

Demeter

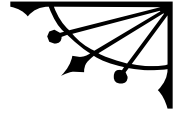
Design Document

Version 3.01

Rollespils Akademi

LIVEFORM





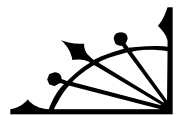
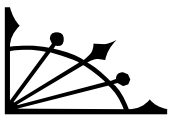
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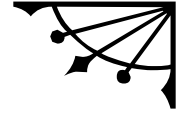
All game material by Norman Aretz, Stefan Deutsch, Tim Fitzler and Sandra Quell

Original idea by Stefan Deutsch, Tim Fitzler and Yvonne Wagner

Image Credits

Nabil Hanano, Karel Kremel, Tim Fitzler, Herwig Kopp, Martin Olsson





Participant Quotes

„*Demeter* was probably the most suspense-packed larp I’ve played for a long time even though all players knew how it would end.“ - *Fabian Geuss*

„I have never prepared a role as intensively as for *Demeter*. What can I say? I was rewarded with an exquisite and intensive game! Thank you all for this unrivaled overall experience“ - *Sebastian Schmidt*

„Thank you to all participants for this amazing and incredible weekend, it was simply kick-ass!“ - *Nabil Hanano*

„Usually I’m happy to go back to work. Now, reality is still daft and I would prefer to go sailing in a long coat, with lots of drama! It was a unique game and I’d love to go back to sea instantly!“ - *Sylvia Ochlast*

„My conclusion: wonderful participants and a sensational game full of emotions and lots of surprises.“ - *Verena Wagner*

„Outstanding, fantastic and a real benchmark in history.“ - *Herwig Kopp*

„I’d like to say thank you for the extremely well designed game, all the superb written characters, the attention to detail [and] the dark atmosphere on the ship.“ - *Ruth Bithai*



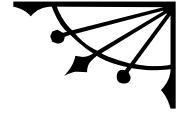
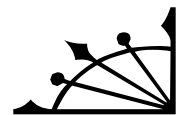
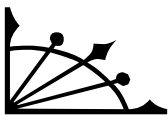
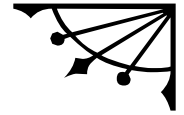
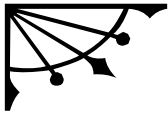


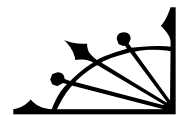
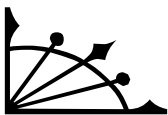
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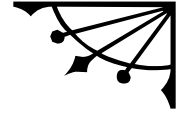


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Idea





The Idea

Demeter is a game of gothic horror on a real life sailing ship. The setting is Count Dracula's journey from Transylvania to London on the schooner Demeter.

Our Playing Philosophy

Demeter has participants from many different countries and playing cultures. In this document, we will lay out our game design in all aspects how we imagine this game and the interaction taking place. This will help to understand beforehand what will be happening during the journey and what makes this event so exciting and entertaining for every participant. We believe design transparency is key to this.

Transparency

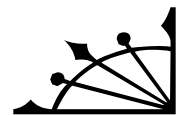
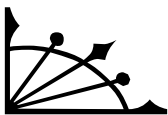
Many games with scripted roles expect you to keep your role's secrets. We leave this decision to every individual participant. You can hide or share as much of your role descriptions as you like - assuming the other wants to know anything at all. You should accept other participant's desire for secrecy as well.

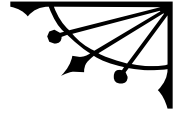
Rules

If you cannot remember all the details or you're afraid to confuse things during the game, don't worry: atmosphere is more important than rules are. Also, we will give you the opportunity to ask questions before the game and read everything up whenever you feel the need.

Conclusion

Larp is co-creative. We may set the stage, but in the end it's up to all of us to make this happen. *Together* we create an amazing experience *for everyone*.



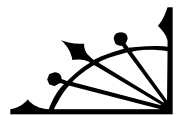
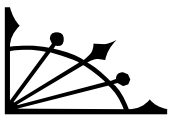
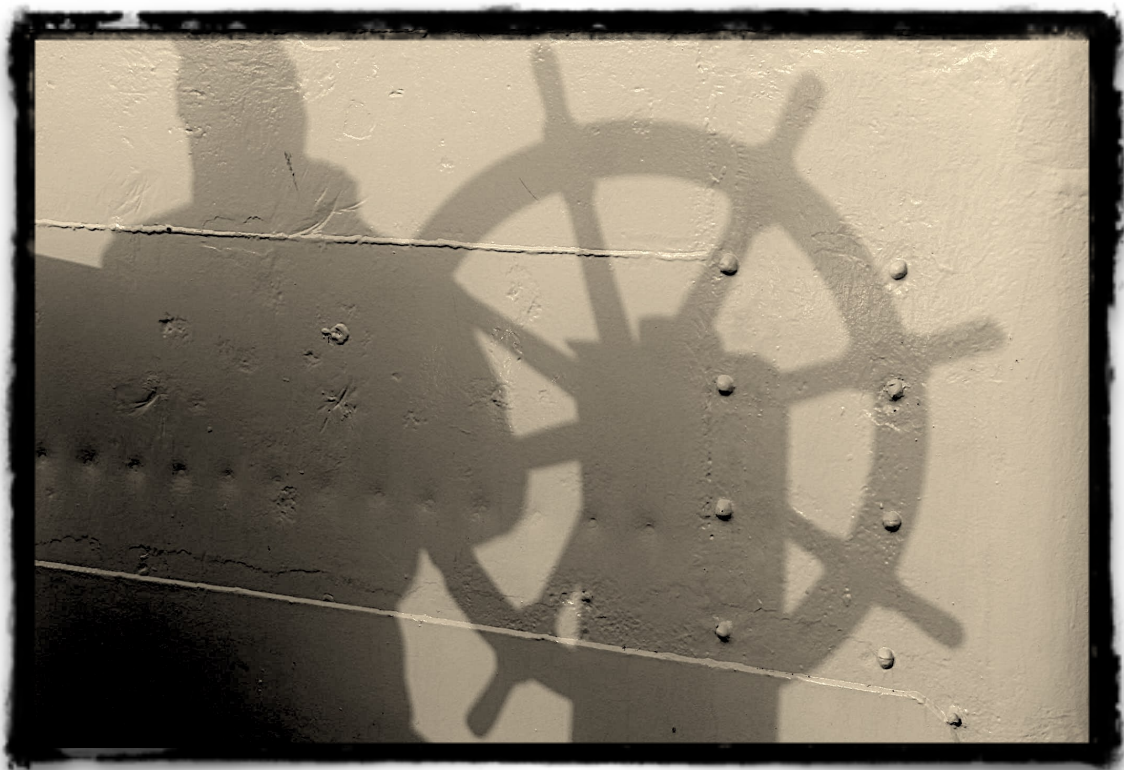


It is October 22nd 1897.

The schooner "Demeter" is on its way from Transylvania to London.

The 26 passengers do not know that there is something ancient and evil among them. But they will soon realize the terrible truth.

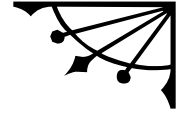
The Demeter will reach London, alas without a living soul aboard...





Aboard





Aboard the Ship

On board the ship, there are three distinct groups of people

1. Participants

Everybody playing in the game - from passengers to *Demeter* crew.

2. Organizers & helpers

We, the organizers, will mostly *not* be playing. From an in-character point of view, we are more like the infamous Star Trek redshirts - somehow important for the proper functioning of the ship, but no names and of no importance.

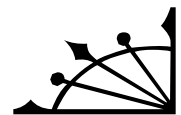
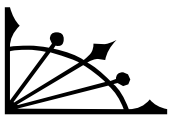
There can be helpers e.g. for the kitchen. Whatever they play or not, they are always the top dogs in the kitchen.

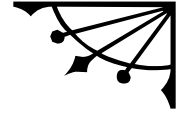
3. Out of character (Pippilotta) crew

The Pippilotta is a traditional sailing ship; this means its main purpose is to teach traditional sailing. There have been more than a dozen larps on this ship by now and they are teaching sailing for nearly 40 years.

The ship itself needs to function, no matter what. Although you as participants will be taken over all roles aboard the *Demeter*, the „real“ crew is there to make sure nothing goes wrong. Safety always comes first, which is why they are to be obeyed *in any situation*. Their word is law aboard the ship, no matter what is happening, but especially when matters of safety are concerned.

There are at least three people with the required licenses aboard and they will teach the necessary sailing skills. Some will be playing roles as well, we will inform about the specifics aboard.



