LARPVENTURE



a narrativist larp about communities in a post-apocalyptic world

design: Jakub Barański & Mikołaj Wicher | **production:** LarpVenture

The world has been destroyed in eight days. The first victims died on the east coast of North America on May 16, 2024. On the second day, the number of casualties multiplied by a hundred. On the third day, the public was still debating whether this was a terrorist attack, a hostile act, or their scientists' mistake. On the fourth day, the riots started. On the fifth day, the president declared a state of emergency, and the National Guard appeared on the streets. On the sixth day, the first atomic bomb fell on the United States of America. On the seventh, the city of New York was obliterated. On the eighth, the Internet stopped working…

The premise

- **Narrativist larp.** *D8* supports narrative building and gives players space and tools to co-create and experience the most gripping story possible. You will steer your game dynamics and your character's story, deciding where it goes.
- **A post-apocalypse for ordinary people.** *D8* focuses on people and their attempts to remain humane. It is a story about nostalgia for that which was lost, and about an attempt to build something new on the ruins of civilization. What rules will these ordinary people create as a community, and can they survive together?
- **Story structured like a TV series.** *D8* consists of over twenty several-hours-long “episodes” depicting those moments and events which were important for your character. As in a TV series, the larp shows the focal points of the story, omitting mundane activities and the time passed on them.
- **Chocolate box larp.** Each episode in *D8* focuses on a different aspect of life after the apocalypse, and each has a distinct plot, atmosphere, dynamics, and rules. You choose what you and your character want to experience at a given moment and what story arc will you form. You will get hints from us, but the decision is yours.
- **A character close to your heart.** We do not offer ready-made characters. You will make yours from scratch, with our guidance through the process so that your character is tailored to your needs. This approach will give you a real insight into your character’s situation, let you see how they changed during the apocalypse, and outline some relationships formed in the new reality.

What's D8 about?

D8 takes place in a post-apocalyptic setting. The story stretches over a little more than a decade from the apocalypse. Only a fraction of the human population survived, and no one cares what caused it anymore: a deadly virus, nuclear war, alien invasion or the wrath of God. Finding a safe place to live, something to eat, and people you can trust is much more vital.

Don't expect explosions, gunfights, and car chases straight out of *Mad Max*. Rather, it's the same old problems in a new broken world. We encourage you to look for and create a place that can be a safe haven. You will have a chance to experience its creation, principles, problems, sublime moments, and small tragedies. It may become a destination, or the object of envy. You choose, but you will have to bear the consequences. Are you ready for them?

D8 offers a setting and atmosphere similar to *Bastion*, *The Walking Dead* (inspirations for the game), *The Road*, *Jericho*, and *The Last of Us*.

Who's D8 for?

D8 is great for people who appreciate a plot and a genuine impact on the characters' lives in larps. D8 supports people who like to consciously steer their characters' arcs and direct the course of the overall story. It provides numerous tools for collaborative storytelling and story arcs: this includes building characters, relationships, social groups and setting before the game, but also over the course of the story itself.

Each player will judge their experience and decide as the story goes, choosing what groundbreaking events for the community their character will take part in and what role they will play there. The meta-techniques used in individual scenes will provide immersive experiences and opportunities to build drama. For this reason, the story of the community will differ each time, and the dynamics of individual groups will vary. You can play D8 more than once, getting a satisfying experience every time.



The setting

Undone States of America

There is no reason to call them United anymore. The political structures, the Congress, the White House, and even the national spirit are all gone. There is no media, no Internet, telephones or cell network. A CB radio and a bit of luck are the best one can hope for. There's virtually no electricity — most power plants are either destroyed or not functioning. The same happened to cities, hospitals, schools, and the entire infrastructure.

There is no law anymore, no police, and no army. No one is keeping the peace. The strongest set the rules. Money means nothing, there is no safety, and life has become a struggle for survival. The American Dream turned into a nightmare. There's no room for hope and a carefree life. No universal values are left untouched. You can't trust anyone anymore. Each day may be your last.

