

Nordic Equinox 2025

Rules

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This is an unofficial translation into English from Estonian.

The rules are complete and up to date but grammatical and typing errors may occur.

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(Since Estonian language is not gender binary, for conveniences sake, this quick translation will use the male pronoun “he” to describe any player, regardless of their gender.)

Main Rules

General

- All activities during the event are directed by game masters and/or organizers. If a participant doesn't comply with their orders he will be expelled from the event and in extreme cases might lose the right to participate in future events.
- A game master (GM) has the right to make decisions that differ from current rules. At that moment, the participant has no right to argue those decisions. All appellations can be submitted afterwards.
- The game masters have the right to appoint rules-referees (REF's), who's task it is to ensure that rules are being followed. The rule-referee has NO RIGHT to make decisions that differ from current rules.
- The game masters will designate trustees among the players who will be introduced at the briefing. The trustees have the same rights as rules-referees (REF's).
- If players have complaints about rule violations or concerning other players, they must first address them to a trustee. Only after that can the issue be escalated to a game master, if the player so wishes.
- Everything that participants experience during the event is a part of the game and should be taken as such. All characters are fictional and resemblances to actual persons or events are purely coincidental. All actions performed towards a participant are performed towards the character he is playing.
- Every participant must understand that he takes part in an active form of entertainment, where everyone is responsible for their own actions. The organizers take no responsibility for physical, material or moral damage, inflicted upon participants or third parties.
- The players do not have to do anything they deem to dangerous, therefore the organizers take no responsibility for anyone's safety. The organizers ask the participants to be mindful of their surroundings, play safely and treat the cultural landscape of the game area with due respect.
- Every item that bears an out of game mark (see. In-game designators) is invisible, inaudible and generally "not there" for participants.
- Players participating in contests may not copy or imitate the heraldic devices, symbols or color combinations of other groups or hosts.
- All players must present a form of identification during check-in. It is not permitted to participate anonymously on Nordic Equinox. Player's name will be marked on their armband and they must present it when requested by a REF or GM.

STOPP rule

- If anyone calls out „STOP“, everybody present must stop what they are doing immediately, remain quiet and drop to one knee.
- This signals that something is wrong and/or potentially dangerous and/or the game has been stopped.
- DROPPING TO ONE KNEE AND BEING SILENT IS NECESSARY, to avoid movement and interaction during the game stop.
- If anyone moves to an area where the game has been stopped, he is immediately bound with the stop and must also drop to one knee and be silent.
- The game continues when the person who called out "STOP" and/or the game masters have confirmed that all parties are ready and give a signal to continue the game.
- If a player has pressing reasons to move during a game stop (for example to give aid), he must drop his weapon(s) and shield(s). He must be back on his place before the game is restarted. If he fails to do this, he will be considered as having left the game.

- A participant can never use „STOP” rule for trivial matters. If a player uses “STOP”, during combat he will be considered unconscious (HP=0) after that.
- While stop means general stopping order, this word is currently reserved for game purposes and should not be used in speech in-, or out of game. To stop some-one’s movement please use alternatives like: “stand, halt, wait up, hold!”

A player can use the „STOP” rule only if:

1. He wishes to stop a situation that is unpleasant for him out of game. At any time, a player feels that the situation is unbearable for him as a person, he can stop it immediately, by yelling clearly and audibly “STOP”.
2. He has injured himself out of game, sudden medical problems occur or an accident is about to happen.
3. A possibly dangerous out of game situation occurs.

A player **CAN NOT** use „STOP” rule, if:

1. The situation is difficult/unpleasant/dangerous in game and for his character.
2. The no-physical-contact rule is broken with someone else or the situation appears to be unpleasant for someone else. It is up to the other player to decide if a stop is needed.

In-Game designators

Red-and-white plastic tape – signifies an out of game area, item or state. Characters cannot see through the tape and cannot move over or under it. All items or persons that are surrounded with the tape cannot be sensed in any way. If a certain part of an item is marked with the tape, that part cannot be used.

Yellow-and-black plastic tape – signifies an area or item that has a special effect. Together with the tape (on the edge of the area or on top of the item) there is an envelope with directions that the players who are next to the area or item must follow immediately. Different character classes may have different directions – a player may/must read only the directions addressed to his own character class. If there are directions for only other character classes, the player’s character is not affected by the area or item. Those directions are out of game items and reading them is an out of game activity.

Blue cloth ribbon, at least 5cm wide – signifies a magic barrier. Either a magic circle or a mana node. Only someone who is in the Mage class, can move through a magic barrier. All other characters can freely see and hear everything that is on the other side of the barrier, but they cannot move over or under it. Neither can they strike over the barrier with their weapon, nor throw, pass or take items over it.

Transparent plastic sheet that is less than 10cm wide – signifies passable in-game barrier (for example a spider web). Is impervious to regular weapons. Characters can see and hear through it. They can crawl through, over or under it, if they do not touch the plastic by doing so.

Transparent or opaque plastic sheet that is wider than 10cm – signifies a natural or artificial wall. Characters cannot move over, under or through it. Characters cannot see through walls but may be able to hear through them. Hearing through walls is not specified in rules, please use common sense and game logic.

Day-cycle – for the purposes of any game mechanics day lasts from 10:00 to 10:00 the next calendar day. One day has two cycles, “day” (10:00 to 22:00) and “night” (22:00 to 10:00 the next calendar day). For game purposes the sun rises at 10:00 and sets at 22:00. Any rules or resources designated “once-per-day” or “during that day” will reset 10:00 every morning. Any rules or resources designated “once-per-cycle” will reset at either 10:00 or 22:00 respectively.

Combat rules

Combat is defined as: A situation when one side or both sides hold a weapon imitation, with the intent to attack the other or defend himself. According to this a combat cannot be started between two weaponless participants or participants armed with only shields.

