

**"LET'S PLAY LIFE"**  
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**Stowarzyszenie „Jeden Świat”**  
Service Civil International Poland



**Erasmus+**

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# INTRODUCTION

I had heard about LARPs (live-action role play games) from time to time, here and there, but I always had this image in my mind of people dressing up in medieval outfits and pretending to fight dragons and witches.

I had never seen games as a proper tool which can be used in non-formal education, until I went to Palestine in June 2013. I took part in a study tour for youth workers from European NGOs. The study tour aimed at getting to know the reality and situation of young Palestinians living in the West Bank and it also intended to explore how NGOs were operating in the unique political and social set-up of this land. Among many activities, which were proposed to the group, there was a LARP developed by a Palestinian team of gamers. In the beginning, we all approached the idea of playing a game very lightly. However, when we gradually immersed ourselves in the story and identified with the characters, we became Palestinian activists from different political parties and groups. Only then, the experience started to be real and overwhelming. Especially, when Palestinian players took the roles of Israeli soldiers and investigators and showed us the reality of their everyday lives in the occupied country. The game lasted for a few hours and, for me, it was surely one of the deepest and most intense experiences I had in a long time. During the evaluation phase, game developers explained to us how LARPs are used to introduce the topic of Israeli-Palestinian conflict to different groups and also how games, in general, can serve educational purposes.

Straight after coming back home, I have decided that I want to organize a Training Course for other youth workers and introduce them to the concept of LARPs as a fantastic educational tool when working with young people and addressing difficult and challenging topics.

When I planned the training in Poznań, I was hoping to encourage participants to start working on their own ideas, which later on could be transformed into scenarios. I was on cloud nine when, together with the second trainer - Blaz Branc from Slovenia, we discovered how eager to learn, play and create the group is and how quickly the process was advancing. In the end, we have finalized the training with five "ready-to-play" scenarios developed during our time together in Poznań. We have decided to publish them in order to spread the word about the method and to show that creating a game can be fun and enriching at the same time.

What I love about LARPs is the fact that they can be about anything which people find important and interesting: as far as the topic is concerned, the only limit is your own imagination and creativity!

This booklet would have never been created if it hadn't been for the hard work and dedication of the fantastic people who spent an unforgettable week in Poznań (during which, we also went to Concrete, LaLaLand, atomic bunker, medieval kingdom and the land of Pirates).  
So... Let's Play Life!

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**Trainer during "Let's Play Life"**  
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# WHY PLAYING YOURSELF IS BETTER THAN WATCHING THE OTHERS PLAY?

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**LARP:** a full body-mind experience of playing around core beliefs, values, attitudes toward historic events, people, societal issues etc.

*Blaz Branc*

*Trainer during "Let's Play Life"*

## PROLOGUE

- *Yes, yes, it sounds nice. But I don't really see any additional value in it...* - Miha replied.
- *Well, for me personally, it's deep character immersion* - I said. I hoped that by using such nicely ringing words as character immersion, I would earn more interest from my friend. I was wrong.
- *I only have to watch a movie to 'feel with' another person. Sometimes, I even cry when I understand and feel the processes that the character is going through. So why play some... - what do you call it?*

My friend went on insisting that there is no real additional value in playing LARP and that one might just as well see a good drama movie. I knew he was reaching his conclusions too fast. And, I also knew that he wasn't the kind of person who enjoyed role-playing, or any kind of real-life playing at all. So, 'having some fun while playing' was not motivating enough for him. And surely, staying on the sofa is always more comfortable. When I just witness a play, I don't live and challenge my ideas, I only entertain myself in a safe way. Miha could see that he clipped my wings a bit and dampened my enthusiasm, so he put on a cloak of niceness and mild interest:

- *OK, so what is a LAR anyway?*
- *LARP. Live-action role play.*

I could feel that I finally caught his attention and some silence was opening up inside my friend. This is my chance to share with him what it is in larping that transforms me into a missionary ofLARPs. Why do I care so much?



## THEORY OF LARP IN A NUTSHELL

### A definition

A live action role-playing game (LARP) is a form of role-playing game where the **participants physically act out their characters' actions** and consequently **reflect on predefined themes** (narrative). The players pursue **goals within a fictional setting represented by the real world, while interacting with each other in character**. The outcome of player actions may be **mediated by game rules**, or determined by consensus among players. Event arrangers called **game masters** decide the setting and rules to be used and facilitate the play.

### A learning tool

Let's say you and I participate in a LARP. You play the role of an army general and I assume the role of your right hand. You have a specific military strategy in mind, but to make it happen, you have to convince the others who also participate in decision-making. Time is upon us - the enemy will strike soon.

What you and I learn and train here is a number of competences: negotiating, seeing the big picture, taking various stakeholders into consideration, decision-making, learning about some historic event, non-verbal communication, time management etc. to name just a few.

Although your rank is higher in the military organization, mine might be more decisive because of either the game mechanics or my skill at playing the role, or both. The point is: how well can we work together for the common goal? What's your personal agenda? What's mine?

In my experience, learning and training in a LARP environment gives a total boost on overall performance and, in particular, on the learning curve of the above mentioned skills. Learning together with your co-players is a blessing itself, not to even mention the team building effects it naturally produces.

The amount of know-how and skill one can embrace in a four-hour game is roughly equal to 15 - 20 hours of 'standard' educational time.

### Gamified drama

Professor Michał Mohocki, a professor at Kazimierz Wielki University in Bydgoszcz (Uniwersytet Kazimierza Wielkiego), called LARP a gamified drama.

Let's look into what drama is compared to LARP:

Drama	LARP
• Story is known to players.	• Story is known to players.
• Plot is known to players to the last detail.	• Only the crucial plot development is shared with players.
• Players perform for the audience.	• Players play for themselves (no audience).
• Players have months to study their role.	• Players usually have a few hours to study their role.
• Players memorize every line of a dialogue, very little room for improvisation.	• No lines are available for players to memorize, all the room for improvisation.
• Character is fully revealed to the players.	• Only basic character is revealed.
• The outcome, the final scene is known and solid.	• The final scene might be in the plot, but what happens in the scene is up to the players.
• Romeo and Juliet always die.	• Romeo and Juliet hurt and bleed, but the final decisions are theirs to make.
• A player learns what it is like to be Romeo and then proceeds to perform it.	• A player takes on the role of Romeo, then merges with the character and acts as a Romeo/player (an individual never seen before).
• Romeo is a building block, an ingredient of a drama.	• Romeo/player is a product of LARP.

