

# KRYSTALIVM

## VOICES IN THE DARK

**Krystalivm: Voices in the Dark** | the field mission of the trilogy (21) 22-24.11.2024  
| Toruń, Poland

**larp design:** Aleksandra Sokólska, Bartosz Naumowicz | **larp production:**  
LarpVenture

\*\*\*

*Get inside the facility silently and explore it.  
Gather only what's crucial for further research.  
Eliminate witnesses. Blow it up to cover traces.*

Orders were simple, and everything looked like a regular sabotage mission. You don't recognize all the faces around you. But that's how revolution works - faces change, but objectives stay the same. You are the soldiers that will make this field mission a success. You'll have more time to get familiar when you return from the mission. Now there's a job. You need to focus.

You're still part of Project Firestarter. But you're not in Dalvios anymore.

You must infiltrate the enemy's underground research facility and grab what can be important. Your unit should move quickly and avoid detection as long as possible.

You don't know how much time you have before someone notices your presence. You will probably have to fight like hell on your way out.

That's why you left most of the fancy stuff behind you and took only what's crucial. Use your experience and the limited gear the Headquarters gave you.

But when you see the dark silhouettes of the facility staff, you wonder - did you remember to pack your morality..?

# The field mission

## What is a field mission?

Krystalivm is designed as a larp trilogy about revolution fighting with the imperium dominating the continent. **This event is a step away from the main storyline**, and tells a story of a crucial mission happening between the first chapter that already happened and the second one, [Krystalivm: Horrors of War](#), that will take place in 2025.

**It's a smaller game focused on different aspects than the main events.** The outcomes of players' actions still impact how the story unfolds and what happens – both at the field mission event and in the second chapter of the main storyline. You don't have to participate in the main trilogy to play **Voices in the Dark**.

**The field mission event is open to both returning players and people entering the world of Krystalivm for the first time.**

- You can **continue** your character from the first chapter of the main storyline
- You can **create** a character for a field mission event and **continue** playing it at the main storyline
- You can **create** a character and play it at field mission event only

## Field mission event structure

**You can expect a different approach than at main events. This field mission will have more action, and the plot will focus on other issues.**

You will take part in organized outdoor events regardless of the weather in November. You will conduct research in a building that will look more like a bunker than an actual research facility. All of these under the pressure of detecting your presence and running out of time.

The command structure established during the first episode will be maintained. However, this does not stop new people from joining, with the rank of trooper or lieutenant, depending on the preferences in the application form. You will craft your story however you want. If you want to start at the bottom – join as a trooper. You will learn about the military hierarchy and what each specialty does. You will choose

one of the specialties that interests you most and during this field mission you will learn it in practice. If after the event you want to change it before the second main episode, there will be a chance to do so.

If you choose to join as a lieutenant, your game will be much more focused on collaboration with other people from your specialty. You can read more about them [here](#).

Regardless of your rank, depending on your results and what is written in your reports, after the mission you may be promoted or demoted...

## **Field mission event design**

**Krystalivm: Voices in the Dark** is set up in the same world as the trilogy. Some pillars of the game stay the same but we also want to focus on different aspects than in the first episode.

### **Mystery**

Secrecy, imbalanced access to data, lack of transparency, and a constant stream of new questions are the core part of the design of all Krystalivm games. However, at this event, you can expect to finally get some answers. Searching for them will be a core part of the experience but some mysteries are buried very, very deep.

### **Action**

Exploration, encounters, fights with enemies, walking, running and carrying things here and there are important parts of this event. **An average physical condition is enough to be able to participate and enjoy the game**, but due to its design, we're not preparing alternatives for people who can't fully participate in such activities.

### **Research**

The second part of the mission is sorting out what we gathered, planning, and researching these things. You can use your expertise to work on various finds and decide what to do with them.

### **Tension**

We're in enemy territory, and we must be cautious yet efficient. No one knows if we're safe and for how long. Tick-tock, tick-tock, tick-tock...

