

A LARP ABOUT OUR DIFFERENCES

Design Document 4.3



MISSION
TOGETHER
missiontogether.notonlylarp.com

RUN #1 · 6-9 AUG 2022 | RUN #2 · 11-14 AUG 2022
ASTURIAS · SPAIN



BY NOTONLYLARP
www.notonlylarp.com



The location	06
Larpmanager	09
How to get to the location	09
Temperatures	10
Schedule	10
COVID	11
Sleeping at MT	12
Showers	13
Videos for your character Comms	14
Communication	16
What do you need to bring to the LARP	17
First years	19
The war	20
The missions	22
Mission T-Shirt	24
Ranks & Hierarchy	34

Content

Discord App	35
The experience	36
Deimos	39
Rhea	43
Kepler	47
Sleeves	50
Androids	51
Gun mechanic	52
Spaceship lessons	53
Lessons	53
Teacher players	54
Remembering Our Dead	57
Practical and Signup	58
Safety	62
NotOnlyLarp	68
Team	69



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 10th 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

TRAINING

MILITARY VS. CIVILIANS

CLASS STRUGGLE

RACISM

WAR

COLONIZATION

No part of the game

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.

The location

IFECAV

Pabellón de Exposiciones y Congresos La Magdalena

Address:

María de Maeztu, 33402 Avilés, Asturias

<https://www.google.com/maps/dir/40.4437375,-3.6927541/ifecav/@41.969296,-7.0511397,7z/data=!3m1!4b1!4m9!4m8!1m1!4e1!1m5!1m1!1s0xd369b6b08c16edd:0xb318a8e169774175!2m2!1d-5.921835!2d43.5455139>



LOCATION

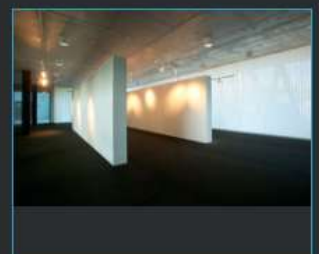
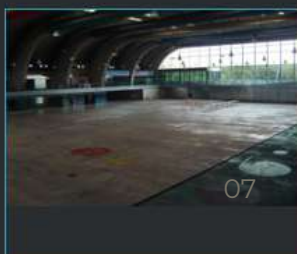
**Pabellón de
Exposiciones
y Congresos
La Magdalena**

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.





Larpmanager

In nol.larpmanager.com, you can find the player's list, your character sheet with the info on how to access your Discord account, and the link to your questionnaire.

[Click here](#) and you can watch a video of how it works.

Questionnaires:

- Run 1: <https://nol.larpmanager.com/MT/1/register/>
- Run 2: <https://nol.larpmanager.com/MT/2/register/>

At some point, we will close the questionnaires. If you see that you can't change your questionnaire's info, please contact us at hello@notonlylarp.com.

How to get to the location

FROM BILBAO

Choose Laribus (40€; you need to sign up before) during the registration in nol.larpmanager.com for your run.

Please contact hello@notonlylarp.com if you have questions.

**8:00 am - Bus departs from 2, Av. Abandoibarra
(under The Guggenheim Museum) - Bilbao, País Vasco.**

[Google maps \(click here\)](#)

12:00 am - Arrival at the location in Asturias.

