

A LARP ABOUT OUR DIFFERENCES



MISSION  
TOGETHER  
[missiontogether.notonlylarp.com](http://missiontogether.notonlylarp.com)

RUN #1 · 7-10 AUG 2021 | RUN #2 · 12-15 AUG 2021  
ASTURIAS · SPAIN



BY NOTONLYLARP  
[www.notonlylarp.com](http://www.notonlylarp.com)





MISSION  
TOGETHER

A MEDITERRANEAN SPACE LARP BY NOT ONLY LARP

ABOUT OUR DIFFERENCES.

## Calling all recruits for a space exploration mission! Train at the Magdalena Center and seize your future.

After decades of war between their planets, the rheans, deimians, and keplians have recently signed a peace treaty.

War has destroyed many of their resources, making the planned colonization missions a necessity.

Mission together is the 10<sup>th</sup> colonization mission. This time, recruits will be trained to explore Ultreia, a potentially habitable planet.

**They were bred for war; now they're tasked with togetherness.**



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# Larp themes

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TRAINING

MILITARY VS. CIVILIANS

CLASS STRUGGLE

RACISM

WAR

COLONIZATION



# No part of the game

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COMMENTS ON THE  
BODY OF THE PLAYERS  
ARE PROHIBITED

SEXUAL VIOLENCE  
IS NOT IN GAME

LGBTIPHOBIA  
IS NOT IN GAME

SEXISM IS NOT IN GAME

PLEASE NOTE THAT RACISM, CLASS STRUGGLE AND  
XENOPHOBIA ARE PART OF THE GAME.



# First years

Hundreds of years ago, we managed to break the chains of gravity and lightspeed. Now being shackled to a single planet is a distant memory...

They called it science fiction; now it's science fact. It started with the Burst. A burst of almost uncontrolled energy generated by an Alcubierre drive.

Thanks to the Burst, we traveled through the stars, but because of the Burst, we soon lost contact with our home. Some called it "Earth," some called it "Terra," some called it "Hm." But whatever you called it, that doesn't matter anymore. When we got where we wanted to go, we found that place was nothing more than a glimpse of our past.

Centuries ago, we found a binary star system where Hyperion and Theia, two twin G2 stars, swung in an eternal dance in the void. Around them spun a plethora of planets in intertwined orbits with complex Lagrange points crowded with asteroids and small moons.

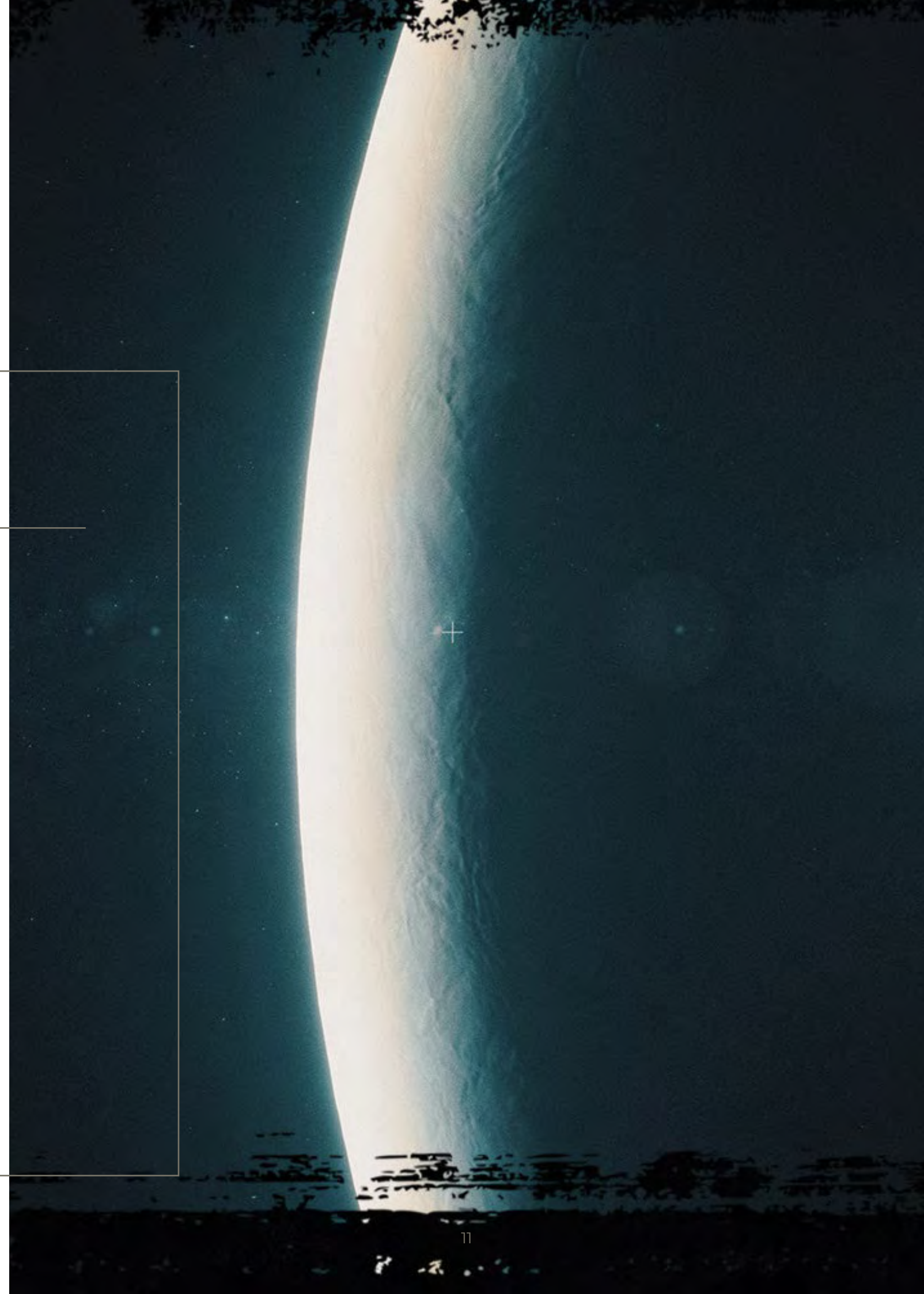
We made landfall with powerful rockets on multiple planets, attempting to establish flourishing colonies. Three planets were successfully colonized by humans: Rhea, Deimos, and Kepler. Now the Rheans, Deimians, and Keplians couldn't be more different; because of differing environmental conditions, such small variances in gravity, radiation, and temperature ranges, evolution has branched, and each society has developed a vastly different culture.