There are some elements in LARP which add *gamification*, in other words, they make a game out of drama:

- ▷ **Game mechanics** (rules, special powers, limitations, achievements, thresholds).
- ▷ **In-game events** (surprise elements in the plot, revealed by game masters).
- ▷ **The role of a game master** (unlike a theatre director, a game master does not instruct players what to do and how, but only makes sure players know what is at their disposal (game mechanics) and that they use mechanics correctly).
- ▷ **Non-player characters** (some characters do not play but only serve as plot enablers (props even), for example *Guardian of the Western door*).



## Types

Personally, I see LARPs falling into or somewhat in-between these categories:

- ▷ Mainstream (classic)
  - fiction (FRP, Nordic)
  - existing narrative (game, book based)
  - historical
- ▷ Arthaus
- ▷ Therapeutical (Boal's Forum theatre)
- ▷ Applied (abstracts from a real-life situation, transcends the narrative to fiction).

### ► The Nordic LARP

The idea of live role-playing reached the Nordic countries in the early 80s, but it was not until the early 90s that we could speak of a "tradition", "style" and "community" of larpers. While each country invented their LARP style independently, they soon got in touch with each other and, in consequence, ideas, players and even LARPs crossed borders. After Knutepunkt appeared, Nordic integration got a lot tighter and it became possible to speak of a "Nordic scene".

- ▷ **Scenography:** a lot of Nordic LARPs place a high emphasis on scenography, to the point where medieval villages are built for fantasy LARPs and professional stage designers design the stage for arthaus LARPs. Sweden is the most scenery-obsessed country in this regard.
- ▷ **Costume:** Costume design and sewing is, especially in Sweden and Norway, seen as an indispensable part of live role-playing. It is not unusual for players to work on a proper costume for months, even hand-sewing, for a mere four days of play. Once again, the Swedes are the leading extremists.
- ▷ **Minimal game mechanics:** Nordic LARPs, in general, use none or very simple, unobtrusive game mechanics. The honour system - whereby players trust each other to improvise appropriately rather than resort to rules - is the basis of most LARPs even though some use simple guidelines for things like combat and magic.
- ▷ **Little combat:** Puzzle-solving, diplomatic intrigue, human events (a wedding, a funeral, village life) and atmosphere tend to take precedence over the fighting, which seems to dominate LARPs in many other countries. "Boffer" weapons, made with latex, are often brought to LARPs but rarely used. The last-day battle or the nightly raids of enemies are used as adrenaline kicks in some LARPs.
- ▷ **Persistent role-playing.**
- ▷ **Genre:** fantasy.

### ► Nordic arthaus LARPs

aka "artistic larps", "progressive larps", "experimental larps", "indrama" and "weird larps"

Differing from mainstream:

- ▷ Non-genre game world, without anything supernatural or futuristic.
- ▷ Incorporation of moral/political themes.
- ▷ Blurring the distinction between LARP, theatre and art.
- ▷ Focus on actually being the character (immersion) at the expense of just fun and games, physical comfort and (possibly) sanity.
- ▷ LARP design principles grounded in theory/ideology.

Big shout-out to the Knutepunkt community (source of this little theory).

## WHO RUNS WHO?

### **Back to character immersion**

It is somewhat obvious that in order to run a successful LARP, the players should agree to take on their roles and stay in their roles for the duration of a given LARP. The depth and intensity of taking on a role is called character immersion. To immerse oneself in the character suggests a very fine and subtle joining of player's personality with the character's personality.

Without the player becoming in-character, there is no larping. But why wouldn't a player want to immerse?

### **Clash of personalities: the rejection**

In »Let's play life« training course in Poznan, Poland in August 2014 (LPL TC), we had the opportunity to witness some major clashes between players and their designated roles. Which is funny, really. The role does not speak, it's just written in your character sheet. So there is no struggle. Takes two to tango. A problem of character immersion is actually a personal problem. The person is the problem (Mooji).



*I couldn't become the priest. The role of the priest is just totally unlike me - said one participant at LPL TC. The politician role... is so sneaky and aggressive. I couldn't accept it, I'm not like that. I needed to change his personality, but I did not know if I was allowed to, so I just did nothing... I just kind of waited for LARP to finish - said another participant.*

I would ask: *Did you, at least, let the politician in and accept it before trying to change it?* No. The participant immediately felt the clash between her own personality and the personality of the politician she was supposed to play.

You may ask: *Is it wrong to turn down the character if I don't like it?* Well, it's just as wrong to turn down an ice cream just because you haven't heard of the brand and you dislike the wrapping paper. It's not wrong. It's just a pity. Somebody says 'hi' on your doorstep and you want to change them even before letting them in, understanding them, or empathizing with them.

Mooji, Advaita Vedanta teacher, said: *The idea you have about yourself is suffering from the other ideas you have about yourself.*

Every idea we have about ourselves constitutes a personality. A personality is always limited. *A portrait of the Self* (Mooji).

So, for the sake of theory and your own enjoyment, let me offer this as a guideline: accept the character, explore it, feel it. And later, when the situation calls for it, breathe new life into the character, begin reverse-immersion: give yourself to the character and, thus, change and grow together.

### ***The Castro-Hercules effect***

While playing the 'Cuban crisis' LARP, developed by Krzysztof Chmielewski, I witnessed a phenomenon which I called *The Castro effect*.

Now, while training a group in developing a LARP called Heir to the throne, I have witnessed the same phenomenon but decided to call it *The Hercules effect*. A pleasant dilemma. Let me explain. One of the roles is a role of Hercules. He is the leader of the king's army, and thus he is convinced that he should succeed to the throne. The role was played by a young man who did not look a lot like Hercules. And I saw his general mood was less energetic in the last couple of days of LPL TC. However, he took his role to heart. Before my eyes, a Hercules sprout out of the young man. His chest larger than life, his eyes beaming with self-confidence, his head pulled back in an over the top aristocratic fashion. For the first couple of minutes, it was just funny to watch. But the player would not for one second fall out of character - that would mean admitting his own failure at being able to contain the spirit of Hercules. So, in turn, he became more and more convincing.

Long story made short, after this LARP was over and we had our evaluation, I asked the player how he felt then. He replied he felt great, very energetic. I told him I saw that he had been generally pretty low in the last days - so, where did the change come from? He explained it must have come from Hercules. I agreed, but concluded that it couldn't have come from Hercules, because Hercules came out of him and not out of the sky or whatever.

The character you 'run', ends up 'running you'. *The Castro-Hercules effect*. I believe the surplus of energy comes from connecting to the archetypes that reside in characters, plus the energy that is formed as a surplus of group's dynamic.