Every player is obligated to constantly verify that the weapon imitation he uses, conforms to the regulations and is safe. If in doubt the player must always immediately stop using the imitation.

Hit Points

- Every character has 2 hit points if his chosen class, or the game masters have not said otherwise.
- Every valid weapon strike (see. below) removes one hit point. If hit points have been reduced to zero a character loses consciousness.
- Unconscious character cannot move or interact with others in any way.
- If a character has armor points (the system for awarding armor points is given in the Appendix 2) a strike with a melee weapon to the armor, means the armor points are lost before hit points.
- A strike from an arrow or bolt will remove hit points regardless of armor.
- A strike from the Big Stone removes all hit points, regardless of armor.
- A shield will defend against weapon strikes and strikes from a big stone. (In the latter case, the character struck will lose consciousness for 5 minutes.)
- A character can regain hit points at a speed of one hit point per 20 minutes, if his wounds have been bound.
- Unconscious character (no hit point) who is not yet dead (see. below), can be brought back to consciousness by binding his wounds.

Weapon strike

A weapon strike is considered valid if it has at least one of those three characteristics:

- there has been at least a meter-long swing before the strike;
- the strike lands audibly on the target;
- the strike has been executed with enough force for the target to feel it;

A weapon strike is considered invalid if it has at least one of those two characteristics:

- has been performed ignoring one or several combat safety rule(s);
- has struck inaccurately as a glancing or scratching blow;

Whether the weapon strike was valid or not is ALWAYS AND ONLY decided by the one who was hit – it's a gentleman's game.

Death

- A character will die if:
 - He has lain unconscious (HP=0) for 10 minutes.
 - He is permanently killed (see. below)
- A participant, who's character has truly died must go to Manala immediately.
- When moving, the player holds his hand on his head. It is not permitted to communicate with other participants in any way.

- To permanently kill a character, a player imitates hacking the body of his enemy to pieces with a weapon. It must be done for at least 10 seconds, counting the seconds loud and clear: “one-one thousand, two-two thousand, three-three thousand... etc.”

Last act of vengeance

A character who has been permanently killed (hacked to pieces) may declare loudly and clearly “last act of vengeance” if he wishes to. In that case:

- All his hit- and armor points are immediately restored to maximum and he turns into a ghostlike creature who is invulnerable to anyone besides his killer.
- As the last act of vengeance, the ghost will fight its killer. The character can do nothing else, affect, attack or communicate to no one else.
- If his killer loses consciousness (HP=0) or characters own hit points are reduced to zero again he will be destroyed. He must relinquish all in-game items and immediately move to Manala.
- A character who used last act of vengeance cannot return from Manala prematurely, even if other mechanics would allow it.
- Last act of vengeance cannot be used by players participating in a contest.

Combat safety

- Excessively brutal strikes and/or strikes made deliberately to injure another player (in real life) are forbidden.
- Heavy physical contact (like punches, kicks, twists, locks, bashing without a shield, throws, etc.) with any body part, are forbidden.
- It is forbidden to deliberately rush or push other players in combat (except Shield Bashing rules).
- Invalid targets are the neck, head and crotch – strikes to those body parts are forbidden and do not remove hit points or armor points. (except bows and arrows and big stones for which there are no invalid targets).
- It is absolutely forbidden to grab the weapon or shield of the opponent even with the use of your weapon or shield. NO GRABBING WEAPONS!

Bashing with a shield

- A shield bearer may use his shield to bash only another shield bearer! Bashing players with no shield is forbidden!
- Bashing without a shield (even if the other player has a shield) is forbidden.
- All bashes must be made from the front i.e. the field of vision of the target.
- All bashing must be conducted with the full front of the shield.
- Under no circumstances can the edge of the shield be used for bashing or striking.
- Only shields that are at least 55 cm wide on their widest axis, may be used for bashing.

Knocking Out

- To KO an opponent a player must tap him lightly on the head from behind with one hand and hold a weapon in the other hand at the same time.
- KO doesn't work if the target wears a helmet or sees the attacker.
- If the knockout succeeds, the target will lose consciousness for 1 minute (slowly counts to 60).

Weapons

- Only specially made weapon imitations can be used as weapons. The imitations must conform to constructional rules, described in the [Appendix 1](#).
- The weapons are divided to four categories, based on length:

#	Length	Category
I	5-100 cm	One handed weapons*
II	100-120 cm	One-and-half handed weapons*
III	over 120 cm	Two handed weapons
IV	-	Ranged weapons

* An exception is a short spear or javelin where the categories are: 50-100cm one handed and 100-160cm one-and-half handed.

- Weapon length is measured as a total (handles and decorations included).
- If a weapon has moving details, they are pulled straight for measuring to obtain the maximum possible length.
- Two one handed weapons can be used at the same time (one in each hand).
- A one-and-a-half handed weapon and a one-handed weapon can be used at the same time provided **the combined length of those weapons does not exceed two meters (200 cm)**.
- The appearance of the weapon is free, if it conforms with safety standards and retains general characteristics of its type.
- **Only one shield at a time may be used.**
- **A shield may not be used together with a two handed or ranged weapon.**

Big stone

- A big stone is classified as specially made, soft, round, at least 30cm thick object, with a weight of not over 300 grams
- A big stone must be lifted, carried or used with both hands and a player cannot run while wielding a big stone.
- A big stone cannot be used to block blows
- Only one big stone at a time can be handled by a player
- A big stone cannot be thrown but must be allowed to fall.
- As an exception, there are no invalid targets for a big stone.
- A big stone always removes all hit points when it hits. Armor (or even a helmet) does not protect from a big stone.
- If blocked with a shield the big stone does not remove hit points but the character loses consciousness for 5 minutes (counts slowly to 300).