## **Trust**

*The rest of Project Firestarter is far away, and we can count only on our unit. But tension is growing, and the enemy may strike from everywhere—even from within... Can we trust each other with our lives?*

# **The game**

## **Playable environment**

*Larp is a multi-sensory medium and we want to give players the opportunity to take part in practical activities that engage all the senses.*

*Scenography and props are made for interactions - if it's here, it means there's a way to use them.*

*We strive for the highest possible immersion within the game world. Although, there may be some modern disruptive elements, like electric lightning, but we have lore friendly explanations for them.*

## **Limited knowledge**

*Krystalivm is played with a lack of transparency, meaning characters, plots, and information about the world are not fully transparent to characters and their players. **Your knowledge, as well as your character's, will be limited.***

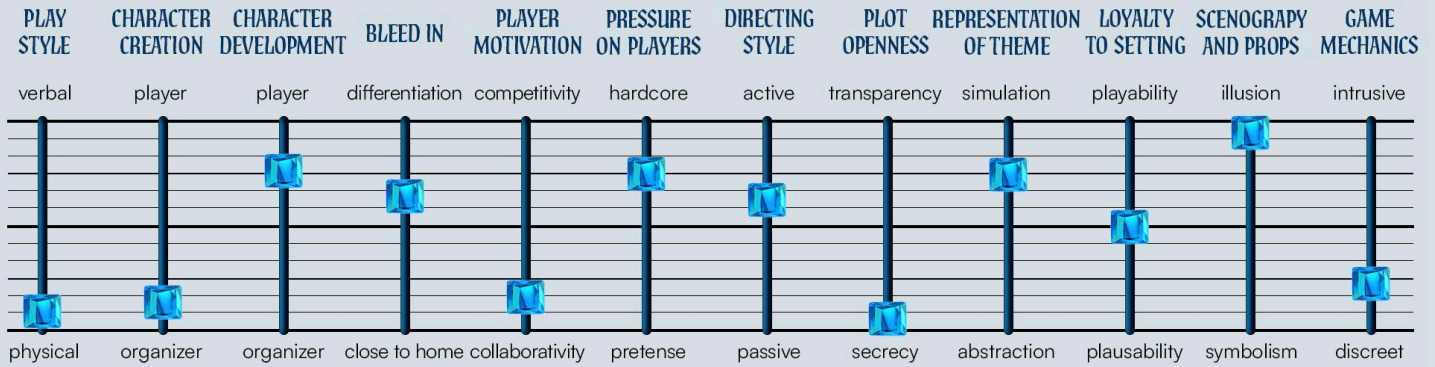
*However, you're more than welcome to gather and exchange information but keep in mind that everyone has their own goals and they may not share everything with you.*

*Detailed knowledge about the Krystalivm world is not needed to enjoy the game. You will receive specific information relevant to your character and your group in the provided character sheet or group documents. This specific information is for your eyes only. Trust us – this larp is best enjoyed with its secrecy intact.*

*Information and knowledge are also to be found in-game from various sources, available to those who wish to play on it and deepen their understanding of the world and their connection to it.*

# Game balance

Using the sliders below, we want to represent visually our philosophy toward each aspect of the field mission larp, that is only slightly different from the main trilogy. This helps communicate our intention and approach toward creating the gameplay taking place.



## Themes

**Krystalivm** is a low-fantasy setting that focuses more on technology which appears magical due to the mineral powering it. This world is civilized and inhabited by humans – any form of “magic” or different species would be seen as blasphemous in the eyes of the Goddess and her priests.

**Krystalivm** addresses dark, dystopian themes set up in an alternative universe inspired by XIX century Europe mixed with crystal powered technology. While rapid technological advancement is still central to the larp, its technology isn't being powered by steam but by a mineral called “Krystalivm.” This mineral was only recently discovered, previously considered worthless, now a potential source of energy and innovation that could tip the scales of the war and even shift the balance of the world entirely. Topics relevant to us today are used within the fictional framework to question and analyze civilization and humanity.

## Morality

War is one of the most extreme situations a person can find themselves in. How does it affect one's morality? What is good and what is bad when lines are blurred and all your sins can go unnoticed in the flood of terror?

