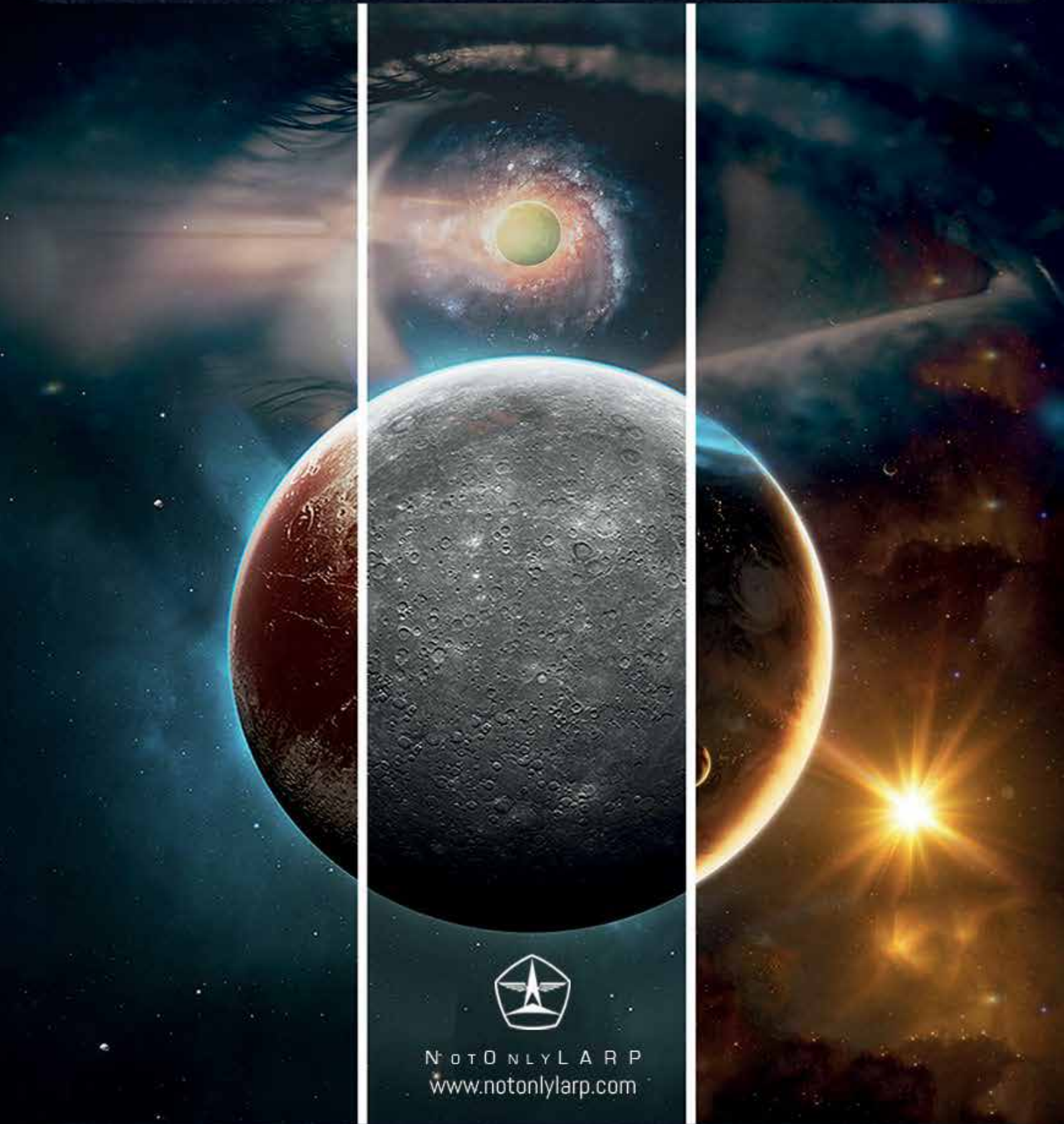


A L A R P A B O U T  
**OUR DIFFERENCES**



NOT ONLY LARP  
[www.notonlylarp.com](http://www.notonlylarp.com)

M I S S I O N  T O G E T H E R

A S T U R I A S - S P A I N

RUN#1 - 8-11 AUG 2020 | RUN#2 - 13-16 AUG 2020

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

# Why Mission Together

*'Liberating education consists in acts of cognition, not transferrals of information'.*

*Paulo Freire.*

For us, larp is a tool to change minds, to change the world and to learn about ourselves and the world we live in. Our vision of larping is something we call «larptivism». This means every larp we design has a political component – to speak, in a fictional context, about the oppressions and injustices we fight in the real world. Many of us are activists that also fight in the streets, with NGOs or at demonstrations. Some of us work to change laws in the countries we live in.

