

COTH:DD



THE CHILDREN OF THE HOUSE

Design Document
by Poltergeist LARP

*"May your Paths be safe,
your Floors unbroken
and may the House fill your eyes
with Beauty."*

(from Piranesi by Susanna Clarke)



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WHAT IS THIS DOCUMENT?

We have previously put out the [Player Guide](#), which already contained a bunch of information. However, as you all signed up and as we furthered the design and content of this larp, we are now giving you an actual Design Document where we elaborate on things that are more specifically relevant for your play experience. We hope to clarify on questions regarding the lore of this larp, specific design elements and also your practical play experience in terms of costumes and earthly things such as food and sleeping.

What we will not do in this document is reiterate things such as the dates, payment details, our Code of Conduct or general expectation management of the Player Guide. You are here now, you have signed up and gotten a spot. We assume if you've gotten this far, we do not need to repeat these things. If you are wondering about them, go read the Player Guide again please. 😊

A LITTLE PREEMPTIVE CREDIT ROLL

There are so many people who are making this larp happen, and many have joined since the last time we were able to give public credit. So please, take a minute to gloss over these names and wish them health, unexpected money rains and many dog cuddles for their help in this project. They deserve it all.

Our writers - **Rok Ferenc, Patrick Rabo and Mathias Christensen**, two of which sacrificed their ability to play this larp in blissful unknowing in order to help us out when we needed it most. Additionally love to Patrick who is also driving us to the location for our location visit on his day off. Man.

Our proof readers - **Alex Cramer, Sanne Bakermans and Riley Meyer**, none of which had read the book when they started but then binged it within a day or two and formed the most committed of book clubs while proofing our characters.

Crita Laajisto - our prop maker who will travel to and stay in a different country for 3 weeks prior to the game to build statues in a stranger's home and watch their dog, just so they can help us out. Insane standards, insane commitment.

Tina Bjick who isn't even part of this project but has been invaluable in managing the Poltergeist accounts and helping us with any and all budget questions we might have.

And last but not least: **Lucky Walsemann, Sandy Bailly & Lotta Bjick**, the main organisers of this adventure who are pouring hours and hours each week into this project to make it reality.

THE LORE

*About The House, its Inhabitants
and the Life within it*

*“In my mind are all the tides,
their seasons,
their ebbs
and their flows.”*

(from Piranesi by Susanna Clarke)

The Setting, again

You have read most of this before in the Player Guide or our website but for completionist reasons, let's have it here again. The things that are new or have changed, will be written in *cursive*.

This larp plays in a world and the world is a House.

The House is infinite and cannot be left, as you cannot just leave the world. It has three floors with different climates and properties and stretches infinitely in terms of halls. The basement is filled with oceans, the tides of which often crash the ground floor halls in huge waves, sometimes even flooding them. The top floor is filled with clouds and is often cold and damp, inhospitable to life. (At our event venue, the exact assignment of which rooms which part of the house will inhabit might vary. *We are bound to reality, offgame.*)

The House's ground floor is filled with statues. Endless huge halls and vestibules filled with statues. Of fauns, of people, of warriors, of legends, of gardeners, of beekeepers, of teachers, of royalty. The only living things there seem to be are birds who inhabit the ground and the top floor.

A group of people live in these halls, in the House.

The group of people cling together. None of them has any recollection of how long they've been here, how they got here, if they've always been here. The only thing they can remember is living in these halls. Some of them seem to be more accustomed to the Ways of The House, others less so. *New people have arrived in the past, from the Faraway Halls - their ways must have been different.*

The larp is in part about life **in The House**.

The group of people have never known anything else, so the world around them, The House and the halls of it, are everything. There is no modern technology, no established science, so instead, they've developed a sort of supernatural understanding and harmony with The House. They are all the Beloved Children of the House, the House comforts them and keeps them alive. The House provides Beauty and Kindness for those who know how to harvest it.