Siege engines

- The only siege engines freely available to players are battering rams.
- A battering ram must be visually impressive, and it takes at least 4 people to carry and wield it. The persons carrying/wielding a battering ram cannot hold a weapon at the same time.
- All siege engines must be checked and verified by a Game Master before the game.
- It is impossible to construct siege engines during the game and random items cannot be used such.
- Siege engines cannot be used as melee weapons, even if their materials and construction would conform with the safety standards.
- To use siege engines that fire projectiles a player must have a valid, at least 2nd level permit in the “Larp Ranged Weapon Regulation” system. Using projectile siege engines must conform with the systems safety rules version 1.3 or above.

- All projectiles fired from siege engines are considered Big Stones when they hit. **Siege engine projectiles are not considered Big Stones for lifting and carrying them.**
- Siege engines can be destroyed similar to permanent killing rules, by holding a weapon against it and counting slowly to ten.
- Destroyed siege engines can be restored if one of its owners spends 15 minutes uninterrupted fixing it. It is not mandatory to roleplay the repair however during that time the siege engine can not be moved, the repairer can hold no weapons or shield and can not move further than 2 meters from the engine.

Ranged weapons (bows and crossbows)

- To use ranged weapons a player must have a valid license in “Larp Ranged Weapon Regulation” system.
- All use of ranged weapons must conform to “Larp Ranged Weapon Regulation” system rules version 1.3
- For ranged weapons that shoot arrows there are no forbidden strike zones. Every hit counts.
- A strike from an arrow ignores armor and removes a hit point each time (armor remains intact).

Binding wounds and healing

- Everyone knows how to bind wounds
- To bind a wound a representation of a bandage is required – a white strip of cloth, at least 5cm wide and 50cm long.
- One bandage is required to bind one hand or foot or the torso.
- A wounded character will regain consciousness 60 seconds after his wounds have been tended to. He can then talk and move or act with great difficulty.
- Bandages can be removed and reused – if the wound has not yet healed, it will open immediately if the bandage is removed.
- A character whose wounds have been bound will regain one hit point in 20 minutes, provided he doesn't do anything strenuous (like running or fighting).
- If a character whose wounds have been bound will remain immobile and Healer continues to roleplay tending him, he will regain one hit point in 10 minutes.
- If a character whose wounds have been bound, does anything strenuous, his wounds will open and his hit points won't regenerate. If at that moment, he has not regained at least one hit point, he will again lose consciousness and start dying.

Spoils of war

- Gathering the spoils of war or „looting” is searching and robbing an unconscious or a dead character of all in game items.
- In game items that do not belong to the player – like favors, artifacts, group/host flags, etc. can always be looted.
- If a player wishes not to be physically searched, he must voluntarily relinquish all in-game items.
- Looting of personal items or equipment is only allowed with the express permission of the player, playing him. If the player declines, no equipment can be taken.

Responsibility

- **ATTENTION:** When looting someone's personal equipment, the looter immediately becomes responsible for the items he takes.
- The looter is obligated to find the looted after the game (or earlier) and return ALL items he took from him. All the items must be in the same condition as when taken.
- When the looted equipment has been lost, ruined or destroyed, the looter must replace, repair or compensate it.
- Even when the looter himself was later looted, he will ALWAYS remain responsible for the equipment he took, to the person he took it from.
- To avoid misunderstandings the Game Masters, advise better not to loot personal equipment.
- **ATTENTION:** In-game items and artefacts are not souvenirs. Please do not break them and return them by the end of the event, at the latest, to check-in.
- If you have found/gained an item, without knowing who the owner is, please return it to the Game Masters, by the end of the game, at the latest.
- It is forbidden to "steal" i.e. secretly remove in-game items or decorations from player camps.

Decorations and props

- It is forbidden to use any chemicals that are dangerous or pose a health risk when ingested as part of roleplaying (including as part of a costume, alchemy lab or to create special effects)!

Game area rules

Light and how to use it

- Using flashlights in the in-game zones is strictly forbidden!
 - Any kind of chemical light-sticks or the chemicals within them are reserved for roleplaying purposes. Players are forbidden to bring them into game themselves.
 - It is forbidden to use moving red light in-game. Red light designates a GM or out-of-game state.
 - Luminescent light is allowed if it is a stationary light source.
 - Electrical light is allowed only if it is diffused, the light strength is not excessive and the appearance of the light source fits with the game context.
 - All such light sources must be approved by Game Masters.
 - Anyone can use an electric light source that fits those criteria, but it can be switched on or off only by someone with Mage character class.
 - Game Masters can forbid any light source if they deem it dangerous or disruptive for the game.
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Manala

- Manala is a specially marked out of game area, which location will be shown to all participants, before the game starts.
 - If a character has permanently died, the player has to go to Manala. The conditions for returning from Manala will be decided by the Game Masters.
 - When returning from Manala, the character does not remember anything that happened to him 5 minutes before he lost consciousness.
 - Special rules for Manala and dying may be in effect during contests.
-

Zones

- The game area is divided into three zones, which are: warded (i.e. white) zone, wild (i.e. red) zone and out-of-game (i.e. blue) zone.
 - The border between white and red zone is marked with border posts where possible or needed.
 - It is forbidden to fight and roleplay in the out-of-game (blue) zone. If you enter a blue zone during combat, you have 30 seconds to exit. If you do not, you are considered captured and must act according to opponent's commands. Any out-of-game activities should be confined to blue zones.
 - In the warded (white) zone it is forbidden to initiate combat without mutual consent (except during a contest). White zones can be used to escape combat between contests.
 - In the wild (red) zone combat is always allowed.
 - White and red zones are roleplaying zones and you must stay in character when there. Out-of-game items should not be brought into those zones or the items must be sufficiently concealed.
 - All white zones will become red zones for the duration of a contest (from start signal to end signal). Players not taking part in the contest can be safe only inside a player camp or blue zone.
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In-Game money

- Most common in-game currency are "favors".
- Favors are small tokens which represent the good will of Ancalagon.

