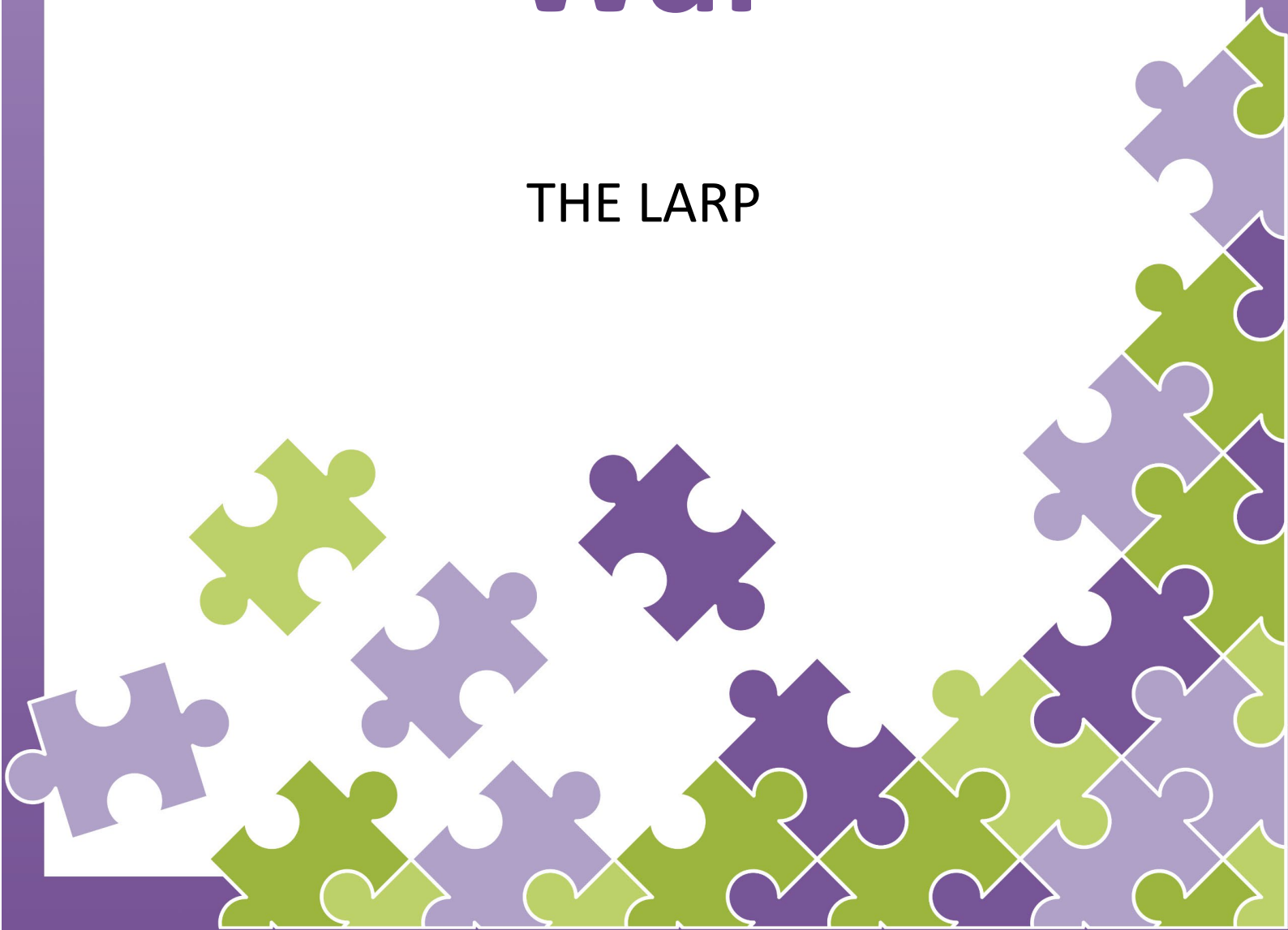




BUILD EFFICIENTLY YOUR OWN UNDERSTANDING

The Ascendancy War

THE LARP



PREVIEW

This LARP game was developed to accompany the “I collaborate and integrate” chapter of the B.E. Y.O.U. guide. It involves players assuming the roles of nobles in a galactic Empire in the far future. These nobles must secretly come together to ensure that the Prince/ Princess of their choice ascends to the throne, while also trying to achieve their own personal goals.