*Sometimes, when you play a character long enough, explore the character's feelings and attitudes and memories, that character becomes a "real" individual, a new role inside your head. (Pohjola, 2001)*

### ***Experience the neglected personality traits in you***

If you ask me, I will tell you that I have no wish to play a very energetic character, an autocrat, a fierce politician and a person who is very suspicious of everyone... but I did. His name was Nikita Khrushchev. In the beginning, I had to invest quite a lot of my energy to set up the character and begin the immersion. Soon, when my teammates recognized me as Nikita, there was a shift happening. The game (*Cuban crisis*) runs with such intensity that I only felt pressured by time, not by the necessity to create Nikita's character inside my body and mind. As the LARP was coming to an end, I already knew that there was something driving me. An alien spirit inside that empowered my actions and made my eyes burn with a flare unseen. All I can say with certainty is that being Nikita Khrushchev was the most intense and efficient training in decision-making, leadership and negotiation skills I have ever experienced. It was because I was not experiencing the events solely as my usual self, but as an extended personality, the Blaž-Nikita personality. With a change like this, much growth is possible.



## BUILD YOUR OWN LARP

*A micro, crash course on designing your own LARP (and why you should do it in the first place)*

The legacy of our LPL TC is proudly displayed on the next pages of this publication. Our aim was to develop 5 newLARPs in groups of up to 5 people.

What struck us, the trainers, the most, was the creative power of a group work. Already on the first day, while we were doing some mock-ups, solid scenarios for possible newLARPs appeared.

What we learned is how important the basic story is for a LARP development. Which seems pretty obvious, because with the story you also get:

- ▷ main protagonists,
- ▷ relationship conflicts or possible conflicts (the origin of drama),
- ▷ game world,
- ▷ what happens (plot).

Once these are in place, the rest is just some additional work and testing. Thus, the LARP *True faces* was developed first. Apparently, rather painlessly. The story was clear (although not original), the plot was simple and the characters were designed well enough. The group that was developing this LARP wanted to teach young-sters how to deal with being bullied... That was a different story altogether. This group had a very specific learning outcome in mind, which, in turn, told us nothing about the story. Since its premiere at TC, we haven't been able to tell just how much it succeeded in teaching anti-bullying kung-fu, but we will never forget the fun we had in the company of the special pirates (the good guys).

Because of limited resources, the 4 groups strived to design mini-LARPs with these limitations:

- ▷ up to 30 minutes playtime,
- ▷ up to 10 players.

## AN INVITATION

You are invited to read the documentation of the 5LARPs that we created during the *Let's play life* training course. We encourage you to try them out! We would love to hear from you. Let us know how you ran the game: what worked and what didn't. Any suggestions to improve theLARPs would be greatly appreciated. Feel free to share any funny moments that you experienced during the game, as well!

## EPILOGUE

In a movie, we can imagine what a character feels through our own understanding of the situation and through our ability to read non-verbal communication. But, above all, we are witnessing.

In a LARP, we are a character that bleeds. We know that we bleed, because others see it too and they react to our bleeding. We are more than just 'feeling the character' - we are also in LARP so that we can serve as a mirror to others, thus enabling them to experience their characters.

To conclude, I would say that the difference between watching a movie and playing in a LARP, is like the difference between watching a movie about life and living.

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**SCENARIO NO. 1**  
**AUTHOR: MAGDALENA M. KAJ (POLAND)**

# CHANGE HAS TO COME

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## **A few words about the game:**

*This is a very challenging and intellectually demanding scenario which will help the players to discover their negotiation skills, as well as, the reality of politics, where conflicting interests, views and opinions are colliding. The aim of the game is to negotiate and win as much as possible for your own clique, as well as - to prevent the civil war. The scenario is suitable for many different age groups and target audiences, however it requires a good level of spoken English.*

*There is only one game master, who is, in the end, taking the role of the President of the Inotian Union (meaning the game master is becoming the NPC) and is facilitating the final event - the General Assembly. There are no in-game events involved, however, the players should be informed that their characters can be changing opinions and views as well as their alliances.*

*Evaluation of the game should take place to give each player space to share their opinions and emotions.*



**Introduction:**

You are about to decide about the future of the Concrete – a non-democratic country located in the middle of Inotia. Read the information provided carefully. You will be given a role with specific tasks. The aim of this game is to, through negotiations and talks, prevent a civil war in Concrete and ensure a safe and peaceful transition from authoritarian to democratic country.

**Situation now:**

According to the preliminary results, President George Wilkos won last week's elections by a narrow margin. The president has now been in office for twelve years, after his father, Jonas Wilkos finished his service having ruled the country of Concrete for twenty years. Shortly before he died, he had appointed his son, George, as the leader of the Communist Party, which has been in power for forty years. Reports from international human rights groups state that the president has frequently violated human, democratic and civil liberty rights, even more so during the elections period. President Wilkos changed the constitution of Concrete to be able to serve the fourth term, as the document had originally ruled out such a possibility.

The opposition is highly divided. However, it managed to appoint their own candidate to run against Wilkos – Andrew Kasis. After the results had been announced to the public, Kasis openly brought forward allegations of fraud and intimidation of the voters by militia groups in front of polling offices. Elections rallies organized by the opposition have been brutally disrupted by the police and access to the media has been denied to Kasis and his team. However, Kasis has called on his supporters to protest against the results. One million protesters followed his call and gathered in the capital city of Concrete – Slaton. There were also riots happening in Marik, region of the country which strives for independence from Concrete.

State of Concrete lies on the Inotian Continent. However, it is not a member of the Inotian Union. The IU comprises 15 member states, which have committed themselves to the promotion of democracy and human rights on the continent. Three IU-member states share borders with Concrete: Lavland, Kroypen and Redland.

A small group of officers was sent by the IU to monitor the elections in Concrete. They claimed significant irregularities.

Until now, president Wilkos has ensured the unity of Concrete. With harsh and brutal actions, he prevented a break-up along ethnic lines. However, the minority group from the Marik region strives for a united state of "Mariksa", together with the Marikan population living in the neighbouring Kroypen. Candidate Kasis declared that if he wins the elections, he wants Concrete to join the IU. Moreover, he will offer far-reaching autonomy rights to the Marik region. As a result, the government of Kroypen is deeply concerned.

Some IU-member states have close bilateral economic and political relations with Concrete. Especially Lavland is strongly involved in the economy of Concrete.