Until one day, everything changes. *And that is where the larp starts and we will stop writing.*

A quick and dirty glossary

We could make a long and fluffy text about practical habits and terms within The House or we could make it easy to read. We're opting for the latter. ;) The following is supposed to provide you with some practical insights into what established things (routines, traditions, terms, ...) exist for The Children - you - during the game, in order to give you a better feel for The World. It is not alphabetical because we do not have the spoons to make it so. #sorry

The House	The World you live in.
The Children	You, the specific group of people in The House that you live and interact with daily.
The Embrace	Your "nest", the place you center around as a group, where you have your things, where you eat, where you live.
The Faraway Halls	Halls that The Children have not yet been to. Who knows what or who lies there.
The Lost Three	Three skeletons of the Dead that used to inhabit these Halls. They are the only Dead that The Children know of. They are called The Lost Three because they, just as their stories, are lost to The House. A great mystery.
The Chronicles	A group within The Embrace is in charge of chronicling all occurrences of note within The House - these journals and notebooks are revered but only to be looked at with the permission of The Witnesses (see character groups). They are more of symbolic value than anything else.
Names & Identity	The Children do not carry names and do not address each other with anything like it either. Instead, they use reference titles and

	<p>functions.</p> <p>This goes hand in hand with an estranged relation to the concept of names. When encountering a new person, they will not ask “What’s your name?”, they will ask “Who are you?” and when presented with a name, they will be confused as to the random words the other names. What the Children seek to know is a function, a purpose, an identity that especially within the group pertains to their role within the group dynamic. Identity comes from togetherness, from being part of The Embrace.</p>
Forgetting	<p>Forgetfulness is a gift of The House. The House takes away the pains of the past and makes The Children forget. The House creates a blissful oblivion, reminding its inhabitants that the simple everyday things are worth more than the grandeur of remembrance.</p>
The Ancestors	<p>These are two actual living people who frequently engage with The Children but are not part of the group. They do not live with The Children, they do not share their routines. The Ancestors are supposed to be Ambassadors of The House with the purpose of observing The Children. They rarely answer questions and as such pose a great spiritual mysterium as to who they are and where they go when they are not interacting with The Children. Do they visit the Faraway Halls? Are they incorporeal? Many questions.</p>

The Past

This will make more sense once you have gotten to our Design thoughts on the [Amnesia](#) part of this game. Feel free to skip ahead to read it real quick!

The House and The Children of course has a past and thanks to The Chronicles, some of it is preserved. It is not often dwelled upon, just accepted as something that has been chronicled so nobody needs to worry about it further.

The Children label their years by important things that happened in them. We want to provide you with the names of the recent years here. Bear in mind: The characters forget things that are not directly relevant to their everyday lives. Your character might not actually remember all of these names unless they closely interact with The Chronicles. They sure as hell do not remember what exactly happened and they don't really ponder about it on an average Tuesday either (not even the [Witnesses](#) actually recall all that, they just think they do.)

The current year is called: The Year of Five Floods. Your character should know that much. From there, it goes back: The Year of the week-long Mists, The Year of Singer's vanishing, The Year of Struggle and Rebuild, The Year The Embrace burnt, The Year The Clouds descended to the Ground Halls, The Year we named The Stars, The Year We swam the Drowned Halls to cross North, The Year of the Red Moon,

Groups within The Embrace

The Children organise themselves into 7 groups with different functions. Some of them surely overlap in parts, also depending on how each player interprets their character and their function specifically - that is okay. Collaboration across groups is deeply encouraged.

The Bearers

The Bearers are, when there is need for it, the decision making junction between all other groups. They get updates and information from all other groups, which are necessary for the precise art of survival within The House. They are also the ones who set new practical rules when necessary. Playwise, their weight as a group lies on responsibility rather than power.

The Listeners

They are the ones who interpret the spiritual sides of The House: They are the firmest believers and supporters of The Children's superstitions and it is their task to uphold the rituals the Children deem sacred. They form the connection between the inhabitants of this world and The House itself. As such, they are often in a lore-giving position, as well as givers of guidance and healing.

The Witnesses

The Children who document the world, The House and The Children's findings and everyday life. They are the keepers of the Chronicles which have been journaling the Children's lives for the past few years. Of course, while they keep the books, they do not necessarily read them regularly and have - as everyone in The Embrace - largely forgotten the details.

This group also contains more artistically inclined characters - those who make sketches or write poetry about The House and the life within. There certainly might be some overlap with the Listeners as the Witnesses write stories and tales that fill the void of the past within these Halls.

The Explorers

These are the ones who know the vastness of The House the best - and what lies within it. They have the most practical and almost scientific approach to life in The House. As such, they are also in charge of The Embrace - both the everyday running of it, as well as relocating it should it be necessary due to Tides or other dire circumstances.