# The war

The long war started when the population of Deimos kept growing, but trade and farming capabilities failed to provide enough for its people. After a neutron explosion from a fusion generator in one of their food production centers, their supply dropped to only 10% of their needs. When Rhea and Kepler refused to send enough aid, the military joint command of Deimos took some of the Rhean farm moons by force, kicking off a full-scale planetary war.

Soon all planets had devoted all their resources to war.

After multiple battles for moons, asteroids, and surface positions on enemy planets, the Deimians and Rheans were decimated up to the verge of extinction. Before the pure annihilation of their enemies, the Keplians used their influence to sue for peace. In the conference set at the Magdalena moon complex, the peace treaties were signed.







# The missions

The war ended six months ago. The winners of the war, the Keplians, decided to start a United Planets Organization with the very first mission of finding new resources.

That's how the Interstellar Magdalena Center started its activities. There, the best trainers and commanders of the three planets show their strengths to the different teams that will colonize other planets.

MISSION TOGETHER is the last team that is training in Magdalena before they depart for planet Ultreia.

The 10th Mission started its training two weeks ago, six months after the end of the war. The Mission has several groups working in tandem: three Mission Secretary Generals, the leaders of the Mission; their cultural and military assessors, who assess the military leaders of the Mission; spaceship pilots, who will be in charge of piloting; soldiers, who will protect the Mission; the engineers in charge of all the systems; scientists, who are analyzing how to survive in Ultreia with a hydroponic system and the worms' farm; doctors, who will be in charge of the physical health of the Mission; and artists, who will be in charge of the emotional health of the mission, especially the EMbrace Unit.

All members of the Mission need to get their spaceship license and have a basic knowledge of every field, which will be the trainers' responsibility.

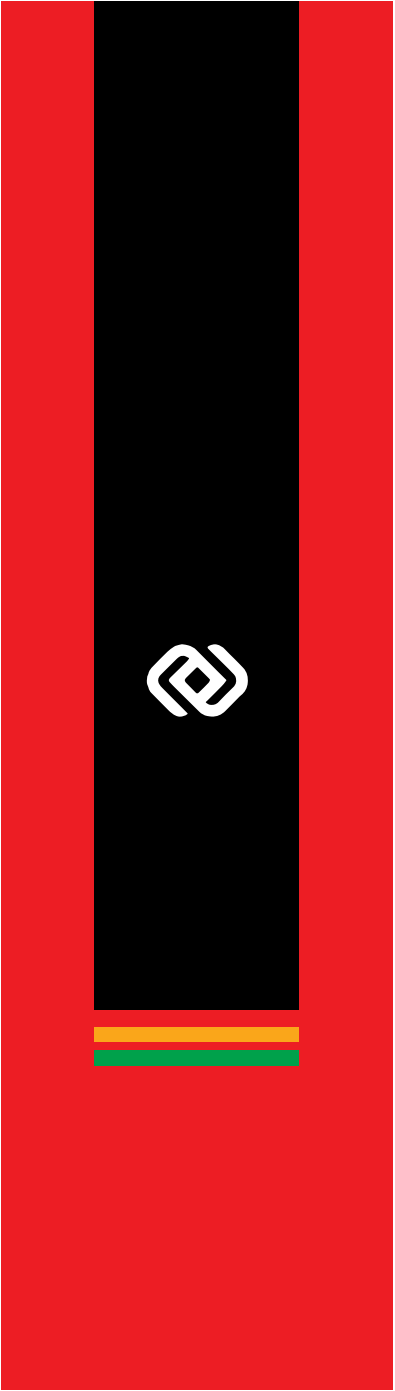


# Mission T-Shirt

Every player will receive a **black t-shirt** with a logo of the Mission as part of their uniform. You can wear it In-game, if you want.



MISSION FLAG



POLITICAL  
AREA



CULTURAL  
AREA



MISSION  
ARMY



MISSION  
SPACESHIP PILOTS



ENGINEERING  
AREA



SCIENCE  
AREA



HEALTHCARE  
AREA



AGRICULTURE  
AREA



ART  
AREA



EMU  
AREA



# Military Leaders uniform

**Uniforms:** In-game it is mandatory to wear it during classes but optional during free time.

Bring black slacks and shoes.



# Artists uniform

**Uniforms:** In-game it is mandatory to wear it during classes but optional during free time..

Bring black slacks and shoes.





# Cultural Assessments uniform

**Uniforms:** In-game it is mandatory to wear it during classes but optional during free time.

Bring black slacks and shoes.



# Political Leaders uniform

**Uniforms:** In-game it is mandatory to wear it during classes but optional during free time.

Bring black slacks and shoes.



[Left to right: Deimos political leader, Kepler political leader, Rhean political leader]





# Military uniform

**Uniforms:** In-game it is mandatory to wear it during classes but optional during free time.

Bring military black trousers and boots.



MISSION TOGETHER - DESIGN DOCUMENT



MISSION  
TOGETHER

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# Spaceship Pilots uniform

**Uniforms:** In-game it is mandatory to wear it during classes but optional during free time.

Bring black slacks and boots or shoes.



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# Scientists and Doctors uniform

**Uniforms:** In-game it is mandatory to wear it during classes but optional during free time.

Bring black slacks, black shirt and shoes.



MISSION TOGETHER - DESIGN DOCUMENT



MISSION  
TOGETHER

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# Mechanics/Engineers uniform

**Uniforms:** In-game it is mandatory to wear it during classes but optional during free time.

Bring black shoes or boots.



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# Ranks & Hierarchy

The General Secretaries of Mission are the political leaders of the Mission. They are not military but political power. The chain of command is:

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General  
Secretary  
of Mission

Civilian. No rank badge.

General



Captain



Lieutenant



Sergeant



Corporal



Soldier



Instructor/Teacher  
Badge



10th  
Mission Together  
Badge



Kepler War Badge



Deimos War Badge



Rhea War Badge



# Discord App

Discord is a proprietary freeware VoIP application and digital distribution platform designed for video gaming communities.

We will work with Discord chat for in-game and off-game purposes, setting channels for race, working groups and others.

We are using Discord with your phones, the location has free WiFi for all the players.



<https://discordapp.com/>



# The experience

Different groups will have a slightly different larp experience.