When we started to think about this project, our take was to have the opportunity to address complicated themes in a sci-fi environment. War, racism and colonialism are subjects that affect many people on our Earth. It is difficult to tell a story about the real oppressions happening in our actual lives every day in a respectful or truthful way through a larp. This is why we chose to use science fiction instead, and create our own world which has some of these real oppressions, but not all. We are going to explore racism through our fictional world's races: Rheans, Keplians and Deimians, people who must work together for the first time since war decimated their populations. In order to explore colonialism, we chose a new planet that they must take resources from. Through this fiction, we hope to be able to explore these difficult themes in a unique way.

We have also asked Jonaya Kemper to join us as a consultant, because she is a specialist in racism, larp and systemic oppression. While we acknowledge that many different mechanisms of oppression exist alongside racism, war and colonialism, we are choosing not to play on sexism, body policing, sexual violence, and LGBTQphobia. We've had many discussions amongst the team, and feel that dealing with war, racism, and colonialism are heavy to play on their own. We have chosen to steer away from related oppressions like sexual violence, though we fully acknowledge their role in colonialism.

While we would hope that you engage and think about our themes, depending on your personal take on the larp, you can decide to simply play a sci-fi larp experience with pilot and military training, politics, science, living an adventure and being another person for a limited amount of time. Like our other events with political content we've designed, such as Conscience, Blue Flame, Silver Lining and others, players choose what they live, because players own the experience they want to live.

However, we would like to invite you to think about these topics and themes, and allow Mission Together to be more than just a fun larping experience for you, as we firmly believe that in our time and day, only action will change the world.

*Espe Montero. Mission Together Coordinator.*

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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.**



MISSION  
TOGETHER





MISSION  
TOGETHER



MISSION  
TOGETHER



# Larp themes

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TRAINING

MILITARY VS. CIVILIANS

CLASS STRUGGLE

RACISM  
(Based on in-game heritage)

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 (BASED ON IN-GAME  
HERITAGE), CLASS STRUGGLE AND XENOPHOBIA  
ARE PART OF THE GAME.





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# First years

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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.









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# The missions

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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 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 abroad. Their training will be focused on military aspects with a sci-fi component of this mission.

## SPACESHIP PILOTS

The pilots will be training in spaceships. We will use Empty Epsilon as a programme to simulate the experience.

## 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 technology work, and making all

## SCIENTISTS AND DOCTORS

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

## POLITICIANS

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







# Practical and Signup



## WHEN?

### RUN #1

SATURDAY 8TH TO TUESDAY 11TH AUG 2020.

### RUN #2

THURSDAY 13TH TO SUNDAY 16TH AUG 2020.



## TICKETS

110 SPOTS AVAILABLE EACH RUN.

## WHERE?

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

### PATRON TICKET

# 460<sup>€</sup>

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

#### PAYMENTS

#1 - 15 DECEMBER 2019 - 155 €  
#2 - 05 FEBRUARY 2020 - 155 €  
#3 - 05 MARCH 2020 - 150 €

### REGULAR TICKET

# 360<sup>€</sup>

#### PAYMENTS

#1 - 15 DECEMBER 2019 - 95 €  
#2 - 05 FEBRUARY 2020 - 135 €  
#3 - 05 MARCH 2020 - 130 €

### REDUCED TICKET

# 160<sup>€</sup>

#### PAYMENTS

#1 - 15 DECEMBER 2019 - 95 €  
#2 - 05 FEBRUARY 2020 - 35 €  
#3 - 05 MARCH 2020 - 30 €



## Sign up process

WE WILL ANNOUNCE THE [SIGN-UP DATE](#) SHORTLY. IF YOU'RE INTERESTED AND WANT TO BE THE FIRST TO KNOW MORE ABOUT THE MISSION TOGETHER, YOU CAN FILL IN OUR INTEREST FORM AND SIGN UP FOR THE MAILING LIST. YOU CAN FIND IT IN THE BUTTON BELOW AND IN WEBSITE FOOTER.