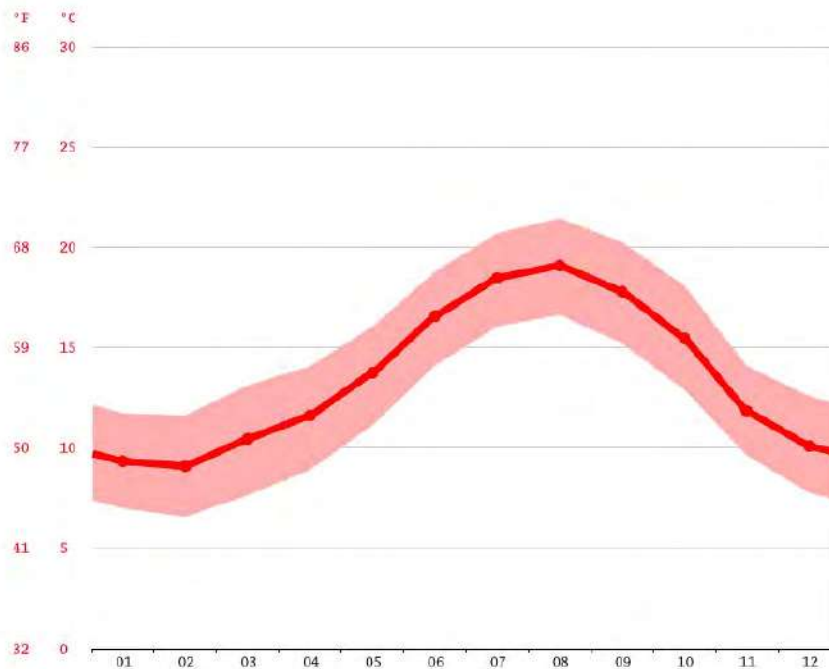
BACK TO BILBAO

08:00 am Bus departs from Avilés, Asturias.

12:00 Arrival at the Bilbao Airport.

Temperatures

Historical data temperatures for August in Avilés, Asturias.



Schedule

We will update the Discord channels if there are any warnings or changes depending on external factors. ***You can follow the link below.***

[Link to Schedule](#)



COVID

- Don't go to the larp if you have symptoms.
- Please don't hug people before taking a Covid test.
- Take a quick test before leaving home.
- If you plan to meet other players before the larp, please take a Covid test before meeting them.
- There will be two Covid checkpoints, depending on your arrival. If you plan to arrive directly at the larp location, you will take the Covid test there. If you are going via the bus, you will take the Covid test before getting on.
- At the Covid checkpoint, we will ask you for a Covid EU passport (any of them) or proof of vaccination in your country.
- We will provide the tests. If you plan to take the bus but test positive, you won't be allowed to get on. We will do our best to help you, but we can't risk bringing a Covid-positive person on the bus. If you take your test at the larp location and test positive, we will have a specific space for you to quarantine. You won't be allowed to play the larp, but we will take care of you during the days of the larp.
- If you have symptoms during the event, please warn the organization.
- If you test positive during the two weeks after the event, please warn the organizers.

Sleeping at MT

You'll be sleeping in one of two areas: one shared room for off-game, and one area for in-game sleeping.

The off-game shared room will be shared with everyone that wants to sleep off-game. The in-game area is also inside the building and will be fitted with tents that sleep 2-3 people (like in the picture below), so you will have a bit of privacy.



The main difference is that in the in-game sleeping area, you'll be assigned inflatable mattresses (that we will provide) and tents depending on your character's planetary origin. You won't be able to sleep close to your friends or partners. There may be some exceptions for players with special requirements (e.g. we might have to move someone in need of a bigger mattress to another planetary faction if the needed space requires us to), but we will ask you to stick to the assigned spaces. You might also be woken up if something happens; we're not planning a lot of night action on our side because we want our players to be moderately rested, but there might be things like an in-game wake-up call. In the off-game sleeping area, you'll be freer to choose who to sleep next to, and we will not wake you.

If you're a light sleeper, please prepare accordingly. We will provide you with a basic pair of earplugs, but if you prefer a specific brand or shape or noise-canceling headphones, please bring them.

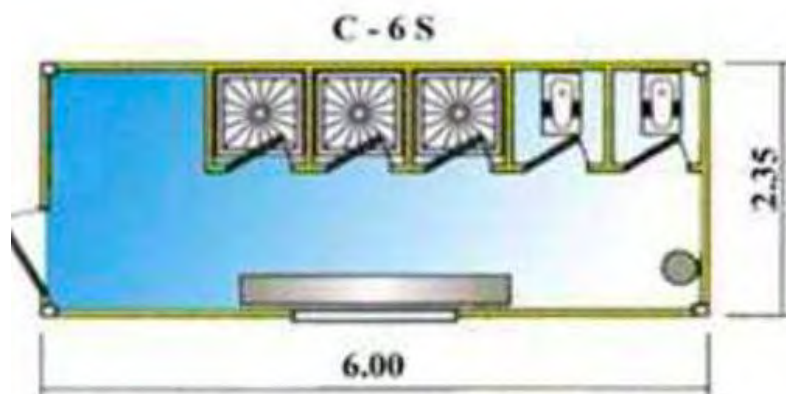
We will provide inflatable mattresses of different sizes. We also have a few foldable beds for people who need them for health reasons. If that is your case, please send us an email at hello@notonlylarp.com.