## TRAINERS

A training facility needs teachers, and the Mission will need 3 directors (one for each planet). For these roles, we are looking for experienced larpers who want to give play to others.

## MILITARY GROUP

Because of the immense casualties of war, most of the members of this group are young and inexperienced. They are meant to be in charge of the safety of this mission abroad. Their training will be focused on military aspects with a sci-fi component.

## SPACESHIP PILOTS

The pilots will be training in in-game spaceship. We will use Empty Epsilon as a programme to simulate the experience based..

## ENGINEERS/MECHANICS

The engineers find technical solutions to the problems they will face during the mission. They will be in charge of the hydroponic system, the weapons and making all technology work.

## SCIENTISTS AND DOCTORS

They will study the different lifeforms they encounter and find a way to survive on the new planet.

## POLITICIANS/CULTURAL ASSESORS

There are three delegations representing their planets at the mission.

## ARTISTS

They will keep the group's morale high. The only real group of civilians, the artists are meant to preserve the cultures of their planets.

The **EMbrace Unit** at Mission Together is an experimental subdivision of artists. They are profesional companions who provide care for those they choose as clients. The ones belonging to this unit are respected professionals as their human and synthetic counterparts are in their respective planets. They also have a recognizable level of influence with leadership. This is a small unit so far comprise of an android set to the specifications of each race. The individuals involved in this unit, will experience, romantic, sexual, political and existential plots

ALL GROUPS WILL RECEIVE TRAINING IN ALL OF THE AREAS.  
EACH PLANET IS EQUALLY REPRESENTED IN ALL OF THE GROUPS.



# Deimos



# Rhea



# Kepler





# I AM DEIMIAN

LOSER | MILITARY DRIVEN | MINER

## Deimos

The color of Deimos is **yellow**. The same color of the skies around their floating cities and the work of the soil.

A military-driven culture forged in the fires of their own half-melting mineral planet, as miners and producers of raw metals for all the Tri-Planet Colonies, they extended beyond their planets to mine and produce every possible metal from their environment. Deimians have forever been a mining people, but work and life doesn't collide in their cities in the skies.

When their population exceeded their trading and self-production capabilities, they started an all-out war. Now they are a decimated but proud race that has lost a long war that they fought to a bitter end.

Deimians have always been bred to fight. Their government is based on meritocracy: The Chosen Ones.

Deimians believe in non-blood related families. Children are born under the state's parentage, called a 'Unit.' Their family ties are the unit's ties. Their battle mates become their siblings.

The Path of the unit is the path of the Deimian, and their spiritualism is derived from the unit. What's mine is yours, and what's yours is mine, and it all belongs to us, to the group, to the unit. Deimians love implants and technology. In fact, they invented the sleeves, a way to download a mind into a new body. Unfortunately, war has made the resources needed for sleeves a rarity.

Deimians have problems breathing in Kepler, so they need helmets to breath outside the Interestellar Exploration Center of Magdalena where Mission Together is training. After an hour of breathing without the proper equipment, they can suffer a severe lung condition.

The racist slurs used to refer to Deimians: 'demons' or 'morlocks'.

Players that play Deimians will wear a yellow bracelet provided by the orga.



# How to Deimian

To Deimians, “The Unit” is their parent, their sibling and their child. The unit is to be respected, loved and taken care of. In Demian society, each unit tends to eat in groups, even bringing their wounded to the table regardless of if they have to hold them steady and/or feed them themselves. The unit stays together. Deimian greeting:



Deimians love technology. They wear tech implants, LED lights, steel and anything else that can remind them of their cities in the skies.

DEIMIAN PINTEREST - <https://www.pinterest.es/notonlylarp/mission-together-larp/deimos/>

Deimian Flag



Deimian Emblem  
*The city in the sky*



Simplified Flag







# I AM RHEAN

LOSER | NATURE LOVER | HEDONIST

## Rhea

The color of Rhea is **green**, because Rhea was a Paradise... but not anymore.

After the war, this edenic planet has turned into a devastated desert. What once was a beautifully controlled jungle that fed all three planets now exists only in holovids and lab tubes. Science and Agriculture have melted into the creation of the Greenhouses that now support the very little left. To think they once were the garden and farmlands of the Tri-Planet Accords.

Rheans have always held a special definition of beauty. Those with a peculiar style, those who stand out the most from their counterparts, are the most beautiful in their eyes. One could use the word 'alien' to define the most beautiful people in Rhea. Body modification, tattoos, eye color changes, and other mods are regularly used by the Rheans to become more and more attractive.

Rhea is governed by an AI. This Artificial Intelligence sorts Rheans into couples for procreation in order to keep the Rhean legacy strong. Thus, the minds of Rheans are not concerned by such things as 'romance,' and they can enjoy their lives, likes, wants, and desires as they see fit, so long as they obey the AI's procreation mandate. Wherever else their desires flow, they follow; 'normalcy' in relationships, as others know it on the rest of the planets, is unexpected and undesirable to Rheans. Most family groups tend to have more than one social mother and social father, depending on their parental relationships.

Their eyes are particularly sensitive to the atmosphere in Kepler, so they need eye drops to see at Exploration Center of Magdalena where Mission Together is training.

The racist slurs used to refer to Rheans: 'licks' or 'treehuggers'.

Players that play Rheans will wear a green bracelet provided by the orga.



# How to Rhean

For Rheans, physicality is everything. They are often seen holding each other, even in public. Rheans prefer to share meals together where they chat swiftly, changing topics and comfortably sharing their food. For snacks, they sometimes sit in circles on the floor and serve one another. Public displays of affection are easily and comfortably shown between Rheans. They have been heard to call each other by the short hand 'Rhe' or 'Re' between themselves. Rhean greetings (left: usual / right: close individuals)



Rheans wear anything that reminds them of nature, particularly in memory of their formerly beautiful planet. They also are fond of "Alienism" Body Modification that translates to their concept of style/beauty. They are obsessed with the eyes, enhancing them however they can. They can "adapt" their uniform.

RHEAN PINTEREST - <https://www.pinterest.es/notonlylarp/mission-together-larp/rhea/>

Rhean Flag



Rhean Emblem  
*The Central Tree*



Simplified Flag







# I AM KEPLIAN

WINNER | PRAGMATIC | PEACEMAKER

## Kepler

The color of Kepler is **red**. Kepler is the spear point.

A democratic oligarchy with a full long-term evolution plan at hand. In the system, they are the needle of the balance.