Life after the apocalypse

Survivors live alone or in small groups. They traverse the Undone States searching for safety. The most fortunate people live in communities, sometimes even larger than several dozen. Human settlements can be found in places far from the ruins of big cities, on farms, in prisons, and in small towns that have avoided being razed to the ground. A wall or a palisade is the most important thing that separates you from the rest of the world. Behind it, you can pretend it's like it used to be. Sometimes, these groups come into contact – they either barter and cooperate or get in conflict and even fight. There is no single system: some groups choose councils or commissions, others follow the strongest individuals.

Doctors and medicines are worth their weight in gold - without healthcare facilities, every sickness or wound may be lethal. So are other specialists: engineers, technicians, trackers, hunters, and farmers. People who want to believe in the future gather around the few remaining priests, preachers, sometimes flock to charlatans.

Remnants of the past

Many of the survivors still live in the past. When they are not fighting for their life and have a moment of respite, they recall old times by the fire. Some remember life before the apocalypse as a time of oppression and want to cut away from it completely. Some cultivate old traditions and holidays. They want things to go back to how they used to be. Others want to create new and better customs and rituals adapted to current conditions.

Every person has some old pictures with them. They allow them to remember the world from before the apocalypse, or to learn what it was like at all. A camera is one of the most precious treasures to acquire. Only music players have more value. Nobody likes the silence of the broken world. Those who can sing or play instruments will always get an audience and a lot of respect. If art survives, maybe humanity has a chance too...

End of the world

The world ended, but we have not determined whether it was due to an epidemic, war, natural disaster or something else. It might have been all the factors, but we do not indicate which one was decisive. We assume the characters don't know this either, although they may discover it during the larp. If that information appears, it won't be the main plot of the larp, but it can form the background for the community and the individual characters' lives. We prefer for every interested person to have a theory or a story to share.



The protagonists

Ordinary people

We are not casting you in the roles of generals pushing the red button, scientists creating doomsday devices, or prophets who foretold the apocalypse. We want the characters to be normal people. Someone who couldn’t leave the city because of a military cordon. A doctor who kept on helping the sick in those last days. A preacher

who tried to offer solace to people. A housewife who lost her family, or maybe a prisoner who survived because he was in solitary confinement at the time.

Community

The game focuses on the story of a community, consisting of several groups and individuals trying to function somewhere in the Undone States of America. We want to create it together with you, observe its dynamics, see how groups influence each other and evolve together, and see if it can survive. Such things don't happen overnight, which is why the game events will spread over many years. A community is a sum of individuals, and its story is created through all of your stories. You will experience up close the moments in which your character takes part.

Social roles

The flow of time means your social roles will emerge during the game and might change and evolve. No characters start out as, say, community leaders, because we decided so. Your characters will have to gain that position, fight for it or earn it. They might lose it too, or change so much as a person that the role will no longer apply. They might learn some completely new skills and start doing new things. The world after the apocalypse is constantly changing, and you can shape your characters' roles in the community during the larp itself.

Panta rhei

This original game design has special implications for your costumes. We would like your costumes to reflect the changes in your character, your road and progress. In the first scenes, not long after the end of the world, your costumes will probably still evoke the normal life of the 21st century. In subsequent episodes, they may reflect your social roles or the roles you aspire to. They may show what the character went through and how they changed. We encourage you to make use of these possibilities and we hope to see your costumes evolve together with your characters.



The structure

The base concept of D8 is rejecting the unities of time, place and action:

- Time in-game runs differently, there will be time jumps and flashbacks.You will experience several years in two days of game time.
- The same spot in the larp area can play different places in the game world in different scenes.
- The action is not linear and does not focus on one plot. Each player will create their own story arc for their character.