Beverages

We will sell soft drinks during the larp, as well as alcohol at the afterlarp party. You can pay by debit/credit card at our in-game bar.

Showers

There will be 5 units of 3 showers.



As there is not much intimacy inside the shower space, we have thought of making 5 different spaces:

- **Everyone**
- **Not men:** Cis women, trans women, enbies, and others all welcomed.
- **Not Women:** Cis men, trans men, enbies, and others all welcomed.

- **Not cis:** Trans, enbies, and others all welcomed.
- **Reservation:** You can reserve the shower unit for 20 minutes with two people of your choice.

Cis, short for cisgender (pronounced sis-gender, or just sis), is a term that means whatever gender you are now is the same as what was presumed for you at birth. This simply means that when a parent or doctor called you a boy or a girl when you were born, they got it right.

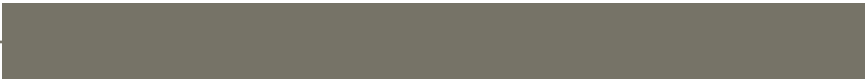
“Enby” is shorthand for nonbinary. As a refresher: Someone who is nonbinary has a gender that doesn’t fit exclusively into the categories “man” or “woman.”

Note from organizers: Gender does not equal genitals. Don’t assume the other players’ gender based on their bodies. Gender policing goes against the code of conduct for this larp.

Videos for your character Comms

We will have two Comms rooms available for any player who wants to use them.

At the Mission, your character can’t send messages to their loved ones, but they can receive videos. These videos can be personal news, updates, or goodbyes, depending on your character. Since recording 240 videos is an impossible task for the organization, if you wish to have a video to watch in Comms, you may ask a friend (or two) to record a video for your character.



You can send us a maximum of two videos for your character that you'll get to watch in-game when you think it's best for your experience. This is entirely optional.

Please record the videos as follows:

- Record the videos in landscape format, not portrait.
- Ensure the face of the person in the video has enough light.
- If possible, please have a clean, empty, preferably dark background. At least ensure that any modern-day items are removed so that the videos do not break immersion.
- If possible, please have the person recording the video use a good microphone or headset. A phone's mic is also OK.

Delivery format: wherever possible, please encode using H.264 using an MP4 container. If recording with a phone, those formats are usually quite fine as well.

Please send the videos using Drive or any other file sharing app to this email:
videos@notonlylarp.com

You have until the 31st of July. Add the name and run of your character in the email.

We will download the videos so they'll be ready when you want to watch them in-game. These videos are only for personal plots. The GMs will have video calls with specific characters for general plots, but we wanted everyone to be able to experience the Comms.

Money

You will all start with some money (depending on your character).
You can negotiate favors, gamble with it or steal it during the game.

Communication

hello@notonlylarp.com

If you have questions or concerns and want to reach us, we would ask you to send us an email instead of reaching out to team members via Facebook or other private channels, even if you're friends with us.

Despite not being professional organizers, we are running events with over 350 participants in 2022, to which we dedicate a lot of our free time. For our team's mental health and safety, we kindly ask you to stick to the official channel of communication. We have established the email rule a few years ago, and it helped us with not burning out before or during our big events. Please help us to keep our team members sane and happy.

If we consider the question relevant to other players, we will add it to this document.

What do you need to bring to the LARP

In-game needs:

Opt-in: the memories of your beloved dead ones for the memorial.

Don't forget to send us your character's videos for the Comms.

Costumes

You will rent the appropriate uniform for your character. Additionally, you will need black trousers, boots or shoes. You can customize your uniform.

Optional: you can bring extra costumes.

We will give you the Mission's in-game T-Shirt (which you can keep and take home).

We will give you one patch of every kind your character needs: rank, planet, instructor...