I'M INTERESTED IN JOINING MISSION TOGETHER LARP [→](#)

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](mailto:NOTONLYLARP@GMAIL.COM), WE WILL DO OUR BEST TO HELP YOU.



### SHOWERS

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

# 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.

## Refunds

The larp signup fee (95€) is non-refundable.

If you cancel your participation after 5th May we can only refund you 200€ of the ticket.

If you cancel your participation 60 days before the larp starts, we can not give any refunds.

The organizers reserve the right to refuse a participant his attendance to the larp without giving any reason. In such a case, the full fee will be returned to the participant.

The organizers also reserve the right to refuse a participant to continue the larp if such participant makes the larp an unsafe place. In such a case, no refund will be given.

## Accessibility

The location has an area of more than 11.000 m<sup>2</sup> 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

## 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.

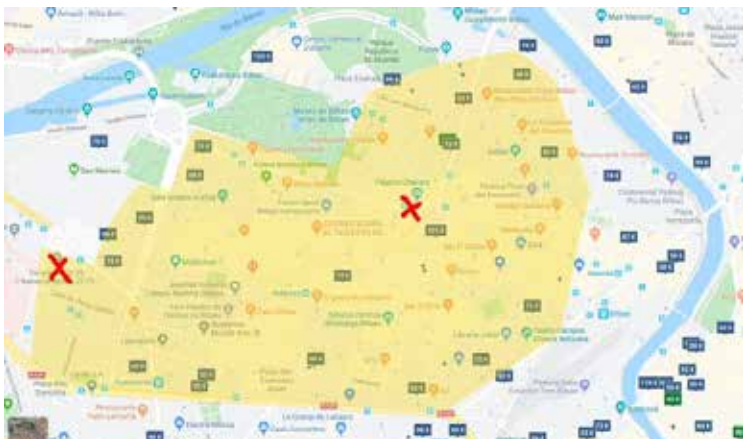
AFTER LARP PARTY.

## Fourth day

8.00: LARP BUS DEPARTS TO BILBAO CITY AND AIRPORT.

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

## Bilbao City



**X** Bus stops to/from airport

If you arrive to Bilbao before the scheduled date, we've checked the following info with locals about hotels.

**[www.hotelseminariobilbao.com](http://www.hotelseminariobilbao.com)**

This hotel is located near the airport but we don't have real references (and might not be the best option if you want to visit Bilbao)

**[bilbao.zenithoteles.com](http://bilbao.zenithoteles.com)**

Reasonable prices, good quality, not far from the bus station (where you can get a bus to the airport)

*DISCLAIMER: We don't endorse any hotel and we can't guarantee anything regarding them, we just asked a few friends about their personal experiences and city knowledge.*

Also, Bilbao center is not that big, and according to locals you can go everywhere walking 15-20 minutes. Highlighted area in this map is what's considered "city center" and walking from side to side should take 25-30 minutes tops. By the way, red crosses mark the location of bus stops to/from the airport.



LOCATION

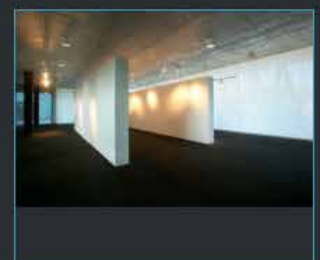
# Pabellón de Exposiciones y Congresos La Magdalena

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 11000m<sup>2</sup> of usable area in a 30000m<sup>2</sup> plot, including a newly soundproofed auditorium, an 8000m<sup>2</sup> 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

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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

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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

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## Off game use of electronic devices

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

## Verum

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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

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



# 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 melded 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: 'slut' or 'cocksucker'.

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





# 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.





# 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, descendents, 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.



# 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, Als 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.

## [The EMbrace Unit]

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.

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







# 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

---

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

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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

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Comments of the body of the players are prohibited.

Sexual violence will not be played on.

LGBTIphobia 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

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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

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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

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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

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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

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



## The vision

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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

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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.

