

LIFE ON REGINA

A FIREFLY-INSPIRED LARP
By LOST & FOUND STUDIOS, LLC

Design Document

What it is: Life on Regina is a one-shot, freeform-style LARP inspired by the 2001 futuristic space-western TV series *Firefly*.

Setting: The story of this LARP will take place within the *Firefly* universe on Regina, a terraformed planet located in the Georgia system of the Union of Allied Planets, in/near a small mining town, approximately 5 years after the end of the Unification War (1 year prior to the events of the TV show).

Story: This game is a freeform LARP, and the main goal of the game is for the players to engage in collaborative storytelling together. There will not be any NPCs, and the duties of the Game Managers (GMs) for this event will be primarily to ensure safety, answer questions, and act as referees. Plot hooks will be offered to/coordinated with players before and at the beginning of the event by the GMs, but it will be entirely up to the players and their characters which hooks are followed through the end of the game. The story will explore the motivations of individual characters, the relationships between these characters, and the relationships between each of four factions, touching upon themes of structural power imbalance, limited resources, survival, medical ethics, and more.

Characters and Factions: We would like players to have a high level of creative control during their gaming experience of Life on Regina. A main theme of this LARP will be exploring power structures with the use of four factions: The Alliance, The Locals, The Crime Syndicate, and a crew of Smugglers. There are also six classes: Companion, Diplomat, Doc, Mechanic, Pilot, and Soldier. All players will be allowed to create their own characters by choosing a class. However, players will be required to fill out a survey, after which they will be assigned a faction by the GM team based on their answers. In order to create an interesting power dynamic and set up the base plot hooks, the

populations of each faction must be kept at a particular ratio, as each faction will begin the game with different resources. As GMs, we promise to do our absolute best to place players in a faction of their preference to ensure fun gameplay for all. After players have been assigned to a faction, they will be added to their faction's online community (Discord) where they can work with other players to develop relationships between their characters before the day of the game.

Gameplay: Life on Regina will be a one-shot LARP, and will take place over the course of a 10 hour event with 8 hours of immersive gameplay. The gameplay will include resource gathering, interpersonal conflict, intra/inter faction conflicts, combat, healing, and both individual and faction-focused goals. The gameplay will take place at Fort Eversgerd near Germantown Township, IL. Combat mechanics will be nerf-blaster and hit-point based, and will include an ammo scarcity mechanic and healing mechanics. There will also be a mechanic called Favor Tokens, which will be a physical representation of social currency which can be used to influence character decisions. Non-combat roles will be available, with these players agreeing to their characters taking the fate of their party any time combat is initiated. Because this is a one-shot, any characters who die and are not revived by another character during the game will permanently die, but players will be allowed to create a second character and continue interacting during the event, although their faction may be reassigned. Therefore, players are encouraged to have a back-up character in mind.

Safety and Consent Mechanics: Lost & Found Studios is dedicated to providing a safe environment for roleplaying experiences. Life on Regina is intended for an 18+ audience and gameplay may lead to tense scenarios. *It is the responsibility of all players to communicate their boundaries and needs, as well as respect the communicated boundaries and needs of others.* If you are roleplaying and a situation arises in which you feel upset or unsafe, you always have the option to remove yourself from gameplay without your character suffering in-game consequences. Players can use the meta-techniques listed below to communicate their comfort level and check on the comfort level of others.

You OK?: If you see another player get uncomfortable, or you are uncomfortable during a scene, call "You OK?" with a hand over your head, to alert other players that you notice not all players are comfortable with what's happening in the sequence. This gives all players a chance to adjust the scene to allow all players to remain interactive in the scene.

Bow Out: A player may bow out of a scene by putting their hand in front of their face and bowing their head forward. This leaves the character physically present in the scene, but non-interactive. Players may not be retaliated against, or their characters interacted with during a scene in which they have bowed out.

X-Out: If a scene has gotten to be too much, or you are simply not comfortable with yourself or your character being present, you may X-Out of a scene by making an X with your arms in front of your face and immediately leaving the area. Your character is considered to never have been present in the scene at all, and other characters do not remember them being there. You may return to play when you are ready in the Tavern area.

Fade to Black: If two or more players X-Out of a scene, the scene immediately ends, and the remaining present players agree on a resolution to the situation without further roleplay. Players may rejoin the game from their current location after the agreement has been made. Fade to Black can also be used if players would like for their characters to engage in sexual contact/activity. The players will discuss what happens and go back into the game once they reach an agreement of how the scene went.

More information about safety and consent guidelines can be found in Lost & Found Studios' Community Guidelines, which all players must abide by when attending a Lost & Found Studios organized event and interacting in Lost & Found Studios online spaces. Failure to abide by the rules of Life on Regina or the Community Guidelines can lead to a verbal warning, written warning, removal from an event, or a temporary suspension or permanent ban from all Lost & Found Studios spaces and events, generally in the listed escalating order. Additionally, for severe infractions, such as inappropriate touching or intentionally harming another player, the authorities will be called and the offending player may face legal prosecution.

