

Listen 2 Your Heart is an online larp inspired by the hit Netflix show "Love is blind". All characters sign up for a TV show where they want to find a spouse to legally marry at the end of the experience, without ever having seen them.

The show is designed to target queer audiences and highlight / represent queer stories in reality TV.

All characters are some degree of bisexual, we are not going to divide people into gendered groups.

The whole experience is set to be online, participants will "leave to meet in person, move in together, and get married" after the end of the larp.

There will be drama, feelings, tears, love, hate, "confession cam" interviews and maybe even a proposal or two.

Of course, there also must be a messy reunion show!

PLATFORM:

The entire experience plays out via Discord.

Video and voice connection are required.

Video chats happen throughout the larp both days, costumes are encouraged.

COST:

Free

The SCHEDULE outline is:

Game starts SATURDAY: 4PM CE(S)T - MIDNIGHT CE(S)T, optional play until 1AM CE(S)T.

Night break

Game starts back up SUNDAY: 1.30PM CE(S)T (optional start. Hard start at 2PM CE(S)T) - 10PM CE(S)T

Please see rules and in game schedule below.

The larp is written to fit no less than 10 and no more than 20 players.

After getting a spot, participants will be given a short character brief as inspiration for their character

All times are in CE(S)T - Central Europe (SUMMER) Time (Berlin, Germany)

SATURDAY

Off Game Time	What happens	In Game Time
4 - 5 PM	Briefing in Off Game Channe and Group Workshops	X
5 PM - MIDNIGHT	In game time with optional 10 - 20min breaks which are announced via the org in the Discord Channels	Days 1 - 6
MIDNIGHT - 1 AM	Optional play	Day 7

NO MORE PLAY BEYOND 1 AM CE(S)T

SUNDAY

Off Game Time	What happens	In Game Time
1.30PM - 2 PM	Optional play	Day 8
2 - 6 PM	In game time with optional 10 - 15 min breaks	Days 9 -11
6 - 6.45 PM	BREAK	Not skipping a Day!
6.45 - 10 PM	In game time	Day 12 - 14 & Reunion 1 year later

SETTING INFO

All characters live in the city mentioned in sign up and character sheets.

All characters are some flavor of **bisexual / pansexual**. They may have preferences, but none of the characters are to be played as straight or homosexual with only one gender preference.

There might be one or two characters who've had polyamorous experiences. However, the concept of **the TV show is aiming for monoamorous / monogamous relationships**. If not stated otherwise in character sheets, characters have not had any experiences with polyamory.

All characters have consented to be on TV, it's a reality show and everybody has signed a waiver. This larp is not about outsmarting the system / breaking the show. Your characters **want** to be on TV and they are motivated to stay on the show, and they consented to the concept that this means they might marry someone.

Please remain open to stirring drama and fighting for a relationship even after proposals happened. There are plenty of opportunities to win someone back.

Please calibrate off game with your co-players if you want/need a certain thing to happen, or not happen.

The larp is set up as a TV show and you have been in contact with producers, and possibly filmed some interviews already, introducing yourself. All interactions on the Discord Server are **online**. The rooms are chat rooms.

For the duration of the show, all characters are moved into little studio apartments. Their personal devices (laptops, phones) have been left with production. The only device they have is the laptop provided by the network. With this laptop, they can only log onto the L2YH platforms. Think "The Circle" on Netflix.

The characters are being filmed 24/7, there are cameras in and around the laptop, and also strategically placed in the apartments.

RULES

- While preplay is optional a few days before the game, players **must** log into the larp's Discord Server **before** the respective FRIDAY. Logging in as soon as possible is appreciated. **Pre game, in character chats are allowed and also encouraged, within the groups.**
- Please check email inboxes regularly. There will be emails from quicksandbox.lrp@gmail.com and there have been instances where the messages landed in SPAM or PROMOTIONS.
- To ensure communication, please consider joining the overall Discord Server, here: <https://discord.gg/PrJ7QHx2qb>
- Do NOT message each other privately **in character**, or have in character private video calls during the game. All interaction during the larp takes place on this server.
- Out of character, however, private messages for **calibration** purposes are allowed and encouraged.
- Be kind and always assume best intentions
- In game **pronouns** must be respected. Should you get it wrong, correct yourself and move on. Should someone else get your in game pronouns or those of another candidate wrong, swiftly correct them by stating the right pronouns and let the situation move on. When being corrected, the only appropriate response is: "[Correct pronoun], thank you." and moving on.

- Non-local accents are to be ignored, everyone is from the location posted as the setting unless otherwise stated in character sheets and clearly communicated in game. If you want to portray an accent that isn't your own native accent, and you are having doubts about it, don't.
- Remember, you are on a reality TV show. Your characters **want** to be on TV. They are not the reasonable, drama-free people you might be off game. Don't shy away from drama or conflict. Play with a Yes, And.. -attitude.
- Respect the break between Saturday and Sunday. In order to keep the FOMO of people who need / want to sleep at a minimum, no play is allowed beyond the announced play hours.
- It is not allowed to bring up topics of: Child- / sexual abuse / non consensual sexual encounters.
- Your character cannot die within the premises of the game: Not during filming, not in the year between filming and the reunion. If you need your character to die in an epilogue after the reunion scene, please preface the epilogue with clear trigger warnings to make it opt-in to engage with.