We will give you a water pouch.

Technology:

Your phone. You'll need it for Discord.

Phone charger, headphones, and phone. There is Wi-Fi at the location.

Power banks. Charging leads.

Please download the Discord app to your phone

Please save this document to your phone

Things for showering:

- Flip flops and easy dry towel

Things for communal sleeping:

- Earplugs

- Face mask

- Small torch/flashlight

- 10-15°C sleeping bag. You can buy one at nol.larpmanager.com. If you have questions, contact us at hello@notonlylarp.com.



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.

We will give you one patch of every kind your character needs: rank, planet, instructor...

Mission T-Shirt

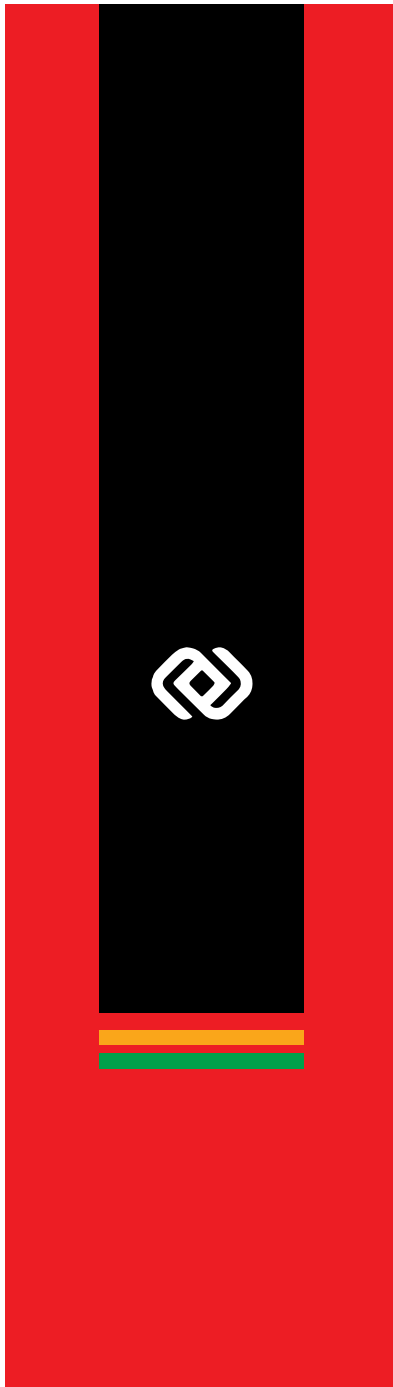
Every player will receive a **black t-shirt** with a logo of the Mission as part of their uniform. You can wear it In-game, if you want.





MISSION
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MISSION FLAG



MISSION
TOGETHER



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.



MISSION TOGETHER - DESIGN DOCUMENT



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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.



MISSION TOGETHER - DESIGN DOCUMENT



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



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.



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

Mechanics/Engineers uniform

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

Bring black shoes or boots.



Ranks & Hierarchy

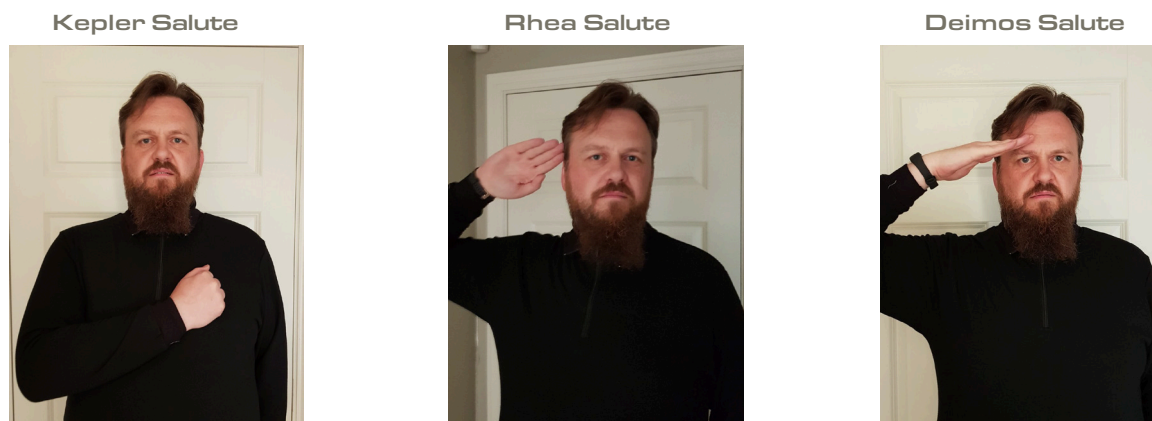
The General Secretaries of Mission are the political leaders of the Mission.