The Tide Watchers

Within The House, there are not many active dangers (other than starvation and sickness) but The Tides certainly pose one of them. The Tide Watchers keep the records and predictions of The Tides in an attempt to stay ahead of them and evade when necessary. They could be considered the closest thing to a watch guard that The Children have. A certain reverence of The Ocean below often accompanies the Tide Watchers.

The Teachers

The House seems to hold wanderers and lost Children who once in a while find their way to The Embrace. These newcomers need integrating into the group should they wish to stay - which so far, they all have. The Children survive because of their intricate routines, like a well-oiled machine - it is vital that newcomers do not disturb that balance that has ensured a revered and precious existence within The House. The Teachers are responsible for that and to help newcomers finding their place within the structures of The Children.

The Clay

These are the characters who have been here for a rather short time. They might have inclinations and skill sets but have not yet found their final place within the weave of The Children. They are aided to do so by The Teachers. The time is drawing near for each of them to take their place and be

given a name by the Bearers. Until they do, they are unformed Clay waiting to be molded into Statues. (we're so witty you guys)

DESIGN & GAMEPLAY

*Our thoughts on how to play this game on a meta level,
what to bear in mind and how to play pretend*

*"The World feels Complete and Whole, and I, its Child, fit into it seamlessly.
Nowhere is there any disjuncture where I ought to remember something but do not,
where I ought to understand something but do not."*

(from Piranesi by Susanna Clarke)

Themes and how to play on them

You have seen the Themes in the Player Guide before but we want to add some thoughts for the gameplay. Changes and additions are again printed in cursive.

Superstition & Wonderment

The game evolves around not knowing the workings of reality. How is The House made? How does it work? Is it sentient? There will be no definitive answers to these questions. Instead, the characters have adapted **religion-like superstitions and practices** in their every-day life to explain what they deem to be true about their world - phrases, rituals, prayers even. These will in part be pre-designed and in part developed with the participants during workshops. *We will not disclose them here further, that's what the workshops are for.*

Many things in The House do not make sense. Where do things come from? Why do you know what a Beekeeper is even though you only know it as a statue? Why is xyz the way it is? You do not have the answers. These things have reasons that are beyond your understanding. It is not us being lazy designers, it is intentional and will make sense at the end of the game. Play on it and "Yes, and" the shit out of it. You do not understand The House and that is just right.

Amnesia & Mystery

Odd things are beginning to happen that threaten the established life, routines and dynamics of the group. The background and solution to what is going on will not be made transparent to you - but it will be ensured that you can figure them out in the game.

A big part of the game evolves around **puzzling together things that were forgotten or lost** in the collective and individual memories of the Children - and the confrontation whether it is better to live in ignorance or awake enlightened, yet estranged from what you deemed to be true before.

While your characters are vaguely aware of the amnesia as they deem it a gift of The House to forget irrelevant or painful memories of the past, you as a player need to actively keep this in mind during the game. Your character only really remembers what is repeated and practiced daily. Your character can probably actively remember the last two weeks - big

occurrences before that are, unless they stayed actively relevant in their brain, largely forgotten. Things from years before have absolutely evaded their memory at this point. That means that inconsistencies are intentional - you have a key memory that you recall but the one you experienced it with doesn't? Wonder why that is. We actively want you to play on uncovering just how far your amnesia stretches and whether or not some things actually even happened or if they are fabrications of your mind to fill the holes.

Community

In The House, survival is ensured by maintaining a functioning group with well-oiled habits and routines. Each character has their role within it. The Children have forged a close-knit bond by assuming they are the only people existing in The House. Their everyday is determined by a **strong sense of togetherness and connection** - they each are, in this House, alone. Together.

Primitive every-day & Gratitude

Life in The House is simple, rooted in basic resources that meet basic needs. It stands in contrast to the supernatural beauty of The House and Its Kindness - here, there are no beds or kitchens. To survive (and to play the game), each character must contribute and accept discomfort. It is not about suffering but about getting by without luxury. It is the only thing the characters have ever known - **a simple life in a stunning, extraordinary place** filled with mysteries and simple wonders. The morning light upon the statues, the primeval crash of the tides, a swarm of birds traveling through the halls. The game revolves around **hardship and the gratification** that comes with living in a strange, yet beautiful place.