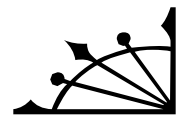
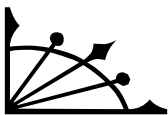


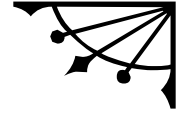
The Packing List

Stuff that will prove useful on a ship during the larp.

In-Character & Personal props

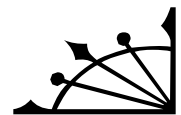
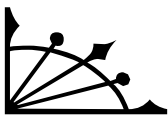
- **Warm costume.** Ideally many layers and possibly an outer layer that can withstand rain. Warm is more important than watertight, though.
- **In character night gown and slippers.** Quite obviously, we will play at night. Also: the toilets are above decks. So you will need something to leave the room at night. It would be nice for you to have some kind of night shirt, dressing gown or something similar. If you can't find anything else, a coat is also suitable.
- **A light source without open flame.** LED lantern, candles etc. are very useful. Its is not required as we will provide some as well and not everybody needs one.
- **Bag, possibly squashy.** Your in character and out of character luggage should be stored separately.
- **Pen & paper, note book or similar.** These can be used as a diary aboard or to take notes in character. Maybe you just want to take tabs on card game scores?
- **Watch, e.g. a pocket watch.** Not required, but nice if you have something fitting your character.

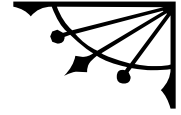




Out of Character

- **Warm Underwear.** Don't bother with period stuff, go for high tech if you can. This will make any costume better or at least more comfortable.
- **Warm Underwear.** We really mean it. It can be very cold on the ship, especially when you get wet.
- **Bed cover, pillow, sleeping bag.** Bring a nice cover or blanket to make it more authentic/atmospheric, especially during daytime.
- **Towel, flip-flops and wash bag.** Showers are in harbors, so you will need some kind of bag to transport stuff. It doesn't have to be special, but maybe cover up stuff so you don't look like too modern while moving through the ship. Flip-flops are nice to have since it's public showers.
- **A tea towel.** There can never be too many.
- **Personal ID or passport.** This is required! We are crossing borders between Denmark and Germany.
- **Personal Medication.** Whatever you need for your personal health. Don't forget to pack enough, we might not come into a harbor with a pharmacy for some days.





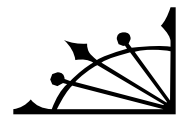
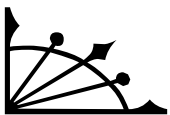
Luggage

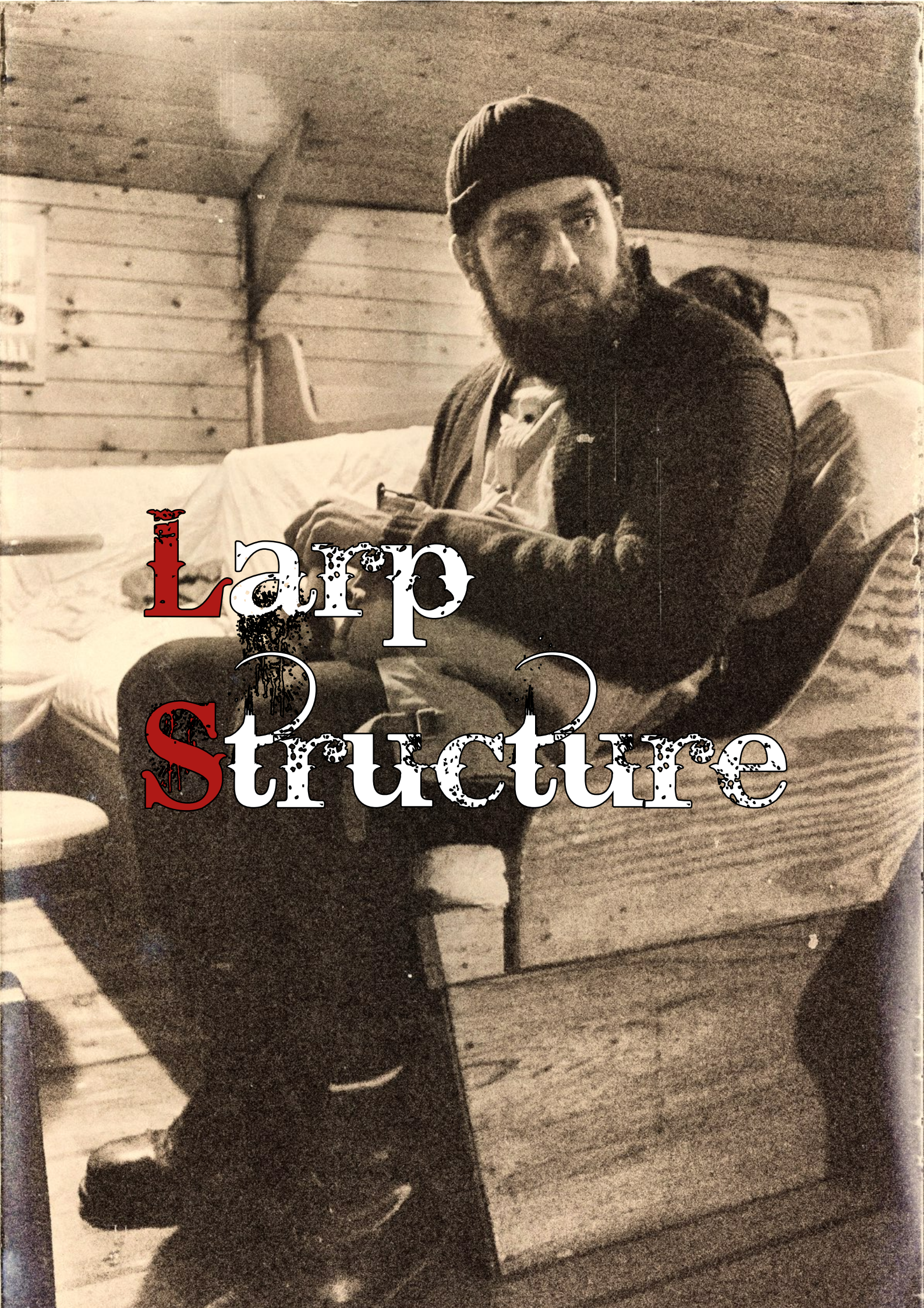
Space in the cabins is very limited. There is no way to „hide“ your luggage. Therefore we recommend to bring something to cover „modern“ luggage (rags, cloths or a bag). A cheap and very authentic piece of luggage is the classic duffel bag which you can get at any army or camping shop. There are even ones available with a covered up zipper.

To mark suitcases and bags that are not in game, they should bear a big white cross (e.g. using gaffa tape which we will provide at checkin). To be sure, add a small tag with a white cross to the lock as well.

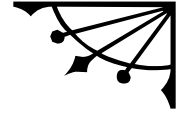
Rule: Bags marked with a white cross are not in game and must not be searched. There may not be any items relevant to the game in marked bags.

Luggage without such a mark may be searched. If something should be missing from such a bag, please inform an organizer as soon as you can.





Larp
Structure



Game Phases

The event consists of the following phases:

1. Pre-Game
2. Chapters
3. Game end and afterparty
4. Return journey & Cleanup

Pre-Game

Arrival

Participants arrive between 15:00 and 18:00 on Thursday at the port of departure. For *Demeter 3* (10-13 November 2016) this will be Kappeln (Schlei) harbor in northern Germany, close to the Danish border.

Early arrivals cannot be guaranteed access to the ship as the organizing team will be finishing the game setup. Please accept our apologies if you have to wait for access.

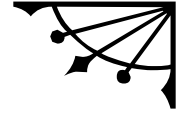
Late arrivals will possibly be not able to board until a proper point in time if the game has already started. We also ask you to be on time to enable a collective start of the game.

Introduction & Workshops

Before the game starts, you will be able to move into your cabin and get changed. When everybody is ready, there will be a welcome by the organizers followed by group workshops on game mechanics. Next, there will be a security briefing by the skipper. During this time, a buffet dinner will be available.

The game will start at approximately 22:00.





Chapters

Demeter consists of eight chapters plus an epilogue. Each chapter takes around 4 hours and the epilogue only takes about ½ an hour. There are breaks in between chapters and sometimes, a period of time will have passed in-game.

Game Breaks

This game relies heavily on horror and the night. Still, we all need sleep and we want to make the most out of the time we have. Therefore, we will break the game for sleep between 2:00 at night and 7:00 in the morning. During this time, we will not be offering any events and we highly recommend you catch some sleep - you will need it.