The names for the structural elements below are not accidental. *D8* aims to resemble a TV series, where the narrative revolves around the adventures of groups of heroes, and many events happen simultaneously. Every person's story has its inner logic, and together they create an additional plot layer.

Episodes

The game consists of 8 episodes, during which players portray their characters. The in-game time skips between episodes will vary — it could be a day or several years. All participants will learn each episode's title and a short introduction/story background before the larp starts. Each episode will take around 2-3 hours and in each, you will choose one of several simultaneously occurring scenes to participate in.

Between episodes, there will be breaks when the participants do not act out their characters. That's the time for players to choose the next scene, modify the costume, and talk and consult with the D8 Crew and other players. The breaks last for one hour, with longer breaks alotted for meals and sleep.

Scenes

A scene depicts events happening in a given place and time. In a given episode, one person can take part in a single selected scene. There is no possibility to move between scenes within an episode. The scenes' titles, background and practical information, and anything else that may be relevant to players (e.g. convention, possible actions to take, warnings and triggers, the minimum number of players, etc.) will be on display, accessible at all times.

Each scene will have a designated person from the D8 Crew who will present the rules and story background to participants of that scene. They will be responsible for starting, possibly moderating and ending the scene. The common set of locations and buildings will be used differently for different scenes — each time determining what place in the world they represent. Game rules and meta techniques may differ between scenes, even if they are part of the same episode. Therefore you can think of each scene as a discrete, several-hour-long larp.

This larp structure means that different people are in different places at the same time and have no influence on what is happening in scenes they are not part of. Sometimes this can lead to unexpected changes in the direction of the plot. Therefore, it is important to be flexible in conducting an individual character story, to allow for such unexpected changes, and to keep a good information flow during the breaks between episodes.

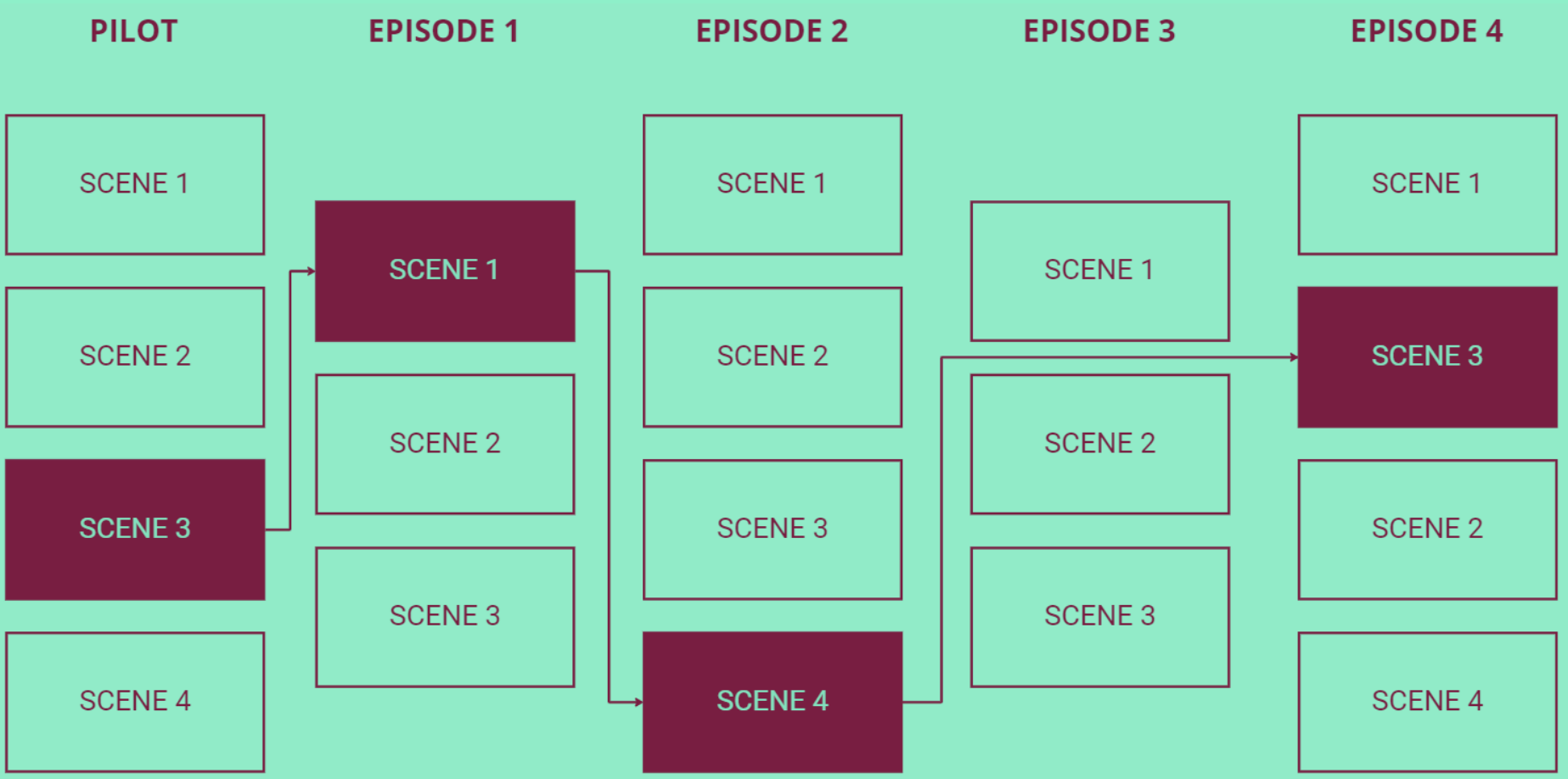
We will publish the scene list and their descriptions before the larp. The total number of scenes will depend on the number of players, and with each threshold we will inform you about it in detail on the Facebook event and the Discord channel. With a minimum number of players, we expect 3 scenes to choose from per episode. We also allow for the possibility of extending the list of scenes during the event.