We highly encourage you to take this game slow. Sit down and take in the atmosphere. Have moments of serenity, of peace, of solitude. It is okay at this game to not be busy but to vibe and simply exist - that is the point. Life in The House is not full of hustle and bustle, it is basic and in its simplicity beautiful. Breathe and enjoy.

Three Chapters

What, you think you could play a larp based on a book without some kind of pretentious chapter structure? We are connoisseurs of literary art, you know.

The larp will be split into three chapters. There are no time jumps planned between those, we rather plan the larp in sections with a breather in between to calibrate with yourself and others in a guided fashion on how to enter the next section.

Chapter I

Themes: Simplicity, Wonder, Life

In this chapter, we want to establish the life The Children are living within The House. It'll be focussed on The Embrace and the simple existence within it

We encourage getting to know each other and cementing your dynamic and identity as a group. Ease into the game and the world and appreciate the little things that are.

We discourage investigation, poking for plot or asking questions.

Chapter II

Themes: Curiosity, Changing tides, Mystery, Suspicion, Tension

In this chapter, strange things are beginning to happen that disturb the peace and routine within The Embrace. Change is in the air.

We encourage asking tentative questions and opening up to new possibilities, as well as planning one or two expeditions for those interested in them to follow up on some things. Display denial or curiosity about the changing tides as suitable for your character. Wonder amongst each other what might lay ahead. Focus on tensions and talking about possible explanations.

We discourage open investigation and figuring out what is happening specifically, as well as open conflict.

Chapter III

Themes: Doubt, Investigation, Finding Answers, Conflict & Stress

In this chapter, we will gradually increase the clash of what the characters believe to be real and what they find along the way as more and more puzzle pieces can be found and put together. There will be external pressure added to heighten the intensity. We also suggest to name and sort the Clay into groups in the evening before the last play day.

We encourage active investigations, open doubt and fear of things changing. Confrontations and stressful feelings. We would suggest increasing it throughout the chapter with a focus on the last play day. Everything seems to be changing and it should have an impact on each character. Hold on to those dearest to you, make bold moves, show desperation. This is time to either really lean into Faith and Superstition or begin to cast it aside gradually.

We discourage killing anyone. You will actively rob yourself of the ending if you decide for your character to die. We also discourage separating yourself from everyone else: whichever confrontation you might have, stick with The Children and play on the tensions and conflicts in a way that is painful to the characters but not to a point where anyone gets ostracised or banished.

Within these parameters: Don't hold back. We are larping to tell intense stories in a short time - even if it feels exaggerated to you, it is just fine. It's larp. Go for the thing.

Schedule

The rough schedules look as follows (and are subject to detailed change as any larp schedule is but a vain dream waiting to burst. ;))

Time	Night Owl Run	Early Bird Run
Day 1		
12pm noon		Arrival
13:00		
14:00	Arrival	Workshop Block 1
15:00		

16:00	Workshop Block 1	break
17:00		Workshop Block 2
18:00	break	Including dinner together at 7pm
19:00	Workshop Block 2	
20:00	Including dinner together at 9pm	getting into costume
21:00		Workshop Block 3
22:00	getting into costume	Game start: Chapter I
23:00	Workshop Block 3	(low to no intensity after midnight, ingame sleeping)
Midnight	Game start: Chapter I	
01:00	(low to no intensity after 2am, ingame sleeping)	
02:00		
Day 2		
08:00		Chapter I
09:00		Includes ingame breakfast
10:00	Chapter I	Calibration break
11:00	Includes ingame breakfast	Chapter II
12pm noon	Calibration break	
13:00	Chapter II	Ingame lunch
14:00		
15:00	Ingame lunch	
16:00		
17:00		
18:00		Last calibration break/workshop
19:00		Chapter III
20:00	Last calibration break/workshop	Ingame cooking and dinner
21:00	Chapter III	
22:00	Ingame cooking and dinner	
23:00		
Midnight		Low to no intensity after midnight, ingame sleeping
01:00		

02:00	Low to no intensity after 2, ingame sleeping	
Day 3		
08:00		Chapter III Ingame breakfast
09:00		
10:00	Chapter III Ingame breakfast	
11:00		
12pm noon		
13:00		Ingame lunch
14:00		
15:00	Ingame lunch	
16:00		
17:00		
18:00		
19:00		Ingame dinner
20:00		Game ends for good. Decompression phase & obligatory debrief
21:00	Ingame dinner	
22:00	Game ends for good. Decompression phase & obligatory debrief	
23:00		Optional afterparty starts
Midnight		
01:00	Optional afterparty starts	
02:00		
Day 4		
08:00		Breakfast
09:00		
10:00	Breakfast	
11:00		Please leave <3
12pm noon		
13:00	Please leave <3	

Characters

The characters you received are skeletons. We elaborated on the whats and whys of that fact in the Player Guide, so feel free to check it out again [here](#)!