They are not military but political power. The chain of command is:



Military Salutes

As the mission works with one army that has three planets, they have all been allowed to keep their original army's salute. They need to obey anyone with a rank higher than them, but they can salute with their own planet's military salute.



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.

Please check the instructions on how to get to your Discord account at <https://hol.larpmanager.com>



<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, 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.



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.

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.

This is not a larp about sexual violence. EMBRACE DROIDS have the power to decide how to comfort humans and not even their maker can give them a command to do someone they don't want to do.

RULES FOR ANDROIDS

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. Only makers can use this command. It would take months to learn to use it this in-game:

Command+ask whatever you want to command the robot.

Example: command+sit down= the robot will sit down.

SAFETY FOR ANDROIDS

"Low battery"+ what you need as a player.

Example: Low battery+ I am going to play at other location.

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.



Lessons

Your character will have to go to lessons, but if you, as a player, need to play your plots, you don't need to get to the lessons. Just remember, the themes of the larp will also be explored in the lessons.

You'll see the schedule of lessons **here**.

If you are playing a teacher, we encourage you to have meetings with the other teachers of your group regarding how to run good classes. Also, if you are the teacher's pet, they may allow you to teach others yourself.

Spaceship lessons

One of our goals during planning was that everyone could play with the cool stuff, so we've planned that everyone will need to get their spaceship pilot license during the larp. You'll see the group you are assigned to **here**.

We will assign you to a specific Discord channel for your spaceship classes where you can speak with the orga to let us know if you have any kind of questions.

Please be on time, as this is an event that needs an exact amount of players to happen. It is ok if you are not going to the class **if you warn us with time**.

Teacher players

Dear teacher players,

In this document, we have collected a few tips on how to play being a teacher at Mission Together, or much rather on how to organize your lessons. We won't go into much detail about the topics of the lessons, but rather on the playstyle we want to encourage. This is by no means an exhaustive list, nor is it a definitive guide of how to play a teacher, it's just a small guide to follow in case you're not entirely sure how to best structure your fictional classes.

The students might have different abilities in-game that they have off-game. Consider that an artist with a horrible painting that has written: "Off-game: this piece of art is fantastic" is a genius in-game. Or if you are asking someone to make 100 push-ups and they say while they are pretending to do them: "off-game: I am doing them with no effort", they are in amazing shape.

The lessons don't serve the purpose to teach actual skills, but to enhance the game, so keeping the themes of the larp in mind for the classes is helpful.

Don't be afraid of (in-game) favouritism and xenophobia! If your character is racist, be unfair to your recruits, and treat them differently according to their race, no matter how well or bad they're doing.

Classes should be about character skills, not player skills. If someone can't do something, especially physical tasks, don't berate or punish them for it unless it's specifically wished for by the player. Remember to ask off-game.

If someone is late to class or even skips your class, don't comment on it unless the player makes it clear that they want you to, and that they're too late "on purpose" and for in-game reasons only.

We encourage you to keep your lessons interactive and/or conversational, and to make players partake actively, instead of just having them watch or listen to stuff.

The time spent in the lessons should offer people the opportunity for character play, and enhance it instead of being in the way of it, so we would love to see you either overlook or even encourage “bad behaviour” by the recruits in the lessons: Let them whisper among themselves, or bicker, or if you witness someone having an argument, draw it out into the open and use it as a way to play.

The schedule is quite tight, and there'll be a lot of classes. Don't be afraid to delegate some of that, and have someone fill in for you if you need a break. This could either be one of your character's relations, or a recruit who you want to punish or give a moment to shine. If you can't find anyone to take over for you, but still need a break, feel free to talk to a gm/organizer and we'll find a solution.