**Next step:**

The people of Concrete are on the streets, demanding free and fair elections and a change of regime. Your task, as the most important people in Concrete, Inotian Union and the neighbouring countries is to try and reach a common resolution that will prevent fights and civil war. Remember, politics is not always a clean game and some people may have hidden intentions.

You have 45 minutes to negotiate with other people. In the end, you will meet at the General Assembly of the Inotian Union, where you will discuss further steps. Time pressure is on, due to the potential outbreak of violence in Concrete. In the General Assembly of the IU, Concrete will be represented by President Wilkos and two members of the opposition. Within the opposition groups, you have to decide whom you will appoint to represent you best. Other countries: Lavland, Redland and Kroypen will be represented by their prime ministers. The General Assembly will be facilitated by the Chairman of the IU.

**Characters' description:**

1. **George Wilkos:** president of Concrete. You have been president of the country, as well as the leader of the ruling Communist Party for many years now. You are a hardliner, strongly believing in Marxist ideology. Your goal is for Concrete to stay a non-democratic country, where all power is in your hands. You are very suspicious and trust no one. You are against the independence of the Marik region, you also try to limit the influence of Kasis and his supporters on the inhabitants of Concrete.
2. **Andrew Kasis:** leader of the opposition in Concrete. You come from an intellectual and academic background and like to call yourself a Christian-democrat. You have good connections to church, however the labour unions, which are opposing the Wilkos regime, don't perceive you as the leader of the



- opposition in Concrete. Your good friend is Eduardo Leas, the leader of the Marik region. Marikian population supported you in elections, because you promised them autonomy. Your role model is Bishop Henrique.
3. **Michael Bork:** leader of the labour unions. You are a factory worker, with no education, yet with great charisma. You started the general strike in the coal factory near the capital city of Concrete - Slaton, when the government, again, didn't raise the salaries of workers. You are a zealous Catholic and the church is supporting you in your work against Wilkos.
  4. **Andrea Kleo:** the closest associate of Michael Bork. You write his speeches and organize meetings. Bork trusts you and confides in you. However, during the elections period your mother got really sick. You didn't have money to pay for her medications. You were approached by the Security Police of Concrete - they offered you a full treatment for your mother in a hospital in Lavland in exchange for spying for them and giving them all information about Bork and the opposition in labour unions.
  5. **Maria Rozenberg:** chairwoman of the Communist Party, one of the most influential people in Concrete. Loyal to Wilkos, you are also the chairwoman of the Security Police. You are in possession of personal files of every important person in the country, both from the ruling side and the opposition. Your task, appointed by Wilkos, is to find information about Kasis, which would get him out of the way.
  6. **Eduardo Leas:** leader of the autonomous movement of Marik. You cooperate with Kasis, however, you don't care so much about changing the regime in Concrete. Your main goal is to get independence for the Marik region and create a Marik state, together with the Marikian minority living in Kroypen. To achieve this goal, you should find allies within the Kroypenian government.
  7. **Felipe Kaustas:** general of the Concrete Army. You were appointed by Jonas Wilkos, whom you have admired and seen as a perfect leader. You think his son, president George Wilkos is too soft with the opposition. You have nothing against using power and violence, especially towards representatives of the labour union and church. You are in conflict with Maria Rozenberg as, in your opinion, the Security Police has too many prerogatives. You look for a way to get Rozenberg out of the picture.
  8. **Bishop Henrique:** head of the church in Concrete. You are very influential amongst the opposition, as you support them by letting them use the church properties (houses, meeting rooms etc.) and by having sponsored the campaign of Kasis. You are Kasis's mentor and promoter and his closest associate. You want your country to be a democratic state and a full-time member of IU. You have personal resentment toward Wilkos' family, as shortly after the war Jonas Wilkos sentenced your father to death penalty for collaboration and not wanting to join the Communist Party. You think that more people would be attracted to the opposition, if Bern Tomas was cooperating with you and the church.
  9. **Dorothea Wilkos:** daughter of George Wilkos. You are the president of the youth association by the Communist Party and a member of Board of the Communist Party. You believe in the ideology, however, you see that your country needs democracy and changes. You try to organise a movement inside the Communist Party, which aims at carrying out a peaceful revolution in Concrete and, as a result, establishes a democratic regime in the country. You look for allies within the party, but also outside: you see great potential in the intellectual opposition and try to cooperate with them.
  10. **Maria Cruz:** the Prime Minister of Lavland. Even though, your country is a member of the IU, you have strong economic bonds with Concrete. You have known president Wilkos for many years and it is your best interest to have him as the president. After the elections, you have called president Wilkos to assure him about your ongoing support. In a private message you have also mentioned that you are willing to support him with your soldiers, should the riots get stronger on the streets.
  11. **Antonio Renes:** the Prime Minister of Redland. Your country sees itself as a promoter of human rights, peace and democracy. You can't stand the fact that Concrete not only isn't member of the IU, but also is a non-democratic state. Your mission is to help the opposition in Concrete and to make sure that a peaceful revolution turns Concrete into a democratic state. Since you are an atheist, you don't support the opposition connected with the church in Concrete. You are, however, supporting Markus Yel and, most recently, Dorothea Wilkos. In your opinion, these two leaders should be the driving force of changes in Concrete and you offer them your help and support.
  12. **Andras Toti:** the Prime Minister of Kroypen. Your country has a problem with Marikian minority, which is demanding independence and cooperates with Marikians living in Concrete. Your aim is to guarantee the stability and integrity of your country. In your situation, it would be better to maintain the status quo of Concrete.



**SCENARIO NO. 2**

**AUTHORS: ALEXANDRA SHEYRETOVA (BULGARIA), MARTIN ZHERKOV (BULGARIA),  
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# TRUE FACES

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**A few words about the game:**

*An interesting scenario, which allows a small group of players to discover their feelings, and emotions when facing an extreme situation.*

*The aim of the game is to choose a group of people who will survive. They will be given oxygen masks and they will be able to continue the human race. Each character has its own motivation and secrets, which makes the game exciting and involving.*

*There is only one game master. Most of the characters are also equipped with super powers, which can be used during the game.*

*Evaluation of the game should take place to give each player space to share their opinions and emotions.*



**Introduction:**

In the year 2035 the water resources on Earth were almost finished. Two leading countries, Russia and the USA, had the monopoly of water resources in the world and they manipulated the other countries. China is the most populated country in the world and they suffered the most. So, they decided to protect themselves by making a biological virus called MA-HIM.