## Technology

*In terms of war, technological advancement is just another tool to win. It's not about progress nor about making life easier. All of the discoveries are focused on army needs: how to kill enemies more effectively and how to make our soldiers last longer.*

## Information

*Who, what, where, when, how, how many, for how long... Small tweak, a little twist, a detail left unsaid, omitted nuance, lost context and it can be an entirely different news, report, order... How meticulous will you be when data is not showing you in a good light?*

## Politics

*Playing in a nuanced world, where even countries which are allies often have different views and needs, gives us an opportunity to highlight small differences which may turn into big problems. You're only a cog in a bigger machine but even this cog has its own views, needs, and agenda.*



[see the full Krystalivm map](#)

# The world of Krystalivm

*Krystalivm is a trilogy played out in a world of our own making. We will summarize the most important things below, but you can read more about its lore, inspirations and design [here](#).*

*This event takes a step aside from the main storyline. However, both the trilogy main chapters and the field mission are impacting one another.*

## **Evolving world**

*This world is designed to evolve throughout the Krystalivm trilogy, both during and between its chapters.*

*It is important to us not to limit roles by things like gender or race but to focus specifically on the issues and conflicts we want to explore. In Krystalivm, patriarchies have not been culturally dominant or universal, and gender does not dictate status, potential, or contribution to society. These concepts, while rooted in various societies throughout history, do not serve as restrictions within our game.*

## **The Empire**

*Named after their goddess Ławrija (or “Lavriya,” as the assimilated imperial citizens pronounce it), the Great Empire was born around 1,800 years ago when Janos, the first creator of the state that would become the Empire, joined together the lands of west Aleoria through alliances, marriages, and conquests in Her name.*

*The Empire was proclaimed almost a millennia after Janos reigned when the state he founded stretched across nearly a third of the land west of the Mouth River to the north and the Gray Marshes in the south.*

*Over the ages, the Iron Tzar or Tzarina became a figure to be worshiped for some and to others, the face of brutal oppression.*

## **The Republic**

*Dalvios was formerly a merchant city on the Fozzan Peninsula and, more importantly, a port critical to trade routes with the Isles. It provided not only a source of luxury goods from the south but also many of the raw materials needed for continuous technical development. It is also known for its university, which became the center of the Krystalivm mineral research around thirty years ago.*

*The Empire doesn't acknowledge the sovereignty of the Dalvian Governorate, which was joined to its territory and conquered forty years ago after a fierce defense lasting more than five years. Tzar Jannis personally led his army to the Fozzan*

Peninsula to fight and capture the City of Dalvios and the entire Garra basin, events we remember to this day as the Great Spring Offensive.

## **Nations**

Characters hail from different nations and Imperial Governorates. They are grouped based on their origin. Each is under a different political situation respective of their history and how they were treated by the Empire after being conquered. This history has impacted each character's life, and as a result, they all have different outlooks, goals, and approaches toward their revolutionary endeavors.

Characters coming from one Imperial Governorate will be connected and share some history but also have relationships outside the group, which will evolve within the game.

**Alaverde.** *Imagination, Temperament, Sea breeze.* Sailors, pirates, and travelers. Anarchists and independent spirits. They oppose any power and any authority with a glimpse of madness in their eyes and a wide smile on their weather-beaten faces.

**Avros.** *Guerillas, Resistance, Monarchy.* Skilled guerilla fighters never reconciled themselves to the occupation. Led by their rightful rulers, they have bitten back at Lavriyan troops and hunted hated tzarist officials for half a century.

**Galaria.** *Injustice, Separation, Conflict.* The haughty and quarrelsome Galarian nobility and the degraded, angry peasants may have different reasons for doing so, but all seek to overthrow the Iron Tzar.

**Grossmark.** *Nobility, Pride, Progress.* A proud nobility who more and more often see the need to draw their people into independent aspirations, as a revolutionary fervor is spreading widely among the common folk.

**Hroth Gaderas.** *Savagery, Mysticism, Hardship.* The islanders of the Hroth Gaderas archipelago are not only more knowledgeable about the Chernobor nations than the western peoples, many also still secretly cherish their faith in the Old Gods.

**Kargastan.** *Tradition, Freedom, Expansion.* Horse nomads who, despite a thousand years of occupation, have managed to preserve their culture, art, and way of life without allowing themselves to be denationalized and conquered completely.



**Leofrie.** *Forest, Brotherhood, Asylum.* The Leofrian forests have always been refuge to outlaws and their most skilled bards, skalds, and poets have always portrayed these renegades and outcasts as the greatest heroes of the people.

**Malleo.** *Faith, Devotion, Humility.* Orthodox worshippers of the Goddess, faithful to her every commandment. People of Malleo are willing to fight for this belief with not just words, but with cold iron and hot fire.

