

[Title] Design Document

A Larp inspired by / about [insert text]

By ORGANIZERS NAME(s)

[Add credentials for layout or photographer if applicable]

This material is free to use and modify for anyone. We [do / do not need] to be credited. If you want to use this material or part of it to make something awesome, just do it.

Last updated: [insert date]

This is still a work in progress, and some parts are not finalized, and everything can be subject to change. If you spot a mistake or have feedback, feel free to contact the organizers.

The purpose of this document is to provide the following;

1. "Need to know" for the participant of [title]
2. "Nice to know for the participant of [title]
3. "Need to know and nice to know" for an organizer of [title]

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Background story / Intro to [Title]

Dramatic narrative intro

Elevator pitch

Practical

Location:

Date:

Price: See website.

Transport: *How to get to the larp by public transport. Parking options. How close to the location can you drive by car. Maybe a map.*

Contact: The organizers can be contacted in the following ways [insert text].

Language spoken at game:

Sign-up procedure and timeline: See website. NB! There will be / will not be a flagging procedure at this larp.

Age requirements: .

Food: *Is food provided? Which meals are provided? Can a meal ticket be purchased separately? Do you cater to allergies, muslims, vegans, vegetarians? Do players need to bring their own cutlery?*

Sleeping arrangements: *Are there beds? Is sleeping ingame or offgame? Do players need to bring their own sleeping bags and mattresses?*

Timeline for the Larp: *Check-in time and date. Will there be pregame workshops? Game start time. Game stop time. Deadline for leaving location.* More detailed schedule of the Larp on the following page.

Responsibility: Upon participating in [Title] you are aware that: the Larp organizations [insert name], and/or the organizers do not bear any responsibility for physical, psychological or material damage you inflict upon yourself or others.

Photo policy: Upon participating in [title] you accept that there will be pictures and video taken at the Larp, that the organizers reserve all rights to, and can use for PR or webpages among other things. Photographing is only permitted with the explicit consent of the organizers. The organizers reserve all rights to all pictures and video taken at [Title] to use for whatever organizational purposes we see fit.

After the larp is completed, pictures will be sent out, and all players have a week to mark any pictures, that they do not want published. More detailed instructions will be provided in the email.

OR

If you do not want pictures of yourself from [Title] published, you must inform the organizers during the larp, before the afterparty, and have your contact details written down. It is not possible to inform the organizers of this request in advance, nor after the afterparty has begun. You will then be sent the pictures to review and request which ones be deleted.

Accessibility: *Is it wheelchair accessible? Does the larp require strenuous physical activity? Are there any allergies that can prevent participation?* Please contact the organizers regarding accessibility in advance to make sure.

Name and contact info: To aid in communication, your name and contact information might be shared with other relevant players if necessary.

Ticket refund: *Can tickets be refunded? Partially or in full? Until which date? Under which circumstances? Is resale allowed?*

Setting

Inspiration

About the setting of [Title]

Themes of the Larp

- **Core Themes:**
- **Lesser Themes**
- **Barred Themes/topics**

What can players expect to spend their time doing during the larp?

Who is this Larp for and who is it not for

.

Characters of this larp

Characters

What sort of people can players portray at this larp? Are there any limitations on how many characters there can be of certain types? Prewritten or selfwritten characters or hybrid solution? Is there a process character creation? Describe it.

Full list of characters, complete character sheets and/or character sheet example can be put in the appendix.

Groups

Pre-written or self written groups? Are group relations prewritten or left up to players?

Costumes

Players are expected to wear ingame clothes. Describe the sort of costumes expected/allowed. Will there be a costume compendium or mood board? How are players expected to communicate things like age, gender, class, profession, ethnicity (ONLY if plotrelevant!) What do you NOT want to see regarding costuming?

General structure of the larp

Time

Will the larp follow real time or structured in parts that skip in time or other?

Scheduled events

Does the larp have any scheduled events? E.g. battle blocks, boarding a ship, leaving a ship, a wedding etc.