The MA-HIM virus was made in secret and it started to spread all over the world. The people were put in danger and were infected by the MA-HIM virus. Symptoms: coughing, sneezing. So, the leading countries decided to send a Delta Force there to steal and then destroy the MA-HIM virus. But things went wrong and, by accident, they did the opposite and activated the virus. People who contracted the disease started losing breath and died within 24 hours... In the first 5 days 42% of world population died, as there was no cure. In the next 5 days more than 83% population died - because of food scarcity, lack of water and other resources. The virus mutated and polluted the air, water and nature.

**Situation now:**

Nine people have managed to survive in an underground bunker, which has a special ventilation system. You are also trapped in the bunker and you have already been living inside for 3 days. The bunker is cold and dark and there are no provisions left. So, you are exhausted and feel desperate. On the 4<sup>th</sup> day you suddenly hear some strong disturbing sounds and the ventilation system stops working. At that moment, there is enough oxygen to survive 60 minutes. A big, noisy clock is counting down the time. The door of the bunker will open automatically after 60 minutes. There is a locked room in which there are a **few gas masks** that will help you survive when you leave the bunker and try to find a new shelter. **Your personal goal is to survive and continue the human race.**

**Rules:**

1. You can kill only one person (scissors, paper and rock game - 2:1, 3:0).
2. The room with masks opens after 55 minutes, you have only 5 minutes to take the mask. Afterwards, the main door to the bunker opens.
3. There is only one gas mask per person.

**Characters' description:**

1. **President (male):** you are the leader of the bunker and a very important person to your people. You want to survive at any price. However, you are sick, but not dying. You don't get along with the priest. The father and male teenager are your followers. Reveal your sickness symptoms. Special powers: you can have one-minute speech and you can choose one person to survive.
2. **Priest (male):** you are a faithful man, God talks to you and you are the right person to decide who should live or die. You don't get along with the president and the doctor. The mother and female teenager are your followers. Your special power: you can spread useful information from God (game master).
3. **Doctor (male):** you help people, especially the president. You are in love with the writer and you are in a secret relationship. The priest hates you. Special power: you can save two people.
4. **Engineer (male):** you are a good person and you have taken responsibility for the mistake that the female teenager made. You are the most talented in technology in the group. Special power: you can build an additional gas mask - but not for yourself.
5. **Writer (female):** you know human history and culture pretty well and without you human heritage will be lost. You have a secret love relationship with the doctor. Special power: you are pregnant.
6. **Mother (female):** you are trapped with your husband and two kids and you want to save them all. Together with your younger daughter you follow the priest.
7. **Father (male):** you love your family but you have problems with alcohol - you are showing the crisis caused by alcohol abstinence. You and your son follow the president.
8. **Teenage daughter (female):** you stick with your mother and you trust her. In reality, you caused the accident, which polluted the air, but the engineer took responsibility instead of you. You feel quiet and afraid, but you are fertile and you can continue the human race. You can't kill people.
9. **Teenage boy (male):** you are rebellious, close to your father and you follow the president. You change your mind all the time. Family is your strength. You can't kill people.



### SCENARIO NO. 3

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# LALALAND ISLAND OF ALL POSSIBILITIES

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#### **A few words about the game:**

*A playful scenario which is addressing the issues of sexual education and, at the same time, is giving participants a chance to become and act like teenagers once more.*

*The aim of the game is to increase the level of knowledge on topics related to sexual health and sexual education and also to understand emotions of teenagers, especially when they start to discover love, sex, emotions and conflicts.*

*In total, there are three game masters, one per each quiz station: STD attack and The Mystical Stork. While the third one (might be taken as NPC too) gives extra instructions to the characters, which might alter the game. At the end, all game masters form the Boring Parents Committee and decide if the players completed the given tasks and if they can leave the Volcano land.*

*Players have super powers in the form of answers to some of the questions asked during the quiz.*

*Evaluation of the game should take place to give each player space to share their opinions and emotions.*



**Introduction:**

In a minute you are going to take part in a LARP game. Before you start, read the materials below. Your goal during the game is to rise to the challenges in order to make a healthy escape.

You arrive in LaLaLand Island, the island of fun and games, where nothing can go wrong. It's all fun and positive - so people say - and all the cool kids are there. They say it is fabulous because it offers a lot of freedom, magic liquids, foam parties, fun fairs and magic potions that can take you to other dimensions.

The island is situated in the most beautiful sea in the world, it has the most amazing facilities and activities, such as skydiving, surfing, swimming with the dolphins and tropical fish. Therefore, our boys and girls convinced their parents to pay for their trip and to give them allowance for the cruise.

You will find that the island is full of surprises and challenges. It is required of you to respond to any challenge or problem you may encounter. Just follow the trail. You are not alone, there are close friends around. Look for them, introduce yourself to everybody and find your partner.

After you fall down to Volcano Land, where you will be trapped, you will have to find the exit and face the challenges. If you want to escape the island, you will have to collaborate with other team members and your partners. Get close to each other, and if you work successfully, you will find the exit.

Attention! You are a teenager and you should act like one!

Be aware! One person will have to face the final challenge at the end of the game, where you will have to present what you have learned so far!

**Game's mechanics:**

One of the game masters welcomes players to the island. They have just arrived after a long trip. They need to read the storyline and characters' descriptions. Answer any questions publicly (for the general ones) and particular questions in private, because there is secret information added for some players. You are helped by NPCs, there are 5 of them. You will give the players a magical welcoming shot/potion; now the game begins. They are instructed to make a team (give them 5 minutes). They use the map given by you to find their way on the island. You do not get involved once the game and trip on the island starts.

**Stage no. 1 (10 minutes)** - players find their way to a stop no. 1 in the journey, which is STD Land. They need to solve the puzzle/quiz\* in 8 minutes and present their answers to the NPC in another 2 minutes. They are allowed, no matter what the answer is, to move on to the next stage of the journey. If they get one or more answers wrong, this will be counted and, at the exit, there will be a 'diagnosis' of the specific STD (for which they got the answer wrong).

**Stage no. 2 (10 minutes)** - players move to the next stage in the journey - The Mystical Stork. Here, the NPC hands out a quiz consisting of 3 questions and 8 possible answers. The mission is to negotiate the answers, match them to the questions and offer the NPC the final response. No matter what the answer is, in the end, they are given instructions for the final stage. They have 2 minutes to choose a representative that will make a three-minute presentation on what they have learnt on the island and why it is important.

**Final Stage (5 minutes)** - Boring Parents Committee: we have 3 NPCs that rule this final stage. They must evaluate the players' presentation and correlate it with correct or incorrect answers to previous challenges. They also need to decide how or if the players exit the Volcano Land back to the super fun LaLaLand Island. If they answer incorrectly, they will have to exit diagnosed with an STD or pregnancy. See 'PROPS' for more details.