- Favors are seeded into game and distributed to players via various means by the game masters.
- Players are forbidden to introduce markers representing favors into the game by themselves.
- Favors can always be looted (see below).
- In addition to favors, other small tokens or in-game money is possible. Its usage or acceptance as currency is only dependent on players and NPC's.

Artifacts

Artifacts are extremely powerful and rare, magic or ancient items that may have effects which can alter the game rules in many ways.

Artifact card

- Those effects are described on the bilingual artifact card (special laminated game marker) that must be kept with the artifact always. Without the card, the artifact will have no effect or value.
- When using the artifacts abilities, the card must be shown to anyone wishing to read it.
- Showing the card and reading it are out-of-game activities and players must follow the instructions on the card as if they were orders from a game master.
- Only Mages or Alchemists can interpret the artifact card in-game (*identify it*).

Using artifacts

- Artifacts are divided in the following groups, based on their use:
 - [2] Rings (worn on fingers)
 - [1] Amulets (worn hanging from the neck)
 - [1] Headdresses-jewelry (worn on the head)
 - [1] Clothing-armor (worn on the body)
 - [2] Accessories (worn attached to body or held in hand)
 - [1] Relics (usable in the magic circle of a player camp)
 - [X] Magic scrolls*
 - [X] Altar crystals**
- The number of artifacts of the same type that a character can use at a time is designated in the square brackets before the type description.
 - * During a Contest only one spell from each host can affect any single character or game area. Outside of contests only one spell (the last one) can affect a character or a game area.
 - ** The maximum number of altar crystals that can be used by a camp depends on their altar, but more than 4 crystals of the same type can never be used simultaneously.
- When using multiple artifacts their effects (both beneficial and detrimental) are added up.
- Most artifacts survive "*the travel between dimensions*" – artifacts are kept from game to game and must be returned (together with their card) to game masters at check-out. There they will be registered to the player or camp and that player or camp can use the artifact again on next Nordic Equinox series game.
- If the artifact does not keep, it is specifically noted on the artifact card (for example Altar crystals and Magic scrolls never keep).
- A player may construct his own representation of his artifact for the next event and use it together with the artifact card that he will get from game masters at check-in.
- An artifact and its card are always lootable (please consider that when bringing your own representations for artifacts) and technically the same item. When either one is found/looted the other one must also be relinquished.

- Cards that are not registered at check-out will become invalid after the game and those artifacts cannot be used on the next game. (*The artifact will be lost*).
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Mana nodes and mana chests

Mana nodes

- Mana nodes are areas that are permanently designated with a blue cloth ribbon and which contain a special altar or apparatus.
- Only a mage can enter a mana node.
- A mage can (while inside a mana node) repel another mage for 15 minutes from the mana node the same way he would destroy a created circle. The node itself is not destroyed.
- Mana node will accumulate magic at the rate of 1 unit in each 10 minutes. Mana node magic can be harvested and gathered using a mana chest.
- In addition, the mana node will generate a random number of favors from time-to-time. Any mage can gather the favors from a mana node.

Mana chest

- A mana chest is a special box that can be carried, used and opened only by characters of mage class.
- Mana chest can be used to remove/harvest magic that has gathered in mana nodes.
- The Magic can be sacrificed on the dragon altar which gives the player some favors and allows him to strengthen a host (the host gains victory points). Every unit of Magic gives 5 favors and 1 victory point when sacrificed.
- Each camp has their own unique mana chest, that can only be used by mages of that camp. The camp can always “recall” their mana chest (if its looted) by using ritual magic. Recalling will cost 100 favors and the chest will return empty.

Character classes and rules

Character Classes

Each player may freely choose their class during check-in. Once chosen the class cannot be changed by the player during the game. If a player does not wish or cannot choose a class, their character is automatically a Warrior.

Warrior

Hit Points: 2

Mana: 1

Special abilities: None

Special circumstances: None

Healer

Hit Points: 1

Mana: None!

Special abilities:

- Ancalagon grants the Healers the gift of healing with touch, **4 times** per contest. Healing with touch will instantly restore all Hit Points on a single character. An unconscious character (e.g. HP=0), will regain consciousness at once. The Healer must have his hands free (gripping no items) and to press his palms against the target. Skin contact is not necessary, as long as the target feels the pressure of the Healers hands.
- Can care for a wounded character, which remains lying and motionless – to do this, the Healer cannot wear any weapons or do something else. Also, he cannot move farther than 1 meter from the wounded character. A character who is so tended, will regain hit points twice as fast as usual (1 HP will regenerate in 10 minutes). A Healer can care for up to two characters at a time.
- Can create healing potions with the help of an alchemist.

Special circumstances:

- A healer cannot use a shield.
- Healers will have to role play their capabilities and ideally be identifiable by costume.
- A healer can use his abilities between contests as well but only **4 times** during sun-cycle. It means his healing powers will reset each time the sun rises or sets (in game mechanics terms at 22:00 and 10:00 respectively).
- A Healer must visibly wear a wide yellow ribbon or small flag to signify his status. This ribbon is an out-of-game item and only other Healers can react to it (recognize it).

Mage

Hit Points: 1

Mana: 5

Special abilities:

- A Mage does not lose consciousness when using mana.
- A Mage is the only one who can initiate a ritual circle.
- A Mage is the only one who can switch magic (electric) lighting on or off.
- A Mage is the only one who can walk through magic circles (marked with a blue cloth ribbon).
- A mage can create magic circles. A mage can destroy or reinforce magic circles created by other mages.
- Can create mana potions with the help of an alchemist.
- Can interpret the text from artifact cards in-game.

