

# Flying Lead: Smoke & Brass

Welcome to the Design Document of Flying Lead: Smoke & Brass  
An Eye Larp production, presented by Johnathan Fisher and Kitty Dobson.

Flying Lead: Smoke & Brass is Film Sim game based in the wild west of America in the 1880s. We're taking for our inspiration classic Westerns like *The Magnificent Seven*, *A Fistful of Dollars*, and *The Good, The Bad and The Ugly*, and more modern interpretations of the genre like *Maverick*, *Deadwood*, *Godless* and *Westworld* and games such as the *Red Dead Redemption* series.

As always with EyeLarp's FilmSim games, we are encouraging high production values and will be striving for a cinematic feel and look to everything we do. The main rule is: react to everything and don't expect a specific reaction.

## Setting

It is the start of a new year and a new decade; 1880. Civilisation rolls in from California and Nevada in the West and Texas and Colorado in the East; the Wild West is becoming smaller and smaller by the day. Outlaws and law-keepers alike move further and further inland in pursuit of their own piece of the American dream.

On the frontier of the state of New Austin is the recently founded but thriving town of Goodwill, which services a multitude of homesteads, ranches and hamlets that litter the surrounding area of the great Juno valley.

Your character calls one of these settlements home: the hamlet of Sweetwater. Your motives for coming there are your own – are you trying to out run civilisation, make a better life for yourself or just want to make a mark on the world?

We have chosen the setting and the use of a fictional state - New Austin - to allow us to be creative to the stories and not so closely tied to historical accuracy.

Real world events that have happened in the history of the game:

1830 – Indian removal act passed

1836 – Alamo

1838 – Trail of Tears

1846 -1848 – Mexican War

1861 – 1865 – American Civil war. New Austin was not yet formally a state, so did not formally take part in the conflict, however there were pockets of support on both sides.

1865 – Lincoln assassination

1876 – Little Big Horn

### **Appropriate Behaviour**

The setting of Smoke and Brass is set within the context of the historical old west, however it's shaped as much by common tropes of TV and film as by history and there are several character concepts that aren't appropriate in this game:

- Real life historical people. This isn't re-enactment, we are creating a new version of the wild west with new stories to tell.
- Native American stereotypes. Unless you're of First Nations heritage in the real world, please refrain from creating a Native American character in this game. You're free to roleplay that your character has some distant Native ancestry, however you are fully integrated into Western society.

Please remember that while you may find it interesting to play with elements of the racism and sexism endemic in 1880s America, these are still issues that still affect all of us today. Please make sure to check in with other players out of character before and after engaging in any roleplay that involves sexism, racism, homophobia or cissexism. Explicitly racist, sexist, homophobic and cissexist language is not welcome at this game. Any player or crewmember engaging in it will be given a warning, and upon continued flouting of this rule will be asked to leave the game.

### **Gameplay**

We at Eyelarp would very much like Flying Lead smoke and brass to have the fullest immersive feel, with a fully working town, great looking costumes and of course loud and deadly gun fights!

At Smoke and Brass we are allowing blank and cap firing guns only, and larp-safe hand weapons and bows.

Blank firing guns must not be front venting i.e. shooting flame out of the end of the barrel. Only side, top or bottom venting are permitted. We are allowing no larger than 9mm blanks

Bows must be 35lb pull or lower.

Hand weapons must look in keeping with the setting and be larp-safe, made of foam and latex.

If in doubt, please see a ref before the start of the game.

## **Beads**

Flying Lead: Smoke and Brass will be adding a death mechanic due to how treacherous the old west was for the average citizen. Most gunfight situations will operate in the same manner other blank-fire Eye Larp games currently do, with players fighting crew and reacting to hits based on roleplay alone, however, certain situations at Smoke and Brass are rather more deadly, and will require you to draw a bead from a bag. The beads will be colour coded, and weighted dependent on character creation (see archetypes below).

### **Black bead – “Black you’re back”**

When you draw a black bead you are no longer on the receiving end of death. Roleplay as if your wound isn’t as bad as you first thought, or the shoot actually missed you, or you’re going to need a new hat.

### **White bead – “White you’re wounded”**

When you draw a white bead, you are wounded. Roleplay as if you are wounded, it isn’t life threatening but it hurts and will take some time to heal. Go and see a doctor and let them get stuck into medical roleplay.