REQUIREMENTS

- 12-30 players
- 3 hours
- 2 separate spaces
- 1 big table big enough for all the players to sit
- Coloured Papers (Red, Yellow, Green, Blue)
- Printed Character Cards ([Canva link](#))
- Printed Rules
- Briefing/Debriefing presentation ([Canva link](#))
- WhatsApp Application
- Projector
- Notepads
- Pens
- Snacks



MECHANICS

Missives Stage:

During this stage, players are seated at a table and communicate with each other via their Affiliation WhatsApp group chat. At the end of the allocated time Royals write on a piece of paper their name and how much EZ their Affiliation is donating for the resolution of the current crisis. After this is done, Nobles may reveal themselves and use their personal power.

Ball Stage:

During this stage, players are gathered in a separate area and are welcomed to interact with each other. If at any point, any player wishes to make any public announcements or declarations, they may approach the facilitator to gather everyone's attention for them. If players wish to exchange EZ for favours, they may do so during this stage.

Character Card:

Two-sided card that one side indicates Character Name / Starting Money / Tax Revenue / Description, and Affiliation / Personal Ability / Goal on the other.

Starting Money:

The money that the character begins the game with.

Tax Revenue:

At the start of each Missives phase, with the exception of the first one, each Noble and Royal receives the amount of money indicated on their character card.

EZ:

EZ is this game's currency. It can be used to resolve a Crisis, to achieve certain characters' Goals or, potentially during the Ball stage, exchanged with other characters for various favours..

Problems in the Empire!

Every Ball rumours of unrest spread amongst the Nobles of a problem some of the populace of the Empire is currently facing. During the Missives phase, Royals gather funds from their factions and themselves to donate to the solution of the problem. At the end of the Missives stage, Royals write down their name and the amount their Affiliation is donating and give it to the facilitator. Highest donation gains +5 populace approval, second highest +3 and the rest +1. **If not enough money is gathered**, all factions gain -2 populace approval and the lowest bid gains -3. If more money than is required is required, the excess money is lost.

Populace Approval:

Points that show how much a Royal is liked by the General Population. Faction with the most points by the end of the game wins.

Nobles of the Month:

- Contempt: A Noble who has angered the general population. The Faction that this noble belongs to gains -2 populace approval this phase.
- Glory: A Noble who contributed greatly to the common good. The Faction that this noble belongs to gains +2 populace approval this phase.

Promise to the People!:

During a Ball, the Royals may address the general populace and make a public promise (E.g. "I, Princess Xenorith, promise on my name that I shall solve the ongoing crisis!") .

If the promise comes true, Royal's faction gains +3 populace approval. However, if the promise does not come true, the Royal's faction gains -5 populace approval.

Public Declaration!:

During a Ball, once per game, each Royal may make a public declaration regarding a Noble whose Alliance has been revealed. They may sing the praises of a Noble in their faction to make them the Glory, Noble of the Month or accuse a Noble of an opposing faction to make them Contempt: Noble of the Month.



Personal Ability:

Unique ability each Noble can use once per game. When they use it they must flip their character card, **revealing** their Affiliation, Personal Ability and Character Goal.

Coronation

During the Coronation, the winning Royal ascends to their throne and all Nobles check if they have achieved their **Goals**. After all Goals have been revealed and checked, the game ends.

GAMEPLAY LOOP AND TIMELINE

1. First Missives	10 minutes
2. First Ball	20 minutes
3. Missives	5 minutes
4. Ball	15 minutes
5. Missives	5 minutes
6. Ball	15 minutes
7. Missives	5 minutes
8. Ball	15 minutes
9. Missives	5 minutes
10. Final Ball	15 minutes
11. Coronation	10 minutes

INSTRUCTIONS

Before the Game

Divide your number of players by 4. For each of 4 players, add a Royal and 3 Nobles of their affiliation (1 from Influential, 1 from Stable and 1 from Conscientiousness). If you have additional players, each Affiliation has an additional character for you to add. After you have selected the characters that are going to be played, prepare a separate WhatsApp group chat for each Affiliation. Place the printed Rules in a place visible and accessible to the players.

Briefing

“Personality” Test (Based on DISC)

Leave the coloured paper in a place accessible to your players and put the Briefing/Debriefing presentation on the projector. Instruct them to pick the paper that corresponds to their honest answer for each question. The questions are:

If your friend was causing trouble, how would you deal with it?