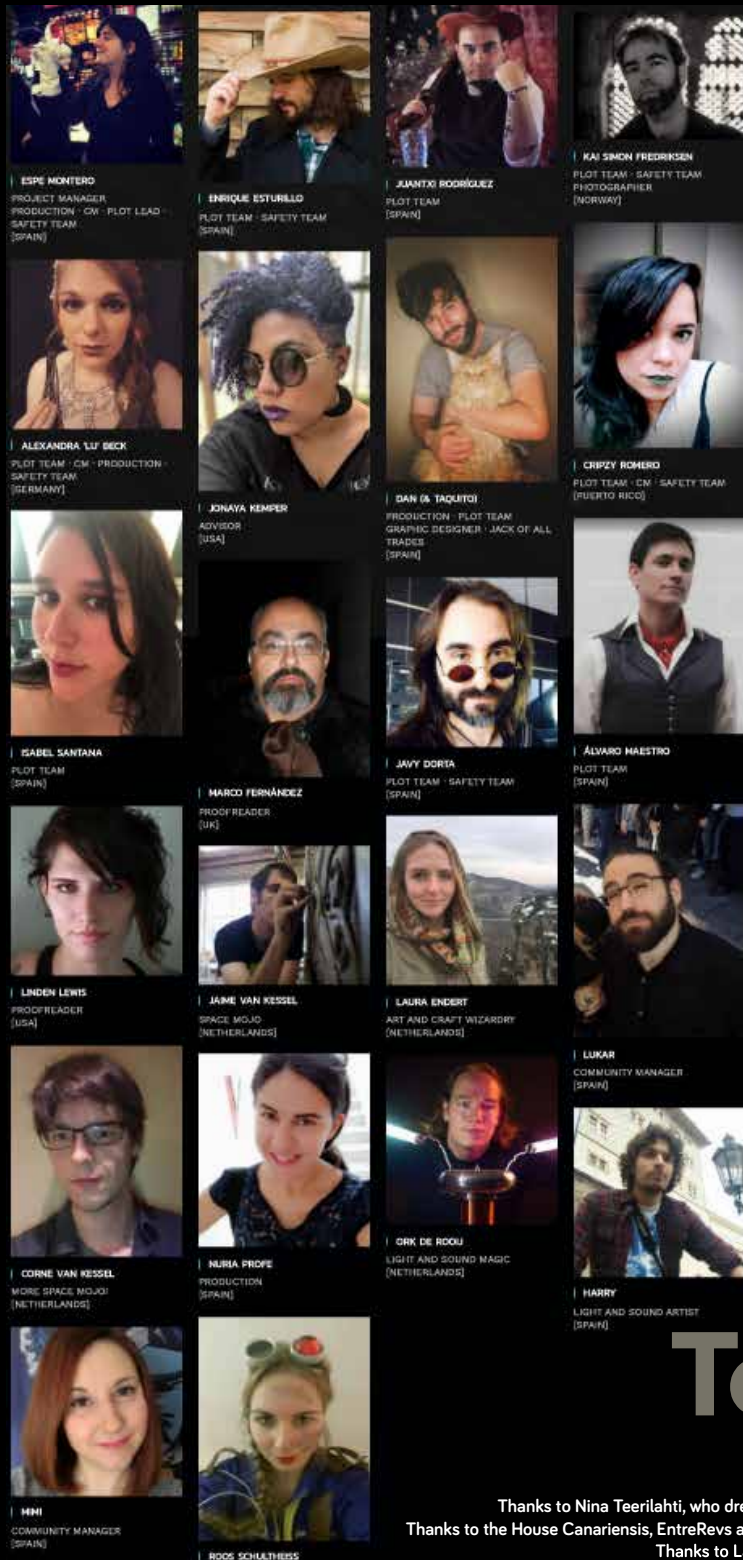
There might be issues we don't recognize immediately, but we strive to educate ourselves on them, so the input and feedback of members of minorities is invaluable for us and deeply appreciated at all times.

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.



# We dream awake



## Team

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See you in space!



MISSION  
TOGETHER

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

RUN #1 · 8-11 AUG 2020 | RUN #2 · 13-16 AUG 2020  
ASTURIAS · SPAIN



A LARP BY NOTONLYLARP

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