**Satrium.** *War, Hunger, Revenge.* The war with the Republic turned the fertile Sartian soil into fields of blood and bone, forcing its people into a living hell. They are more than ready to stand firm against the Iron Tzar.

**Vysochiya.** *Fairness, Independence, Seclusion.* Proud highlanders, hidden away in secluded green valleys, preserve their independence and culture even under Lavriyan occupation, and are more than prepared to fight for such distinction.

You can find more in-depth knowledge about the nations in [Krystalivm: Lands of the Empire](#).

## **The Rebellion**

Since the Battle of Crab Bay in 1792, the Red Dragon's Teeth bled constantly. The Empire pushes countless new regiments north, aimed at eliminating the Republic's technological advantage and superior defensive positions with sheer overwhelming force in the way of endless soldiers. The Dalvian government is well-aware that in a long-term war of attrition, the Republic has neither the numbers or supplies to match the fierce might of the Empire.

## **Project Firestarter**

And so, in the face of never-ending news of growing separatist movements in many of the Imperial Governorates, the General Staff of the Republican Army has launched Project Firestarter, specializing volunteers from other conquered territories in diversion and sabotage, hidden under the "official" banner of the Logistics and Supply division.

# Aesthetics

The general visual key relies on military elements with a Slavic-influenced stylization. The world is grim, which is reflected in a darker style within these elements. This distinct visual aesthetic for **Krystalivm** that will be reflected in its scenography, props, and costumes.

As for historical inspirations and parallels, **the Empire** in **Krystalivm** would fit into the French Revolution and Napoleonic Wars (late 18th to early 19th century), while **the Republic** would feel more at home in the middle of the 19th century as some machinery and technology reach the Great War era.

[Check out the Krystalivm Pinterest Board](#)

## Inspirations

For **Krystalivm** universe we drew inspiration from works like: Leigh Bardugo's **Shadow and Bone** trilogy, the **Arcane** animated television series, the **Carnival Row** television series, Philip Pullman's **His Dark Materials** trilogy, China Miéville's **Bas-Lag** novel series, and the **Fullmetal Alchemist** manga and anime series.

# The characters

This section explains what types of characters you can play at this event. The character's gender is always up to you - crossplay is welcome here.

If you played the first episode of **Krystalivm** and you're continuing your character you're already familiar with this part since we're using the very same design principles.

## Background

In **Krystalivm** players portray mature characters from various backgrounds who have endured countless hardships throughout their entire lives. Some may be simple workers, some may be respected leaders, but all of them will look back on past

experiences and reflect on the knowledge they have gained. It is not by random chance that they have been selected to take part in the revolution.

## **Progression**

Developing your character is a crucial part of our design since we want to allow you to experience and play out how it reacts to different aspects of war. If your character experiences more than one event in **Krystalivm**, their evolution will be all the more apparent but we want to create an environment where you can express changes in your character even as the event unfolds.

## **Leadership**

Some players' characters will already be experienced and proven, given a leadership position within their field or group. They guide their peers to success – or failure – and rise or fall together with them. They are not only a spokesperson but also exercise military command over their group – helping assign their specialty, evaluating their progress, as well as leading specialty training and drills.

Playing a leader won't stop you from rising in rank during the trilogy but it offers a different type of an experience and requires more effort and preparations both before and during the event.

Those of you who had the rank of captain or lieutenant after the first episode can return to this field mission with the same rank if you want to continue your character. In the sign-up form, you will also have a place to indicate whether, as a higher-ranking officer, you want to take command of this field mission or the activities of your specialty. If no higher-ranking officers report to the game, we'll contact returning players who declared willingness for leadership in their sign-up form and after confirmation their character will take command of the mission.

New people who want to start their story in the world of **Krystalivm** on this field mission will be able to choose whether they want to join as a trooper or lieutenant. A trooper does not have a specialty - you'll be able to see how different specialties work but also you will not belong to one group but work as a support whenever needed. A lieutenant has to have a specialty and your gameplay will be strictly connected with it but also with people from this group.

# Specialties

Like in each army and special forces, also here there are specialties. All characters will have the ability to further their expertise in a specific field in service to their revolutionary cause. Each specialty has a different set of responsibilities, activities and impacts the same events through different actions and tools. If you want to join the game as a trooper you will have the chance to see what each specialty is doing within the game and which one will be the best for your character later.

Some events will be focused on work and research within a specialty, while others will require cooperation between all of them.