- Stop them, by any means necessary (D)
- Talk to them (I)
- Avoid getting involved (S)
- Step back and assess the situation (C)
- What brings you joy?
 - Results (D)
 - Recognition (I)
 - Peacefulness (S)
 - Perfection (C)
- You are expecting an important phone call, but your phone is at 5% battery, what do you do?
 - Call them and ask them to reach you at a different time (D)
 - Ask people around you if they have a charger you can borrow (I)
 - It's ok, they will call you back later (S)
 - No problem, you have your power bank with you (C)
- Which phrase resonates with you the most?
 - The ends justify the means (D)
 - Treat others, as you wish to be treated (I)
 - If it's not broken, don't fix it (S)
 - If you want it done right, do it yourself (C)
- You are faced with a gigantic task, what do you do?
 - Push through and get it done (D)
 - Ask someone else to help you with it (I)
 - Approach it one step at a time (S)
 - Research the best way to do it (C)

Dominant (D) -> Red

Influential (I) -> Yellow

Stable (S) -> Green

Conscientious(C) -> Blue

Distribute Characters according to coloured papers with equal distribution in mind. Instruct the players to keep the side of the Character Card with their Affiliation/ Personal Ability/ Goal hidden.

Context of the game

The year is 25025 AC, and Empress Aurora Borealis is ready to step down from the Throne of the Galactic Empire and let one of her children succeed her based on the desires of the people of the empire. Thus, the great race to be the Supreme Monarch began! Nobles from every corner of the Empire conspire to secretly assist their preferred Royal in gaining the throne, but that doesn't mean they don't have an agenda of their own...

Fleshing out the Character

Give players 5 minutes to think of a story for the character given to them, while taking them one by one to secretly scan and join the WhatsApp Chat of the Affiliation indicated on the Character Card. Remind your players that the golden side of their Character Card must remain secret. Once all players have joined their respective chats, gather the players into a circle and have them share their characters' Title, Name and Sub Title / Nickname (E.g. " I am Princess Xenorith, the Unmovable!"



The Game

First Missives Phase (~10 minutes)

The Missives phases will be taking place at a space prepared with a table, big enough for all of the players to be seated, and a projector. During this phase, encourage players to recognise who belongs to their Affiliation and engage in some role-play using only their allocated WhatsApp Chats. Players are not allowed to speak to each other during the Missives phase (they are supposed to be to their home planets). At the end of the 10 minutes, invite them to the secondary space you have prepared for the Balls.

First Ball Phase (~20 minutes)

The Ball phases will be taking place in a secondary space (preferably an open one) prepared with snacks and drinks. During this phase, encourage the players to role-play face-to-face, re-introduce themselves to each other if they wish or start to make new alliances and deals. After ~5 minutes, start spreading rumours of the crisis of your choice (slides 7-12 of the Briefing/Debriefing presentation). 15 minutes into this phase, dramatically announce the crisis you have selected. After a total of 20 minutes, invite the players back to the first space.

Missives Phase (~5 minutes)

Announce to your players that they may add their “Tax Revenue” to their current EZ total. Then, reveal your chosen Crisis (Slides 7 - 12 of the Briefing/Debriefing presentation) and give players 4 minutes to communicate, via their WhatsApp group chats, how to deal with the current crisis. Nobles and Royals communicate how much of their current EZ they would like to donate for the resolution of the Crisis (Players are expected to keep track of their individual EZ totals using pen and paper). At the end of the 4 minutes, Royals must write on a piece of paper their character name and the amount of EZ their Affiliation is donating, and give it to the facilitator. Before revealing the donations, ask the players if any of them would like to use their Personal Ability. Apply any Personal Abilities used and then reveal the donations. Reward points accordingly and ask the Royal of the highest bidding Affiliation how they resolve the Crisis. After that, invite your players to the secondary space for the next Ball phase.

Ball Phase (~15 minutes)

Allow time for the players to roleplay, and at 5 minutes, start spreading rumours of the upcoming Crisis. At 10 minutes, dramatically announce the Crisis you have chosen. Remember to be



available to grab everyone's attention if any players wish to make announcements or declarations. After 15 minutes, invite the players back to the first space.

Final Ball Phase (~15 minutes)

After 5 Missives Phases have been completed, the game goes into a Final Ball. During this phase, allow the players to role-play to their hearts' content and resolve any narrative threads that remain. After 15 minutes, or when it feels appropriate, you can transition to the Coronation phase.

