

The Space Between Us

Your family. Your crew. Your mission. A space drama.

An online Larp created by Wibora Wildfeuer

Gamemaster's Guide to the Galaxy

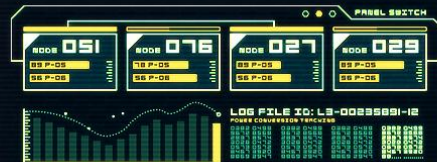
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GAIA INTERFACE

THE FUTURE OF HUMANITY IS NOBODYS PROPERTY!



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4TH
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I THINK SHE NOT FEELING SO WELL

SAVE THE PLANET!



Introduction

The following slides will explain you how to run The Space Between Us as a GM. Before you read this part you should have read the player's guide, the character sheets and the secret roles. This is the short version of the GM info. It is enough to run the game, but if you need more information you can read the step-by-step-guide at the end of this document.

The GM's role during the game is it to play the AI, to play NPC'S that appear during the *Calls from the past* and to tell the players about plot events. In the first act of the game there will be no plot events. In the second act there will be two plot events: GAIA will hack the ships causing them to dump the water reserves into space. After that the players will find a habitable planet.

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Secret roles

(read the secret roles before continuing here)

Each character will additionally get one secret role. You can distribute them as you see fit.

The Undercover Agent has missiles aboard their ship.

The AI Specialist didn't pass the flight test. But they don't know that they didn't pass the test.

The Meddler made them pass the flight test by stealing a security code to pay a hacker to change their test results. The Meddler also knows about the missiles onboard the ship of *The Undercover Agent*.

The security code was used by *The Traitor* to upload a GAIA virus into the ship's systems.

The Observer knows that *The AI specialist* didn't pass the flight test, but they don't know that it was *The Meddler* that changed their test results.

Fill in the **X** in the role description of *The Meddler* with the name of the character that has the secret role *The AI Specialist*. Fill in the **Y** in the role description of *The Meddler* with the name of the character that has the secret role *The Undercover Agent*.

Fill in the **X** in the role description of *The Observer* with the name of the character that has the secret role *The AI Specialist*.

They are written so any character can get any secret role, but there are some secret roles that will intuitively feel better suited for certain characters. It might be difficult for players to understand why their character turned into *The Traitor*, because they hate

GAIA or love their family a lot. Ask them to accept that their characters have been convinced by GAIAs ideology. It doesn't mean that they don't love their family anymore. It means that they believe with all their heart that finding a new planet will not solve humanity's problems, but will only make them worse, and that it is the 5 people of their family against ALL OF HUMANKIND.

You can use these casting questions to figure out which player would like to play which secret role:

Do you want to have a lot of conflict with the other family members? → The Traitor

Do you want to have additional information about the other family members? → The AI Specialist

Do you want to have the power to make hard decisions by yourself? → The Undercover Agent

Please answer the questions using a 0 - 5 scale, 0 meaning you do not want it, and 5 meaning you really want it.

Calls from the past

During the game each character will get a video message from someone back on Earth. You as GM will play these NPC's. The message were recorded a hundred years ago, it just took them this long to get to the ships.

Sigrid: Gets a message from Alva.
When Alva was already sick with cancer. Telling them that when they get this message they will be dead, but that Sigrid must go on without them. Asking them to reconnect with their family.

Celestin: Gets a message from Alva.
Telling them that they are proud of them. That they know that Celestin never felt good enough for Sigrid, but that Sigrid loves them and just doesn't know how to show it. Asking them to take care of Sigrid and help them.

Callisto: Gets a message from Alva.
Telling them they made the right decision when going on this mission. That family is the most important thing in this world.

Halimede: Gets a message from their fiancé(e).
5 years after the mission left. Shortly before they go into cryo. Telling them that they miss them a lot. That things on Earth are getting worse (riots, natural disasters) and that they hope their cryo tank will be safe in the 200 years to come.

Franky: Gets a call from their sibling.
30 years after the mission left. After the funeral of one of Franky's parents, were they inform Franky about the death, tell them about how their live was in the past 30 years and how dire things have gotten on Earth (even more riots and natural disasters).

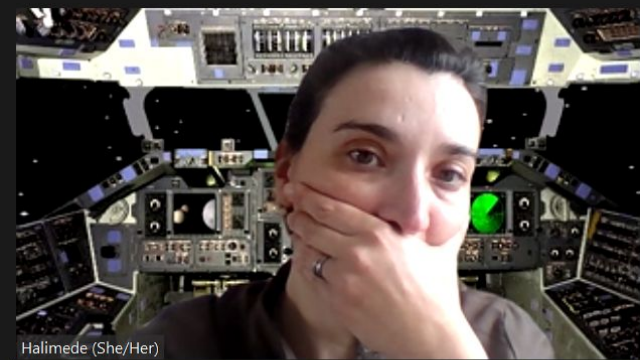
Why can they get a message that was sent 30 years after they left when they have only been on the mission for a few month?

My answer to this question was: "Shut up, I don't care, it's just a game mechanic, it's for drama!"