Kepler won the war. An attrition win, but a victory nonetheless. Keplians were responsible for the Truce Accords, and are also the motivators behind the Mission Together project. They currently strive for peace and the rebuilding of the planets from the ashes of war. Acting as mediators, they have offered sanctuary to refugees before. They want Mission Together to be an example of the three races using their knowledge together.

Pragmatism rules their lives. Contracts are made for everything from their economy and trade to their families. A relationship contract, written by special lawyers and containing everything from the amount of possible partners, descendants, and the expiration date of the relationship, is only arranged and approved for a couple whose marriage makes sense. A very small (and sometimes oppressed) minority believes in something they call the Ceremony, a mystical event that ties spouses together.

Keplians are here to bring their ideals of tolerance to this mission and ensure the truce. They are politicians, tacticians, scientists, technicians, and particularly diplomats.

Keplians need pills to breathe the same air as the other races in the Interestellar Exploration Center of Magdalena where Mission Together is training. Every pill is worth it.

The racist slurs used to refer to Keplians: 'trickster' or 'liar'

Players that play Keplians will wear a red bracelet provided by the orga.



# How to Keplian

Their meals are short and to the point. For two Keplians to share a meal, there is a purpose, be it a business or political meeting or a contract discussion. For every action, there is a practical purpose for a Keplian. They are proud to be the winners of the war, and are now interested in mediating between all races to make the mission work, taking pride in their diplomatic acumen. They can be perceived as patronizing by other races (because they sometimes are). Keplian greeting:



By wearing the uniform, Keplians follow the legacy of those who served before them. They feel that any uniform embodies professionalism and commitment to Keplian Values: loyalty, duty, respect, honor, integrity and personal courage. The uniform is a symbol of honor and tradition, of esprit de corps and morale, and of personal excellence and pride. No matter what, they will be perfectly uniformed and clean while on duty.

KEPLIAN PINTEREST - <https://www.pinterest.es/notonlylarp/mission-together-larp/kepler/>

Keplian Flag



Keplian Emblem  
*The K*



Simplified Flag





# Sleeves

There are two variations of a sleeve, depending on your economic fortune.

The wealthy and the military both have access to custom grown sleeves, often improved versions of themselves: Faster, tougher, built for beauty. While it doesn't lead to immortality, sleeves do lead to amorality. When you can indulge in any activity, without any fear - why hold back?

For those who cannot afford such luxuries, there are always "rent-a-body" agreements, or trades. There will always be more needs for a sleeve than there are those available. A market has grown where the average person can rent their body as a "sleeve" to another for a short amount of time, or a straight up trade between two individuals on different planets.

The weary businessman that doesn't have the time to travel physically opting for mind transfer, the grandmother wanting to visit her children without the means to pay the exorbitant costs of traveling from one planet to another, the research undergrad, the artist wanting to experience another life, etc. All of these are in the market for this service. Of course, all cost-saving measures come with certain risks. Cross transference of personality and traits are not uncommon, especially after extended periods of time. A mind cannot be held in stasis for an indefinite period, but rest assured, due to extensive background checks, problems like unsavory individuals using the system to commit murder or other criminal activities have primarily been dealt with.

During and after the war, only the richest could afford sleeves. They were used with military purposes by Deimians until the resources were scarce. Now there are only a few sleeves available. It is punishable by law to wear a sleeve from a different planet than your own.

# Androids

The androids, AIs in sleeves, don't seem much different than humans. But they are programmed to live, to feel, and to behave.

Playing an android means you are not playing a person but a thing. Dehumanization might be a trigger for some players.

There are special commands to androids and specific safe words for the players who play an android.

# How to android

Androids wear a light dispositive (a prop) that we will provide. It can be hidden so that no one knows they are androids. Androids only follow the commands of their maker to the extent they were programmed, for the function they were programmed for. All android character sheets will have this info. For example, an EMbrace Unit android will never follow commands to have sex with someone because they were created aware of their nature and given free will to choose how to comfort human.

ONLY A MAKER can say the command: Command+the order. Learning a command would take someone weeks, so it is not a possibility in the game. Please don't use this command unless you are a maker.



# Gun mechanic

There are two different kinds of guns in Magdalena Training Center: training guns and real guns.

## Training guns: Nerf guns

The nerf guns are only training guns. It stings when the ammunition hits you, exactly as it does in real life. We will only use nerfs that orga provides. We recommend you wear protective glasses when we train with these guns (we will provide them).




## Real guns: Cap guns


This is the official gun that every soldier has, but ammo is strictly controlled by the military leaders. If someone shoots you with this gun, you can decide the effects of the shot. Please keep in mind that if you decide to die before the final afternoon of the game, you will be assigned an NPC role. For safety reasons, don't shoot near the face or ears of the victim and don't hit anyone with the gun.




# Training Schedule

[Link to Google Docs Schedule](#)

		Art	Military	Spaceship	Engineering	Science	Medical	Politicians
	12:00	ARRIVAL						
	19:00	Artists	Military	Group 0	Mechanics	Scientists	Doctors	Politicians
	20:30	DINNER						
DAY 1	21:30				Group 1			

		Art	Military	Spaceship	Engineering	Science	Medical	Agriculture
	08:00	BREAKFAST						
	9:30 10:30	Pilots	Artists Doctors	Group 6	Scientists Politicians	Military 1	Military 2	Mechanics
	11:00 12:00	Mechanics	Scientists Politicians	Group 2	Pilots	Artists Doctors	Military 1	Military 2
DAY 2	12:30			Group 3				
	13:30 15:00	LUNCH						
	16:30	WITH THEIR GROUP						
	18:00			Group 4				
	19:30			Group 5				
	20:30	DINNER						

		Art	Military	Spaceship	Engineering	Science	Medical	Agriculture
	08:00	BREAKFAST						
	9:30 10:30	Military 2	Mechanics	Group 7	Artists Doctors	Pilots	Scientists Politicians	Military 1
	11:00 12:00	Military 1	Pilots	Group 8	Military 2	Mechanics	Artists Doctors	Scientists Politicians
DAY 3	12:00			Group 9				
	13:30 15:00	LUNCH						
	16:30	WITH THEIR GROUP						

\* **Spaceship training** needs an exact number of players, so everyone will be assigned to a group number. We will send you this info closer to the event and yes, there are spaceship classes for every group.