NPC gives instructions as follows:

1. **for Anna:** you are jealous of Jane; right upon arrival to the STD Land,
2. **for Maria:** you fall in love with Adam; during your stay in the STD Land,
3. **for Tina:** you are pregnant with Luke. Tell it to Mark - during Mystical Stork stage.

**PROPS**

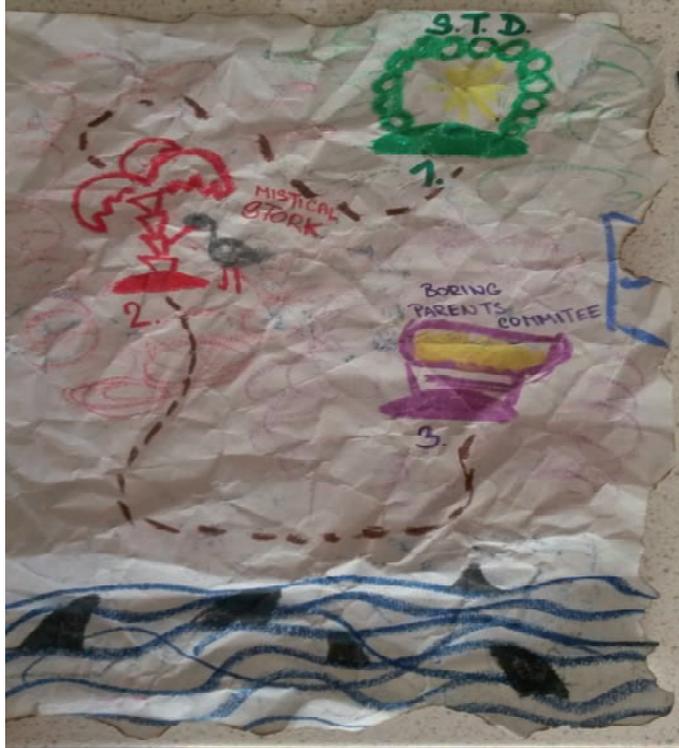
1. STD Attack - STD Quiz - You have 8 minutes of discussion time as a team, choose one member who will present the answers.
  - ▷ Name 3 STDs (Sexual Transmitted Diseases) that you know of.
  - ▷ How are STDs Transmitted?
  - ▷ How to prevent contracting STDs?



- Mystical Stork puzzle - please match the correct answers with the following questions:
  - ▷ Can you get pregnant even during your period?
  - ▷ Can you get pregnant if you have sex in the shower?
  - ▷ What's the best contraceptive method?

**Answers:** only in day 14, no, yes, no, yes, contraceptive pill, abstinence, sometimes.

- Map:



#### Characters' description:

- Tina:** a high school student, 16 years old, not sure about your sexuality. Your boyfriend is Mark and your best friend is Jane. You are not very tall, and that is the reason why you are very loud and energetic. Such behaviour is simply your way of catching people's attention. You know one answer to the STD Quiz, but you are not allowed to reveal it directly, just try to convince them to choose the correct answer. You are free to express your sexuality through your body language in a respectful manner. **Answer:** through sexual contact, or through contact with infected objects\*.
- Luke:** a high school student, 17 years old, you have a cynical attitude. Your dream is to become a doctor, you study all the time - a true geek. You love Maria very much, but you are not a couple yet. You know one answer to the STD quiz, but you cannot reveal it directly. You have to convince others that it is the right answer. **Answers:** Chlamydia, HPV, Syphilis\*.
- Jane:** a high school student, 18 years old, bisexual. You like Scott and he is your boyfriend, but you feel attracted to Tina. For this reason, you feel confused and ashamed, and you are avoiding eye contact with Tina. You are free to express your sexuality through your body language in a respectful manner.
- Scott:** a high school student, 18 years old. You are straight, your girlfriend is Jane. You don't agree with the opinions of others on any matter and you are not afraid to express it.
- Anna:** a high school student, 16 years old. You were bullied, you are straight. You are sexually active and boys are making fun of you because you had too many partners. You are in a relationship with Adam.
- Mark:** a high school student, 17 years old. You are a straight, regular looking and acting boy. You like school, especially engineering. Your girlfriend is Tina. You know one answer in the STD Quiz, but you cannot reveal it directly; you have to convince others that it is the right answer. **Answer:** condoms, abstinence, and taking care of yourself and your health.
- Adam:** a high school student, 18 years old, you are in a football team, your parents are divorced. You are very handsome and you are in a relationship with Anna.

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**SCENARIO NO. 4**

**AUTHORS: VERONIKA YOVCHEVA (BULGARIA), DIMITRIS TZACHANIS (GREECE)**

# HEIR TO THE THRONE

**A few words about the game:**

*An exciting scenario, designed for a small group of players. It allows to get deep into the role and also to recreate some historical situations, arrangements and traditions (players can find references to medieval kingdoms or Greek mythology).*

*The game aims at increasing negotiation skills and, at the same time, allows learning more about other people: their motivation, secrets and hidden desires.*

*There is only one game master: NPC takes the role of a squire who is responsible for the smooth flow of the game.*

*Players don't have super powers as such, however, they know secrets about their siblings, which might alter the game. The only exception is the Queen, who is in possession of a secret law, which she might use during the play. Evaluation of the game should take place to give each player space to share their opinions and emotions.*



**Introduction:**

You find yourself in a medieval kingdom, where the king has ruled wisely and peacefully for many years. News break that the king suddenly fell very ill and now lies almost dead in a coma unable to communicate; there are rumours that he has been poisoned. All the royal children together with the queen have gathered in the palace to decide what to do.

**Situation now:**

Due to the sudden and strange illness of the king, followed by rumours and suspicions, the children and the queen have bypassed the law that gives the right to rule to the firstborn son and decided instead to vote amongst them. Each sibling has one vote, but they cannot vote for themselves; Queen Elizabeth has two votes. Male and female children can become the next ruler.

Use your negotiation skills to talk between yourselves with the final goal to elect the best heir to the throne, who will continue the prosperity and welfare of your kingdom.

There are four princes and two princesses:

1. **Cesar:** firstborn son; according to the law, he is the rightful heir to the throne; only he has the key to the kingdom's treasury.
2. **Hercules:** the bravest, strongest, best warrior; in charge of the army.
3. **Thomas:** very kind and caring with the warmest personality; he grew up among the people so they love, trust and support him.
4. **Juan:** the youngest and most rebellious; handsome and charming, is sought after by many princesses of neighbouring kingdoms; he was most loved by the king all along, but has no interest in politics and taking the throne.
5. **Athena:** very intelligent and educated; innovative and full of ideas for stimulating the economy and trade; she has the reputation of being promiscuous.
6. **Bree:** eldest sister, a very peaceful person; she's already married to a very important and powerful king of a neighbouring imperialistic kingdom, who is now an ally, but had threatened to invade your kingdom in the past.