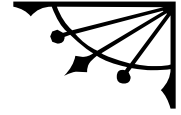
Other game breaks will be between chapter changes. These take between 30 minutes and 1½ hours. During chapter breaks, you have the opportunity to take a deep breath and discuss events. Sometimes, time will have passed between chapters and you will be instructed as to how much. During some breaks, we might also be offering workshops to deepen some of the techniques and methods use.

Curfew

On a sailing ship, different regulations apply than in daily life. This was even more true in the 19th century, and especially in 19th century gothic fiction.

At 12 o'clock each night, curfew starts. All passengers and sailors, except the night watch, are expected to retire to their cabins and sleep. Anybody found outside their cabins will be subject to consequences, which may vary from a sharp telling-off to additional night watch services, depending on the circumstances and decisions of the commanding officer.





Schedule

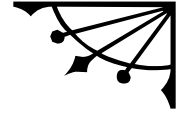
Day	Thursday	Friday				Saturday			
Chapter	1	2	3	4	5	6	7	8	Epilogue
Atmosphere	Light	Dark	Light	Dark	Dreary	Dark	Light	Dreary	
Time	22:00- 2:00	7:00- 11:00	12:30- 16:30	17:00- 21:00	22:00- 2:00	7:00- 11:00	12:30- 16:30	17:00- 20:00	20:00- 20:30
Phase	Phase 1			Phase 2			Phase 3		n/a

Atmosphere

The chapters differ in atmosphere and rules for violence (see also *Conflict*).

- ❖ The Chapters 1, 3 and 7 are rather *light* in atmosphere. Things seem pretty normal and life appears to reign supreme. Darkness has drawn back into the shadows and only sometimes the people on the *Demeter* will remember it's dark hand.
- ❖ Chapters 2, 4 and 6 are *darker* with unfortunate circumstances, bad moods and evil omens prevailing.
- ❖ Chapters 5 and 8 are *dreary* in atmosphere, darker than midnight.





Chapter Themes

Each chapter has a specific theme. The titles, themes, content and duration of all chapters are outlined below.

Chapter 1: Arrival on the Demeter (Thursday 22:00-2:00)

Where everyone boards the Demeter in Varna harbor.

The captain will greet everyone aboard the ship. Passengers and crew will have time to play cards, talk about their travel experiences and make new acquaintances. Chapter 1 ends when everyone is asleep.

Sleep break (2:00-7:00)

Chapter 2: First Omens (Friday 7:00-11:00)

Where darkness casts it's shadow upon the living.

There will be breakfast and sailing, but these are not the only things happening. Darkness might have disappeared, but it's influence is still felt. Chapter 2 ends after a mass has been held.

Lunch break (11:00-12:30)

During the lunch break, the developments of the first chapters can be reflected and what has happened in the time gap between the chapters can be discussed.

Chapter 3: A Day on the Sea (Friday 12:30-16:30)

Where the ship travels through the Mediterranean.

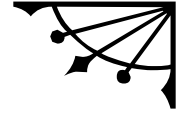
The journey will continue and although everyone knows something is not right, the façade holds. Chapter 3 ends at dusk (16:26)

Chapter 4: Darkness falls (Friday 17:00-21:00)

Where darkness returns and with it - fear.

With nightfall, the memories of what happened before, return. Some will feel the grip of the night, others will try to ignore it. Chapter 4 ends when dinner is finished.





Chapter 5: The Terrors of the Night (Friday 22:00-2:00)

Where some conjure the ghosts of the past and others find new paths.

Stories are told and an island is explored. Chapter 5 ends when everyone is asleep.

Sleep break (2:00-7:00)

Chapter 6: A Blood Red Dawn (Saturday 7:00-11:00)

Where blood flows where it shan't.

The sun comes up, but it's light only allows a starker view on the horrors of the night.

Chapter 5 ends when lunch is ready.

Lunch break (11:00-12:30)

During this lunch break, the developments of the last chapters can again be reflected. Each participant should decide on how and when their character might find their fate.

Chapter 7: Calm before the Storm (Saturday 12:30-16:30)

Where dark clouds gather...

It is the last day and the threat is tangible. Still, hope dies last as they say... Chapter 7 ends at dusk (16:24).

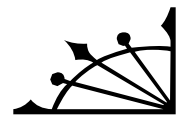
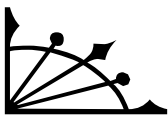
Chapter 8: The Last Voyage (Saturday 17:00-20:00)

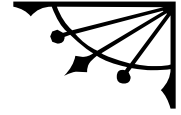
Where death will take its toll.

Chapter 8 ends when the Captain finishes singing a song. At the end of this Chapter, the larp ends.

Epilogue: The Dimitry of Narva (ca. 20:00-20:30)

Where a narrative ends and another one begins.





Game End & Afterparty

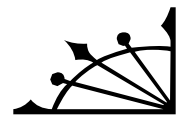
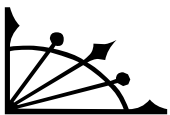
When the last living soul aboard the accursed *Demeter* has perished, the game will end. This will be around evening time on Saturday night, before 20:00. After the game ends, all participants, helpers and organizers, meet in the lounge to listen to the Epilogue.

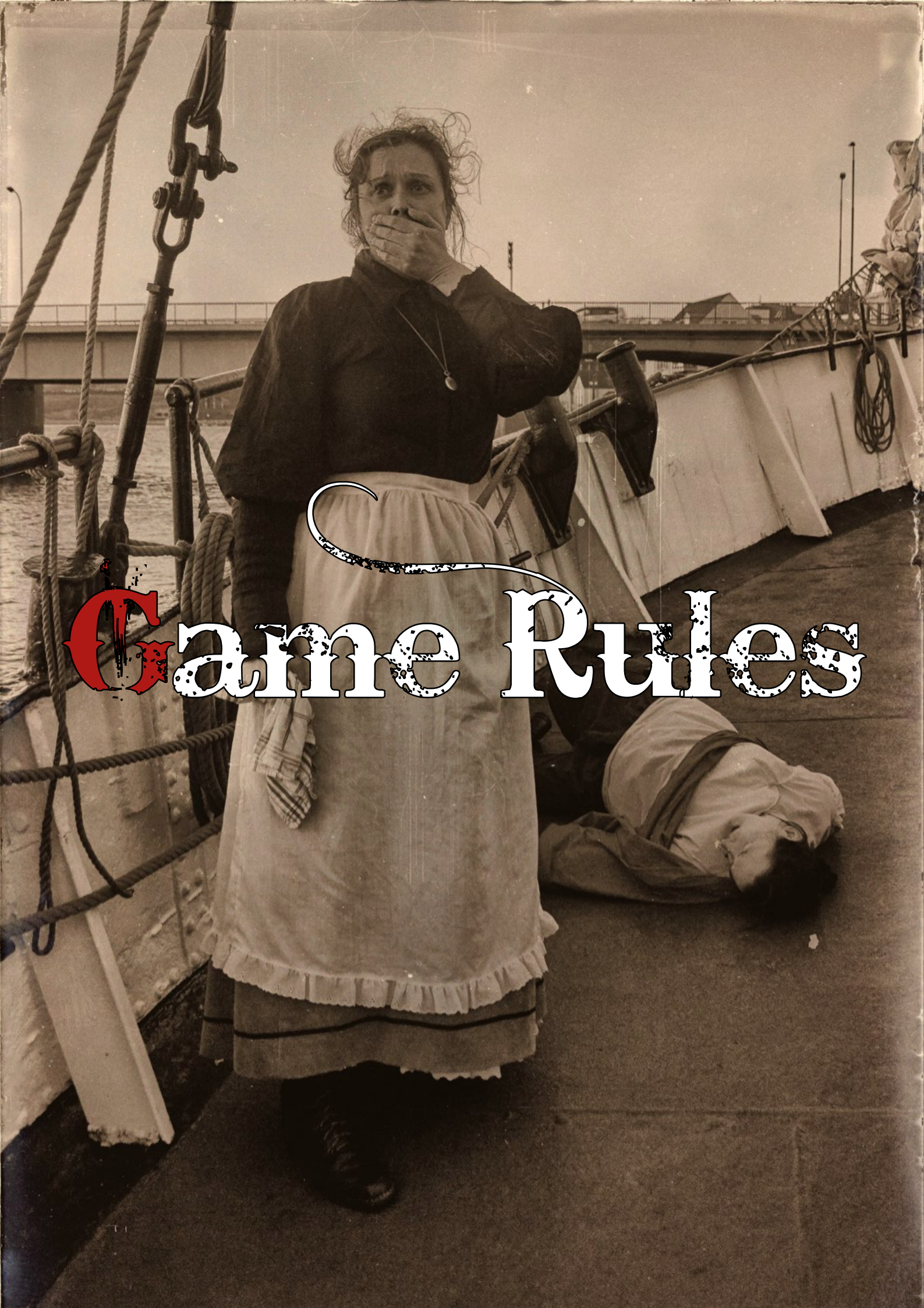
Then, the afterparty will start and you are welcome to share all the great stories you experienced.