# Practical and Signup



## WHEN?

### RUN #1

SATURDAY 7TH TO TUESDAY 10TH AUG 2021.

### RUN #2

THURSDAY 12TH TO SUNDAY 15TH AUG 2021.



## TICKETS

110 SPOTS AVAILABLE EACH RUN.

## WHERE?

PABELLÓN DE EXPOSICIONES LA MAGDALENA.  
AVILÉS, ASTURIAS, SPAIN.

PATRON TICKET

460€

With your help, a larper will  
get part of their reduced ticket. Thank you!

REGULAR TICKET

360€

REDUCED TICKET

160€

Good to Know

## What is included in the ticket?



### UNIFORM RENTAL

WE MIGHT ASK YOU TO BRING A SPECIFIC COLOR OF TROUSERS IN SOME CASES. BOOTS AND SHOES ARE NOT INCLUDED.



### GUN RENTAL

JUST IN CASE YOUR CHARACTER NEEDS IT.



### MEALS

FROM LUNCH ON THE FIRST DAY TO BREAKFAST THE LAST DAY.



### ACCOMMODATION

THE IN-GAME ACCOMMODATION WILL BE ON INFLATABLE BEDS, IN ROOMS AROUND 10-15 PEOPLE.  
IF YOU HAVE SPECIAL NEEDS, PLEASE CONTACT US AT NOTONLYLARP@GMAIL.COM, WE WILL DO OUR BEST TO HELP YOU.



### SHOWERS

THERE WILL BE 12 SHOWERS WITH HOT WATER AVAILABLE FOR THE PLAYERS.

SIGN UP

WAITING LIST

[SIGN UP FOR WAITING LIST](#)



## First come, first served.

It will be first come first served, but all sign-ups during the first one hour will be considered the same, so it is not a click war. If there are too many sign-ups during the first hour we will make a raffle considering:

- Diversity in nationalities and larp experience.
- Patron tickets will have priority.
- POC tickets will have priority.
- Casting reasons. We prefer to bring to the game players that love the group they are cast in.
- A dozen spots per run are already reserved for helpers to this larp, fellow organizers of other larps, and other people.

## Design process and casting

We will cast characters depending on your answers on your casting questionnaire that you will receive after signing up.

You will receive a character concept some months before the larp and a closed character sheet less than two months before the larp. Our plot writing team will design all the plots and relationships of your character.

## Cancellation Policy

You can sell or give the ticket to another person.

We only ask you to not sell reduced tickets for more than the price that you paid for it. The ticket is not necessarily attached to the character you were cast as, and we can work with finding a suitable alternative character through the other cancellations or otherwise.

You need to contact us to let us know who is the replacement player at [notonlylarp@gmail.com](mailto:notonlylarp@gmail.com)

## Accessibility

The location has an area of more than 11.000 m2 on two floors. The venue is wheelchair accessible. There is no need to have a good athletic condition to play the larp. There is no need to have good hearing or eyesight either.

All scenes are opt-in and there will be no in-game consequences for not playing a scene.

If you have further questions and want to play the game, please contact us, and we will do our best at [notonlylarp@gmail.com](mailto:notonlylarp@gmail.com).

# Schedule



MISSION  
TOGETHER

## First day

8.00: LARP BUS DEPARTS FROM BILBAO CITY AND AIRPORT.

11.00: ACCOMMODATION.

13.00: WORKSHOPS START.

16.00: LARP STARTS.

AT THE MOMENT THE LARP STARTS, EVERYTHING WILL BE IN-GAME.  
THERE WILL BE A FEW OFF-GAME AREAS.  
YOU'LL BE ABLE TO GO TO THESE AREAS ANYTIME YOU FEEL LIKE IT.

## Second day

LARP DAY.

## Third day

LARP ENDS DURING AFTERNOON / NIGHT.

AFTER LARP PARTY.

## Fourth day

8.00: LARP BUS DEPARTS TO BILBAO CITY AND AIRPORT.

11.30: LARP BUS ARRIVES AT THE AIRPORT AROUND THIS HOUR.





LOCATION

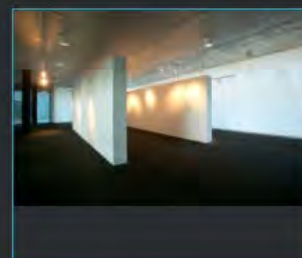
## Pabellón de Exposiciones y Congresos La Magdalena

AVILÉS · ASTURIAS · SPAIN

## The venue

The Exhibition Pavilion of La Magdalena is a recently improved multipurpose space situated in Asturias (Spain), looking like a hangar and built on reinforced concrete and glass.

The new building now has over 11000m2 of usable area in a 30000m2 plot, including a newly soundproofed auditorium, an 8000m2 diaphanous space and several rooms with capacity up to 220 people.



## Playing rules

### Play to flow

This game is designed to offer you the chance to experience life as your character, albeit during a short period of time and in a controlled environment. The main goal is to tell a story with your co-players.

Please don't block play by shutting down other players' actions, and play to lift - by applauding their bravery and heroism, for example, instead of being unaffected by it.

### You are your own game master within the limitations of the game and safety rules

Your character sheet is yours, you don't need to ask the GMs (though we will be available) unless you're making a change that might affect many players.

### What you see is what is there to see

There are no magic ability cards that can save you. All you see will be part of the game, and you will have to deal with the consequences. Respect other people's experiences and safety: avoid any behavior or attitude that can hurt the immersion or the experience of other players, but also keep in mind that safety comes first.

### There might be secrets, but, in this larp, secrecy is not important

### Off game use of electronic devices

The off game use of any kind of electronic devices (tablets, phones, computers, etc) during the game should be discussed with the organizers.

### Verum

When we say this word, we are letting you know that the next sentence is a cue that must be followed up. For example, 'make way for this car.' Only organisers can use it, although we will rarely do so.

### Harry will do it

If someone in-game asks you to do something you don't want to do, Harry, our inexistent NPC, will make it happen.

### 'Off game'

You're asking something as a player, or something is really real, or you can use it for calibration. It can be said in person or sent by Discord. For example: "Off-game: please don't speak about this theme, it can be a trigger" or Organizer: "Off-game: you don't see that catering van".

### Post-it notes in the bathroom

We will have post-its and pens at one specific bathroom. You can post information about rumours or anything you wish other players to know. If your game is getting slow, you can speak with your GM, with the coordination team or you can calibrate with your group.