Each character has 5 sections.

Your character number and name - the number is obviously a strictly offgame tool while the name is what your character is called within The Embrace.

Your group - you can read more about the groups [here](#). The group of a character is supposed to provide you with a base to work from, as well as a smaller faction within the Children to have a closer bond to. It is not supposed to be the sole focus of your game and as such, you can interpret it quite freely. The groups are not written to have conflicts or discord between one another - we are not aiming to create small factions to battle each other in this larp, we merely aim to create easier distinctions between the characters in a world of routine and monotony.

About you - this is not everything that makes this character who they are but it's the main chunk of what we give you regarding that. This bit is supposed to give you an idea over what this character's specific role is within The Embrace and The Children, how they relate to The House and what some of their drives could be. Gaps are intentional for you to fill.

Key Event - Something that the character believes to remember that truly shaped them. A core memory so to speak that defines either who they are, what they strive for, how they view The House or other characters - it is a defining moment that holds importance for one reason or another to give you a small feeler for the character and how they perceive things.

Ideas for Things to do - it's right there, that's what this is. We know it can be easy to get stuck in any game and we want to give you some ideas to kickstart some play, some inspiration for what we think this character could be up to during the game. We already elaborated on that earlier but remember: This is a slow burn larp. You do not have to be busy and screaming and crying all the time. You can observe, you can breathe. You can sit and reflect on what to do next. Or, at any given time, you can come to the organisers and ask for help, we'll be happy to do so!

What about relations?

We did not prewrite relations. This is a small-ish game with a very tight-knit community that

we intend to strengthen in the workshops. Some character sheets have mentions of other characters but few of them really qualify as a relation.

You are welcome to reach out to other players beforehand to make specific relations beforehand but we will also make space for it in the workshops - of course, those relations will then be rather spontaneous and only briefly calibrated so maybe think about what kind of relations you'd like before you arrive to the larp.

Can I change things?

Sure! Please let us know if you change structural stuff about your character though, just send us an email.

If you're generally unhappy or you need some guidance, please also reach out to us via email, we can talk it through with you and maybe have some ideas for how to tweak things so you like it better!

Costumes

We made you a [pinterest board](#) that might help visualising the following explanations a bit.

Basically, resources are scarce within The House. When needed and deserved, The House provides you with cloth. You make things out of it, not necessarily with great skill but you are not there to be decorative - The House provides the Beauty, you provide the audience for it.

Therefore, we suggest sticking to very simple make-shift clothing with primitive / simplistic cuts. Fabrics that are draped around you, square cuts. Things that are practical and not in the way.

Colour wise, we ask that you stick to washed out, faded colours as life in The House wears down whatever you're wearing. You can have sea salt stains on it as Life within The House is distinctly marked by The Tides and The Ocean below. You can wear shells or sea weed in a decorative fashion if your character is a bit more on the vain side.

Use simple neutral shoes. We never expect people to buy shoes especially for a larp, so your basic bitch sandals or neutral flip flops or even stained white sneakers will do just fine. We will have to check if walking barefoot is a good idea in this location once we visit it in July.

Regarding more modern pieces of clothing: If you stick to the colour scheme, they are actually okay! For reasons beyond your knowledge, it is actually not unlikely that t-shirts, dress-shirts, pants etc. can be present at this game, they just need to reflect the wear and tear of life in a rough environment with little resources to fix it. You can put holes into them, patch them up with rough-spun cords or different fabric patches.

You do not have to make a complicated, elaborate costume for this larp. You can absolutely use stuff you might have lying around or found in a thrift store, bleach the shit out of it and break it up a little to wear it. But of course if you want to, go absolutely nuts on extravagant draping cloaks and linen clothes! Just bear in mind that we play in August and it will likely be rather warm, albeit in an old mansion that is bound to cool down at least at night.

