

Litovel Seedpunk

This LARP is meant for young people (aged approximately 15-25 years old).

The educational aim of this LARP is to show the importance of communication, compromising and negotiating in order to create a better world for everyone who inhabits it. Players should analyse if it is possible for society and technology to progress without hurting the environment. Especially if conflict occurs between different cultures.

Context: This LARP takes place in a fantasy world which is separated into two sections. One section is for humans, who live in a town which fits the steampunk aesthetic. They are technologically advanced and highly intellectual (they have an university that the Scholar works at), but they are overpopulated and living in a very small area. They have drained the land around them, so it has become a desert and now they are in search for new resources and energy. They are very fascinated by the fairies for the new opportunities that fairies can offer but also curiosity.

The fairies live in a much bigger territory, full of natural resources. They are in tune with nature, more emotional. They have a different source of energy than humans. Fairies don't fully understand the benefits of their resources and are fascinated by the technological advancements of humans. They know that the technology humans possess can help them keep nature growing and prevent problems like draught. A fraction of the fairies want to help both sides but other fairies are suspicious of humans.

Gameplay mechanics (in addition to verbal negotiations):

Tokens. Each side will receive tokens representing their resources and energy or technology and wisdom. For 4 players, everyone will get two tokens (steampunk starts with 4 tech tokens and fairies start with 4 resource tokens). One token will be kept secret until the final phase of the game. If there is an uneven number of players, then one character will be a hybrid of fairies and humans and will not have tokens, but they can influence the decisions of others.

The Hybrid. If the game is played by an odd number of players, one of the players will be a hybrid. They will know the other players Mysteries/Treasures and can influence the negotiations but can not exchange resources themselves. The addition of a hybrid is highly encouraged with an even number of players as well (if at all possible)

The phases of the game:

- 1) Introduction to the world.

Fairies meet each other in their part of the world and humans meet in their town. They are tasked with coming up with a nonverbal greeting, a sign of approval and a sign of disapproval. After that they will describe the region that they come from, because even though they are from the same side, they live in different regions. Characters then choose and present **one** of their goals to the other.

- 2) First meeting.
5 days have passed. Humans and fairies have interacted a little bit before, but this is the first diplomatic meeting between the races. The characters will introduce themselves and use the greeting they made up before. Everyone will then present the problem/the reason why they came to the meeting. At the end of the meeting they will have chance to exchange tokens presenting either technology or resources, depending on the side.
- 3) The visit.
6 months have passed since the first meeting. Each race will choose an ambassador who will visit the other culture at their home. The character who is going on the visit can ask the one who stays behind for extra tokens to make negotiations smoother. The character who stays behind will introduce their world from the visitor through answering three questions: What did their world use to look like in the golden days? What is the situation right now? What is the issue they are trying to resolve? At the end of the visit the characters are given a chance to make another exchange of tokens.
- 4) Regrouping and the Newspaper
After the exchange, characters will go back to their own homes and tell what they heard and saw in the city/forest. Make plans for the future.
Another 6 months pass and both sides will receive a newspaper with headlines that tie into their secrets and backstories.
- 5) The Great Negotiation
Citizens of both civilizations are upset at the news and another meeting is arranged one day after the publishing of the news. The characters will have time to negotiate again according to their beliefs, goal and the recent news. For this great negotiation that is being watched all over the world, each side received one additional token to include in their trades. After finding a compromise, the results of who (and how much) has which resources/technology/energy/magic will be publicly shown. The game ends with this final negotiation.

The debriefing:

Following the LARP, an exercise is played to remove the participants from the game.

This is simple process to bring the players back to themselves and to separate them from the fantasy World they have just been in and return safely and gently back to reality.

This can be done by moving away from a space into a different space, de-robing from costumes and props or other simple exercises appropriate to the confines of space, such as shaking off the character or a brief guided meditation and so on. (There are many various options)

In the reality space the group convenes, and the Game Master/Facilitator will have a series of open ended questions for the players to answer, discuss or even have a healthy fun debate.