Other

Are there any other rules and structure to the larp? E.g. “when a certain song plays, everyone goes a little crazy for the duration of the song” or “characters can die after 12.00 on the last day of gameplay”

Simulating the outside world

With larps it can be difficult to simulate that the rest of the setting exists outside the borders of the location. This section is here if you need to explain how certain outside world elements are simulated and incorporated into the game design. List of examples:

- Economy and resources
- The internet
- Post from family and friends
- Outer space
- etc

Game mechanics

Combat mechanics

Infection mechanics

Mechanics for intimate scenes

Safety mechanics

Healing mechanics

Code of conduct / Expectations

	Ingame	Offgame
Player	Be in costume during the game. It can make sense to be semi-naked for certain scenes, but crotch area and buttocks must always be covered.	Respect the location. No littering and destruction of property. Respect fire safety rules.
	Be mindful of other players' immersion and experience. Do not talk or act offgame in vicinity of other players.	Use and respect when others use safety mechanics, when appropriate.
	Coordinate heavy and potentially triggering scenes with your co-player(s) beforehand to ensure that boundaries are respected. Follow the game design as much as reasonable and respect the use of and use safety mechanics when appropriate.	Treat your fellow participants with kindness, decency and respect. This means no offgame discrimination, and respecting peoples' offgame personal boundaries. The more intimate the social situation, the more we expect you to actively seek consent.
	Do not play the banned topics.	Respect the law
	Read all the required reading (will be sent out). Prepare your role properly by contacting your co-players that you have relations with before the event, find a name, costume and gender for your character, and add details to your backstory.	If a very severe injury occurs, call emergency services at [insert number]. Then inform the organizers. Otherwise, call the medic from the bunker.
		If there are problems with the larp experience, especially regarding the necessities (food, toilet, sleeping), you will inform the organizers.
		Treat NPCs with respect and care. Bring problems about the larp to the organizers, not the NPCs. Follow the instructions of the NPCs and the organizers, and voice your concerns if there are problems with the instructions.
NPCs and organizers	Same as player, and also;	Same as player, and also;
	Put the larp experience of the players above your own, and abide by the agreements between you and the organizers.	Be aware that the potential added visibility and prestige of the role, carries with it an extra responsibility for how you conduct yourself when engaging socially with other participants at this larp.
		Organizers are role models for the participants, for the duration of the larp. They must meet accessibility and safety needs of participants to

		the best of ability, and communicate the limits of the larp clearly. Organizers may not enter new romantic/sexual relations with participants before or during the larp.
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Safety

Physical safety

Combat

It is important that players are not offgame harmed. To this end there are a number of combat mechanics specified under Game Mechanics. *Do you have limits on what type of ingame weapons and how many are allowed in play? Listed here or in appendix*

Injuries

In event of a serious injury call 112, then inform the organizers. For minor injuries go to the organizers.

Fire safety

Plans in case of fire will be made in cooperation with the location. Information regarding fire safety will be a part of the pre-game offgame briefing.

Alcohol

Mental safety

Flagging procedure

Describe here if there is a flagging procedure.

Safety during the larp

Do you have safety hosts available? How do you find them? Are there offgame spaces available? Are they always accessible? Do they have extra food or other things things in the offgame spaces?

Expectations / Code of conduct

To ensure the mental safety of all participants, it is important that all players follow the expectations outlined under “Expectations”. Failing these expectations can result in expulsion from the larp.

Feeling unsafe

It is possible to get in touch with the organizers ahead of the LARP via messenger or mail, in case there is an issue related to safety. There will also be a safety host available during the LARP. The basis for decisions regarding safety at [Title] will in general be the recommendations of the safety host and what is best for the LARP.

NPCs, light characters, waiting list and castet characters

NPCs

Light characters

Waiting list

Castet characters

End of player relevant information

Following pages are for people interested in organizing the larp, and also appendix

Requirements for organizing [Title]

What sort of location do you need?

Was any part of the larp tailored to this specific location?

Special equipment needed?

How many crew are needed? Do they need any special skills?

Maximum and minimum number of players to play this larp

Timeline of organizing [Title]

How to organize [Title]

Proces	Description	Notes
Recruiting players		
Recruiting crew		
Making location work for the larp		
Special equipment or props		
Simulating the outside world		
Creating characters, groups and relations		
Workshops and briefing		
Debriefing		

How and why certain organizing decisions were made

Evaluation of the first run

Appendix A: final financial accounts of run 1

Appendix B: Organizers timeplan and checklist for run 1