Scene choice

Before the larp, each person will receive information about the scene from episode 1 that their character will start the game in. The choice of all subsequent scenes will be fully yours. You can pick from the list of available scenes in the breaks between episodes. Larp runners will not influence these decisions in any way. Choosing the next scene means reporting at the indicated place and time to the designated person from the crew. Participation is voluntary: you can skip an episode for any reason without having to report your absence. We may cancel a given scene if a minimum number of interested players does not show up, and suggest another choice to those who did.

It will be up to you to justify the storyline of your choice. There will be no need to arrange it with the crew or report it to us. However, you can always consult, talk about it, give and take suggestions on the subject outside the game. During breaks you may also communicate with each other about the events from previous scenes or the choice of the next ones, as well as about characters' motivation, however you like. We encourage you to make your own choices or coordinate them in small groups, and we hope that you will find a way to develop a D8 story that works for you.

To help with this, we will also prepare one additional tool — the director's cut.


PILOT
EPISODE 1
EPISODE 2
EPISODE 3
EPISODE 4
SCENE 1
SCENE 2
SCENE 3
SCENE 4
SCENE 1
SCENE 2
SCENE 3
SCENE 1
SCENE 2
SCENE 3
SCENE 4
SCENE 1
SCENE 2
SCENE 3
SCENE 4

Programme & director's cut

A program board with a list of all episodes and scenes will be available to everyone on-site for the whole event. There you will find the descriptions, along with the starting point and the name of the person responsible for each scene.

Each player will also receive from us a sealed envelope with the director's cut right before the game. The director's cut is a proposed course through the scenes, created separately for each character. We will mark the scenes that, in our opinion, work best for a given character, give them an engaging experience, a chance to perform extraordinary deeds, and build an interesting story arc. We will select at least one such scene per episode for each player.