Special circumstances:

- Mages will have to role play their capabilities and ideally be identifiable by costume.
- Mage's mana is restored each time the sun rises or sets (in game mechanics terms respectively 22:00 and 10:00).
- A Mage can wear no effective armor (he can have armor-grade materials as a part of his costume but they don't constitute as armor when worn by a Mage) and use no shield.
- A Mage may gain additional armor- or hit points for his costume and roleplaying. Points gained by this may exceed the maximum amount allowed by current rules.
- Similarly, if a Mage doesn't have a distinctive costume and/or doesn't make an effort to act out his role, he may lose some or all of his class abilities.
- A Mage must visibly wear a wide blue ribbon or small flag to signify his status. This ribbon is an out-of-game item and only other Mages can react to it (recognize it).

Alchemist

Hit Points: 1

Mana: None!

Special abilities:

- Can, with the help of a laboratory, turn Essence gathered in Nordic Equinox world into Aelteir. Aelteir is used to create magic potions (healing or mana).
- Can interpret the text from artifact cards in-game.

Special circumstances:

- To make use of his special ability the Alchemist has to have laboratory.
- The equipment set up and looks of the laboratory are not regulated and are up to the player.
- The effectiveness of the laboratory in turning Essence into Aelteir, depends from the subjective will of Game Masters and depends mostly on how impressive the laboratory is.

Blacksmith

Hit Points: 5

Mana: None!

Special abilities:

- Can wear any armor and use all weapons
- Ancalagon grants the Blacksmith the gift of repairing an armor **4 times** per contest by touching it. Repairing immediately restores all armor points of the armor. To repair it the Blacksmith must also spend one piece of *Silver Ore* (special ore attainable in-game only). The Blacksmith must have his hands free (gripping no items) and to press his palms against the armor.

Special circumstances:

- Resistance to magic:
 - Healer's touch or healing potion will not work on a Blacksmith.
 - Blacksmith's hit points will not be restored for/between/after contests or sunrise/sunset.
 - When participating in contests the Blacksmith cannot use respawn points but must go to manala when dead.
 - A Blacksmith cannot buy himself out of manala prematurely but must always spend an hour there.
- The only way a Blacksmith can regain hit points is binding them (rules for binding wounds apply). However bound wounds heal twice as fast. It takes 10 minutes for a Blacksmith to regain a hit point (5 minutes if a Healer cares for him).
- The Blacksmith can use his armor repairing abilities between contests as well but only **6 times** during sun cycle. It means his armor repair powers will reset each time the sun rises or sets (in game mechanics terms at 22:00 and 10:00 respectively).

Magics

- The only magic available to players is ritual magic which must be performed in the presence of a Game Master.
- Ritual magic can be invoked by a ritual circle, which can only be initiated by a Mage and using a Scroll artifact.
- The ritual circle must include enough members to fulfill the Mana requirement for the spell preformed and the Mage initiating the spell, must use up enough Favors.
- Every character (except Mages) who expends his Mana for the ritual, will be unconscious for the first 15 minutes of the next contest. This effect can be negated if the character uses two (2) Favors when expending his Mana.
- Rituals affecting a contest must be performed before the start of the contest but no more than 30 minutes before the start signal, in the presence of the GM or REF accompanying the host.
- One host can affect a contest with just one ritual. If multiple rituals are performed only the last one is effective.
- **Players can use certain scrolls and ritual magic even outside contests and before larger battles. Such usage must be agreed with GM (not a REF!) beforehand.**

Scrolls

- Magic scrolls are artifacts that will not be preserved between games.
- Magic scrolls will be seeded into the game and distributed to players, by game masters via different means.

- Spells name, effect, mana- and favors cost and possible restrictions are described on the artifact card accompanying the scroll.

Magic circles

- Magic circle is designated with a blue cloth ribbon. The ribbon is placed on the ground or up to knee height.
- Only Mage class characters can enter a magic circle. Mages can freely pass through any magic circle and move objects in and out of it.
- Mages may not use weapons while in a magic circle.
- All mages are invulnerable inside a magic circle.
- Magic circles can be permanent on the game area (mana nodes) or created by mages i.e. temporary.
- **The height of a mana circle is roughly 2 meters. Two players can fight one another over the mana circle, if one of them stands at least 2 meters above or below it. Players in the mana circle must do all they can to not hinder or prevent that fight.**

A permanent magic circle

- Is a permanent magic circle placed by GM. To remove a permanent magic circle, the players will need an express permission or order from a GM (not a REF!).
- A mage can try to repel another mage for 15 minutes from a permanent circle the same way he would contest a created circle. The one who uses less mana is pushed out.

A created magic circle

- All mages can create magic circles. For this they will need a blue cloth ribbon that is at least 5cm wide and not more than 15m long. To create a magic circle, the mage will have to place the ribbon on the ground and tie its ends so that he himself will remain inside the circle. The circle has been created once the mage has tied the ribbon and released it.
- A magic circle cannot be created around live creatures! On the moment of creation only the mage himself may be inside the circle.
- Magic circles can only be created in the wild (red) zones and there may be places or situations in game, where magic circles do not work.
- Creating a magic circle takes no mana but a mage must rest at least 15 minutes after ending a circle or having his circle destroyed, before he can create another circle.
- A magic circle will remain if the mage stays inside it and does not touch it. Other mages can pass through the magic circle, try to destroy it or to reinforce it.
- Magic circles cannot overlap or be placed inside one another.

Destroying and reinforcing a created magic circle

- To destroy a magic circle, the mage must enter it and declare that he is attacking the circle. Upon this both mages will count to three and on the word “three”, hold up as many fingers as much mana they are using to attack/defend the circle.
- If the attacking mage used as much or more mana than the defender, the circle is immediately destroyed.
- Other mages can support either the attacker or the defender. To do this they must be inside the circle and with one hand touching the mage they wish to support. Upon the word “three”, they too raise as many fingers as much mana they wish to expend. All spent mana from connected mages is added up.
- If the attacker was unsuccessful, he must rest at least 15 minutes before he can attack any circles again.