Cleanup

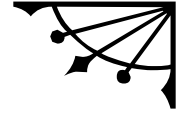
Sunday, the ship will return to the starting port. The main task will be to pack your gear and clean up. This includes all areas, cabins, kitchen, lounge and upper decks with toilets et.al. You are expected to help in the cleanup - this is again, teamwork. Your first responsibility is to clean up your own cabin. After that is finished, there will be plenty of more work to do. If you are able to help us clean up, we will be very happy to give you some further things to do. Again, if we all work together, this is done in no time at all. Helpers and organizers will be there to coordinate the whole process. During the journey back, there will still be opportunity to set sails and enjoy the wonderful Baltic Sea.

The ship will be back in Kappeln harbor no later than 15:00.





Game Rules



Nordic Larp

There are many different playing traditions. Demeter is a larp inspired by the Nordic tradition and we use a mix of the so-called „Two Rules“ and „Playing to Lose“.

The Two Rules

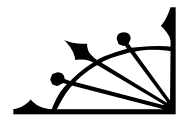
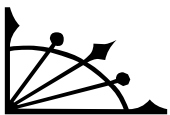
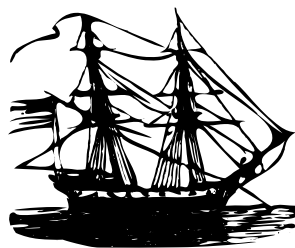
1. When someone interacts with you, show some plausible reaction.
Play something, no matter what, but play.
2. When you interact with someone, do not expect any specific reaction.
Accept what your counterpart makes out of it.

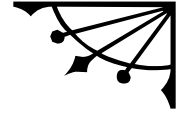
[Source: German LarpWiki]

Playing to Lose

Let your character fail. Do not try to win. Play for the drama and to intensify the experience for everybody, not to „be successful“. Enjoy going into a conflict knowing that your character will lose. We will play together to cocreate an amazing experience for everybody, even if our characters are opponents or deadly foes. It's player *with* player, not against each other.

Of course, in most cases your *character* will not want to lose - even though that is possible as well. But if everybody tries to set their own ambition aside and instead create a dramatic story together it will be an amazing experience for everybody instead of just one person „winning“.





Alibi

You are not your character. Roleplaying games give us an alibi to do things we usually wouldn't. Use this alibi: be as nasty or lame as your character needs to be, and don't worry too much about being disliked. We expect everyone to treat each other as their characters in-game, and as peers off-game.

Naturally, this doesn't mean you should break the rules, play to win, block initiative, screw up the game for other players, or engage in other odious player behavior hidden behind the mask of the character. You are still in control.

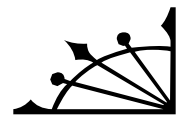
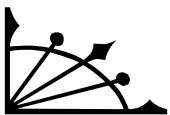
Player with Player

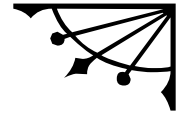
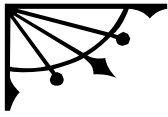
Many conflicts in this game will happen in between characters controlled by players. Approach other players and come to agreements, either verbally or non-verbally. This is a collaborative game - as participants, we play with each other and not against - even (and especially) if our characters are mortal enemies.

Cut & Brake

On a sailing ship, many situations can arise that demand attention. If the game has to stop for any reason, you can use the „Cut“ command. This can be because of a situation endangering physical safety or it could be for personal reasons - it does not matter. The situation should be resolved and only when all involved parties agree, the game can continue.

If you, as a player, feel a situation as being too intense or going into areas you don't want to touch on, use the „Brake“ command. This way, other participants know that the situation should deescalate and thus enable you to keep on playing instead of quitting. The scene continues, but with less intensity and possibly with a different direction.





Ars Amandi

The story of *Dracula* happens in 1897, but it was also published in that year. Sex was not a subject a decent person would ever talk about or admit to have. We will use the *Ars Amandi* method to simulate sex and intimacy during this game. Since Victorian times were very prude indeed, innuendos of intimacy were often enough to cause faints.

This will be diegetic as well; this means that touching each others arms in the *Ars Amandi* way actually means “having sex” in game. More specifically, it represents intimacy. Witnesses will never go into more details, at most saying that “they were intimate”, which is scandalous enough as such.

Ars Amandi will be workshopped before the game.

Further Reading: **Rules of Engagement** (By Eliot Wieslander in the SK2004 anthology *Beyond Role and Play*)

Tap Out

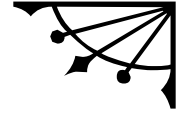
In some situations, especially when it’s personal or even intimate or the atmosphere seems very delicate, using *cut* or *brake* will be hard for participants, because they might fear to disturb the atmosphere. Even though it is perfectly ok to do this, we offer an alternative method to „check out“ of a situation more subtly.

The method is called the „tap out“, because, this is simply what you do. It’s a mechanic to communicate to another participant about your limits.

To perform this method, you tap your co-player’s arm (or another part of their body) twice, and repeat this action as long and as hard as you need to get their attention. (Typically, once and quite softly is enough). Please be aware of your co-participant’s limits as well. Escalate if necessary, but escalate slowly.

The tap-out stops the action for everyone involved. If you are holding someone, you release them; if you are screaming, you take a break from screaming; if you are blocking someone’s path, you make sure they are free to go, and so on. Please note





that not all situations have an “active” or a “passive” party, and even when they do, the active party is as free to tap out as the passive party.

In this tiny break, the person who tapped out can choose to either stay or go. There will be no questions asked, whatever they choose to do. If they stay, it means they’d like to continue the scene, but with a little less of whatever was going on.

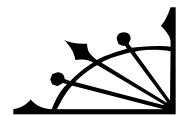
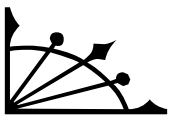
When someone taps out, you do not ask them why, and they should not tell you why. This is to protect both of you and all other players. Not talking about why has a double function. It avoids the creation of a hierarchy of differently valid reasons for self-care. It also creates protection for people who tap out for very private reasons.

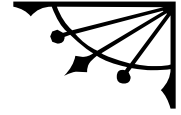
HOWEVER – the player who taps out may offer suggestions on playstyle as long as they don’t say why they have that preference. For instance, “can we continue but without you blocking me in physically? The screaming is fine, you can scream more if you’d like”.

(This text has been taken from Johanna Koljonen’s original blog entry on The Tap Out. Further reading: [Toolkit: The Tap Out](#) in her blog Safety in Larp.)

Alcohol

No alcohol is consumed during daytime and while sailing. Sailing is comparable with operation of a vehicle. That means, we have a strict *zero alcohol* policy during sailing. If you have consumed alcohol the night before, you have to judge yourself if you still have residual alcohol. If, contrary to expectations, we see the necessity, we will not hesitate to exclude participants.





Atmosphere

Superstition

Of course there are no vampires. Or maybe there are? Superstition is strong during this era. One important aspect of Gothic Horror is the opposites of elucidation versus superstition. It is also a time of discoveries and scientific breakthroughs, a time where everything seemed possible from artificial life, hypnosis and new therapies in medicine, to traveling to the moon and beyond as well as werewolves and other supernatural creatures.

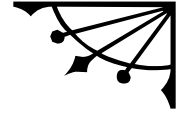
These opposites can also exist in characters: while they might be very rational in some views, others might be considered superstitious by today's standards.

Every participant defines for herself where her character stands within these poles and if her views are adamant or flexible. This can also change during the course of the game for any reason you wish. Play as you like and if something does not work, change it.

Clichés

We play inside the world of a novel at the end of the 19th century. During this time, people were far stronger tied to their roles in society compared to today. This will be part of our game. What we will not play on is gender clichés - especially not 19th Century sexism.