Conflict Mechanics: A main theme of Life on Regina is interpersonal and inter-faction conflict resulting from competition for limited resources and structural imbalances of power. Players are empowered to solve these character conflicts themselves, either through mediation, social currency/influence, bartering, or nerf-blaster combat. Players are also encouraged to remember that this is a one-shot that carries the consequences of permanent character death. Explore various ways to solve each problem your character faces, and consider playing to lose if winning necessarily requires taking a character life. If players find themselves unable to solve a conflict, GMs will always be available to help mediate, regardless of whether the conflict is regarding an in-game or out-of-game matter. GMs are also available to discuss issues of bleed, and will lead a mandatory post-game debrief to help players process their gaming experience.

Lost & Found Studios' Gaming Principles: Lost & Found Studios is dedicated to providing a variety of safe, inclusive, and fun immersive gaming experiences that allow players to be creative and involved at every step of the way. We are able to provide these experiences by: 1) having extensive Community Guidelines, 2) staying up-to-date regarding bleed management and debriefing techniques, 3) prioritizing diverse, informed storytelling and consent in order to promote player agency, and 4) evaluating our events using qualitative and quantitative techniques in order to improve future player experiences.

Safety: All players must agree to abide by the Lost & Found Studios Community Guidelines in order to participate in Lost & Found online spaces and gaming events. As a privately-owned company, please note that Lost & Found Studios' event organizers reserve the right to refuse entry to any participant who shows themselves to be unsafe, abusive, or otherwise detrimental to the event(s) being run or the community as a whole. This may include removal from live events and/or removal from online spaces. These choices are at the discretion of the business owners and will be made in compliance with local, state, and federal law. All community members are held to the same standards and guidelines, regardless of status or role at an event, from new player to GM. The full community guidelines are available on the Lost & Found Studios website, and will also be made available on all Facebook pages and Discord servers associated with games hosted by Lost & Found Studios. Put simply, the main takeaways of these guidelines are:

- All players must treat each other with dignity and respect.
- All players will do their best to communicate their own needs and boundaries and respect the needs and boundaries of others.
- Players will refrain from hateful, harassing, and bullying behavior, including but not limited to: aggressive language; name-calling; unwelcome comments or touching; threats of violence; physical violence; condoning or promoting violence against members of the community or against others, especially based on race, ethnicity, (dis)ability, gender, age, nationality, or sexuality; encouraging suicide or self-harm; etc.
- Players (real people) always take priority over characters (made-up people).

Inclusivity: Lost & Found Studios prioritizes the safety and wellbeing of players from marginalized identities and communities. We are dedicated to telling diverse stories that promote personal and collective agency and explore systems of oppression without seeing those systems as necessary to telling interesting stories. Lost & Found Studios takes great care to maintain a culture that is accepting of all people, including those of all sexualities, gender identities/expressions, religions, races, ethnicities, (dis)abilities, and body types. We believe in spaces that are inviting, engaging, and supportive, in which all people feel comfortable behaving genuinely and participating in gameplay. All players are required to treat each other with dignity and respect, which includes using preferred names and correct personal pronouns, avoiding "outing" others' identities without their consent, and refusing to engage in any harassing or bullying behavior. We strive to create an environment that encourages discourse and learning about those who are different from ourselves, without putting pressure on marginalized individuals to take on the emotional labor of educating their peers, and encourages learning about different cultures without tolerating outright appropriation. We also want our games to be as accessible as

possible, so if you have any particular accessibility needs due to mental, physical, or other disability, please let a GM know so we can work with you to make sure you have a fun and safe experience with us!

Get Involved: We get it - LARP can be an intimidating hobby and it can be hard to jump right in. If you are unsure of how to get your character involved, we encourage you to discuss this with other players or a GM if you are comfortable. While metagaming for cheating purposes is frowned upon, 'steering,' planning scenes or reveals outside of the game, or coordinating links and relationships with other players' characters before the game can make it easier for players to get involved in our games. Lost & Found Studios takes pride in cultivating a community where players enjoy engaging with others, regardless of whether they are a seasoned LARPer or brand new to the hobby. GMs are always available to answer any questions you may have.

Have Fun: LARP is meant to be a fun hobby. When going to an event, become your character and allow yourself to fall into the game world, but never forget that your choices affect others' experiences as well. React as your character would in the situations you find yourself in, or react in a way you think others might enjoy. Say "yes" once or twice just to see where that takes you. Occasionally take a risk for no good reason. Play to win. Play to lose. Aim to misbehave. Above all, we want to give our players a space in which they can tell a story, be creative, and have an enjoyable experience.

Is this the game for you?: Life on Regina is a one-shot, freeform, sci-fi/western LARP that aims for medium to high immersion. It is a good LARP for players who want a game that explores unbalanced social power structures, multi-faction cooperation/conflict, espionage, medical ethics, survival, limited resources, and interpersonal relationships, and that prioritizes cooperative storytelling, player-versus-player based gaming, roleplay, and high levels of creativity/player freedom. This LARP may not be the best fit for players who prefer highly detailed game mechanics as opposed to freeform mechanics, don't enjoy high levels of roleplay, and/or don't feel comfortable with permanent character death.