However, the director's cut is merely a suggestion. You do not have to follow it at all. You don't even have to read it. Whether you decide to do it, and when, is entirely up to you — you may as well open it during the larp, or after the larp, or destroy it without reading.



The rules

Following the assumptions described earlier, the game will consist of individual scenes, and many of them will have their own rules. However, some of the rules will be universal and will apply throughout the entire game. Here they are:

Safety

D8 uses larp weapon replicas, takes place partly in the forest after dark, involves sensitive topics and drastic actions. Therefore, the game will use safety measures to maintain physical and emotional security, and implement meta techniques for communicating and setting boundaries. They will be presented and practised during pre-game workshops. Some scenes may introduce additional rules/techniques related to safety. We will describe each scene in terms of sensitive topics that you signal in the sign-up form to help you eliminate the scenes where those are present.

Sex

People who have no interest in roleplaying physical intimacy and sexuality can omit this element completely or minimise it - for instance, discuss what happened between the characters during out-of-game time. For some players, however, these themes may be important, even crucial. Therefore, the game introduces sex mechanics, a meta-technique that stands for sexual intercourse. Sex will be represented by joint hair-stroking and head massage. The intensity and character of that interaction will portray the character of the intercourse in-game.

Any other, more physical or theatrical portrayal of intercourse can happen only with the explicit consent of the players involved, and only in scenes that mention such elements may occur. Not all scenes allow for this kind of interaction, focusing on other issues of importance to the community.

Violence

Violence in the game will be simulated, and its intensity and level will depend on previous negotiations between players. We assume that physical contact is generally acceptable, but pain is undesirable. If you want to act out the violence more realistically, check if the other participants are willing to do the same. This also means that violence in itself is not an attractive way of resolving conflicts and should not be taken as such. If a scene of violence escalates to involve more people, the person running the scene may decide to shorten it.

Weapons

Weapons in the game will be strictly under the control of the organisers. They will be rare, but their use will be assumed successful. A character hit or shot with a weapon should suffer severe wounds, usually accompanied by loss of consciousness, resulting in the exclusion of the wounded character from the scene. It will be up to the player to decide what effects the wound will have in subsequent scenes (does the character return to the game, do they have disabilities/scars, maybe they died). During the game, we will use larp-safe latex replicas of melee weapons and blank firing alarm weapons provided by the organizers. We allow players to bring their own weapons, but only if it's agreed upon beforehand, as well as checked and approved by the dedicated person on site.

Death

Dying in a game will always be voluntary. It's up to the player to decide if their character is dead. We believe death is an attractive option, especially if it’s a fitting conclusion to a character's story or a good scene for

others. For people who decide to kill off their character, we prepared the possibility of returning with a new one — embedded in the story and connected with ongoing plots and characters. Death will mean the closure of your character's storyline, but it will not exclude you from further co-creation of the game.

Meta techniques

Scenes in the larp will use meta techniques dedicated to them, i.e. tools that will symbolically reflect certain situations. Sometimes these will be additional rules related to the course of the entire scene, other times to interactions between characters or to communication at the player level. Some scenes will offer time jumps or flashbacks and will be played in a form closer to a free-form game than a classic larp. Each time, the scene runner will explain the rules before the scene starts.



Character creation

The larp starts five years after the apocalypse – your characters live in the Undone States of America. In the character creation process, we will help you outline who your characters were before the end of the world and who they are now. We will give you all the information you need to contribute to the world of D8 and the kind of people who live in it, so that together we can answer the most important question: how did this happen? How did the characters get here?

We will invite you to create your characters and outline relationships and groups through small tasks completed periodically over a period of around 12 weeks. D8 assumes that the characters emerge and take shape in the heads of you, the people who embody them, not in documents or text editors.

You can devote as much time and energy to creating characters as you want and are able. Don't worry about someone giving this more time than you did - or less. What matters is not the tasks themselves, but your vision of the character.