Coronation (~10 minutes)

This is the final phase of the game. If you have a prop of a crown, a sceptre or a fancy chair, you may ceremoniously present it to the Royal of the Affiliation that gathered the most Populace Approval. After a brief celebration, gather your players in a circle. One by one, they can reveal their character's goal and whether they managed to achieve it or not. After all players have shared, you can transition to the Debrief.



Debrief

Derolling

Gather your players with their character cards in a circle. Instruct them to close their eyes and take a deep breath. As they exhale, instruct them to start shaking their body as if trying to remove something stuck on their skin. This process is called “Shaking off the character”. After this process is repeated three times, players should say in order, “ I am no longer [Character Name], I am [Player Name]” and throw their character card in the centre of the circle.

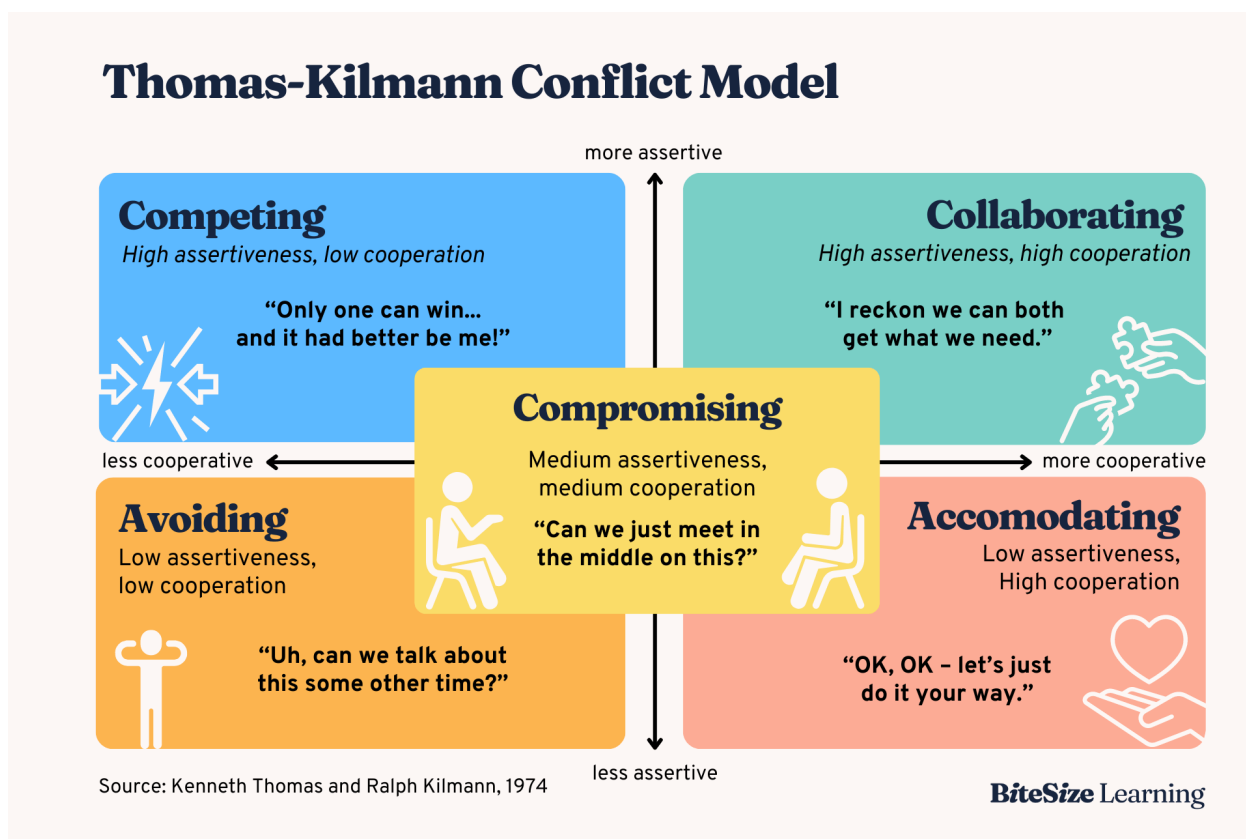
Story Sharing

At this point, with your players already in a circle, ask them the following questions:

- *“What was the funniest moment for you? Was there a funny story that happened that maybe not everybody noticed?”*
- *“Did you have any “AHA!” moments? Moments where you felt you learned something from your character or an interaction you had?”*
- *“Did you feel frustrated at any point? Was there a plan that got ruined or an interaction that didn’t go as you wanted?”*

Allow around a minute for each person who wishes to share on any question.