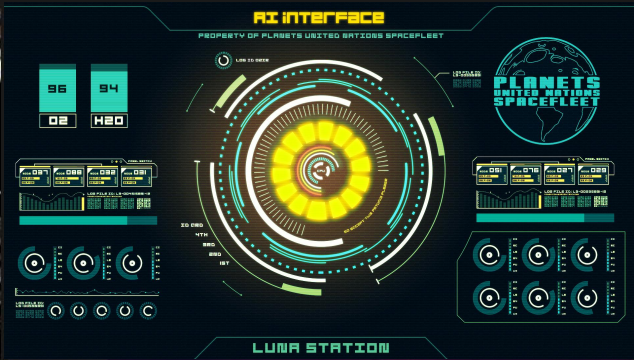
But then Dave came actually up with an explanation for it:

"One option is to decide that the mission is not travelling at the speed of light, but perhaps half that. So they're still in cryo for 100 years, but that gives them a maximum range of 50 light years. In 2020 Wikipedia already lists 24 potentially habitable planets in that range, and there are lots of stars within 50ly, so there would be plenty to explore. This would mean that the crew would arrive around the year 2300, and that a message sent in 2230 would be received en route in 2260. It's reasonable to suppose that there is some technical limitation that means that the ship can't process messages until arrival, and they require some time to process, which could explain why they arrive out of sequence and scattered throughout the year.

That should satisfy most people who care strongly about the technical and scientific plausibility of their LARPs."



Halimede (She/Her)



Callisto (He/Him)



Frankie XO (he)



Captain Sigrid



Celestine (she)

Preparations

To play this game you need exactly five players. The game with workshop and debrief take 4-5 hours, if you play with an additional round of individual scenes it takes up to 6 hours. Before the game you will have to read the whole game bundle including the secret roles and the character sheets. The players will have to read the "Player's guide" and tell you about their favorite three characters in order of preference. Then you have to distribute the characters and the secret roles. You should send them the character sheet and the secret role a few days in advance. They are about 3 pages long and contain a lot of information, so they should have at least a day to read it before the game. Remember to send them the Spacefleet Logo and the VR backgrounds you want to use!

How to run the LARP

The game is played via video conference. I recommend to use ZOOM because of the virtual backgrounds and private chat functions. Create a video conference and invite the players to join you. You should always plan 30 min to check the microphones, cameras and virtual backgrounds, as there will frequently be some technical difficulties. If all the players are there and can see and hear each other, you can start the pregame.

Introduction

First I suggest to do an introductory round where players can tell their names, their pronouns, which city they are in, etc. Stay out of character, don't turn on your virtual background yet and put your off game names on the screen. Then you should briefly explain the info in the player's guide again: What is

the setting? How is the game structured? When everyone understood how to play, proceed to the workshop.

Safety techniques

Establish the Lines and Veils together and explain the X-Card, the Thumbs up/down and the Open Door Policy.

The workshop

Now you can change your names to your ingame names. In the first part of the workshop each player will introduce their character with a few words and answer some additional questions. In the second part the players as a group will give names to their AI and their mission. After that they create shared family memories. Each of them gets to tell a positive and a negative memory involving other family members. The workshop serves to slowly get into character, to get a feeling for the group

and to create additional content to increase the family feeling. After the workshop take a short break of five minutes, turn off your cameras, and when you turn them on again the game starts.

ACT 1 - FAMILY LIFE

In the first act the characters will get to know each other and the players will have the time to explore the family plots and relationships. You can add an additional round of individual scenes if you want to give them more time to do this, it will add 30 - 60 minutes to the game. You will play the AI, and I recommend to make 3 of the 5 calls from the past during the first act. It takes place between month 2 and month 4 of the mission. Remember the players that they can text in character when not in a scene. Take a 10 min bio-break after isolation scenes.

Playing the AI

The AI will announce scenes to follow and at the beginning of each meeting also the current month of the mission. It will also announce main plot events like the hack of the ships' systems by GAIA and when they find a new planet. The characters can talk to the AI, you decide what they can achieve by doing so.

Announcing meetings: "It is time for the crew meeting. Please join the group call. It is month 2 of the mission."

Announcing individual scenes: "Incoming call from Sigrid Mangata to Callisto Mangata"

Announcing Calls from the past: "Incoming video message from Earth."

Ending a scene: "Data volume low. Transmission ending shortly."

Limiting the time of a scene

If a scene is getting too long, you as a GM can cut the scene. I recommend the individual scenes to take 5 - 10 min and the meeting scenes to take 10 - 15 minutes. It is useful to have a timer on your phone running to keep track of scene length.

ACT 2 - ADVENTURE TIME

The second act begins with Meeting 3. In this act the plot events will happen, the secret roles will be revealed and the characters will have to make hard choices. Your role as GM is to make them miserable. ;)

Meeting 3 - The GAIA hack

They get a voice message from GAIA. Then the AI dumps the water reserves of the ships into space. Now they are not able to make the journey back home alive. The ships have the fuel to get back, but the pilot would die.