### Eating

There will be an in-game area while eating and an off-game area. Please, if you don't want to eat in character, go to the off-game area.



# Safety

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## Not Only Larp Safety System

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Our safety system relies on the ability of players to set and respect boundaries, be able to say safe words, and be able to speak with the safety team in case you are not ok. If you have trouble doing that, this larp is not for you.

This document is inspired by the safety documents from Conscience, Living Games Conference, New World Magischola, and Just a Little Lovin’.

## Code of conduct

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People are more important than the larp. Safety is our priority. Respect all the game security rules.

Each person’s body is their own. They alone may set their boundaries and say what makes them comfortable. Please be clear establishing your limits, both physical and emotional. Don’t be afraid to modify your limits if you feel you need to during the game.

Consent must be freely given and vocalized, and is considered inviolable. Respect everyone’s boundaries and don’t tease, gossip about, ostracize or retaliate against someone who has set a consent boundary. In fact, we would like you to thank your fellow co-players for setting boundaries, as practicing active consent negotiations allows everyone to feel more comfortable.

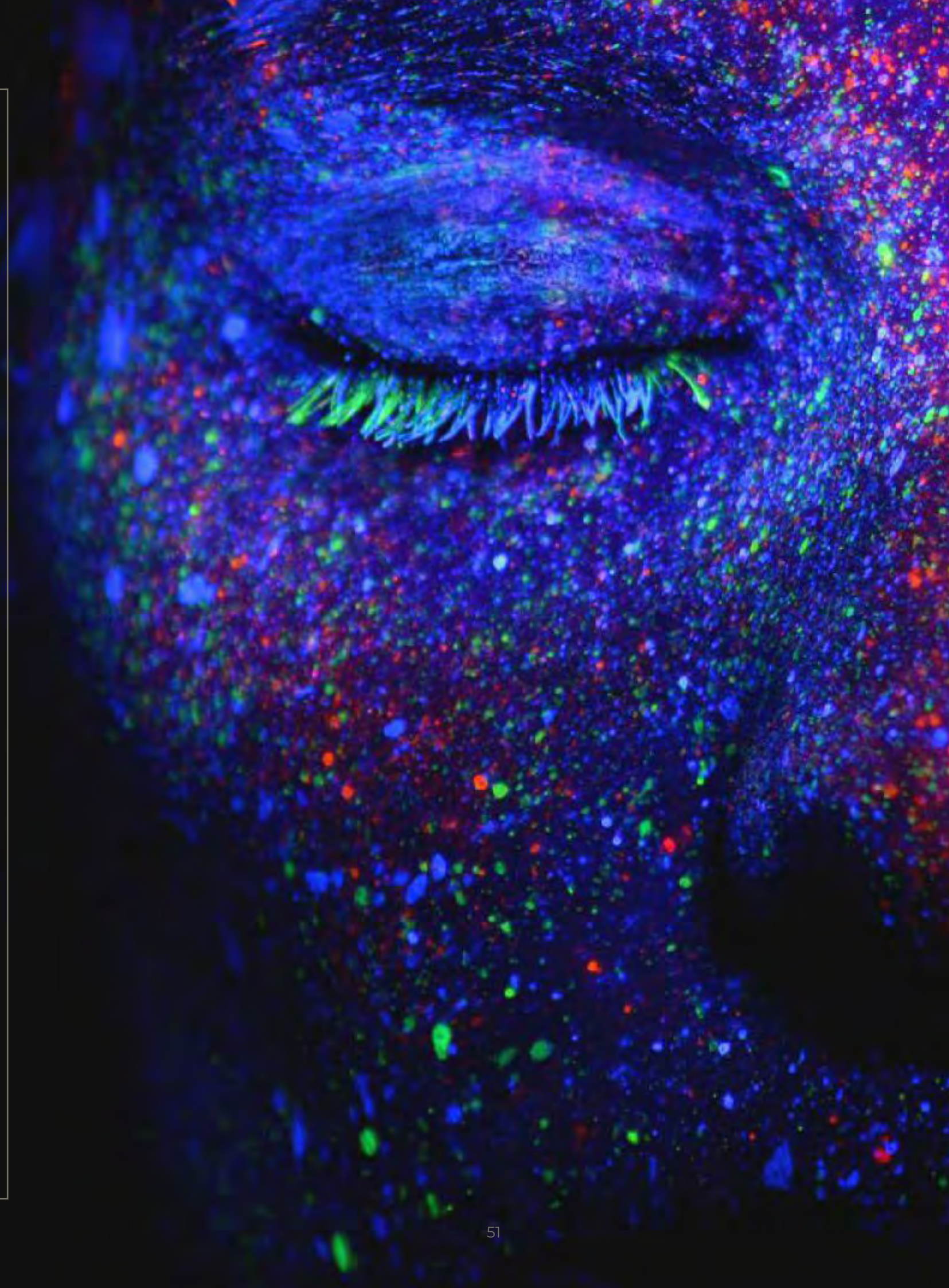
Off-game harassment, abuse, or assault of any participant – or using the alibi of character to harass, abuse, or assault a player – is not tolerated. This includes any reference to the race, gender identity or presentation, sexuality, body size, conventional beauty, age, and experience of the player.

Each participant is responsible for their own actions; for reading, understanding and abiding by the Code of Conduct; and for the consequences of their actions to others.

Should anyone harm another participant, whether intended to do so or not, they must accept the responsibility of their own behavior. If you are informed about this kind of situation, you are expected to reflect on your own behavior and seek to change it. Don’t deflect, blame, or become defensive if you are informed that you have harmed someone.

If you witness someone behaving in a manner that is against our Code of Conduct, we encourage you to ask them to stop. Please inform the Safety Team of the incident. You may report anonymously if you feel more comfortable doing so, and we will respect your privacy.

Inform NotOnlyLarp’s team about any health problems or allergies we should take into consideration.





## Safe words

Emergency:

“Emergency, stop playing.” Everyone should stop their scene.

Players should announce their intentions to give the other player the chance to say a safe word:

- Green. When someone uses this, it means the rest of the players can raise their game intensity. It is a suggestion, not an order.
- Yellow. When someone uses this, the other players have to lower their game intensity. This is an order you have to follow.
- Red. The scene stops immediately. This is an order. If a participant uses this, the other players involved in the scene should ask them what they need.

## Hard limits

Comments of the body of the players are prohibited.

Sexual violence will not be played on.

LGBTphobia will not be played on.