Game Mechanics

In order to make this challenging setting work, we'll be using some meta techniques aka game mechanics to portray certain things! They will be workshopped in detail on location, so consider this a short overview so you roughly know what you're getting into.

Escalating & De-escalating

We will be using non-verbal gestures ("Come at me" and "Tone it down" movements) to signal that you would like a scene to escalate or de-escalate offgame. We'll also be using the tap-out technique to get out of scenes where you are physically close to each other.

Physical touch, physical intimacy & sex

As stated in more detail in the Player Guide, this larp requires you to be generally okay with superficial physical touch. To quote:

"Please only sign up to this larp if you are okay being hugged, being held, being touched in the face and shoulders, holding hands, holding another person, wiping their tears away and being part of a group of people, also physically close to each other.

Furthermore, we expect there to be raised voices and yelling, whispering, crying and other physical expressions of emotions that not everybody is comfortable with.

Sexual play, on the other hand, is not a requirement. It will be possible to play on sexual intimacy via a mechanic but it is not the focus of the game at all. “

We will be using **Ars Armandi** to portray sexual interactions, a technique that is based around touching hands and arms of one another to play on physical intimacy.

Blackboxes, light, music & projectors

In order to create the near-impossible-to-create atmosphere and environment of the House, we will be using a bunch of theater tools to make this work. Certain coloured lights will signal a certain surrounding (e.g. blue light might mean a Hall/room is flooded) or mood. We'll be using sound effects to further the ambience (e.g. the sound of waves or wind or thunder), projector art to make things out of thin air (birds, water, ...) and music to signify important moments (e.g. the beginning and end of a chapter).

To allow for exploration of an infinite world in a very finite offgame mansion, we will be using a blackbox. A blackbox is a dark / neutral room or space where we get to work with above mentioned special effects in combination with your thriving imagination to build on what we give you. A blackbox might represent a Hall rather far away from The Embrace or a Drowned Hall etc.

Crossed fingers & “Offgame”

If you wish to pass through a scene without joining it - for any offgame reason - you can shield your eyes with one hand and simply walk through. You may also use this discreetly to have offgame calibrations with people during the game. The latter, we recommend to accompany with a spoken out “Offgame” to make sure whoever you're talking to gets it.

Do not play on someone who is using Look Down in your vicinity.

Cut

When you want a scene to end, you say "Cut" loud and clear and accompany it by making the "T"-Time out movement with your hands. This is to be used for physical or emotional safety reasons when you feel triggered, hurt, lost your glasses or similar reasons.

Shadowplay

Organisers and helpers will be using all black outfits and hoods to influence the ingame reality in a supernatural way. If you see a Shadowplayer, you do not play on their presence but on the effects they create - floating objects, whispers in your ear or music from a speaker, to name a few.

The Toilet Board

We will hang up some kind of board in one of the main public toilets where you can leave small messages, e.g. if you want a rumour to be played on or if you want a certain kind of play, if you want your character to get into trouble, etc. – in return, people can read notes on the board and help someone else out in their game. Yay!

Name tags

During playtime, all characters will be wearing name tags with self-chosen pronoun indicators.

Practical information

There were a few questions regarding practical matters as to how to play or anticipate this game. There will be repetition here from the player guide to try and collect it all in one place!

Food

Food is provided by us, however, it is being prepared by the participants as part of the struggle to survive in The House. It is entirely vegan with the exception of snacks in the offgame room being both vegan and vegetarian. We will be in touch about allergic needs closer to the event.

Food during playtime is not always going to be warm as we want to keep it simple and nourishing rather than fancy - firstly to save you and us work in preparing it and secondly, to further cement the lack of comfort in The House. You will not be expected to handle a stove or a fire but you will potentially need to chop and arrange and mix some things.

There will always be a hot stew or such available in the offgame room.

Drinks

Water will always be available, both ingame and offgame, as well as tea and coffee in the offgame room.

During offgame social time, namely the afterparty, we will offer some basic alcoholic and non-alcoholic beverages that you can buy with cash via a stamp card system (buy a stamp card for 10€, get 7 beverages for it) - the selection will not be vast, it will likely be some lemonades, some beer, some soda. You are absolutely welcome to bring your own drinks for yourself and/or to share though!