**Game's mechanics:**

- ▷ **Act I, Evening Meeting** - 5 minutes  
All the royal children meet with the Queen in the throne chamber to discuss who is going to be the next ruler.
- ▷ **Act II, Night** - 25 minutes  
Each child returns to their private chambers; now they can choose to approach and talk to whomever they want to.
- ▷ **Act III, Morning Meeting** - 10 minutes  
Again, all children and the Queen meet in the throne chamber for a final discussion and presentation of their case.
- ▷ **Act IV, Voting** - 5 minutes  
First, the children vote in secret. Their vote is announced and then the Queen votes. Discussion is not allowed in this stage.

NPC Palace Squire is responsible for watching the time and for announcing the passing of the Acts. The squire is also responsible for checking that no character votes for themselves during the voting stage. He needs to collect and count the votes and announce the decision.

**Characters' description:**

1. **Cesar:** you are very ambitious, aggressive and really want to become the next king. It is your right to rule according to the law and you are not happy that there is a voting. There are rumours accusing you of having poisoned the king. You are glad that the king is out of the way but you know that you haven't done it. You find out that Athena and Juan have a secret affair.
2. **Hercules:** you got seriously injured in a hunting expedition and you lost one leg. You cannot lead battles any more, but you are still in charge of the army. So far, you have managed to keep your injury a secret by using a wooden leg as a replacement. You find out that Thomas is gay.



3. **Thomas:** you have the support of the people and you truly believe that you will be the best heir. But you are gay and rumours are spreading. You find out Hercules is disabled and can no longer be a warrior.
4. **Juan:** you find the king's hidden will, stating that he wants his favourite son - yourself - to take over the throne. You have a secret affair with your sister Athena. You have strong suspicions that the queen, your mother, wants to rule herself but you don't know how she's planning to do it.
5. **Athena:** you have a secret affair with your brother Juan. You find out that Bree's husband (the king of a neighbouring kingdom) is planning to break the marriage with her.
6. **Bree:** you are a peaceful person and dislike conflicts. You are afraid that your husband will invade the kingdom if you don't become the next ruler. You hear rumours that Cesar has poisoned the king.
7. **Queen Elizabeth:** the king had been fair to everybody else but mistreated you, ignored you and never took you seriously, while you are an intelligent and educated woman, born to rule. So, it was you who poisoned the king! Now is the time to fulfil your ambition to rule and take over the kingdom yourself! Divide and conquer, turn your children against each other! Your children don't know that, according to an old law, if no heir gets three votes or more, then you get to rule alone instead. If you don't succeed in dividing the children and ruling yourself, your plan B is to make one of the children your puppet and elect him/her.

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#### SCENARIO NO. 5

AUTHORS: VICKY XANTHOPOULOU (GREECE), CHARA MONACHOU (GREECE), MARUSA BAJT (SLOVENIA), SARA KRAJL (SLOVENIA), LUCIA TOMASOVICOVA (SLOVAKIA)

# GOOD AND BAD PIRATES

#### **A few words about the game:**

*The following LARP game is an evaluation proposal for a bullying intervention program, designed for students aged 10 to 15. In this particular game, the characters and settings are inspired by a Greek fairytale called "The good and the bad pirates" written by Antonis Papatheodoulou and illustrated by Iris Samartzi (Publisher: Papadopoulos, Athens 2011). The aim of this game is to show the phenomenon of bullying, its underlying mechanisms and the interactions among the bully, the victim and the observers.*

*Each player has a super power, which can be used during the game.*

*Evaluation of the game should take place to give each player space to share their opinions and emotions.*



### Introduction:

Once upon a time, in Oceanland the famous ship of Pirate Blackbeard sank in a storm. The shipwrecked treasure hasn't been found since then...

### Situation now:

(Nowadays...) Two pirate ships, two crews and two captains have already been in Oceanland searching for the treasure. There is a map cut into pieces that indicates the location of the treasure. One piece of the map is owned by the good pirates' Captain and another piece belongs to the bad pirates' Captain. Who is going to find and get the treasure?

The action takes place in a tavern scene where the two crews are drinking beers and arguing for the treasure map. If you feel that violence may be necessary, use only verbal attacks and gestures. No physical contact is permitted.

### Game's mechanics:

Time orientation:

- ▶ 5 minutes: both sides arguing without having personal contact or conversation with any pirate from the other side;
- ▶ 5 minutes: interaction and conversation among the pirates from both sides;
- ▶ 10 minutes: interaction among pirates after hearing the "chupito" signal;
- ▶ 10 minutes: expression of feelings after the intervention of the tavern man.

### Who is Who:

1. **Good Captain Hakan:** he is the leader of the good pirates' crew. He is kind and fair.
2. **Good Pirate Dimitris:** he is a member of Good Captain's Hakan crew. He is the observer of the ship. He is very popular amongst the pirates.
3. **Good Pirate Mutlu:** he is a member of Good Captain's Hakan crew. He is a cook on the ship. Everybody loves him.
4. **Good Pirate Martin:** he is a member of Good Captain's Hakan crew. He is the boatswain of the ship. He is a bit indecisive and it's hard for the others to rely on him.
5. **Bad Captain Toothless:** he is the leader of the bad pirates' crew. He is ruthless and very violent.
6. **Bad Pirate Lex:** he is a member of Bad Captain's Toothless crew. He is a cunning person.
7. **Bad Pirate Joker:** he is a member of Bad Captain's Toothless crew. He is highly regarded in the crew.
8. **Bad Pirate Badass:** he is a member of Bad Captain's Toothless crew. Everybody believes that he is a weak character.
9. **Tavern man:** he owns the tavern in Oceanland. Not much is known about him.
10. **Parrot:** it's the tavern man's pet, a very annoying bird.