Sexism will not be played on.

PLEASE NOTE THAT RACISM, CLASS STRUGGLE AND XENOPHOBIA ARE PART OF THE GAME.

## Sex

When acting out a public sex scene, one you want other players to witness, it needs to look like sex; this will be covered in the workshop. While we acknowledge that sexual violence plays a part in colonialism and oppression, we have decided to steer away from sexual violence in this game.

## Safe space

This is an out of game space that works as a safety net for the players. If your play is having any negative impact on you, you can come here and eat, rebalance, relax, or sleep. You’ll find a walkie to contact the safety team.

## Are you OK?

Gamemasters or other players can ask if a player is ok with this sign:



You can reply with:



“Yes, I am OK”.



“Not sure”.

This hand signal, which means the player doesn’t quite know how they feel, or that it’s neither good or bad. Please ask the player if they want to stop the scene.



“No, I am not”.

Please bring the player to the safe space. If the player doesn’t answer, stop the scene.

## Medical Team

NotOnlyLarp has a First Aid Team to deal with any health problems that might occur during the event. Please inform us about any health problems or allergies we should take into consideration and the way to deal with them should they arise. We also want to know any player willing to volunteer in helping our First Aid Team.

We have a first aid kit, but this does not include medication; everyone has to bring their own.

Unfortunately we don’t have a psychologist in the team.



## Safety Team

NotOnlyLarp has a Safety Team to deal with any issue that can be considered a violation of the Code of Conduct or threaten attendee safety.

Feel free to raise any complaint to our Safety Team. Each complaint received will be evaluated on a case-by-case basis.

### Safety Team Members

Cripzy Romero, Esperanza Montero, Alexandra “Lu” Beck, Enrique Esturillo, Javy Dorta and Kai Simon Fredriksen.

## Harassment

NotOnlyLarp’s definition of harassment may not necessarily align with legal definitions of harassment. Therefore, attendees should regard the following guidelines as expectations of conduct in addition to legally actionable actions. In other words, the legal expectations of tangible proof are not necessary for the Safety Team to take action upon a complaint.

For our purposes, harassment includes:

Verbal comments or displayed images that denigrate individuals based upon gender, gender identity/ expression, sexual orientation, disability, physical appearance, body size, race, age, religion, political beliefs, philosophies, geographic origin, or socioeconomic status;

Body policing, including gender policing in all bathrooms;

Non-consensual physical or emotional interactions;

Non-consensual sexual acts.

Unwelcome sexual attention, whether verbal or physical.

This harassment policy applies to both in-person and online activities. Participants asked to stop any harassing behavior are expected to comply immediately. Not Only Larp volunteers and committee members are also subject to the anti-harassment policy.

### REPORTING HARASSMENT

We will provide members of the Safety Team with detailed instructions and training procedures in case of a violation of code emergency. Attendees can report harassment at any time:

Before the event: If you are privy to information about harassment towards yourself or someone else by someone in the community at large, please email us at [notonlylarp@gmail.com](mailto:notonlylarp@gmail.com). Please include as many details as you consider necessary. These messages will remain strictly confidential, known only to the safety team. Reports received about registered attendees before the event are subject to the same consequences as those received during the game.

Please note that if a harassment issue occurs, at least one of us will need to speak firsthand to the person involved. We will keep any identifying information restricted to the safety team. It’s our policy because we know how misinformation can be spread accidentally between multiple people. We trust everyone here to be honest, but we will require firsthand information before we can take action as a general policy. Anyone in the safety team who personally knows the people involved in the incident won’t be able to make decisions about it.

During the event:

If a violation of the Code of Conduct becomes known, please a member of the Safety Team as soon as necessary. You can reach them personally or through any other member of NotOnlyLarp’s team. We will also provide contact information for on-staff Safety members at the start of the event in case of emergency.

After the event:

You may choose to wait until after the event to report a violation, in which case, please email [notonlylarp@gmail.com](mailto:notonlylarp@gmail.com)

Disciplinary Steps are organized into two levels based upon the severity of the violation.

Level 1:

Monitoring the individual in question, pulling the individual aside to discuss the violation, and/or issuing verbal warnings.

Level 2:

Removing the individual from the game and, potentially, from future NotOnlyLarp events.



# NotOnlyLarp

www.notonlylarp.com



## The vision

We believe in stories told by a group of people, stories where every player is the protagonist and responsible of their own experience. There are no supporting characters. But we also believe in player's participation for the creation of their story.

We aim for you to live an experience. To be in your character's shoes during the larp: to laugh, to cry, to get angry just as they would, and to get back home safe and sound.

## Our values

We commit to safety ethics.

NotOnlyLarp as an organization commits to work only with individuals and organizations who share these core values. For our current and future projects, every crew member is required to sign a commitment to these core values.

Safety first: people are more important than the LARP.

This will not change. Our Safety Rules will be always as clearly phrased as possible and available to everyone.

We do not accept any type of discrimination.

That includes, but is not limited to: LGBTQIA\*-phobia, racism, sexism, classism, ableism, ageism and religious discrimination.

We stand with victims and protect them and their privacy.

Listening to the victims and handling their information confidentially is one of the main pillars of the trust between organizers and community.

We stand with minorities.

There might be issues we don't recognize immediately, but we strive to educate ourselves on them, so the input and feedback of members of minorities is invaluable for us and deeply appreciated at all times.

We listen and learn.

We can make mistakes but we do our very best to handle situations. We understand we are not experts in all fields therefore, we try to listen and learn from players and ask consultants.