Please note that during playtime, any and all alcohol consumption (or that of other substances) is strictly forbidden.

Sleeping

Most participants will sleep ingame in the communal space called The Embrace. We will have mattresses for everyone - they will be lying on the floor and they might not be crazy awesome but at least you don't have to sleep on cardboard. ;)

We can accommodate a few offgame sleepers which will sleep in a separate area of the location in beds. Some of them might also just be floor mattresses judging from the location pictures but we'll prioritise people with physical conditions to sleep in the beds.

No matter whether you're sleeping ingame or offgame, you have to bring your own bedding. By that we mean, there are no blankets or pillows and we suggest you bring a sleeping bag. We will provide a mattress cover for everyone though!

Getting to the location

We will copypaste the information that the location gives here:

By car

- If you are going by car, Google Maps takes you there without any issues (Palac Lubinicko)!
- You have to pay one time 2€ toll each direction on the autobahn which you can pay with credit card.

- There are two Swiebodzin exits and you will take the second one. Google maps gives the correct directions.
- **Parking on site:** You will enter by the side gate and park in front of the barn. Please do not come in through the front gate and disturb the neighbours. Address for google maps to this gate is [Lubinicko 30A](#)

By train

- **UPDATE JULY 2024:** we recommend using <https://www.thetrainline.com/>
- **Polish train** can be much cheaper than other sites, but lately, this hasn't been the case, also, the site is not user-friendly - its difficult to make a purchase. This is the site: <https://mt.rozklad-pkp.pl/en>. Note: For the cheapest train option check the box "Special Offer" (currently not available as of 16 July 2024) - please mind that tickets with "special offers" cannot be refunded (but you can change the name on the ticket and sell it to someone).
- **DB:** You can also try DB sometimes is cheap, sometimes much more expensive! Check it out.
- You need to buy a ticket to Świebodzin
- The nearest station is 3km away from the castle, a 20 minute walk. There are taxis.

Airports

The closest airports are Berlin (BER) or Poznań (POZ) but Wrocław (WRO) is also an option.

Smoking

You will not be able to smoke in character because it simply does not make sense. There'll be a smoking area outside that you can go to out of character though - just please don't start a smokers party there, go do your thing and then return to the game. :)

Afterparty

After the debrief, there'll be an afterparty with a dancefloor and more quiet areas with less booming bass. But there'll also be booming bass because we know many people appreciate it to decompress and leave the character's world. And because we, the people making this, want booming bass.

In conclusion, a packing list:

- Sleeping bag or whatever you want to sleep in (No mattress cover needed but anything else!)
- A towel
- A cup to drink from
- Cash money to pay for drinks
- Your costume
- Your medical necessities
- Your toiletries
- Your passport or ID, depending on where you're from
- Comfortable offgame clothes
- Optional: Things to add to The Embrace to make it yours (but we provide the material to make the space itself, it is just details and fluff that you could add. Label your stuff!)

Co-Creating Communities & Self-Responsibility

You read this before in our Player Guide but it is vital to the design, so we are repeating it here.

These are terms we use very often at Poltergeist LARP.

That's because they are important to us.

For this project especially, we are asking you to design the experience with us. Through above mentioned character design and our workshops, we want to create the world and the community you'll be playing in together with you. This is important to understand for you because it will require brain labour from you at the latest during the workshops - and the flexibility to not know in detail beforehand how the larp will feel. That will be up to you and your co-players to develop and design under the guidance of our experienced workshop designer and facilitator Sandy. What rituals will your group engage in? How do they make decisions? How do they structure their day, assign tasks, duties and privileges? That will be up to you.

We also want to stress once more that we need everyone to be responsible for themselves. We need you to know your boundaries and communicate them unpromptedly. We need you to realise when you're not having fun and be proactive about it. We need you to know, to the best of your ability, that you are into the kind of larp we are offering and that the general premise works for you.

Of course we are there for you and will help you whenever we can. :) But a big part of developing a healthy offgame community (which is what we always strive to do) is to empower people to make good decisions for themselves, first and foremost.

This larp is supposed to be about connection, above all. We can only achieve that if we, all of us be it participants or crew, can trust each other and play without holding back. So let's make that happen.

*“It is my belief that the World wishes
an inhabitant for Itself
to be a witness to its Beauty
and the recipient of its Mercies.”*

(from Piranesi by Susanna Clarke)