This can provide insight to the participants as to what the game was about including its theme, its meaning and overall outcome, good, bad or indifferent. All answers are valid and the facilitator will

manage the time and guide the direction so collectively the group will have final results and outcomes both individually and as a group.



**Funded by
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International 
Young Naturefriends

The Scholar

Goal: to connect magic and technology to improve both.

Individual goal: to get credit for their work

Strength: patient, intelligent, highly educated, open-minded, curious, visionary, rational

Weakness: lack of social abilities, not good negotiator, physically not fit

Mystery: s/he needs to maintain 4 tokens on the Steampunk side so his/her university has enough fundings.

S/he made experiment in the past, that failed and a fairy was killed.

The Druid

Goal: want to keep the balance between all

forces.

Individual goal: want to spread the druids ideals to the other cultures.

Strenght: wise, willing to compromise, criptique

Weakness: rough, talk too much, lack focus on one point

Tresure: you had a vision that the humans are going to destroy the forest if they don't have enough resources and if they are starving

The Politician

Goal: have as much energy as possible

Individual goal: genuinely want the best for his/her people

Strenght: negotiation, charisma, social skills,

strategic, strong values toward people

Weakness: need to be popular in order to get votes, compulsive, tunnel-visioned

Mystery: secret relationship with fairy in the past, was left heart broken with distrust toward fairies

The prince / the princess

Goal: to preserve the status quo

Goal I: to prove that he / she can become the king or the queen

Strength: well mentored, listen before talk, decisive, very protective of the environment, determinate, focused

Weaknesses: impatient, overly sensitive, snob, false composure

Treasure/mystery - secret past relation with a human before



SEEDPUNK DAILY NEWS

Noviny pro milovníky Hané, její přírody a lidí

SEEDPUNK RESEARCH DEPARTMENT TO FIGHT CLOSURE FOLLOWING ANNOUNCEMENT OF VITAL FUNDING CUTS.



26.8. SP. IN KAPRER TING

SEEDPUNK LAB.

Vážení čtenáři.

Víte, co je nového? Značku Haná má od roku 2021 celkem 89 výrobků a sedm služeb. Certifikační komise se sešla navzdory covidu dvakrát, aby posoudila kvalitu a originalitu výrobků usilujících o certifikát značky HANÁ regionální produkt®. Zatímco v květnu se ještě posuzovalo online, v listopadu se komise a výrobci konečně potkali na živo, konkrétně na fortu v Křelově. Ptáte se, proč právě tam? Právě fortová restaurace Citadela, která setkání výrobců hostila, získala certifikát za službu. O dalším směřování fortové pevnosti s restaurací se dozvíte více z rozhovoru s jejími novými správci.

Noviny Doma na Haně představují také dvě pozoruhodné dámy. Jedna je malířka a Žije v Medlově, ta druhá je z Olomouce a společně se svými bratry provozuje kavárnu a vyrábí skvělé nepečené ořískové speciality. Hlavně ale organizuje ve spolupráci se značkou Haná Šantovské trhy, které pomohly, a i v roce 2022 budou pomáhat s propagací regionálních produktů.

V novinách vzpomínáme na letos zesnulého historika a publicistu Jána Kadlece, který, pokud mu to zdravotní stav trochu dovoloval, nikdy nechvil

SUSTAINABLE ENERGY PLANT BLOWN UP NEAR SLUŽIN. FAIRIES TO BLAME?



CUTS ARE COMING.

FAIRY ROYAL HEIR SPOTTED WITH HIGH PROFILE CITIZEN IN SEEDPUNK TERRITORY



FAIRY ROYAL WITH !!!

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LITOVEL TIMES

Noviny pro milovníky Hané, její přírody a lidí

ROYAL HEIR SPOTTED WITH HIGH PROFILE HUMAN IN SEEDPUNK LAND



Roman Prokeš a Tomáš Hampl icon novými majiteli...

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POISON RISK IN KOCOVRŮNA FOREST. HUMANS TO BLAME??



READY TO PROTECT

NEW FAIRY HYBRID TRIALS EVIDENCE REVEALED.



TRIPLE IMAGES. SPLAB