Sign-up form

After purchasing the ticket, you will receive a link to the sign-up form, where, in addition to organizational aspects of your participation in the event, you can include your preferred gameplay style and information about the character you want to create for D8. So for the purpose of the form, think about:

- who were you before the apocalypse,
- what was your "American Dream",
- what does "the end of the world" mean to you,
- what is the most important rule you follow after the apocalypse,
- what are you most afraid of in the post-apocalyptic world,
- who are you after the apocalypse? How much is left of the person you were before?

The most important info for us is whether your character belongs to a group or lives a lonely life in the Undone States at the start of the game. After collecting and analysing the responses, we will move on to the actual D8 character creation process, divided into four optional stages:

Pre-apocalypse - individual tasks

You will start with crafting a character before the apocalypse. The general assumption is the same for everyone, but particular tasks depend on the sign-up form. At this stage, tasks may include taking or finding:

- a photo of your character, their family, house, car, etc.,
- a post or selfie of your character on social media,
- writing a holiday postcards,
- choosing a favorite poem, movie, etc.

We plan simple things and do not expect you to write long texts. If you want to, however, you may do things like writing a diary, a daily schedule or an employment contract.

During apocalypse - recording voice mail

This task is the same for all characters and will involve making a phone call during the end of the world. No one will answer the phone, so you will have to record to voicemail. You can choose the person to call or rely on our advice. It can be, for example, the characters' spouse, boss, school sweetheart, hated neighbour, friend, lawyer, psychologist, etc.

Post-apocalypse - tasks on Discord

This stage is a bit different for communities and loners. In the first case, we plan group tasks focused on creating a shared history, relations and rules in force in a given group at the start of the game, planning locations, and common elements of costumes or scenography.

People who have chosen a solitary path will carry out these tasks on their own, focusing on expanding the lore of our post-apocalyptic world and possibly obtain bonus knowledge or influence on certain scenes, rules, props, NPCs, etc. Here are some examples of tasks:

- creating a prop that will work as a group's totem,
- creating an initiation ritual for people who want to join a group,
- establishing the most important rule in a group,
- describing an interesting location in the Undone States,
- coming up with a short one-person scene.

Pilot episode

The final phase of creating characters, relationships and power dynamics in the game world will take place on-site in the form of the pilot (episode 0): one scene played out before the start of D8 proper. The theme and rules will be individual for each scene. You will know the general course of events in advance. The pilot scene will introduce you to the D8 structure, show the nature of the groups existing at the start of the larp and embed individual characters in them.

Folder & character summary

Each player registered for D8 will get a shared folder on Google Drive. We encourage you to gather any content of the character creation process there, e.g. important pre-apocalypse photos for the character, favorite music tracks, diaries, notes, or whatever you want. Creating this content is meant primarily to help you build your characters, but we allow for the possibility of bringing them into the game, making them relevant to the story, and sharing them with other players — sometimes without your knowledge.

There will also be a character summary document open for editing, consisting of three sections:

- **Pre-apocalypse** – here you will find answers from the sign-up form that describe your character's goals and motivations before the world ended. You can supplement them with additional elements during creation, for instance adding where they worked, what their life was like, did they have a family, etc.
- **Post-apocalypse** – here you will learn where your character starts the game in Episode 1, how they got there, and what they want to achieve. We will determine the information in this section during character creation.
- **What you can do** – based on the forms and the character creation process, we will try to create a list of actions you can take during the game. These will not be tasks or quests but rather loose ideas that you can (but do not have to) use.

One thing you won't find in the character sheet is personal relationships. We want everything that connects your character to others in this game to emerge from the game itself. We hope these relationships will follow the same rules as in real life: friendships will form when people agree on what should be done, and conflicts will arise where people differ in opinion. We expect you to use these mechanisms consciously.

We allow the possibility of creating relations with other characters before the game, particularly during group tasks. However, it will not be a process heavily moderated by us, nor will it be included in the character summary.



Practical info

Time & place

We don't have any dates set for the future run of D8.