Conflict Mode Instrument



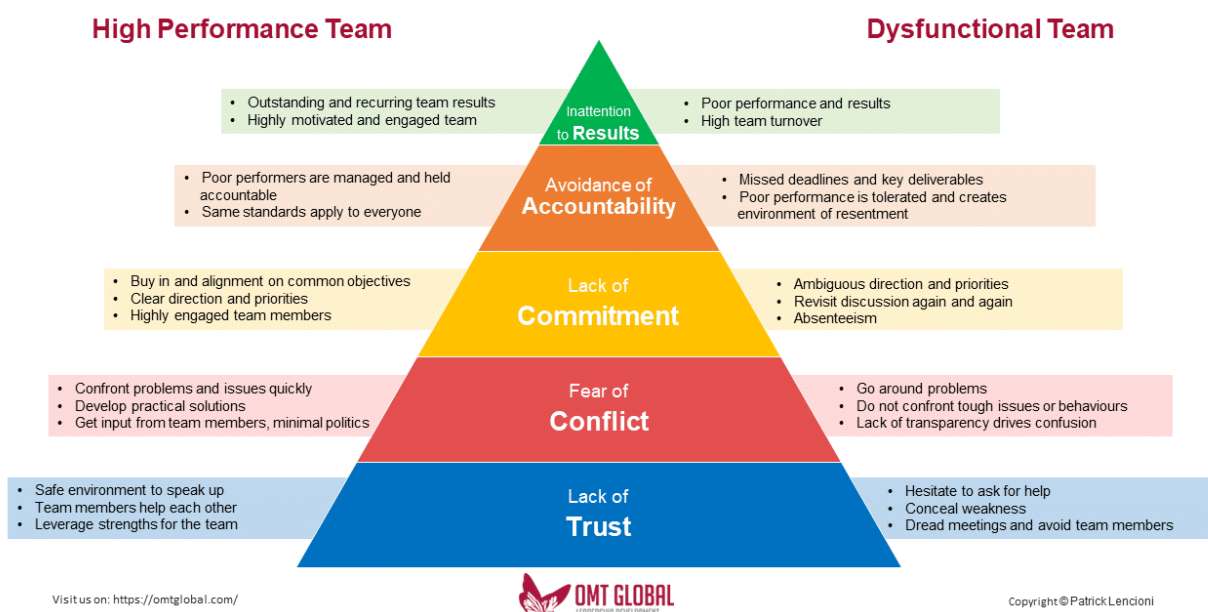
Set your Briefing/ Debriefing to slide 13. Ask your players:

"During the game, in which category do you feel your character's behavior belonged to the most and why?"

Allow around a minute for each person that wishes to share.

5 Dysfunctions of a Team

5 Dysfunctions of a Team

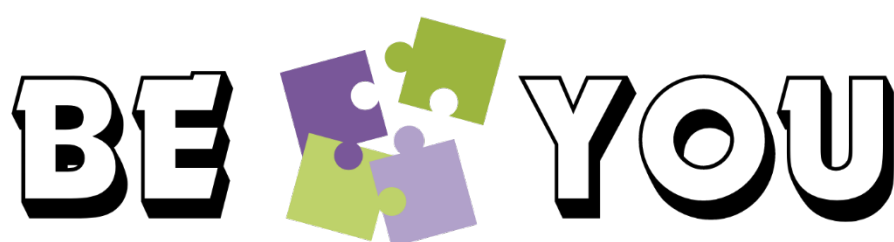


Set your Briefing/ Debriefing to slide 14. Ask your players:

“Which one of the above, if any, do you feel existed in your Affiliation? Why do you think that is?”

Allow around a minute for each person that wishes to share.

ERASMUS+ KA2 PROJECT



BUILD EFFICIENTLY YOUR OWN UNDERSTANDING

PROJECT PARTNERS



Co-funded by
the European Union

This project has been funded by the Erasmus+ Programme of the European Union (Grant Agreement No 2023-2-RO01-KA220-YOU-000183045). Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the ANPCDEFP. Neither the European Union nor the ANPCDEFP can be held responsible for them.