### **Red bead – “Red you’re dead”**

When you draw a red bead, you die. You can roleplay this however you like but whatever you choose your character is terminal and is on death’s door. you may continue playing the event if you wish but you are dying so doing anything strenuous will speed up your death and your character will be dead by the end of the event. At least dysentery didn’t get you.

## **Income**

Very simple! Dollars are the in-game currency and the bulk of the economy. Need more bullets? go to the gunsmith and buy some! Want some tonics and snake oil? go buy some at the general store! Gamble with it! Con people with it! Exchange it for goods and services!

## **Rent**

Every player lives in the hamlet of sweet water aka the Eversley settlement generally known as the Viking Village. At 1:00am on both Saturday and Sunday mornings, the saloon in Goodwill will kick out all non-residents and it’s time to make your way home. This means you have three options:

1. If you don’t feel like the walk to Sweetwater, you can pay the saloon to rent a room. This allows you to walk out the back of the saloon and head to your bed through the back of the Viking Village but you must start the following day at the saloon in the morning.

2. You've had a hard day working and want to head to town but don't feel like walking, there will be a regular stagecoach going from Sweetwater to Goodwill and vice versa, but of course there will be a cost. This option also allows you to take the shortcut.

3. Fancy a late night stroll? If you can't afford the stagecoach or a room in the saloon, you'll have to make your way up to the old colonial fort, down into Juno Valley and back up to Sweetwater the long way. Who knows what could be waiting for you in the dark?

This mechanic is intended to encourage the economy mechanic and allow for spontaneous linears late at night when too often at larp games the crew base have turned in for the night and there's very little danger in going wandering in the woods. Any player with out of character mobility issues gets a seat on the stage for free.

### **Living**

All players at the end of the event must visit the bank between the hours of 10am –12pm on the Sunday to put in enough income to pay their living expense, this is to pay for you time living between games. If you don't deposit enough money is into the bank, the following event you will receive certain penalties.

### **Food**

The general store will sell basic food for in character dollars, such as jerky, potatoes, root veg and canned beans for you to cook with.

There will also be the possibility of buying hot food! Simple grub will be available at set meal times and can be bought with a combination of IC and OC money; for example a bowl of chilli and rice may cost £5 and \$3.

Catering will be managed by our in-house caterers, Feast Your Eyes. There will also be a possibility of a meal ticket to cover all meals over the weekend which will be released with the menus several weeks before the event.

### **Character Creation**

The archetypes mechanic is intended to have an in-depth and organic feel that encourages players to work together to survive and thrive. For instance, a town made up entirely of healers and doctors wouldn't last long.

Character creation is simple – pick an archetype you like the sound of and tailor them to the character you want to play. You get the perks of the job, which could be a few extra rounds of ammo, an ace up your sleeve or a special ability, but the characterisation is very much up to you.

### Cowboy

Cowboys are the heart of the west, they work hard and they play hard.

Many cowboys work as hands on the ranches, or as farmers, butchers or homesteaders around Juno Valley.

Cowboys attribute is Cheap Living:

They get a few extra dollars in their pocket each event to represent their good honest work

Examples of the Cowboy in fiction include:

### Gunslinger

Gunslingers have come to the frontier moving with it, they earn their money by selling themselves as hired guns and mercenaries to anyone who'll pay; ranchers the government or the Law.

Gunslingers attribute is Quickdraw:

They can redraw from the bead bag but must take the second result.

Gunslingers also get a couple of extra Ammo tickets at the start of the game.

### Trapper

Trappers are at home with the wilderness but with civilisation ever-approaching, their quarry and livelihood is moving further and further west.

Trapper attribute is Tracker

They are the only archetype that are successful at hunting, they can set up traps that can be purchased from the general store, this allows them to trade in animal skins and meat. They also have the ability to track (read certain markers) and will be essential to any posse if they want to find enemy hideouts.

### Preacher

Where people move and people mass, belief comes with them. Preachers are the voice of these beliefs. They come as shepherds caring for the flocks but sometimes, they have to fight off the wolves.

Preachers attributes is Divine inspiration:

Divine inspiration is a key phrase that only Preachers can say they get to use this phrase three times a day as part of a sermon and embolden their congregation or strike fear in to the unjust.

Example vocals: "come my flock do not falter against these lawless dogs listen to my divine inspiration get up and shoot these mutts!"