If you are interested in the updates, follow LarpVenture on social media.

Schedule

8 MONTHS BEFORE	—	dates of the event are announced.
		the date of the ticket sale is announced.
6 MONTHS BEFORE	—	the sign-up starts.
5 MONTHS BEFORE	—	Decision Day - if the minimum number of people signs up, production of the larp starts. Otherwise, we will be forced to cancel the event and refund all tickets.
		people who bought a ticket will receive a sign-up form and practical information.
12 WEEKS BEFORE	—	character creation begins. People who filled out the sign-up form will receive optional pre-apocalypse character creation tasks via e-mail.
7 WEEKS BEFORE	—	the sign-up ends and phase II of character creation begins. All registered players will be invited to record a phone call during the apocalypse.
6 WEEKS BEFORE	—	the start of the third phase of character creation on Discord, i.e. group tasks for people who have chosen to be part of a community and individual tasks for people who have chosen to live alone.
DAY 1, 18:00	—	shuttle leaves from Gdansk Lech Walesa Airport (GDN).

DAY 1, 20:00 — arrival, check-in, pre-game workshops.

DAYS 2-3 — workshops, pilots and episodes of D8, afterparty.

DAY 4,10:00 — shuttle leaves to Gdansk Lech Walesa Airport (GDN).

DAY 4, 12:00 — leaving the resort, farewells and returns home, shuttle reaches the airport.

Transportation

The ticket price doesn't cover the transportation to the larp location. Practical information will include details on how to get there by car and public transport. If there's interest, we will arrange a shuttle from Gdansk Lech Walesa Airport (GDN) for an additional fee.

Food & drinks

The ticket price includes meals for the duration of the event: three breakfasts and three dinners prepared by the Jeziornik Resort staff. We will take into account nutritional needs reported in the sign-up form. There will be constant access to water, coffee, tea and light snacks during the event.



About the game & designers

When *D8* was created, experimenting with game structure in Poland was no surprise in small larps. Big Polish games, however, were based on the unity of time, place and action. The premiere edition of D8 took place in 2017 during Dreamhaven Larp Innovation Festival as a kind of experiment, a large outdoors game and an attempt to fulfil creative ambitions. Having gained experience, conclusions, opinions and, above all, positive feedback from the participants, Jakub and Mikołaj repeated the larp a year later as a standalone event.

In the meantime, there have been several attempts to introduce an analogous structure to other games, such as *It Happened in Greendale* and *Antares*. The creators believe that the D8 formula can be developed by applying

and improving tested solutions and introducing corrections and new elements. And in the back of their minds, they have a continuation of the events of D8.

After a break of several years and with a lot of encouragement, the production of the third Polish run went to LarpVenture in 2023. Now we are preparing for the fourth Polish and the first international run in May 2024.

Jakub 'Shonsu' Barański

Organizer, creator, player. Originator and coordinator of the LubLarp project. Two-time winner of the Golden Mask, for *Birdman* and *Super Mario Business Story* larps. Winner of the Carbon larp competition with *Miskatonic Madness*. Co-author of the larps *Ball of Marionettes* and D8. He knows that there are endless good reasons to larp, but for him, larps are all about stories. A graduate of the Lublin school of larping, a narrativist, an enthusiast of larp experiments, and a seeker of new forms of telling exciting stories.

Mikołaj Wicher

Designer and larp creator, awarded twice in the Golden Masks competition, winner of Śląkfa, editor of the *Book of Polish Larps* and the *PRISM* anthology, and organizer of the Carbon Larp Competition. He organized the *College of Wizardry, Convention of Thorns, Fairweather Manor,* and other blockbusters. His game *La Belle Confusione* was included in the Italian *Crescendo Giocoso* anthology. He is known to the national scene for his small, intimate larps and community building. He creates larps he would like to play himself. He explores the limits of the larp form and believes that we have only just scratched the possibilities of the medium.