**Alchemists.** The word “alchemist” didn’t exist before Krystalivm’s discovery. It was coined to give a name to the experts who distinguish, handle and process the mineral for its varying purposes. Most importantly, they prepare it for use by engineers, though they also use and experiment with Krystalivm in its pure form, researching new and different potentials.

**Breachers.** The spearhead of the revolution, these strategists and fighters are not afraid to give everything in the name of forging a better tomorrow. Their job is to take care of the safety of other specialties, protect everyone and prepare plans for whatever may happen at the enemy's land.

**Engineers.** While they’ve always been a part of the workforce, those who handle Krystalivm are innovators that take the processed crystal and harness its powers. At this event they will rather make their hands dirty and try to find low level solutions using limited gear and supplies.

**Medics.** Caring for the wounded and ill is an unforgiving, demanding task in times of war. Medics often need to make hard decisions, stretching their ethical and moral boundaries to their limits. They operate as field medics on the frontline, and since the discovery of Krystalivum, work in researching ways to use it medically.

**Spies.** Social chameleons and masters of manipulation, spies know how to use their skills to navigate even the most difficult social situation. The other side of their specialty is extracting information and taking care of communication with headquarters.



## NPC

To progress the story, provide interesting plots, and help facilitate the game, a number of different types of NPC are present. They portray a variety of characters with their own personalities, histories, and agendas.

Since it's a **plot driven game with an emphasis on player agency**, their role is supportive for players' characters: they will provide information and context, manage logistic parts of the game and trigger some events but only to allow players to act and to make an impact on the world.

# Practicals

## Basic information

**Time and place:** 22-24th November 2024, Fort IV Toruń, Poland. [An authentic Prussian stronghold](#) from the XIX century with modern accommodation and facilities.

**Tickets:** 455 euros for early bird, 490 euros for regular. You can buy them at our online store and pay in up to 4 installments. There are a limited number of 50 tickets for this event.

**Number of players:** 35 - 50 people – the larp will take place if we reach the minimum number of participants. Otherwise, it will be canceled, and tickets will be refunded. We're not planning on opening more spots to ensure the quality we want to deliver.

**Sign-up form:** will provide us with information about player's preferences concerning the game and character, costume size, dietary requirements etc. It'll be available after closing the ticket sale. There will be small alterations in sign-up form depending on the fact if you're continuing a character or if your character didn't appear in **Krystalivm** universe yet. The latter includes both players attending our **Krystalivm** events for the first time and returning players who would like to impersonate different character at this event.

## **Lodging**

For the purpose of the game we will provide two types of lodging: **in-game rooms** for up to 22 people with bunk beds, military vibe and a shared bathroom and **out-game rooms** for 2-3 people with a private bathroom.

Some 2 people rooms are underground and lack windows - we'll place there only people who are comfortable with it. There will be a question about it in the sign-up form.

**All players will be assigned to out-of-game rooms** but in-game rooms will be available for you during the game. You can use them for roleplaying and actual sleeping, however their standard is much lower and they'll always be in-game.

The rooms will be assigned based on the preferences stated in the sign-up forms. The stronghold provides linens, duvets and towels.

## **Meals**

The ticket price covers 7 meals prepared by the stronghold restaurant: off-game lunch and in-game dinner on day one, in-game breakfast, lunch and dinner on days two and three and off-game breakfast on day four. All meals are based on your diet restrictions and preferences based on data provided in a sign-up form. Drinking water, warm beverages and snacks will be available throughout the event.

## Casting

Once we reach the minimum players needed for the larp to happen, we will send out a sign-up form in which you'll be able to indicate your character preferences. We will ask for the type of experience you're looking for, things you want to avoid, what specialties you find interesting, and whom you'd like to play with.

If it's your first time playing in this world, we will assign you a character that best fits the experience you are looking for based on your answers.

If you're continuing the character, we will provide a short story linking your experience from the first episode with the field mission event.

## Costumes

You will receive an essential part of your military uniform (woolen vest and a side cap, same as in the picture below) as a rental for the duration of the larp. You will need to add a shirt, pants, shoes and accessories. A simple costume guide can be found [here](#).

We also ask you to bring your own cape or coat for wearing on top of the uniform. It'll keep you warm during outdoor actions in November evening and it'll also serve a narrative and gameplay purpose by hiding your uniform at the first sight.