### Sawbone

The west is a dangerous place full of shoot outs, knife fights, animal attacks - even the occasional mine collapse. So why wouldn't doctors or barber surgeons try their luck on frontiers? It can be a lucrative place if you have the stomach for it.

By picking this character archetype you can choose one of the following skills, Frontier Medicine or Surgeon:

Frontier medicine gives the Sawbone the ability to make snake oil, herbal tonic and prepare Juno root for consumption. They also can find the plants and herbs required to make such items.

Or

Surgeon can remove bullets, clean wounds and stitch. They are the last chance of keeping someone from the ferryman. Their patient can take a double draw on a bead pull if they come to you injured. Three times a day the Surgeon can change the colour of a bead to one lower.

### Entertainer

Who said the west was just for the dangerous and the uncivilised? With Civilisation hot on the heels of the wild west it brings people from all walks of life, this is where entertainers, magicians and dancers come to give the people of the west a taste of the extraordinary, removing them from the humdrum of the everyday life.

Entertainer attribute is Inspiration:

Inspiration is call-based attribute in which an entertainer can use 3 times a day to inspire a person or persons during an act or performance, or by using their natural gift of the gab and charismatic presence

Example vocals: "come on, play another hand I inspire you to!"

Entertainer also get cheaper rent for a room in Goodwill, in exchange for performing their skills.

### Gambler

Where there is entertainment, drink and money there also is Lady Luck. Every person that comes to the west is a gambler of some type, be it with their life, their money or their dreams, but some have lady luck on their side. The professional gambler comes to the west to ride on the coat tails of people gambling their hard-earned money in the bid to earn a little more.

Gambler attribute is Joker Up My Sleeve:

Every gambler is given 3 joker cards over the weekend, which they can play at any point in any card-based games. For example, upon drawing a bad hand in an important poker game, they can with the vocals "I've got a joker up my sleeve" replace one of their cards in their hand for the joker. This is not roleplay that they're cheating, just that Luck is on their side with this hand.

They also can do a high low draw at the start of each event to earn a little extra money - but this can backfire, reducing their starting income. Such is the life of a gambler!

## Greenhorn

You're fresh off the train or maybe you've taken a river boat and then a stagecoach for the very first time, you're excited about making a life in the west but maybe you've bitten off more than you can chew? You don't have any real skills, you're from the civilisation with street lights and pavements, what are you going to do to survive?

Greenhorns attribute is, Try My Luck!

Each day a Greenhorn can choose to have a go at two attributes of another archetype as long as that archetype is present and mentoring them.

For example, if the Greenhorn uses this skill with...

A Gambler - they get one joker from the saloon staff for that day only

An Entertainer - they get one I inspire you call

A Preacher - they get one Divine inspiration call

A Gunslinger - they get Three Redraws as long as gun slinger is insight

A Medicine man/woman - they can make herbal tonics under supervision or get three redraws if a Surgeon is on hand

A Trapper - they can set up traps and handle snakes if trapper is mentoring, also can track if trapper is in sight

A Cowboy - they may get a job at the end or even a place to stay until they find their feet meaning cheaper living as an apprentice to the Cowboy

## **Calls**

When using calls make sure you work your key words in to roleplay - the better the lead up to the call the better the response!

Remember the key tenet of EyeLarp is react to everything and don't expect a specific reaction.

Your call may work in a way you weren't expecting; go with it and see what direction the roleplay is going!

- Divine inspiration

Divine inspiration is a key phrase used by Preacher Archetypes, if you hear the phrase Divine Inspiration followed by an order or command you should react accordingly.

- I inspire you

I inspire you is a key phrase used by Entertainer Archetypes, if you hear the phrase I inspire you followed by an order or command you should react accordingly.

- I've got a joker up my sleeve

I've got a joker up my sleeve is a key phrase used by Gamblers Archetypes.

If this is said out loud during any form of card game the Gambler replaces one of their cards with a joker, the joker counts as any card in which would give the best hand.

For example: in a game of Texas hold 'em, there is are two Kings, two Jacks and a 10 on the table. The bets are called and it's time to show. Joe lays down a Jack and a 10 giving him a full house. Gambler Jess has a 10 and an Ace, she can then say "good hand! Lucky I've got a joker up my sleeve" - with that she can change one of her cards, replacing the 10 with a Joker. That Joker will count as a King, giving them a full house Kings and Jacks.