# Team



ESPE MONTERO

PROJECT MANAGER  
PRODUCTION - CM - PLOT LEAD - SAFETY  
TEAM  
[SPAIN]



ENRIQUE ESTURILLO

PLOT TEAM - SAFETY TEAM  
[SPAIN]



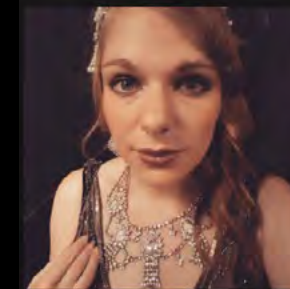
JUANTXI RODRÍGUEZ

PLOT TEAM  
[SPAIN]



KAI SIMON FREDRIKSEN

PLOT TEAM - SAFETY TEAM  
PHOTOGRAPHER  
[NORWAY]



ALEXANDRA 'LU' BECK

PLOT TEAM - CM - PRODUCTION - SAFETY  
TEAM  
[GERMANY]



JONAYA KEMPER

ADVISOR  
[USA]



DAN (& TAQUITO)

PRODUCTION - PLOT TEAM - CM  
GRAPHIC DESIGNER - JACK OF ALL TRADES  
[SPAIN]



CRIPZY ROMERO

PLOT TEAM - CM - SAFETY TEAM  
[PUERTO RICO]



ISABEL SANTANA

PLOT TEAM  
[SPAIN]



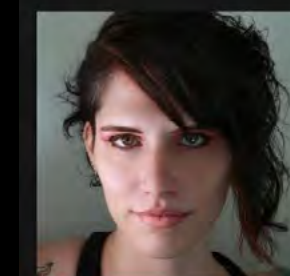
JAVY DORTA

PLOT TEAM - SAFETY TEAM  
[SPAIN]



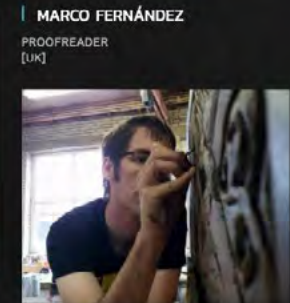
ÁLVARO MAESTRO

PLOT TEAM  
[SPAIN]



LINDEN LEWIS

PROOFREADER  
[USA]



MARCO FERNÁNDEZ

PROOFREADER  
[UK]



LAURA ENDERT

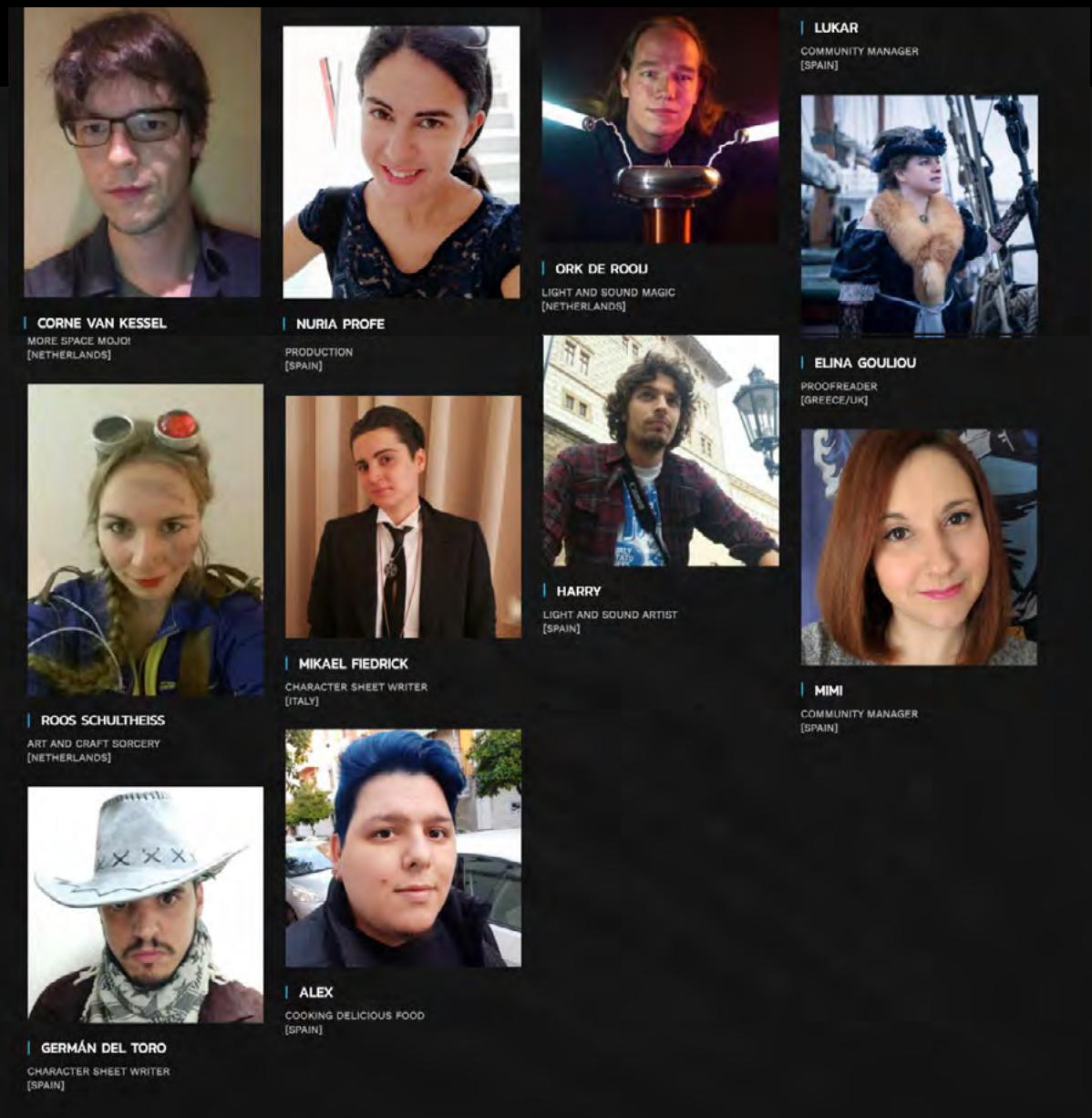
ART AND CRAFT WIZARDRY  
[NETHERLANDS]



LUKAR

COMMUNITY MANAGER  
[SPAIN]





Thanks to Nina Teerilahti, who drew the hands for the  
“Ok Check-in” technique.

Thanks to the House Canariensis, EntreRevs and the  
Spanish larp community for their help and advices.

Thanks to Laura Kroger for her help.

Thanks for the pictures to Kai S. Fredriksen and the  
models:

Bjørn Sem, Anne H. Demian, Valentina the Black Pearl,  
Stephanie Dubois and Sonya Lynn.

Thanks to Linden and Esturillo for the uniform pics.

See you in space!

# NotOnlyLarp

[www.notonlylarp.com](http://www.notonlylarp.com)





MISSION  
TOGETHER

[missiontogether.notonlylarp.com](https://missiontogether.notonlylarp.com)

RUN #1 · 7-10 AUG 2021 | RUN #2 · 12-15 AUG 2021  
ASTURIAS · SPAIN



A LARP BY NOTONLYLARP  
[www.notonlylarp.com](https://www.notonlylarp.com)