These are of course only a few short tips and notes on how to play the teacher role. If you have any specific ideas, or if you feel a different form of class fits your character better, go ahead and have fun - we want you to have a good experience as well, after all.

If you have any questions, or want/need any particular materials for your classes, feel free to reach out to us. We can't promise that we'll be able to provide everything, but we'll try to help you out with anything you need.

You can always reach us via email at hello@notonlylarp.com.

Remembering Our Dead

At Mission Together, there is a quiet space where characters can remember the people lost in the war. You can bring memories of your character's loved ones to this space.

Every culture remembers their dead in a different way:

Rheans bring pieces of nature as a memorial: flowers (paper flowers to make them last longer), dirt, and seeds.

Keplians bring bullets, LED flames, and little lights. They also have a guest book so everyone can write about their memories.

Deimians use rocks or military medals. Some of them add notes with the statement : “In the name of Deimos, I swear to honor you.”



Practical and Signup



WHEN?

RUN #1

SATURDAY 6TH TO TUESDAY 9TH AUG 2022.

RUN #2

THURSDAY 11TH TO SUNDAY 14TH AUG 2022.



TICKETS

110 SPOTS AVAILABLE EACH RUN.

WHERE?

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

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 INELATABLE 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.

THERE WILL BE TWO DIFFERENT SLEEPING AREAS FOR IN-GAME AND OFF-GAME SLEEPING, WHICH WE WILL ASSIGN DEPENDING ON THE NUMBER OF PLAYERS CHOOSING TO SLEEP OFF-GAME. SINCE THERE IS NO SHIFT SYSTEM IN PLACE AND THE SLEEPING HOURS WILL BE THE SAME FOR EVERYONE, EACH PLAYER WILL HAVE AN INDIVIDUAL SLEEPING SPOT ASSIGNED. IN THE IN-GAME SLEEPING AREA, PEOPLE WILL BE DIVIDED BY IN-GAME RACE (KEPLIAN, DEIMIAN, AND RHEAN); THERE MIGHT BE SLIGHT ADJUSTMENTS TO THIS IF THERE'S A PLAYER IN NEED OF A BIGGER MATTRESS OR HAS OTHER ACCESSIBILITY NEEDS.



SHOWERS

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

THERE WILL BE 5 SHOWER CONTAINERS (WITH 3 CABINS EACH) THAT WILL BE SEPARATED BY PLAYER GENDER. 2 CONTAINERS WILL BE RESERVED FOR NON-MALE PLAYERS, 2 FOR NON-FEMALE PLAYERS, AND 1 FOR NON-BINARY 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 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.



MISSION
TOGETHER



MISSION
TOGETHER

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

Not Only Larp Safety System

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

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.

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

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. 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

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.



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]



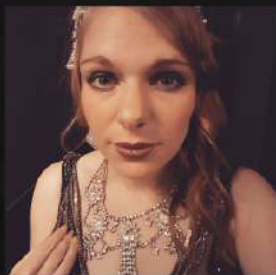
ENRIQUE ESTURILLO
PLOT TEAM · SAFETY TEAM
[SPAIN]



JUANXI RODRÍGUEZ
PLOT TEAM · COORDINATION TEAM
[SPAIN]



DAN (& TAQUITO)
PRODUCTION · PLOT TEAM · CM
GRAPHIC DESIGNER · JACK OF ALL TRADES
[SPAIN]



ALEXANDRA 'LU' BECK
PLOT TEAM · CM · PRODUCTION · SAFETY TEAM
[GERMANY]



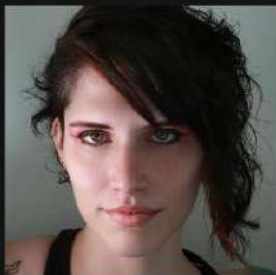
CRIPZY ROMERO
PLOT TEAM · CM · SAFETY TEAM
[PUERTO RICO]



KAI SIMON FREDRIKSEN
PLOT TEAM · SAFETY TEAM
PHOTOGRAPHER
[NORWAY]