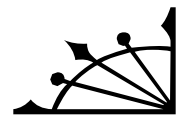
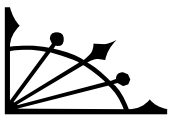


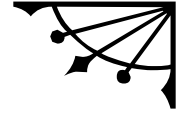
Rule: Sexism is not part of this game.

This rule is very important to us.

No „ladies on a ship are bad luck“, no „you can't wear that“, no „back down, this is a man's job“. We think this would be extremely boring for most female players and on top steal a lot of the sailing fun and thus does not make any sense for this game. We're all for authenticity in atmosphere, but we do not want to destroy half of the participants' sailing fun.

This is also reflected in costumes: the weather might be very cold and wet and an evening dress is just not practical for sailing. Any character aboard can wear trousers. Women in (*historical*) men's clothes will be part of the normal course of life. So, if you decide to go for „male“costumes: go for it. We strive for an atmospherically - and not historically - accurate and authentic game.





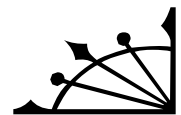
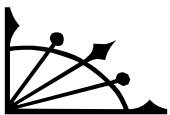
Shadow play

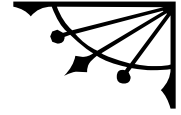
Strange and terrible things will happen aboard the *Demeter* and these events cast dark shadows. Sometimes you can barely make out a faint glimpse from the corner of your eye. It is a feeling of uneasiness rather than something you can see - shivers running down your spine, goosebumps, or a breeze on your skin. Not everybody will get these vague fears and not everybody will react in the same manner - if at all. And you can never lay hold of shadows, because they are immaterial. They even cannot be touched and are rather felt than perceived. If you should accidentally run into a shadow, you might think that you have bumped into the railing, stumbled over a rope or similar. Or was it something different, more dreary?

Explanation

From time to time there will be helpers or organizer playing *shadows*. Your character will not be able to perceive these shadows directly, but if they touch you, you can hear them or perceive images projected by them.

Sometimes you might hear voices, coming from seemingly nowhere or see images. And others will not see or hear them. Are they in your head? Do you have visions or hallucinations? Are you daydreaming or is it madness taking hold of you. You decide.



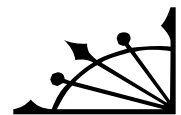
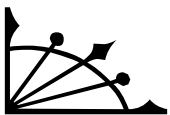
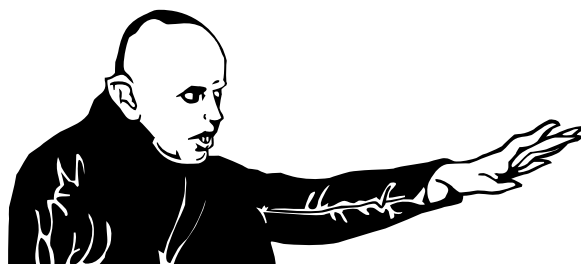


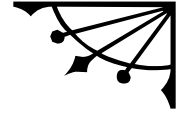
After you are dead

During the seventh and last chapter of the game, all of the characters will find a violent end. As described earlier, you will be able to influence when and how this happens. Before the chapter starts, each one of you will receive a „ghost mask“ to wear after your character has died.

When this has happened, there are a number of things you can do:

- **Keep lying there.** If possible don't stand up immediately after your character has died. The ship will probably be cold though, and we do not expect you to stay longer than you feel comfortable.
- **Move silently out of the way.** When you like to „disappear“, try to be inconspicuous about it. Since the ship is pretty small, this might not be always possible.
- **Go to the Navi.** If you want to get out of the game, this is perfectly fine as well. Relax for a few minutes, but please, please: don't get too loud! The other participants are still out there having extremely intense situations and laughing will probably be heard by them and might distract from their gameplay.
- **Play the ghost of your character.** If you like, you can now put on the „ghost mask“ you received during the chapter break. Walk slowly around and whisper dark things into still living passengers & crew of the *Demeter*. Haunt the ship, be Dracula's voice and if you can, scare someone. How exactly this works will be explained on location.





The Laws of Terror

Gothic Horror thrives on clichés and part of the cliché is that characters in these stories do not always act completely rational.

The Laws of Terror reflect this. They are not game rules in the sense that you have to follow them to the letter, but they are definitely beneficial to the game and the horror.

1st Law: At night, you're safer alone.

No matter if you go to the bathroom at night or if you are doing the tour of the night's watch: there never should be too many people together. Best of all is you go alone, because you never know who it is you are taking with you. Maybe that person will be endangered or even might pose a danger itself? Splitting up is also a lot more efficient!

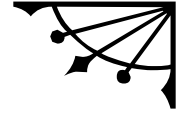
2nd Law: There's not always an explanation...

Some things sound scary, but a modern and rational mind will not be vexed so easily. Then, there are so many things between heaven and earth we don't understand. Who knows what it really was? When in doubt, you can check it out - the best way is alone, of course... But often you will not find the reason. A nagging doubt will forever remain.

3rd Law: Have you heard the secret..?

Some people keep their secrets better than others. But everybody needs someone to confide to. Some burdens are too heavy to bear alone. Talk about your secrets - or those of others. Of course, only to someone you trust, nobody wants to gossip, right? Still, a rumor is better than knowing nothing! Who wants to take their secrets to the grave anyway?





4th Law: There's evil in every living soul.

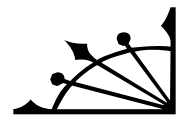
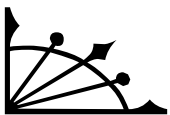
Good and evil exist in every person. Only some show their bad side openly, but even the most virtuous person is capable of doing evil. So are you and you know it.

5th Law: There is no escape.

Every mortal knows that their life is finite and still nobody wants to face it. If doom is imminent, you will have to look into the abyss. Some will despair, others will go insane, others again fall into a rage. Only a few have the courage to truly face up to the end and those might be the first to fall.

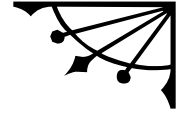
But everyone has their breaking point. When you reach that point, it will leave a mark. Freak out or go silent, become hospitalistic or fatalistic. Whatever you do, make it felt. This will also pass, but the trauma will last.

And nobody will survive.





Conflict



Combat & Conflict

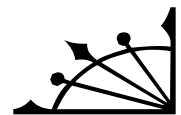
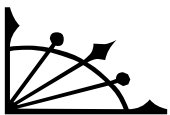
In most larps, armed conflicts play an important role.

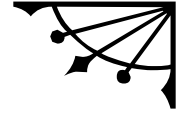
Although there will be weapons aboard and there will be hostilities, we do not expect this to be a combat-focussed larp. We would still like you to get acquainted with the rules for combat though . Aboard, there will be opportunity to try out these rules in a pre-game workshop.

The characters descriptions will sometimes mention that you have a weapon; others can be found aboard. If you want to bring a weapon not mentioned in your role description you can either contact us beforehand or check with us when you arrive on the ship.

Rule: Before you fight, settle who will win.

The fighting skills of characters will differ: some will be able fighters, others will not know at which end to pick up a weapon. Decide for yourself when it is not mentioned in your role description how well your character is in matters of combat. Then find out who's going to win the fight. If you cannot decide, the battle will end undecided. As always, you decide for yourself what the consequences for your character are. Fight dramatically and not to win.





Game Phases

In the first phase of the game (chapters 1 - 3), violence is suppressed and only threatened at, injuries do not have any significant consequences.

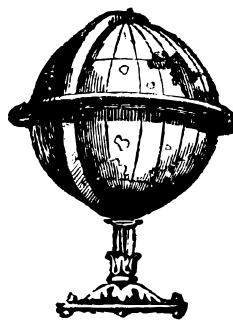
In the second phase (chapters 4-7), violence leads to injuries, but these injuries are not severe or even fatal.

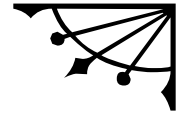
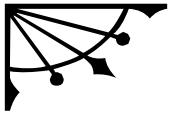
In the final phase (chapter 8), all violence will lead to bloodshed and escalate in a deadly manner.

Phase 1 (green): No violence should happen in this phase. No character will suffer lasting damage when being injured by other player characters. Melee weapons will be used for threatening, not fighting. Guns are not fired. Just the presence of a weapon will control the situation.

Phase 2 (yellow): Characters fighting each other will not be fatally wounded. Gunshots will not kill, but injure. When fighting, one or two blows will usually resolve the fight.

Phase 3 (red): All characters will die in this act. When and how is entirely up to you. This could be through another character's' doing, by choosing to end their life themselves, drowning in the endless sea or by being drained off their blood - you decide your character's final fate. Just one thing is clear: when the ship arrives in 'England', there will be no living soul aboard.