PLAY TECHNIQUES

- When trying to play on a **topic you're unsure if your partner is comfortable with, or it's a veiled topic**, say "Have we talked about X yet?" They can choose to avoid it by declining. Please always check in with each other and let each other know where your boundaries are. The only appropriate response to having a topic declined is "Thank you." and moving on with a different topic.
- This or an off game consent check-in is mandatory concerning sexual topics in one on one conversations, group conversations, **and explicitly or implicitly sexual/nsfw gifts via Production.**
- **Veiled topics** are "must avoid" topics brought up by players upon signup. There will be a list available for participants at all times during play. Veiled topics may be in other characters' backstories, but the above mentioned check-in must be used if the respective player wants to bring it up. In any setting, every single person involved in the conversation must enthusiastically opt into discussing a veiled topic, e.g. by saying "We haven't talked about it yet, but let's!" or similar. If one participant (especially in a group setting) refuses the topic, the only appropriate response is "Thank you." and moving on. **No person will be asked to "leave the room" so a veiled topic can come up with the rest of the group. The conversation can be picked up again in a different constellation later if necessary.**
- For any other calibration, e.g. escalation / de-escalation offers, we use **"Really, Really, Really"**

This is an immersive tool to signal intent and get enthusiastic, clear consent, especially when playing on literally blind dates. It is not fully in game, because the intention and offer come on a meta level from the player behind the character.

"I really, really, really want to yell and cuss at you!"

Consent given: **"Yes please."** This is the meta level signal to move on with the escalation. Say "Thank you." and do the offered action. We encourage players to escalate slowly and steadily, and check back in with "Really, Really, Really", if a big shift in either direction is offered.

Consent denied: **"Not today."** This is the metal level signal that the player of the other character does not want to engage in whatever was offered. Say "Thank you." and change the topic.

- Again, because it's important, calibrate **any sexual topics, including possibly sending sexually implicit / explicit gifts via Production**, via discord private messages and get enthusiastic, clear consent. Production does not have time to check in if consent has been given for sexual contents that might be sent back and forth with Production as a proxy; So, please, check in with each other concerning the direction your characters' story takes you.
- If you need to communicate something / calibrate out of character that can not be sufficiently communicated with "Really Really Really", use the **signal phrase "OFF GAME"**, followed by what you need to say out of character. Please be as swift and use this as few times as possible, so the flow of play can be maintained. If you have to leave a situation due to off game discomfort, please immediately reach out to org (Production) to clear up how to proceed.
- You **may** play on your character having experienced racism, transphobia, homophobia, religious discrimination, or other forms of non-sexualised violence **using the "Have we talked about" technique and getting consent from ALL parties privy to the conversation**. All parties does not, however, include Production who might be listening in. Production will opt out if they need to.
- Don't play **negatively** on someone's OFF-GAME looks / age / etc. **Everybody is hot**, that's the fun of the show, right? Somebody might not be your character's type, but they are still objectively hot. If, in-game, the topic of looks comes up (e.g. a date asks what member xyz of your character's group looks like), the only allowed response is **"[Pronoun or name] is/are really hot / good looking / attractive / ..."** Keep it non-descript, don't speak about glasses, beards, hair or piercings/tattoos. Just say "Super smokin' hot!" or similar. Because you all are.
- Once **Reveal Dates** are happening, please play on the possibilities of falling for someone you didn't consider first, but now you've seen them and they're just too attractive. Or, the other way around, play on not feeling the chemistry with someone once you've seen them and then having to break their heart!
- **Emotionally intense play requires PLAYER CONSENT**. This includes but is not limited to: having a fight, breaking someone's heart, talking

badly about the character to the other group / making them the villain of the show, or sabotaging / manipulating another character's dates / relationships.

If you are unsure if a narrative decision for your story requires consent from your play partner, it's safest to **err on the side of asking** them about it.

- After every Date Session, players will be asked to use the technique **"When next we meet"**

Each player must reach out to **at least one co player** and state their wishes and intentions for how to proceed with the story, starting with the phrase "When next we meet...", and calibrate the situation.

Example: "When next we meet, I want to have a fight about whether to wear white at the wedding or not."

ON THE L2 SERVER

- **The Secret Crush**

Inspired by the rules of the irl show, candidates will from now on be **heavily discouraged from mentioning their favorite dates** or current crushes by name. This should enable players to steer their drama and cause an uproar and unbridled jealousy at later stages in the game. It also avoids scenarios where players opt to "back off" when they hear that many people are into their crush, and don't dare to throw their character into more play.

Players are encouraged to adhere to this rule in an attempt to give each other the best and most dramatic game.

- **Free? Dates**

Also emulating the Netflix show, Candidates will henceforth not arrange or coordinate any of their own dates anymore.

During Free Date Time, Candidates may contact Production via the Candidate Inbox and ask for a date with (a) specific candidate(s).

To make oneself available for Free Dates, candidates have to sit in the **Group Chat 1** Voice / Video Chat. If they do not wish to be available for Free Dates, they can either take a break (text chat only, or taking a bio break which is always valid), or chill in **Group Chat 2** for Group Play.

Production will then move candidates into dates. Candidates thus may get a date they wished for, or, if they didn't wish for anything / anyone, or the person they wanted isn't available, they play Date Roulette.

This aims to stir more chaos and uncertainty about anyone's actual crushes. Players are encouraged to embrace this rule and not meta-game it too much by coordinating in DMs about the dates as they would have in the "messages window" in game.

- **The Board of Wishes**

There will be an open Off Game channel where players may post their wishes for play to the entire player group. Wishes concerning the own Group only may be posted in the **Group Wishbox**.