JONAYA KEMPER
ADVISOR
[USA]



LINDEN LEWIS
PROOFREADER
[USA]



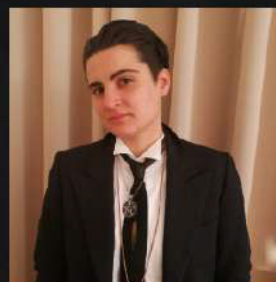
JAVY DORTA
PLOT TEAM · SAFETY TEAM
[SPAIN]



ÁLVARO MAESTRO
PLOT TEAM
[SPAIN]



JAIME VAN KESSEL
SPACE MOJO
[NETHERLANDS]



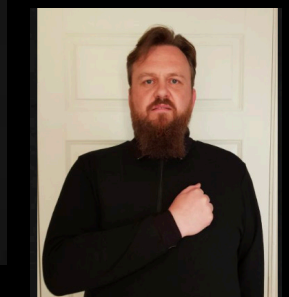
MIKAEL FIEDRICK
CHARACTER SHEET WRITER
[ITALY]



GERMÁN DEL TORO
CHARACTER SHEET WRITER
[SPAIN]



ISABEL SANTANA
PLOT TEAM
[SPAIN]



LARS AUDUN RAGNVALDJORD
MILITARY CONSULTANT
[NORWAY]



| LAURA ENDERT
ART AND CRAFT WIZARDRY
[NETHERLANDS]



| ELINA GOULIOU
PROOFREADER
[GREECE/UK]



| SERGIO VACAS
PRODUCTION ASSISTANT
[SPAIN]



| AMALIA
PROBLEM FIXER
[SPAIN]



| CORNE VAN KESSEL
MORE SPACE MOJO!
[NETHERLANDS]



| ROOS SCHULTHEISS
ART AND CRAFT SORCERY
[NETHERLANDS]



| ANA MACHETTI
PRODUCTION ASSISTANT
[ITALY]

| XAVI G. BAIXISTA
COORDINATION TEAM
[SPAIN]



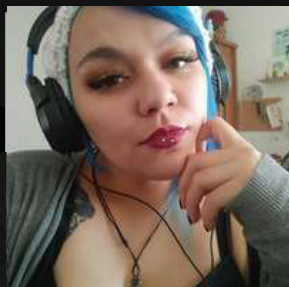
| ŽELJKA MRČELIĆ
GRAPHIC DESIGNER
[CROATIA]



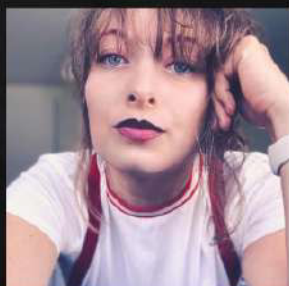
| NURIA PROFE
PRODUCTION
[SPAIN]



| ANNE MARCHADIER
COORDINATION TEAM [HELPERS]
[BELGIUM]



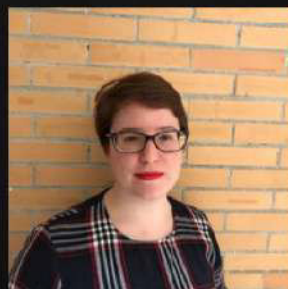
| ARANE
PRODUCTION ASSISTANT
[SPAIN]



| JUSTINE JONES
UX DESIGNER
[UK]



| ORK DE ROOIJ
LIGHT AND SOUND MAGIC
[NETHERLANDS]



| PENÉLOPE ESTEVE
PRODUCTION MANAGER
[SPAIN]



| JEFF MANN
PROOFREADER
[USA]



| ADRIÀ MUNTANYA
PRODUCTION ASSISTANT
[SPAIN]

Thanks to Nina Teerilahti, who drew the hands
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Dubois and Sonya Lynn.
Thanks to Linden and Esturillo for the uniform pics.

See you in space!

NotOnlyLarp

www.notoonlylarp.com



MISSION
TOGETHER

missiontogether.notonlylarp.com

2022
ASTURIAS · SPAIN



A LARP BY NOTONLYLARP
www.notonlylarp.com