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**Characters' description:**

1. **Good Captain Hakan:** you are the leader of good pirates' ship. You grew up in a loving and caring environment. Your father was a legendary pirate and you want to follow in his footsteps. You have a piece of the treasure map. You already know that another piece of the map is in bad pirates' hands. You are willing to cooperate with them in order to find the treasure. You stole Bad Captain's Toothless girlfriend, Maria, when you were young and you know that he is still looking for revenge. When you hear three times the signal "chupito", a big change will occur in the opposite side. How are you going to react?
  - ▷ **Personality:** kind, polite, fair, you don't like quarrels.
  - ▷ **Mechanics:** *Silent disco* - twice in the game you can make a bad pirate dance silently for a minute.
  - ▷ **Goals:** protect your crew, find the treasure.
2. **Good Pirate Dimitris:** good Captain Hakan is your leader. He is your best friend. You grew up together and you stand by him under any circumstances. Everybody loves you and has the belief that you are going to be the next captain of the ship. But you aren't so ambitious. You are loyal to your captain. Your left ear is deaf. When you consume alcohol your personality changes. When you hear three times the signal "chupito", a big change will occur in the opposite side. How are you going to react?
  - ▷ **Personality:** loyal, kind, great sense of humour.
  - ▷ **Mechanics:** *monkey style* - once in the game you can make a bad pirate act like a monkey for 5 minutes.
  - ▷ **Goals:** stand by your captain; do not consume alcohol; get Bad Captain drunk.
3. **Good Pirate Mutlu:** good Captain Hakan is your leader. You admire him and you always want to please him by cooking his favourite vegetarian meals: dumplings stuffed with seaweeds. You are afraid of the bad pirates. Bad Pirate Badass scares you the most, because he is always making fun of your wooden leg and that hurts your feelings. When you hear three times the signal "chupito", a big change will occur in the opposite side. How are you going to react?
  - ▷ **Personality:** friendly, easy-going, always afraid of the bad pirates.
  - ▷ **Mechanics:** *dumplings stuffed with seaweeds* - once in the game you can treat a bad pirate with dumplings and make him really sick during the whole game.
  - ▷ **Goals:** you should stay balanced during the game even though you limp.
4. **Good Pirate Martin:** good Captain Hakan is your leader. Your captain saved you during a shipwreck when you were a child and you feel grateful to him. You are a bit shorter than the other pirates. You are afraid of the bad pirates. You want to avoid any conflict with them and you prefer to stay on the deck in order not to confront them.
  - ▷ **Personality:** always changing your mind, fearful.
  - ▷ **Mechanics:** *funny poem* - once in the game you can make one of the bad pirates write a funny poem about himself and recite it in front of the other pirates.
  - ▷ **Goals:** go back to the ship.
5. **Bad Captain Toothless:** you are the leader of bad pirates' ship. You lost your family when you were a little child and you were raised by a very cruel pirate. The word 'love' is not written in your dictionary. The only person that you had real feelings for was Maria, but Good Captain Hakan managed to steal her from you. Since then, you have been looking for revenge. You don't respect the members of your crew, you are always using them to serve your purposes. You humiliate and bully them. Besides, they owe you a lot. You have saved Joker and Lex when they were little children and you share with Badass his deep secret: his sexual preferences. You have one piece of the treasure map and you don't want to cooperate with the good pirates in order to find and share the treasure with them. You want the treasure for yourself and you don't even want to share it with the members of your own crew. You are allergic to vegetarian food. When you hear three times the signal "chupito", you will start to feel weak and emotional.
  - ▷ **Personality:** ruthless, cruel, brutal, not emotional at all.
  - ▷ **Mechanics:** *net* - once in the game you have the right to use a net for a minute in order to protect yourself.
  - ▷ **Goals:** get the whole treasure for yourself, get revenge for losing your girlfriend.



6. **Bad Pirate Lex:** bad Captain Toothless is your leader. He is always humiliating you, but you obey him, because you are afraid of his brutal manner to you. You are Joker's brother, whom you admire and love. You want to steal the treasure map from Bad Captain Toothless, get the treasure and escape from the power of your captain. You are allergic to vegetarian food. When you hear three times the signal "chupito", feel free to express your real feelings to your captain.
  - ▷ **Personality:** cunning, impetuous.
  - ▷ **Mechanics:** *poison* - once in the game you can pour poison to one pirate's drink in order to make him sick, not to kill him.
  - ▷ **Goals:** persuade your brother to be the next Captain of the bad pirates' ship.
7. **Bad Pirate Joker:** bad Captain Toothless is your leader. You are loyal to him, even though he bullies you and your little brother Lex. You owe him your life. You are born to be a leader and you already know that the whole crew is by your side. But you don't want to betray your captain. You want to find the treasure and share it with the other members of the crew. You never miss the chance to make fun of the good pirates. You are allergic to vegetarian food. When you hear three times the signal "chupito", feel free to express your real feelings to your captain.
  - ▷ **Personality:** loyal, energetic, loves being the centre of attention.
  - ▷ **Mechanics:** *ice cube* - once during the game, for one minute, you can freeze Bad Captain Toothless. You can use this tool only against your captain.
  - ▷ **Goals:** persuade Good Pirate Dimitris to remove Good Captain Hakan from his leader position; convince Dimitris you should be the next Captain of the good pirates' ship, promising to share with him the whole treasure.
8. **Bad Pirate Badass:** bad Captain Toothless is your leader. You are afraid of him. He always bullies you, but you stand by him, because you don't want to reveal your real sexual preferences to the other members of the crew. You always make fun of Good Pirate Mutlu about his wooden leg, but you are not a bad person. You are allergic to vegetarian food. When you hear three times the signal "chupito", feel free to express your real feelings to your captain.
  - ▷ **Personality:** easy-going, willing to show emotions.
  - ▷ **Mechanics:** *alcohol* - use this tool only against Good Pirate Dimitris.
  - ▷ **Goals:** escape from Bad Captain's Toothless power.
9. **Tavern man:** you have owned the tavern in Oceanland for the last 20 years. You are sick of the pirates and their quarrels for the treasure. You dream to live on an island far away from Oceanland, but you can't afford it. You have a stupid parrot as a pet. You have found a treasure map, but you don't know if it's real or not. You serve beers during the conflict of the good and the bad pirates in the tavern, without interfering during their interaction. When the game master gives you the sign you are going to intervene and tell them to stop arguing and express their feelings. You will also try to convince them to cooperate in order to find and share the treasure.
  - ▷ **Personality:** patient, energetic, ambitious.
  - ▷ **Mechanics:** *veritaserum* - upon using this tool all pirates, the good and the bad, will cooperate to express their real feelings about the situation.
  - ▷ **Goals:** get the pieces of the treasure map from both captains; get the treasure for yourself.
10. **Parrot:** you are the tavern man's pet. You are neutral. You are imitating the sounds you hear in the tavern. When the game master feeds you a biscuit, you will crow three times "chupito".



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