Alchemy and potions

- Magic potions can be consumed only by imitating drinking. The game marker accompanying the potion will have to be torn to pieces immediately after using it.
- When the stamp on the game marker or the game marker itself is missing, or torn, the potion has expired, shattered or been used and has no longer any effect.
- The base component for any magic potion is Aelteir. Aelteir is represented as a plastic bottle with clear water and a white game marker.

Mana potion:

- Mana potion is represented as a plastic bottle with blue colored (food coloring) drinking water and a blue game marker. Mana potion will restore one point of mana. It will have no effect on person with full mana.
- Mana potion will help to avoid the loss of consciousness in the beginning of a contest for a soldier whose mana has been expended in ritual magic.

Healing potion:

- Healing potion is represented as a plastic bottle with yellow colored (food coloring) drinking water and a yellow game marker. Healing potion will instantly restore full hit points on a CONSIIOUS character consuming it. A character will have to drink the potion by himself. Healing potion cannot be used on an unconscious character. To heal him, using a potion his wounds must be bound first, so that he regains consciousness.
- In addition to Mana or Healing potion there may exist other potions. They are always accompanied by a game marker and their effects are explained by either game master or the text on the marker.

Aelteir and its creation

- As a first step, it is necessary to collect the life force of beings born in Nordic Equinox world, also called The Essence. Essence can be collected using a special apparatus and immediately after the creature's death.
- Essence is represented as a small plastic bottle with red liquid and a red game marker.
- Gathered Essence will have to be brought to an Alchemist who will distill it into Aelteir.
- Distillation can only be done in the alchemist's lab and the look and complexity of the laboratory will determine its effectiveness. A lab will turn Essence into Aelteir once per hour. The more effective it is the more units of Essence can be converted to Aelteir each time.
- The lab cannot be moved while distillation is in process or the materials within get destroyed. Only the alchemist himself can remove Aelteir from the lab.
- To represent other materials used in the distillation process, the alchemist will have to pay 2 favors for every bottle of Aelteir he removes from his still.
- Only the alchemist himself can add Essence and remove Aelteir to/from his still. The alchemist does not have to remove distilled Aelteir if he does not want to.
- Once the distillation process has started or there is unremoved Aelteir in the still, the alchemist can no longer add Essence to it.

Creating potions

- To create a potion a Healer or a Mage will have to pay one favor and use one bottle of Aelteir for every potion.
- Healing potion can be created by a Healer, using one healing point per potion.
- Mana potion can be created by a Mage, using one mana point per potion.
- Magic potions, Aelteir or gathered Essence will keep until the end of the game if not used.

Host and camp rules

Victory points

Game victory points are awarded to the hosts for:

- Winning contests according to contest rules, **150 points** for each contest won (there might be possibilities for bonus points according to contest).
- For capturing (see Flag rules) the enemy host flag in between contests, 20 points.
- For recapturing your own flag (see Flag rules), between contests, 20 points.
- For capturing an enemy camp (see Player camps), 10 points.
- For sacrificing gathered magic on the dragon altar – 1 victory point for each magic sacrificed.

Handicap:

- After winning several consecutive games a handicap will be applied to a host. The table below, describes how many points either host will be awarded for contest victory (or draw) according to how many consecutive games (years) they have previously won.

WON	Leading host wins	Loosing host wins	Draw	
			Leading host	Loosing host
1 game	150	150	75	75
2 games	100	200	25	125
3 games	75	225	0	150
4+ games	In addition to points, the loosing host is permanently under the effect of the “Clairvoyance” ritual. Before each contest they are given detailed information on both host’s start and end location and the locations of any and all control objectives.			

- Handicap does not affect other ways of gaining victory points.

Flag rules

- Flag rules only apply to special and unique host flags.
- During the contests host flags are used according to the contest description.
- Opponents host flag must be returned to them (in the white zone), before a contest starts or after it ends.
- In between contests the host flags can be captured according to zone and camp rules.
- To gain victory points for capturing a host flag (between contests) it must be delivered to a player camp that holds the other host flag as well. After gaining the victory points, the capturers can no longer move it.
- To gain victory points for recapturing your own flag (between contests) it must be returned to any camp of that host. A host can move their own flag any time they want.
- Zones DO NOT APPLY to a player holding the enemy host’s flag. Enemy host can attack him anytime and anywhere. When in white zone the player cannot defend himself nor his friends help him.
- No host flag can ever be carried into a blue (out-of-game) zone.
- If a host flagbearer is killed during a contest, he must stay where he fell, regardless of contest rules, until he is either healed or the host flag is taken from him.

Player camps

- To steal in-game items from a camp, the camp has to be either captured or an approval for the theft of the specific item obtained from a GM before the action is attempted.

- Players taking part in a contest cannot enter a player camp nor can contest items and/or host flags be taken inside a camp during contests.
- A player camp must have at least one gate. Each gate must have a large enough empty area on the inside for defense battle.
- At least one gate, when open, and the path to it must be at least 150cm wide and 180cm tall.
- There can be several gates (and respective combat areas inside).
- A player camp can be entered or exited only via the gate.
- If it is possible to open the gate and/or enter it without damaging its construction, it can be freely done.
- Those parts of the gate construction that are higher than 2.5 meters cannot be climbed, jumped over or someone lifted over, even if the gate construction would be strong enough to support it or equipment for that could be used.
- If opening the gate is not possible, the fortifications of the camp must be first destroyed (see below).
- Capturing a camp must be performed in the presence of a GM or REF who will observe the necessary time periods.
- A camp is considered captured if there are no alive defenders in a combat area or in its immediate vicinity and no effort is made within 5 minutes to repel the attackers.
- After capture, the attackers are free to imprison or mortally wound (HP=0) any or all people present in the camp, including those asleep.
- Looting the captured camp:
 - When captured, all in-game items inside the camp (even hidden ones) must be given to the conquerors if asked (except crystals on the altar which the attackers cannot remove).
 - If they wish, the inhabitants of the camp (either alive or unconscious) may move to the combat area and allow themselves to be searched for loot there, according to general looting rules.
 - Looting of items belonging to players or camp decorations is allowed only with the express permission of the camp.
- If there are two host flags in the camp only the flag not belonging to the camp owners can be taken.
- After capture there will be a one-hour grace period, during which the camp cannot be captured again. To mark this a yellow flag is hung from the gate. After the hour, has passed the gate will automatically be fixed and can be closed again.
- Between 02:00 – 09:00 a cooldown is in place. During that time, it is forbidden to attack a camp with more than 20 people. The defenders have never any limitations on numbers. The start of the cooldown does not affect attacks already in progress.
- A successful capture of an enemy camp will give 10 victory points to a host. Capturing the same camp again within 12 hours does not award victory points.