Weapons

Whenever a character draws a weapon, that character will determine what happens. The whole room is responsible for representing how dangerous the weapon is. If and when the person got what she wanted, the weapon will be holstered again or otherwise removed from the situation. This does not mean that there should be no resistance - but everybody involved knows that resistance is in the end futile. Rule: A weapon controls a situation.

In reality, a lone person with a weapon in a room full of people could probably be disarmed quite easily. But that would be boring. Why? On a ship, space is so limited that everybody will be caught sooner or later once the situation is over. If that person would not even get anything out of that specific situation, there won't be many incentives to escalate any conflict. And that would be - exactly: boring!

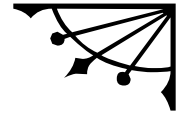
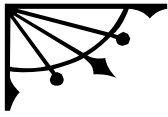
Rule: The side with more weapons is in control.

This means:

- ❖ One melee weapon dominates one or more unarmed combatants.
- ❖ A gun dominates one or more melee weapons.
- ❖ A second weapon of the same or a higher category trumps the first.
- ❖ When equipment is equal, the side with more persons is dominant.

Example: The cook threatens the doctor with a cleaver. He is unarmed and so he yields. A nurse with a club joins the doctor. Before the cook realizes he's inferior and puts away his cleaver, a sailor enters with a belaying pin to help him and now they are dominant again. The captain gets fed up with the hubbub, takes his muzzle loader and commands everyone back to work.





Melee Weapons

Most weapons aboard will be melee weapons. Only safe „boffer“ weapons will be used for this.

Guns

Historically, there have already been semi-automatic and automatic handguns in 1897, but they will play no major role in this game. There might be the odd revolver, but that is about the extent of firearms present.

Unarmed Combat

This is only possible after agreement with all involved participants and only very, very carefully. On a ship, there's too many things to hit your head on to count them and falling into the Baltic Sea at this time of the year is no fun either.

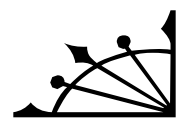
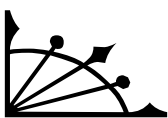
If there are the same number of people (e.g. 1:1) on both sides, the side that has their back to the wall or the floor is controlled. The inferior party can be bound or otherwise held.

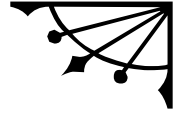
Hits should always be taken seriously except if you're the toughest guy aboard and you proclaim something like „Impressive punch, my friend!“.

NB: Especially in unarmed combats, be careful, settle before the fight who's going to win and act dramatically, but play it safe.

Arresting someone

If you arrest someone or bind them you are responsible for taking care of them. This is true for their out-game safety as well as their entertainment. There's nothing more boring than sitting for hours somewhere where nobody can go and you cannot escape. Don't do this. If play becomes boring and/or stalled, find an excuse to release the detainee or back down.



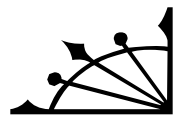
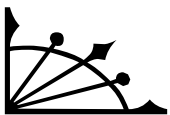


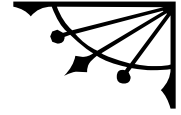
Character Death

On *Demeter*, the rules concerning injuries and death will cause two things to happen:

1. No character can die *before* the the 8th chapter.
2. No character can be alive at the end of the game.

Characters dying in the 8th and final chapter will get directions by organizers where to go and what to do. See also *After you are dead* in the chapter on *Larp Structure*.





Hypnosis, Drugs & other Weird Spells

Demeter ist not a fantasy larp and yet there are things man was not meant to know and which science at the end of the 19th century cannot (yet?) explain.

Hypnosis or animal magnetism, also known as mesmerism, was ever present during this age. It was used for entertainment purposes in seances as well as for therapeutic intentions. Even today, hypnosis is still used in psychotherapy. Trance-like states, hallucinations and intoxications can also be induced using medicine and illegal drugs. Pharmacology is just beginning its triumphal procession and new preparations are often tested without any established knowledge about their properties and side effects.

Mental Influence

All of these effects are summarized as mental influence and they have one thing in common: they can change one's free will. To determine the effect of a mental influence, the desired effect has to be communicated to the player of the affected character.

During hypnosis, this can be directly told („You feel the urge to...“). Adjectives can help communicate how strong the influence is (e.g. „You feel the *irresistible* urge to...“).

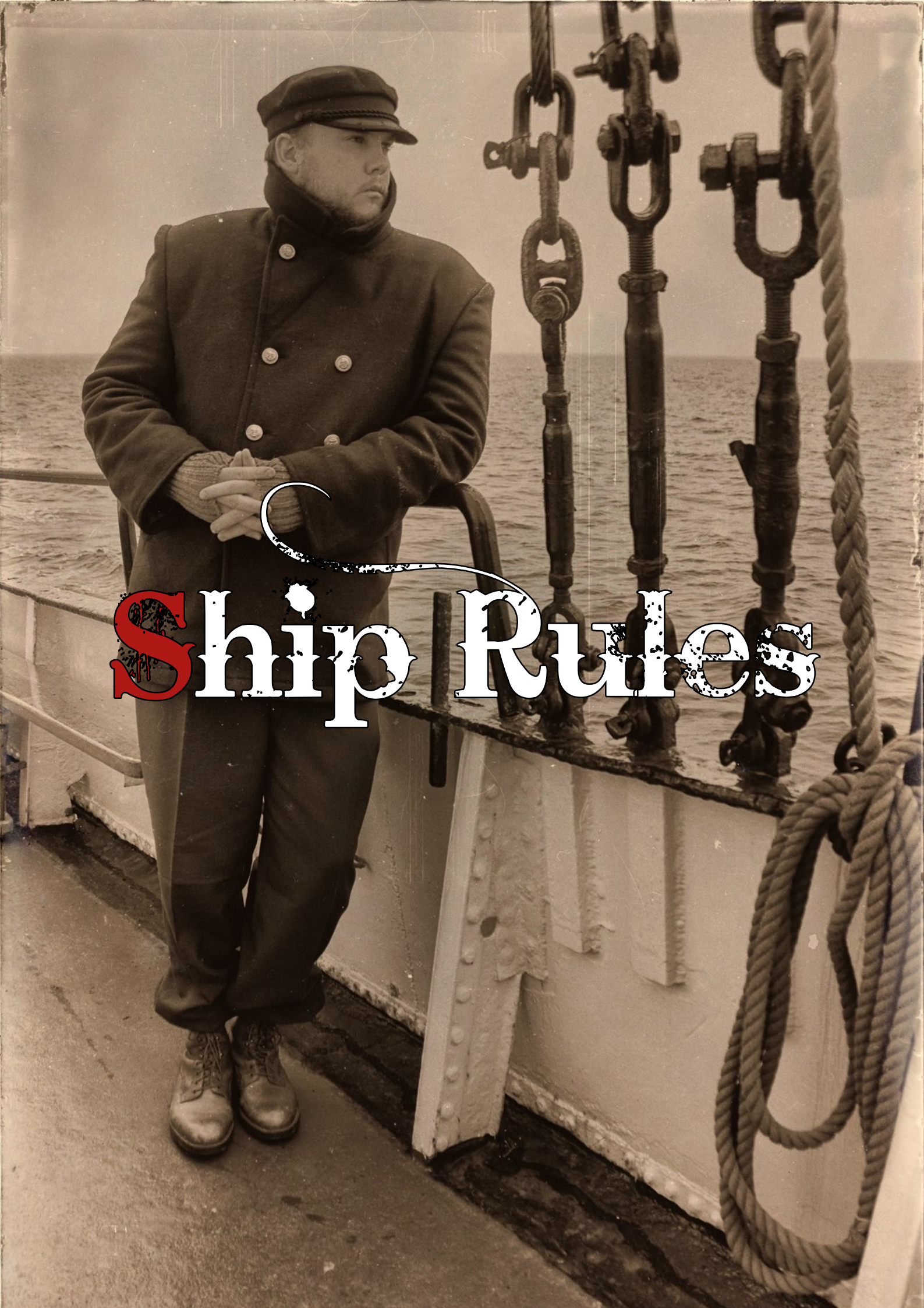
For pharmacological effects, this should be obvious by substance and improvised as desired. Labels or tags (e.g. on the medicine bottle) can give hints as to the specific effects.

For the Vampire's bane, other ways to communicate this are used. E.g. there will be voices insinuating certain characters to do things.

