that same place IP when Reset ends.

**Where your character is when you are OOP:** If you go OOP for any reason, there needs to be a physical representation of your character IP. This is generally done with a piece of costuming and your tags. If your character leaves the town IP, you need to consult Plot.

- **Remember, this is Roleplay!** Characters might be rude, crude, or disrespectful. The players, however, are generally very kind and helpful. Remember, there is a difference!
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## Combat

- **Monster!** One of the best ways to get familiar with how combat works is to Monster. Monstering additional shift will also yield material rewards (gold, items, etc.) that you can use IP.  
**Spells:** Even if your character does not cast spell at all, you should learn the names of the spells, what their effects are, and the duration of those effects. You can take your time learning the verbals if you wish, but knowing spell names and what they do will make you more combat savvy very quickly.  
**Try New Things.** During your first three events you are free to try out different combat styles to see what you enjoy and what you don't. If you don't like a particular fighting style, just let logistics know that you are new and would like to try a different style. Take advantage of this during your first three events. After that, you will need to wait until a certain time to respend your build.
- **Ask ... After Combat.** If something happens that you do not understand, you should not stop an entire combat to ask for clarification. Wait until that encounter is over, THEN ask those involved to clarify what happened. It's courteous and keeps the game flowing.

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## In- Play Information:

**Kingdom:** We live in a kingdom called *Cerroneth*. The current King is King Rhett Von Crimson. This is a monarchy. The King's words are the law.

- **Meritocracy:** Cerroneth is a rare kingdom because peasants can become nobles based on their deeds and merit, at the King's discretion. Some noble titles are inherited, but most are earned.

**Gathers:** Every month the Heroes meet for a weekend to handle kingdom business. These meetings are referred to as "*Gathers*" and usually take place in the cities of Vel'Yadin or Dethel.

**Addressing Royalty:** The King is referred to as "Your Majesty." The Prince and Princess are generally called "Your Highness" or a small variation thereof.

**Addressing Nobility:** Barons are called "Lord" or "Lady" and it is customary to address Counts with "Your Excellence". On the Rare occasion you might meet a Duke or Duchess, they are referred to as "Your Grace".

**The Planes:** The Plane we live on is called *Tyrre*. There are allegedly many other planes; the planes of *Fire*, *Law*, and *Ice* are frequently mentioned among heroes.

For more information on the varying cultures, lands and groups of Cerroneth, see Chapter 2 of the rulebook.

The rulebook may be downloaded in its entirety at [www.cerroneth.com](http://www.cerroneth.com).

**Heroes that are new to Gathers frequently get information and assistance from Crown Guilds like the *Healer's Guild* or the *Celestial Guild*. Just ask for directions to the guild hall!**

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Join our Facebook Group!

**SOLAR MS:Cerroneth**

See game photos on Instagram!

<https://instagram.com/cerroneth/>

Download the rulebook and visit the New Player Section of the website!

[www.cerroneth.com](http://www.cerroneth.com)