Camp altar

- Each camp may have an altar where Altar Crystal artifacts may be placed (the construction of the altar must conform with specifications provided to the camp by the game-masters).
- An altar can hold 8 crystals at the most.
- At the beginning of the game an altar may hold only one crystal.
- Altars capacity to hold crystals can be increased by using Favors (paying them to a GM). The cost for those upgrades are:
 - 2nd crystal – 25 Favors
 - 3rd and above crystal – 35 Favors for each upgrade.
- An altar can never hold more than 4 crystals of the same color.
- Only camp members can place or remove crystals from the altar.

Destroying fortifications

- Covert destruction of fortifications is impossible. It is the duty of the accompanying GM/REF to inform those present in the camp that a siege has started.
- It is not possible (nor necessary) to destroy fortifications with open gates or gates that cannot be closed.
- Destruction of fortifications requires siege engines. More complex fortifications require more time to be destroyed. Multiple siege engines can be used to reduce that time.
- To calculate the time needed to destroy a fortification the durability of fortification (in minutes) is divided by the amount of siege engines attacking it. The minimum time needed is always 5 minutes.
- Battering rams must be held against the openable portion of the gate, it is allowed to simulate ramming the gate if the ram does not move further than 1 meter from the gate.
- Ranged siege weapons must have direct line of sight towards the gate, cannot be further than 5 meters from a gate and directed towards the openable part of it.
- It is not necessary to actually shoot the gate however there must not be any stationary objects (trees, fortifications etc.) that could obstruct the shot.
- Ranged siege weapon must have at least three projectiles and its user, who cannot carry weapons or shield at the same time, must not be further than 1 meter from it.
- While attacking fortifications, the siege engine cannot be used for other purposes (like shooting the defenders).
- If a camp has multiple gates, the attackers can freely choose which gates to assault. Once the durability of the fortification has been depleted all gates are destroyed and must be opened.
- A broken fortification (including all gates) will be automatically restored after an hour and it can be closed again.
- There may be magical means of opening a gate in game. In that case the fortification is not destroyed but merely a specific gate is pushed open and depending on the means used, may be kept open.

Calculating the durability of fortifications

- The durability of fortifications for all camps will be determined by GM. If fortifications are modified during the game the GM must be notified so that a new appraisal can be made.
- Just a wall and (gate)opening does not offer any defense aside the basic functionality (the only entrance/exit to the camp) and it also does not need to be destroyed.
- The following criteria will be taken into account:
 - **Gate** - closeable and lockable gate or portcullis that is at least 1 meter wide and at least 180 cm high. +5 minutes for the first gate, +10 minutes for the second gate and +15 minutes for the third gate. A camp can have no more than 3 gates in total. Every gate must have a combat area on the inside.
 - **Palisade** - Above and/or besides the gate are walkable palisades where the standing height is not lower than 170 cm and outside face is covered. For every 2 meters of palisade (rounded down) +5 minutes.
 - **Gatehouse** - above the gate is a walkable palisade that is completely covered by a roof with the edge of the roof no lower than 170 cm from the palisade. The outside face is covered up to the roof. The roofing material cannot be cloth, tarpaulin or plastic sheet. +10 minutes.
 - **Towers** - standing separate from the gate and palisades are platforms with a standing height of no lower than 170cm and area of at least 1.5 square meters, with at least one side covered. +5 minutes. A camp can have no more than four towers.
 - **Military decoration on gate construction** - arrow slits, murder holes, crenellations, etc. At least two different types. +2 minutes.
 - **Civilian decoration on gate construction** - paintings/carvings, flags, lighting, etc. At least two different types. +2 minutes.

Appendix 1: Safety requirements for weapon imitations

- Only the player using a weapon imitation is first and foremost responsible for its safety towards other players and their equipment. It is the players duty to always check the condition of his weapons and make sure that they conform to regulations.
- Every weapon imitation must have an approval from a game master or camp trustee before it can be used in game.
- The game master has the right to remove from game any imitation he deems too dangerous.
- Every imitation must be specifically designed and manufactured for game purposes and to represent a weapon. Common items (for example clothes, sleeping bags etc.) cannot be used as weapons even if they would conform with safety standards.

Requirements on materials

All weapon imitations must be constructed, using the materials given below. Using other materials in a respective category is forbidden. (It is allowed to use other materials in constructing a handle or other part of the imitation that can in no way come in contact with opponents when used).

Inside the weapon i.e. the former:

PVC tube, maximum width of 30mm
Bamboo, maximum width of 20mm
Fiberglass, maximum width of 10mm
Cloth or leather in small weapons

Padding:

Tubular insulation materials
Sleeping or gymnastic mattresses (polyethylene- or polyurethane foam)

Covering material:

Waterproof duct tape (or “gaffer” tape)
Latex
Cloth

The fill for big stones:

„Common” padding
Straw or grass
Porolon (superlon)
Cloth
Paper

Requirements on padding

- There must be at least 10mm of padding on the striking surface of the weapon (from the former).
- There must be at least 50mm of padding on the thrusting surface (i.e. the tip) of the weapon (from the former).
- When using hollow tubular formers (PVC, bamboo), there has to be a stopper to ensure that the former cannot penetrate the padding.