We also recommend you to take thermal underwear, gloves and extra warm clothes since some parts of the event are happening outside and the game is taking place in November which can be quite cold and rainy in Poland.

The uniforms are designed by [Oak Stall](#) – created by Kuba Dobrenko, who is the one behind all of the designs.

There's an option to purchase the uniform, so you can personalize it for the next events if you choose. It costs 250 EUR.



*Trooper uniforms designed by Kuba Dobrenko/Oak Stall*

## **Transportation**

The ticket price doesn't cover transportation to the larp location. The closest airports are Gdańsk Airport GDN (around 2 hours drive) and Warsaw Modlin Airport WMI (less than 3 hours drive). There is public transport from both airports to Toruń around 4-5 times a day. Practical information will include details on how to get there by car and public transport.

## **Tickets**

There are two ticket types available in our [online store](#): the **early bird ticket** costs 455 EUR and is available by the end of May 2024. After it ends, you can purchase the **regular ticket**, which costs 490 EUR.

Ticket price includes:

- ⇒ an elaborate character with a background story, motivations and character connections;
- ⇒ taking part in plots, events and activities prepared by the organizers;
- ⇒ scenography, props and special effects, access to basic make-up materials;
- ⇒ logistics and technical service, background characters enhancing your play portrayed by Krystalivm crew;
- ⇒ 2 nights in a room at Fort IV stronghold, which will be exclusively booked for the larp;
- ⇒ 7 meals prepared by the stronghold restaurant;
- ⇒ rental of part of your character's uniform vest and side cap (with the option to buy them before or after the game);
- ⇒ photos from the larp taken by a professional photographer (check out [LarpVenture's photo policy](#)).



**The ticket price does not include** accident insurance, and transportation to the larp site.

There is an option to pay in installments to make the event more accessible. You will be able to pay in 4 installments by wire transfer according to the provided schedule. Only after paying the full amount are you allowed to participate in the event.

## **Ticket with optional B&B on Thursday**

If you want to arrive in Toruń a day earlier to enjoy the city, mingle with other people coming earlier, or because it's simply more convenient in terms of traveling - there's an option to do so.

You can choose a ticket with additional B&B on Thursday. **An optional stay in the stronghold costs 25 EUR** and it includes dinner on Thursday, one night in the stronghold, and breakfast on Friday. Also, there will be a space for a before party and integration available.

The medieval Town of Toruń is 5km from the stronghold and is famous as one of the best-preserved medieval trading city centers in Europe. It is included in the UNESCO World Heritage Site and definitely worth seeing.

## **Schedule**

- ⇒ **May** - the early bird ticket sale starts; the returning players get a one-week heads up;
- ⇒ **June** - the regular ticket sale starts; by the end of June we make the final decision if the larp happens based on the number of people signed-up;
- ⇒ **August 13th** - people who have bought and paid for a ticket receive a sign-up form;
- ⇒ **August 31st** - the ticket sale for the event ends at midnight;
- ⇒ **September 4th** - is the deadline for filling in the sign-up form for players;
- ⇒ **September 13th** - new participants get the characters assigned based on the sign-up form, we contact with the new leaders if there's a need;
- ⇒ **September 25th** - players get the group documents;
- ⇒ **October 23rd** - players get the practical information document;
- ⇒ **November 6th** - new players receive the character sheets, returning players receive an update to their character sheet;

- ⇒ **November 21st, Thursday [optional, paid extra]**
  - 16:00 - check-up to rooms start;
  - 18:00 - dinner;
- ⇒ **November 22nd, Friday**
  - 8:00-10:00 - breakfast [for those who bought additional stay];
  - 12:00-13:30 – mandatory pre-game workshops;
  - 14:00-14:30 - pre-game lunch;
  - 14:30-15:00 – last preparations, getting in costumes;
  - 15:00 – the larp starts;
- ⇒ **November 24th, Sunday**
  - 10:00 – check-out from the stronghold;

We'll provide the detailed timetable to participants in the practical information document closer to the event.

# Disclaimers

## Is this a larp for me?

We are strong advocates that not every larp is for everyone and does not need to be. This is why we encourage everyone to consider if the design, provided experience, and themes of this larp are something they would want to play on. If not, we thank you for your awareness and are happy to welcome you to one of our other larps instead.