Useful links

- Pinterest moodboard
- Movie from the 2023 run by Krzysztof Studziński, Grey Sphere
- Photos from the 2023 run by Kaja Skorzyńska, Larpografia
- D8 – fastinating paradox, Marcin Słowikowski, player's perspective on larp
- D8 – game with great perspective, Emi Kowalska, player's perspective on larp

FAQ

If you have any questions, check out the FAQ section below. If it's not covered yet, ask on our Discord server or write to: d8@larpventure.com. We will add new questions and answers at the bottom.

- **Is it a zombie apocalypse larp?**

No, just as it is not in the nuclear annihilation/alien invasion/God's wrath larp. It's more of a post-apocalyptic realism. *The Walking Dead* inspiration refers to the theme of a group struggling to survive in a post-apocalyptic world. Even if a character with theories about aliens or punishment for sins appears in the game, it will not be a theme explored by us, and we will not decide whether it is true in the game world.

- **Is the world contaminated?**

No, most of the world is livable in some way. There may be places, characters and plots involving contamination. It won't be the game's focus or an obstacle all characters will face. The same applies to other threats: natural disasters, riots, military actions, etc.

- **Why don't you say what caused the end of the world?**

We imagine putting together the story behind the apocalypse and the world after it as glueing together the pieces of a broken vase. Some shards are the other way around, the others are missing. Someone insists on filling the gaps with broken glass. Everything you will learn will be subjective. The story you will build from different sources may be true for your character but not for the entire game world.

- **Will scenes and episodes differ in gameplay style?**

Yes, some scenes will be very different from others. Some will focus on strong emotions, others on intrigue or physical activity. However, regardless of their nature, their task is to support the character of the larp focused on narrative creation.

- **What shall I take with me?**

The answer to this question can be found in the document with practical information that you will receive after purchasing the ticket together with the sign-up form. You will definitely need some costume elements that will allow the character to change over time, comfortable footwear adapted to hiking in the forest, and an in-game bag or backpack.

- **Can you apply as part of the group? Can you create pre-game relationships?**

We only accept individual sign-ups on D8. Groups will emerge only at the third stage of the character-creation process. At that point, we also encourage you to create relationships with other characters, but they will not be moderated in any way or included in the character summary. For example, if one person signs up as an adult woman and another as a teenage girl, these players can decide that they are mother and daughter, or sisters, as long as it does not conflict with the character creation process. But the character creation will enable both characters to be part of the game without being related or knowing each other at all.

- **Can you play as a character who doesn't know or remember the pre-apocalypse world?**

Yes. We allow for the characters who were born after the apocalypse or who don't remember it for various reasons, like being too young. If you want to play such a character, write that in the sign-up form and indicate the probable reason. You can also answer based on stories the character heard from others.

- **What will you ask in the sign-up form?**

We will ask about your expectations, what you want to experience and what we can't miss for the game to meet the vision we present in the larp guide. We will ask questions about the character you want to play, such as who they were before the apocalypse, how they function in the post-apocalyptic world, and how they perceive concepts important for the game, such as a community or rules.

- **I don't have time/ideas for character creation. Can I apply for D8?**

Yes. The character creation process is the default way to prepare for D8, but not the only one. Previous editions show that people who did not participate in this process still had fun, even when their characters were based on one single talk with the organizers and no tasks at all. Another option is to look through the materials we will

prepare to inspire you, to show you how wide the possibilities are. If you think this option will be more convenient and take less time, feel free to talk to us about it and sign up for the game. You can hit us on Discord or write an email to: d8@larpventure.com.

SURVIVE
THE APOCALYPSE
WITH US!

larp guide: Jakub Barański, Mikołaj Wicher, Marcin Słowikowski, Meg Pomorska, Jakub Krassowski
editing: Marcin Słowikowski | photos: Larpografia — Kaja Skorzyńska

LarpVenture 2023
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