- The tip of the weapon must be padded enough so that the tip of the former inside it and its edge cannot easily be identified or felt.
- The width of a big stone (i.e. the padding on the big stone) must be at least 300 mm (30cm).

Requirements on weight

Weapon length	Maximum weight allowed
< 50 cm	150 grams
50 – 100 cm	200 grams
100 – 150 cm	500 grams
150 – 200 cm	800 grams
> 200 cm	1500 grams

It is not allowed to add weights to the weapons (for example for balancing purposes), even if the weapon would fit inside the allowed weight category.

Requirements on ranged weapons

For the use of ranged weapons, their technical parameters and safety regulations Nordic Equinox 2025 team uses “Larp Ranged Weapon Regulation” system version 1.3

- Thrown weapons must be wholly covered with padding and may not weigh more than 300 grams, even if the length of the weapon would allow more.
- A big stone cannot weigh over 300 grams.

Requirements on shields

- The edge of the shield has to be covered with padding so it won't damage opponent's weapons.
- The face of the shield may have no sharp or protruding details.
- It is recommended to make the shields from as thin and light plywood as possible.
- Using metal as the base material for shields is not allowed.

Appendix 2: Awarding armor points

- Armor points are awarded for wearing a real armor as a costume. First, the armor must be safe for user and other players. Also, it must increase safety by providing real protection to the wearer. The armor is divided into two parts:
 - Armor worn on the body
 - Body armor (hands and feet included) gives armor points only there where it is (i.e. only strikes in the armor are counted off from armor points and not the hit points). Body armor points are universal and not given to areas or to different armor types (when worn together) differently.
 - Body armor must be made from at least 2mm thick leather or 1mm thick metal.
 - Helmet
 - A helmet gives armor points to the whole body and helmet armor points are depleted last. Right before hit points.
 - A helmet must be made from at least 5mm thick leather or 1mm thick metal.
- A character can never have over 5 armor points (even with all armor and helmet combined).
- By mixed armor the armor points are calculated as an arithmetic average (rounded up) of all possible armor points (except the helmet – helmet gives full points).
- For characters who participate in a contest the armor points will be automatically restored at the start and finish of the contest. In contests with re-spawn, armor points will be restored at each re-spawn.
- Outside the contests, armor points are restored when exiting Manala.
- In any other case only Blacksmiths can restore armor, for limited amount of times and using *Silver ore*.

Helmets

Helmet type	Armor points
Open helmet <i>(the face is unprotected or the widest horizontal gap in the visor is over 3cm)</i>	1 AP
Closed helmet <i>(a visor that protects the nose and which has no horizontal gaps over 3cm wide)</i>	2 AP

Leather armor

Leather thickness	Armor points
2-3 mm	1 AP
Over 3 mm	2 AP

Chain armor

The wire thickness/ring diameter ratio*	Armor points
More than 1:6	1 AP
1:6-1:5	2 AP
Less than 1:5	3 AP

* Classic European 4-1 knit is meant. The thickness of the wire must be over 1mm.

Plate armor

Thickness of covering metal plates	Armor points
1 mm – 2 mm	3 AP
over 2 mm	4 AP

Imitation armor

For costumes that imitate armor but are not in fact made from required materials the armor points are awarded as follows:

Imitation	Armor points
Gambeson, imitation chain or other materials (wood, bone, stone)	1 AP
Light (covering only some parts of the body) metal armor imitation.	2 AP
Heavy (covering all body parts and including a helmet) metal armor imitation.	3 AP

All imitations must be clearly and visibly armors. Just cloth or pieces of clothing will never qualify as armor.

Appendix 3: Terminology

PC – short for *Player Character*. Is a fictional character or a person who participates in the game as a player. In the general sense, everybody who is not involved in the organizing is considered a PC.

NPC – short for *Non-Player Character* or *Necessary Plot Character*. A person who participates in the game but helps the game masters in directing the game in certain ways. In the general sense, he is an actor who has been given a specific role and task before the game, by the game masters.

GM – short for *Game Master*. Is the person who has organized the current event or designated as a GM by the organizers. Usually the GM has an absolute power and control, over anything and everything that happens in game.

HP – short for *Hit Point* or *Health Point*. Every fictional character in the game has a certain number of hit points. When struck by weapons or otherwise getting hurt, the character starts losing hit points. When a character has lost all of his hit points, he will lose consciousness and after a short while dies permanently if he is not helped.

AP – short for *Armor Point*. Armor points are awarded for wearing a real armor as a costume.

Out-of-game - short form **OoG** (or **OG**), designates an out of game state or activity. If something or someone is OoG, it/he doesn't exist for characters. OoG characters, items and locations are usually designated with red-white ribbon or a special hand sign (hand on the head). Out of game areas, items and persons are usually introduced to players before the game. At night, out-of-game state is marked with red light.

In-Game – short form **IG**, designates an in-game state or activity. Usually everything in the game are in game. Similar to out of game areas, usually the in-game areas are also introduced to the players before the game.

Boffer – short for *Boffered Weapon*. Specially made padded weapon imitation.

Manala (“Manala”) – Specially marked out of game area where those players gather, who's characters have permanently died. To all other players, it is forbidden to enter the area.

(Re)spawn – May mean a place/GM where the player whose character has died during battle can enter the game again. Also, may mean the amount of such returns.

Hand signs:

Hand on the head – holding the hand on the head (palm downwards), designates an OoG state. Usually a player is not allowed to use this hand sign without the express permission of a game master. If a player sees someone who is showing this hand sign, that person is then invisible, inaudible (and generally “not there”) for the player's character.