**Physical requirements.** The important part of the field mission requires walking, exploration, running, carrying on light stuff, and possibly crawling. These activities are vital to the player experience. There is a possibility to opt out for any reason but there won't be any alternative activities planned.

**Sensory and comfort.** During the event, we'll use pyrotechnics and flickering lights. You can also experience loud noises. Part of the game will take place outside no matter the weather conditions. November in Poland can be quite cold (temperatures around 0°C / 32°F ) so be prepared for playing outdoors in such conditions.

***Strong themes.*** Krystalivm deals with strong themes like war, death, treason, morality, ethics, and revolution. We address those topics carefully and respectfully, however there is no way to avoid them.

***The morally gray zone.*** Often choosing the lesser of two evils will be the course of action. There are no shining or glorious heroes who save the world.

***Consequences and coherence.*** Your character may face consequences for their actions, which are out of your control as a player.

## **Not part of the larp**

There are topics that are specifically not part of the larp:

- Discrimination based on players' real background and bodies;
- Classical gender roles;
- Sexual violence.

# **The meta techniques**

## **Safety & boundaries**

Krystalivm uses larp weapon replicas, involves sensitive topics, and portrays drastic actions. Therefore, the game uses **safety mechanics** to maintain the physical and emotional safety of both players and crew members, as well as **meta techniques for communicating and setting boundaries**.

### ***Support person.***

Designated player support staff are available during the game if needed at any time.

### ***Ok check***

Krystalivm uses the “OK check” technique, which will be introduced and practiced during pre-game workshops. It allows non-verbal communication between participants and staff to ensure if one of them is fine without need to break the game.

## Off-game calibration

We use specific phrases to communicate off game information.

**“I need to check reports (with you)” / “Can I check reports (with you)”** means you need to offgame check information or calibrate with the organizer, NPC or player you are addressing. This phrase will also be used by NPC and organizers, if they want to calibrate with you.

**“I am off duty”** means the person you are addressing will not help you with your request or order. An NPC or organizer you are addressing might be in a hurry. Or a player cannot perform something you are asking of them for off-game reasons.

**ONLY USED BY NPC AND ORGANIZERS: “That’s a commander’s order!”** means, for off-game reasons, you are required to follow this instruction.

## Violence & weapons

In-game violence is theatrical (meaning low-to-no-contact and representative only), and the level of its simulation must be previously calibrated between players before being played out. We assume that some physical contact is generally acceptable but do not consider pain acceptable or desirable.

If you want to act out violence more realistically, check if the other participants are willing to do the same. Do not engage in any sort of violent act or combat without the consent of all players involved.

During the larp, we will use larp latex replicas of melee weapons and blank-firing weapon replicas provided by the organizers. We allow players to bring their own larp latex weapons, but only when approved upon beforehand, as well as checked and cleared by the dedicated weapons safety person onsite.

Firearms in the game are strictly under the organizers’ control. There will be limited appropriate occasions to use larp weapons. Though it will be a rare occurrence, the use of weapons is always assumed to be successful. A character hit or shot with a weapon should suffer severe wounds, usually accompanied by loss of consciousness. This will result in the exclusion of the wounded character from the scene and affect the character’s gameplay for the rest of the larp. It may also affect the character throughout the next chapter, but we leave this to the player’s decision.

## **Sex & intimacy**

*Playing such themes is allowed but optional. If physical intimacy and sexuality are not significant to your experience, you can omit these elements or minimize them by agreeing on what happened between scenes with the other person involved, rather than playing anything out (a “fade-to-black” moment).*

*If you do want to play out intimate scenes, we employ a specific sex mechanic. Sex is represented by joint hair-stroking and head massage. The intensity of the interaction will indicate the nature of the encounter. This game mechanic can only be applied with consent of all players involved.*

*Any portrayal of sexual violence of any kind during the game is off-limits.*

*If you have any questions, hit us on [our Discord server](#)  
or write to: [krystalivm@larpventure.com](mailto:krystalivm@larpventure.com).*

# **JOIN THE REVOLUTION!**

*larp guide: Aleksandra Sokólska, Bartosz Naumowicz  
Photos from Krystalivm: Seed of Revolution: Larp reporter*

## **LarpVenture 2024**

[www](#) | [discord](#) | [fb](#) | [yt](#) | [insta](#) | [tiktok](#)