

RADLANDS

A LIGHT LARP IN THE POST-APOCALYPSE

by SEAN PATTEN

Welcome to RADLANDS, your chance to get out and explore an exciting world for an afternoon!

Check out the [RADLANDS website](#) for more info, tips, tutorials, discussion and more.

HOW TO SET UP A GAME.

- One player should be the **ORGANIZER**. They should read over and print out the components as instructed below. They will prepare an ENVELOPE for each SURVIVOR player, prepare TINS for the survivors to find, place the TINS in the location, and explain the play area to each player. TINS can be any empty container such as an Altoids tin or empty soup can.
- The **LOCATION** should be a safe outdoor or indoor area that takes a couple minutes to walk around. Make sure you have permission to play there. If your play area is a public space, avoid peak traffic times. Prepare a MAP of the play area if possible and give one to each player, to help players stay in the play area. You can give locations thematic names on your map to add to the fun.
- Each **SURVIVOR** player will need a prepared ENVELOPE, a single shot Nerf-style dart gun, and a soft foam melee weapon like a Nerf sword. Wear sturdy, comfortable clothes and shoes, and bring drinking water. It helps to have a belt pouch, messenger bag, or backpack to carry things too.
- Each **ROTHEAD** player will need a face mask or bandanna to indicate they are a ROTHEAD. They will need a soft foam melee weapon, and some soft, throwable toys to use as RAD GRENADES. They may reuse thrown RAD grenades. Survivors may not use RAD grenades. Each Rothead will also need a prepared ENVELOPE, but they start already as a ROTHEAD and don't have a hidden type in their envelope. Mark 1 FOOD and 1 RAD on their ENVELOPE at the start. You'll want a ROTHEAD player for every 2-3 SURVIVOR players. The ORGANIZER can play as a ROTHEAD once the game starts.

HOW TO PLAY A GAME.

- Once the ORGANIZER has hidden all the tins, have the ROTHEADS enter the play area to set up ambushes or patrols as they see fit. Then allow the SURVIVORS to enter the play area to start looking for TINS. For an added challenge, start each SURVIVOR in a different location!
- Any player may call a **HALT** to game play for any issues that might arise during play, such as rules clarifications. Once the issue is resolved, you can call RESUME to continue the game. You are allowed to TEXT other players or the organizer with any questions, notifications, or clues.
- During any ENCOUNTER with Rotheads, be reasonable with your attacks. The first hit by either side ends the encounter. You do not have to hit hard, any touch with a melee weapon, dart, or grenade counts. Do NOT hit anyone in the face or head. CALL OUT if you are hit so the attacker knows to end the encounter.
- If anyone not playing the game asks what you're doing, explain it is just a game like Capture the Flag or Geocaching, and stop the game if they have any concerns.
- The game ENDS when all the Survivors have found enough food to win, or when all the TINS have been found, or after a set time (usually 2 hours). The ORGANIZER will notify all players when the game has ended. Have fun, and stay safe!

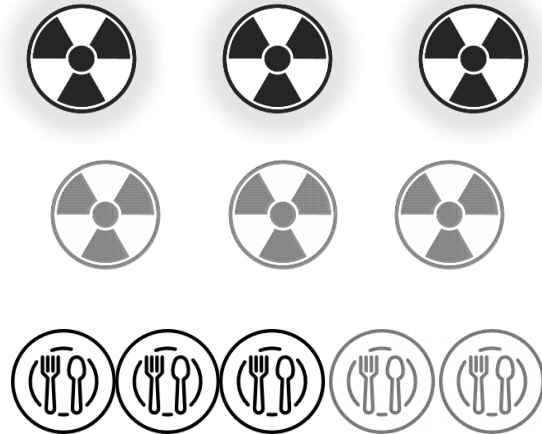
PRINT one sheet per player. Glue the summary and tracker to the front of an Envelope. Pick Outdoor or Indoor rules summary and glue it to the back of the envelope. Tape a red marker to the envelope.

RADLANDS

You are a SURVIVOR. To win, you must mark 3 FOOD icons on your pouch before the 2 hour time limit. You must find TINS that contain RATION BARS to do this. TINS can contain other useful items- read the inside of the TIN to know more!


You want to avoid RAD. Each time you gain 1 RAD, mark a RAD marker icon to the right. If you ever LOSE RAD, cover a marked RAD with a sticker. IF you ever accumulate 3 RAD, you must open this pouch and read what is inside.


You have two hours to find TINS, avoid HAZARDS and attacking ROTHEADS, and try to win the game. Work with your fellow Survivors!



INDOOR RAD HAZARDS

As you explore, you may encounter HAZARDS that can inflict RAD damage on you. If any of the following hazards happens to you for any amount of time, mark 1 RAD on your pouch. For each additional minute you stay in the Hazard, mark 1 RAD on your pouch.