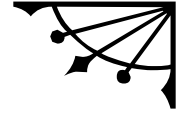
Rule: The victim decides if and how mental influence works.

The influencing person is responsible to communicate the desired effect. The „victim“ decides how this will influence their character. Both participants are beholden to accept the other's play as is.





Ship Rules



All the World..

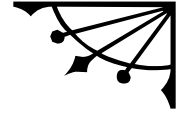
On a sailing ship, you have all the world to explore, yet space is very limited aboard. This makes the experience very special indeed. Consider this a larp in an area the size of a tennis court. Cabins are quite small, corridors and bulkheads narrow, staircases steep. Also, most of us are not accustomed to the weather, which will probably be cold, and the work on a sailing ship. Some people will get seasick and no-one can be sure who that will be. All of these things will pose some physical strain on everyone.

But it is all worth it when you are sitting on the bench outside with a hot cocoa or tea and feel the wind and the waves crashing against the stern. The beautiful white sails shine in the sun and the wind carries you across the water. It is a unique experience by itself and we will combine it with another unique experience: larp.

Sailing together

Sailing is part of the game and all players are expected to participate. As a player, you are not just a passenger, but part of the crew manning the Pippilotta - even if your role as a character is „just“ a passenger. As mentioned before, no prior experience is required, but participation is! There are competent boatswains helping you learn the basics of traditional sailing in no time at all. Consider adapting your character's motivation to fit this situation.

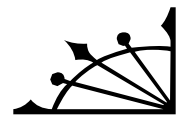
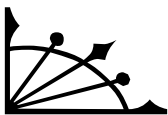
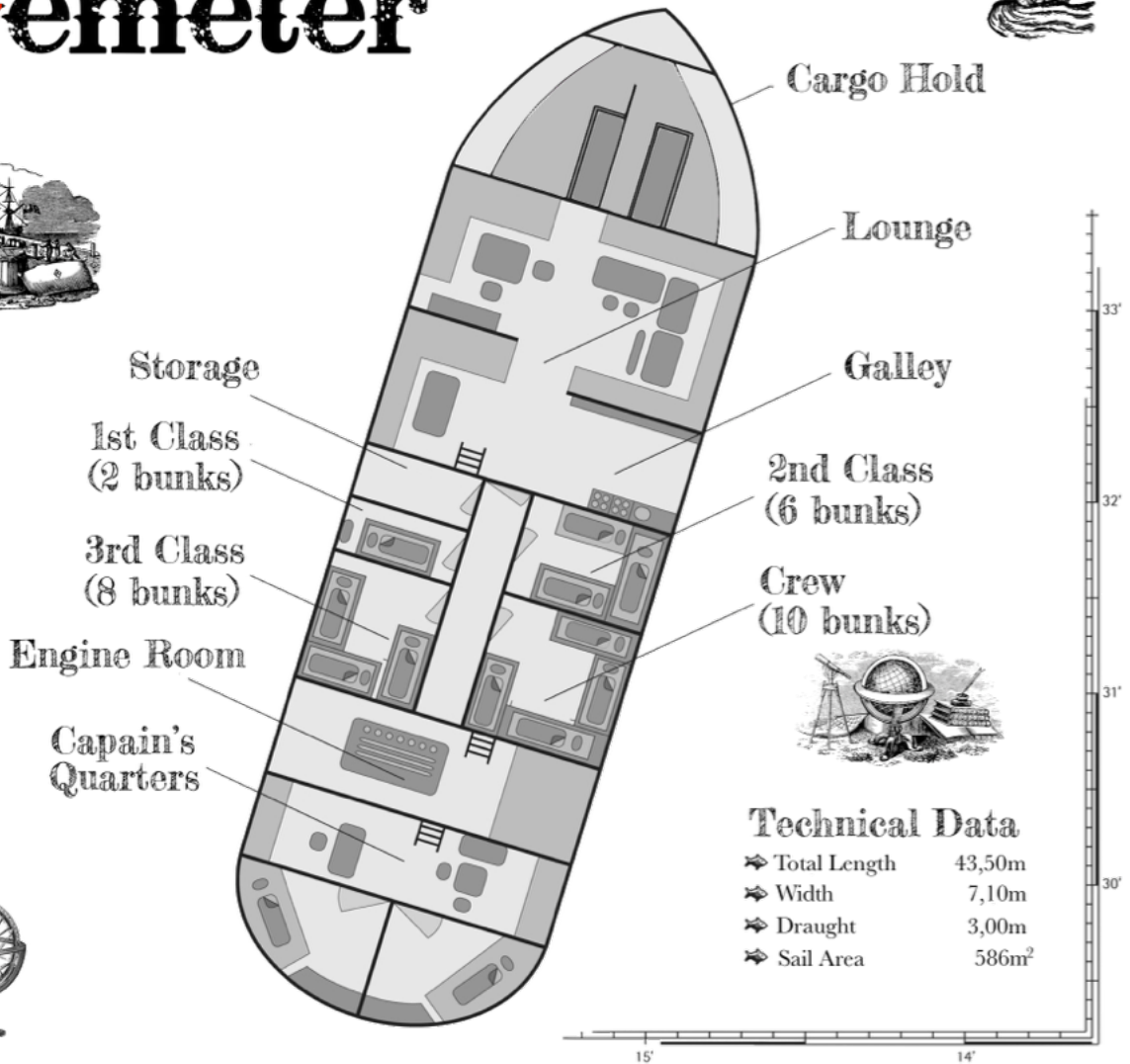


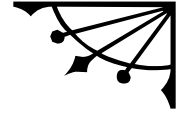


Teamwork

Of course, sailing should be fun, but sometimes it can get physically strenuous - e.g. when lifting the anchor manually. Teamwork is essential and there are very few times aboard when you are truly alone. When everybody joins in, most of the work can be done without any stress and it's a lot of fun! It shouldn't always be the same people mucking in. So, don't abandon your crew, but help each other out!

Demeter





Cabins & Bunks

Cabins will be assigned based solely on in-game reasons. You can choose your bunk inside your cabin freely, but please be considerate of your fellow cabin mates. Some bunks are not practical for large people; please help them find ones they can actually sleep in.

Sailing Crews

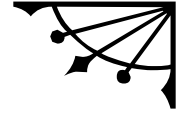
This ship is a gaff-rigged schooner with 3 masts (fore-mast, main-mast and mizzen-masts; the German versions are provided in brackets in the diagram) and the bowsprit with headsails in front.

Usually, one sail crew is responsible for one mast. This means, that if e.g. sails on the main-mast have to be hoisted, it's the „main“ crew's turn.

In theory, all crews are about the same size, but this may be different because the sails on certain masts are used more often than others.

On *Demeter*, all crews will consist of around 6-8 participants with a good mix of sailing experience.





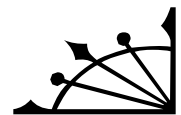
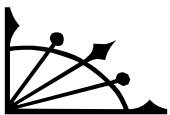
Work tasks

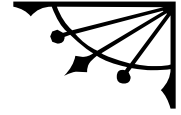
All work aboard the ship is shared among participants. This includes:

- ❖ Preparing meals, washing dishes, cleaning toilets, polishing brass
- ❖ Setting sails, lifting the anchor, helming the ship
- ❖ et.al.

These tasks are assigned to the participants by sailing crew and according to a work schedule. This work schedule will be divided by character class. Still, every participant has to help. This means, e.g. that *Sailor* characters will be more active in doing sailing related tasks, *Lower* class characters will have the less glamorous tasks such as cleaning bathrooms, while *Upper* class characters will have to polish brass.

This plan is not perfect and work will be unevenly distributed. Remember to help each other out, even when it's not your turn.

