

ZOMBIE LARP

WHiTE NOiSE



Survivor's Handbook.

WHAT

Fight zombies in an abandoned mall.

Armed with NERF guns, you and your friends have to fight, explore, complete missions, and escape. If you die, you join the zombies. It's a live-action game of combat, suspense, black comedy, and howling fear.

WHEN

Saturday 24 March

10:30AM – 8.30PM

Don't be late! There is a very important safety briefing at the start of the day. You **MUST** attend this briefing!

WHERE

Friars Walk Mall

Garrard Street, Reading, RG1 1NR

It's just across the street from Reading Rail Station. The mall's main doors are closed up, so we use the basement entrance on Garrard Street, next to the car park. If you have a car, you can park it free for the day.

TiCKETS

(Now sold out, sorry!)

Attendees must be 18 or older.

Player tickets – three games as a human (survival not guaranteed!) and one in which you start as a zombie.

Crew tickets – help us run the event. Play as special creatures, and do all sorts of weird jobs. (Here's the big secret: it's *just as much fun as playing*, but we don't charge as much because you're being useful.)

JOIN US



[ZombieLARP
.co.uk](http://ZombieLARP.co.uk)



[Facebook](#)



[Twitter](#)



[Email us](#)



BRiNG

Food and drinks.

This is an all-day event. There are plenty of places to eat nearby, but if you wander off for long you might miss the start of a run and have to sit it out. Most people bring packed lunches and snacks, then grab takeaway in the evening.

A torch.

Parts of the venue are dark and we like spooky torchbeams. It's for your own good, honest.

Sensible clothes.

You will probably fall to the ground at some point, so we recommend wearing trousers to protect your knees. If you are particularly worried, you could also wear gloves. *Also: whatever you wear, it may get fake blood on it.*

Weapons (if you want).

If you've got a NERF gun, bring it along. If not, no worries—we'll provide weapons for you.

Please note: *The refs need to limit access to weapons for the sake of game balance. If you do bring your own weapons, you'll have to "check them in" to the communal armoury and we can't promise that you'll be able to use them. This applies particularly to melee weapons: except in very special cases, players will not be allowed to use their own melee weapons, and access to melee weapons will be very limited in the game.)*

Costume (if you want).

Some players wear amazing gory zombie costumes, or kit themselves out in body armour, helmets and radios — none of which will help them in the slightest, the poor human fools. So if you have an idea for a costume, go for it — but ordinary clothes are fine too. We will supply fake blood (which is really the only costume that a zombie needs).



STORY

This zombie situation is getting out of hand.

Friars Walk Mall is meant to be a sanctuary for the survivors of a zombie outbreak. But the mall is probably a bit *more* dangerous than the streets outside. It's infested with walking corpses, mad scientists, alchemical deathtraps, super-zombies and a giant leech. The air is thick with virus motes, bad dreams, sentient noises and occult transmissions.

But the real story is created by a hundred players sneaking, fighting, running and scaring each other. ZombieLARP is all about how YOU survive the mall – or die a grisly death.

RULES

It's all real-time physical action.

NERF guns are used to shoot zombies. Close-quarters combat is done by whacking other players with foam-rubber weapons. (These weapons are relatively rare, so you may not get a chance to use one, but you'll still be shown how to fight with them safely). Zombies prowl around and “maul” humans with their hands.

Injuries and deaths are represented by players changing their behaviour – limping, losing the use of an arm, or “dropping dead” and coming back to life as a zombie.

The rest of the rules will be explained on the day, but that's most of it! The day is split into four “runs”, with breaks in between. You'll start out as *human* for three of the runs, and as a *zombie* for the other. Unless you're very skilled (or very lucky) you're sure to end up as a zombie on some of your human runs too.