 **GO OUTSIDE.** Outside is anywhere there is no roof or ceiling overhead.

 **STEP IN WATER.** If you step in water deep enough to make a splash, you take 1 RAD.


 **ENTER A RAD ROOM.**

If a room has a colored light in it, it is a RAD room. Only the room is affected, from the doorway or threshold in.

ROTHEAD ATTACKS


There are ROTHEAD creatures stalking you! You can recognize them by their gruesome masks.


If a ROTHEAD attacks, defend yourself with a DART GUN or MELEE WEAPON. If you hit the ROTHEAD before they hit you, it will drive them off- temporarily. If they have armor or a shield, you must hit an unprotected area. You may fire each dart only once.

 If a ROTHEAD hits you with a MELEE WEAPON, ARROW, or flashing RAD GRENADE, you must mark one point of RAD. Then they'll RUN OFF- don't waste ammo until they return.

OUTDOOR RAD HAZARDS

As you explore, you may encounter HAZARDS that can inflict RAD damage on you. If any of the following hazards happens to you for any amount of time, mark 1 RAD on your pouch. For each additional minute you stay in the Hazard, mark 1 RAD on your pouch.

 **TOXIC PLANTS.** If any part of you above the waist makes contact with a plant or tree, alive or dead, you take 1 RAD.

 **STEP IN WATER.** If you step in water deep enough to make a splash, you take 1 RAD.


 **ENTER A RAD FIELD.**

If an area has a colored light in it, it is a RAD FIELD. If you enter the area, take 1 RAD.

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 If a ROTHEAD hits you with a MELEE WEAPON, ARROW, or flashing RAD GRENADE, you must mark one point of RAD. They will then run off- don't bother attacking them until they return.

PRINT one set of TYPES per player. Randomly place one Type in each Envelope and seal it.

YOU ARE A ROTHEAD

Immediately RETREAT away from survivors.
You cannot be affected while retreating.
Keep any TINS and marked food you have on you.
IGNORE ALL RAD while you are a Rothead.

Every minute or so, you must make a MELEE or RAD GRENADE ATTACK on any Survivors. If you hit a survivor, they take 1 RAD as damage. You must then RETREAT.

If you are SHOT or MELEED while attacking, you must drop one TIN if you have any, and RETREAT.

If you are SHOT with a LITHIUM ROUND, you immediately change back to a SURVIVOR- remove ALL but ONE RAD.

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YOU ARE A CYBORG

You are no longer affected by OUTSIDE or TOXIC PLANT hazards. You CANNOT enter a RAD ROOM or a RAD FIELD.

If you are hit by an ATTACK, instead of taking RAD, you must remain inactive for 30 seconds (count out loud).

To WIN, you must ALSO collect 2 BATTERIES.

YOU ARE A SUPERMUTANT

Remove ALL BUT ONE of your current RAD. The amount of FOOD you need to win is INCREASED by 1. Show this by CIRCLING an additional FOOD icon on your sheet.

Follow these instructions again EACH time you accumulate 3 RAD.

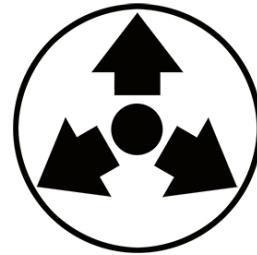
PRINT area limit signs and post them to warn players when they are leaving the play area.

AREA



LIMIT

AREA



LIMIT

PRINT one page of GEAR for every 4 players. Cut out and put one type of item in each TIN. Mix and match 2 types in one tin if you like, especially a Battery with something else. Use Nerf darts for Rounds, chocolate bars or fruit snacks for Rations, foil for Rad Shield, and hard candies for Anti-Rad tablets.

STANDARD ROUNDS (2)

Each round may only be fired once.
A ROTHEAD hit with a standard round must drop 1 TIN if they have any, then retreat for 1 minute (cannot be affected while retreating).

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LITHIUM ROUNDS (2)

Immediately take 1 RAD from Exposure.

Each round may only be fired once.

A ROTHEAD hit with a Lithium round is immediately turned into a SURVIVOR, with one RAD, and current FOOD marked.

RAD SHIELD

While wrapped in this shield, one survivor may ignore RAD ROOM, RAD FIELD, TOXIC PLANT, LITHIUM, and OUTSIDE hazards.

ANTI-RAD TABLETS (2)

Consume one tablet to REMOVE one RAD.

BATTERY

What's it for? Who knows...

BATTERY

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BATTERY

What's it for? Who knows...

RATION BARS (2)

Consume 1 bar to mark 1 FOOD.

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CHEM STICKS (2)

Consume 1 stick to mark 1 FOOD, but you must also mark 1 RAD.