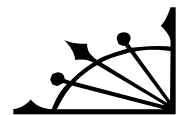
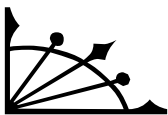


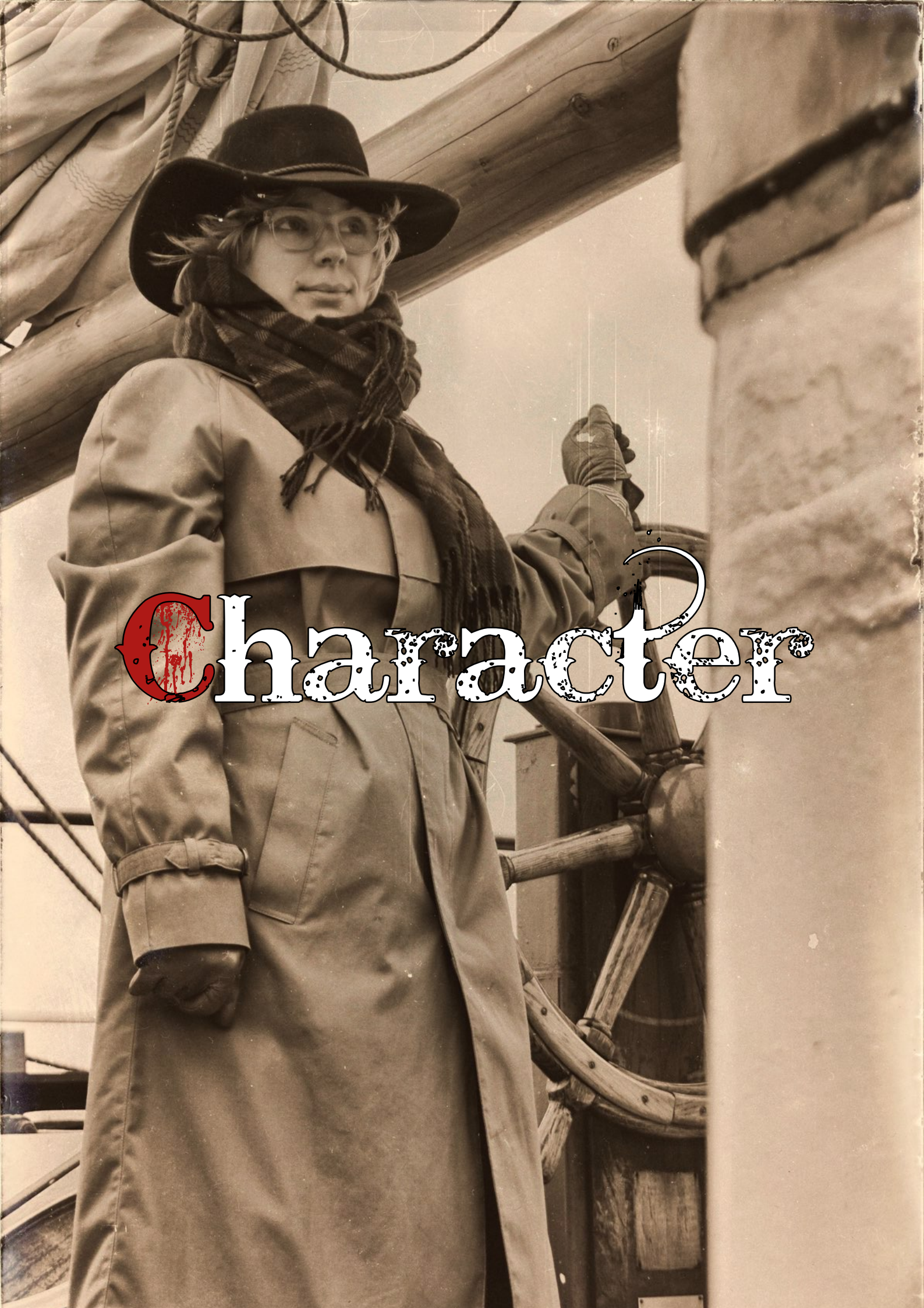


Daily Schedule

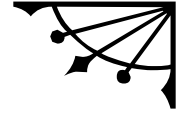
Depending on the winds, weather, where we are sailing and other events, a day on the ship can vary wildly - and quite often different than planned. Bearing this in mind, this is how a typical day on the *Demeter* will look like:

1. The ship is anchoring or mooring in a harbor.
2. Breakfast
 - ❖ In the morning, one sailing crew is responsible to prepare breakfast
 - ❖ Breakfast for everyone
 - ❖ Washing the dishes
3. Usually, the ship will then cast off / hoist the anchor and set sails
4. Sailing. Navigation and helming the stern is a shared duty. Sail crews remain responsible for „their“ mast throughout the whole journey.
5. Lunch
 - ❖ Preparing lunch (different crew than breakfast)
 - ❖ Lunch for everyone (this may happen in turns when sailing maneuvers are happening)
 - ❖ Washing the dishes
6. Sailing (cont.)
7. At some point in the afternoon, the ship will arrive at the destination for the day (either in a harbor or anchoring).
8. Dinner
 - ❖ Preparing dinner (again, a different crew)
 - ❖ Dinner for everyone
 - ❖ Washing the dishes
9. At night, participants take turns watching the ship. The night watch ends at 2:00 when the game pauses for the night.





Character



Your Character - not ours

Basically, we see the role description as a kind of „buffet meal“: participants choose, what and how much of it as they like and leave the parts that are not to their taste virtually untouched. If you choose to change your role, keep in mind how this will relate to other participants.

It is now your role, not ours anymore.

Character elements

The scripted character consists of the following information:

1. Basics

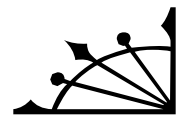
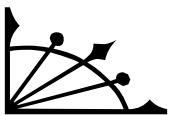
Includes name, nationality, occupation, gender and a few tagline words. The character's initial is set, but not the first name. This is chosen by the participant. If the role does not have a gender assigned yet, the participant also decides which gender the character will have.

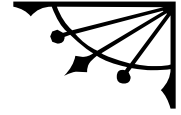
2. Description

The main role description. This includes the background story, important events from the past and her motivation, sometimes also hopes, dreams and fears.

3. Light/Dark

The light and dark side of the character. Positive and negative traits are described in this section.





4. Relations

Who do they know and how. Relations are written as short stories all characters sharing that relation get. Changing a relation will have effects for at least one other participant and you should communicate with that person about the intended change. If you do not agree on how to change this you can always approach an organizer. During the pre-game workshops you will get to know the other participants, but if you like to contact one of your relations before the game, you are welcome to do so.

5. Questions

These should be answered by the player for herself. These are not meant as a questionnaire or test, but for better understanding and filling out some pieces deliberately left „blank“.

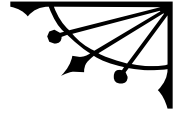
6. Activities

Usually there are always things to do on a sailing ship: cleaning, preparing food, setting sails, navigation et.al. But if we get the doldrums and the winds are not with us, that can mean that there is not much to do. Also, at night, after cleaning the dishes, there is not really any activity that *needs* to be done. This is when you can shine and offer contributions to the game. In this section, you can find ideas and examples for what we imagine is fitting for your character.

7. Inspirations & References

These are provided to give more background to understand the role and also to provide with ideas and material to further develop it. This can include movies, books, websites and other media. Again, this is not mandatory.

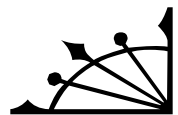
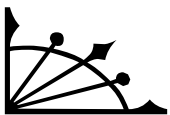


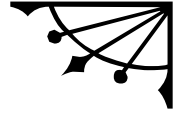


Inventions

Things that did exist in 1897:

- Coffee houses (1673)
- Steam ships (1783)
- Tin cans (1810)
- Cable Telegrams (1833)
- Revolver (1835)
- Rubber (1839)
- Postage stamps (1840)
- Zippers (1851)
- Lift (1853)
- Telephone (1857)
- Swing top beer bottles (1877)
- Safety Bicycle (1879)
- Electrical light (1880)
- Electrical streetcar (1881)
- Snap fastener (1885)
- File folders (1886)
- Movie camera (1888)
- Preserving jar (1892)
- Vaccination Diphtheria (1894)
- Gramophone (1896)
- Coca Cola (1896)





Costumes

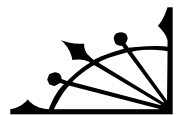
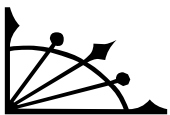
The Cutters Practical Guide to the Cutting of Ladies Garments

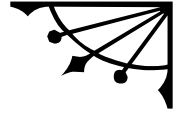
<https://archive.org/details/cutterspractical00vinc>

Information on clothing in the Victorian Era and the 1900s:

<http://vintagedancer.com/>

Duffel bag with covered zipper: <http://www.bw-online-shop.com/rucksaecketaschen/seesaecke/bw-seesacktasche-m-reissverschluss-original-gebraucht/>





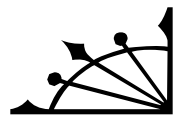
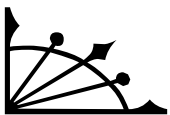
Questions?

If you have any questions, don't hesitate to contact us.

You can find us on the web at www.operation-brainfuck.de

Our Demeter Facebook is at <https://www.facebook.com/groups/323329681124835>

Via Email demeter@operation-brainfuck.de





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