### **High noon**

High noon can be called by anyone, if you want to call someone out on high noon it has to be loud and in a public location, for example in the saloon

Example vocals: "You yellow belly dog, I'll see you tomorrow on the street at High noon"

High noon can only happen twice over the event - once on Saturday and once on Sunday.

When High noon happens, it's going to be a spectacle for the whole town.

Person A and person B stand at either end of the main street just before noon. When they're in position, the undertaker goes up to Person A and measures them for a coffin. Once measured, the undertaker then offers "something from the ferryman" and offers them a bead bag. Person A picks a bead from the bag, the result is how person A should roleplay after the shot is fired:

- Black – the shot misses you
- White – your wounded
- Red – your dead (you die instantly in this)

This is then repeated for person B.

Once the undertaker has done their job. It's time for the shooting.

The players face each other some distance apart hands just above there revolvers as soon as the church bell sounds the twelfth gong, both players draw and shoot. You wait 3 seconds until you react, reacting according to the bead you pulled.

REMEMBER: the bead you pull is how YOU react, not your opponent.

If both players draw a black bead then they drop their pistols and go to knives, the winner being first to draw blood.

## **Items**

### Ammo tickets

Ammo, like gold and a good bottle of whiskey is a finite resource - having that extra round could mean life or death. With this in mind, each character will start the game with a set quantity of bullets and will be able to buy, trade or find more throughout the game, represented by old-fashioned movie tickets. Tickets are universal for all guns, so buying a bundle of 10 from the general store allows you to use 10 more caps or blanks in any of your weapons; eg 6 in a revolver and 4 in a shotgun.

### Gold

Many a family fortune has been built on it, and here in the West there's always a steady stream of folk trying their luck at joining them.

If you are lucky enough to find gold, it can be traded at the general good store. However role-play is key here – spending time washing what you find and getting rid of imperfections will result in a higher price than trying to sell a nugget straight out of the ground.

### Juno Root

Juno root is a painkiller - it can get the most heavily wounded back on their feet for a few minutes, but it puts a lot of strain on the body. Any one that takes it must see a surgeon within 15 minutes or they will slip in to a vegetative state. Juno root doesn't cure any of the wounds that have been inflicted, it just dulls the sensation in the afflicted areas. It can only be foraged by a medicine man/woman who is capable of frontier medicine

In the field it will be represented by a black Lollipop stick, which can be snapped or burnt when used. Any gnarly root vegetable is an appropriate phys-rep for Juno root.

### Herbal tonic

Herbal tonic is a form of cure all, it can be ingested or poured into wounds to stem bleeding, cure snake bites, and it purges wounds of inflammation encouraging healing. Herbal tonics will be available in the general store but also can be made by a medicine man/woman who is capable of frontier medicine.

### Snake oil

Snake oil is a form of cure all, it can only be ingested. Once ingested its user gains a strong euphoria and a slight feeling of dizziness, but their wounds seem to knit together more easily and stem the bleeding by themselves - within minutes what could have been a trip to the undertakers is just an easy visit to the town surgeon. A player who takes it after becoming badly wounded will still need to see a surgeon, but no bead pull is needed. Snake Oil will be available in the general store but also made by a medicine man/woman with frontier medicine

### Traps/Furs

Traps can only be used by the Trapper Architype and purchased at the general store. If you come across a trap with or without furs in it, leave it be unless you are a Trapper. Trappers can take furs and other items they find in traps to general stores in Goodwill for sale.

### Snakes

If you come across a snake, phys-repped by a realistic looking rubber snake, unless you are a Trapper you cannot catch it safely, but don't let this stop you from trying! If bitten, you will need to drink a herbal tonic within 5 minutes or will have to see a surgeon after 15 minutes. Without seeing a surgeon you will pass out. If not found or treated within another 15 minutes you are dead.

Snakes provides Snake venom which will be needed in the producing of snake oil and snake skin, and can be sold to the general stores in Goodwill.

### Herbs

Herbs will be phys-repped by colour coded lolly sticks. Anyone can pick herbs.

Red – Hawthorn

Green – Juniper

Blue – Borage

Yellow – Coffee Senna

White – Ginseng

Herbs will be need for the producing of Herbal tonics and Snake oil by frontier medicine archetypes.