The use of weapons in the game CTHULHU LIVES raises a number of difficult and important questions for anyone who wishes to participate safely in the game. The use of real weapons is a temptation that many Keepers, however, players too must carry a great amount of responsibility when using them. If properly used, weapons can be a great boon to the game, adding realism and combative excitement. However, if they are used carelessly, they serve only to represent real weapons, and under no circumstances should any- one use any kind of real weapons in a game context.

The first consideration in using weapons of any sort is safety. All of the weapons described in Part I of the E-Z Guide can be safely used in game context. In addition, many other sorts of weapons can be found which can be used in a safe and reasonable manner. Keepers need to be aware of the effects of their play on the session as a whole, and must choose weapons and fire no projectile and are only remotely dangerous when fired immediately next to the eyes, ears, or other sensitive organs. So, in terms of safety and realism, the cap gun is a good choice for Investigators, thugs, and other assorted troublemakers.

A new weapon has arisen in the last year in the CTHULHU LIVES scene, and it is the air gun. Air guns, then with protective eyeguards they may be used in play, with tar-

Keepers used water balloons to simulate small explosives like hand grenades getting from the waist down only.

Air guns, then with protective eyeguards they may be used in play, with tar-

...452]Keepers, Grenades and other small scale explosives may be simulated simila-

Naturally, the first and foremost consideration in using weapons of any sort is safety. All of the weapons described in Part I of the E-Z Guide can be safely used in game context.