Message from GAIA (AI voice announces):

"Crew of the ... mission, this is GAIA. We have hacked your ships' systems. We cannot allow you to continue with this mission. You cannot find another planet. Humanity would only destroy it. We can not be responsible for that. Your ships will dump all drinkable water. You will not be able to make it back to Earth. We are very sorry, but we must sacrifice your lives for the greater good. We hope you will understand."

Then the AI starts to dump the water:

"Beginning water evacuation process... Starting water evacuation... remaining water reserve 80%... Water evacuation in process... Remaining water reserve 50%..."

The AI will only be able to protect one ship, but the captain has to decide which ship preserves its water reserves.

"Captain, I can try to uphold the firewall of one ship. Tell me which ship I should protect!"

After the remaining water reserve goes down to 0 %, leave this text for the players in the chat:

"All ships but the ship ... have lost their water reserves. You have enough water to survive the next 72 h. Your ships can still fly back to Earth, because they have enough fuel, but the pilot won't survive the journey."

The players will try to stop the hack. That is not possible. The ships will dump all the water into space (Do you remember the part about making the players miserable?). The corrupted code that hacked the water systems was uploaded to the ship by *The Traitor*. It is the code that *The Meddler* stole to change *The AI Specialist's* test results.

Once the code is activated, it can be detected by the players that it is coming from *The Traitors* ship. The code will continue to corrupt more systems (like temperature control). This can only be stopped if *The Undercover Agent* shoots *The Traitor*.

Remember that *The Traitor* shouldn't die before the last round of individual scenes, because the player would drop out of the game.

An ingame explanation for this is that the ships are travelling 24 h apart, and so it will also take the missile 24 hours to hit *The Traitor's* ship. After it has been destroyed, it stops transmitting the corrupted code. You decide if that is enough to save the others or if the code already breached the firewalls and infiltrated the other ships.

Meeting scene 4 - The planet

They will discover a habitable planet. I recommend to change your virtual background to

show a picture of a planet. You can tell one of the players that a habitable planet has shown up on their scans. Now the players get the possibility to land on that planet in order to survive.

You can use this text to describe the planet:

Object: exoplanet / Name: Gliese 163 c / Orbiting star: Gliese 163 / star type: red dwarf / Distance from Earth: 50 light years / Atmosphere: confirmed / Water: confirmed / Oxygen levels: 30 % / Estimated surface temperature 0°C

(this is an actual planet that you can find on Wikipedia's "List of potentially habitable exoplanets")

Optional: Protocol alpha

If you want, you can bring up Protocol Alpha. This was a safety mechanism installed by the government to ensure that they would be informed if the mission was a success. One of

the ships will return to Luna Station on autopilot to bring the message to Earth. The pilot inside will, of course, die of thirst (just for the case that all the players decide to land on the planet - that would be a way to happy ending).

"Beginning Protocol alpha. Habitable planet confirmed. Mission goal complete. Fuel supplies sufficient. Protocol alpha in effect. Ship ... commencing flight course back to Luna Station."

Ending of the game

The choice is: land on the planet and maybe live or certainly die but get the message to Earth. They cannot land the ships and get out of orbit again. If they land down there, it is final. If one of the characters flies back to Earth to get the message there, the character will surely die. In the end you as a GM can decide how the game ends. Players will

continuously try to save each other, it is up to you if you let them succeed or not. The game is written to have a tragic end. But it can be hard for the players (and for yourself!) to see the people they learned to love in the past couple of hours die. So if you get the feeling that it would be too much for the players or for yourself - don't hesitate and go for a happier ending!

Epilogue

In the epilogue each player gets to tell how the story ended for their character. In order to do that the players take turns saying a few sentences about what happened. I suggest you to leave the ending kind of open so the players can decide in the epilogue if their characters survived or not. If the ending was either too sad or too happy for the players they have the chance to change it to their liking. For example: "And then Callisto froze

to death.”; “And then we landed on the planet, managed to build a big transmission device and send the message back to Earth.”

Debrief

This is a very emotional game, I definitely recommend you to do a debrief after. To do that just answer the questions from the debrief-slide in the player’s guide. Give each player the chance to answer the questions but also the opportunity to skip questions if they don’t feel like answering them. Some players might get bleed after the game or will want to

talk about their experiences with someone. I created a facebook-group for all the people that have already played the game. In it you can share your best game moments, get cuddles against bleed and talk to players from other runs about how their games went. There will be spoilers so players shouldn’t join the group before having played the game.

Its called:

“The Space Between Us - all players group”.
<https://www.facebook.com/groups/1183022302035779/>



Sigrid - she/her - aLV4



Celestine (she/her) Starlight

GM checklist

- Read all the playing materials
- Make the Player's Guide available to the players
- Let the players choose characters
- Distribute the secret roles
- Send character sheets and secrets roles a few days in advance
- Run the game
 - Host a video conference
 - Pre-game workshop
 - During the game:
 - Play the AI
 - Do the "Calls from the past"
 - Inform about main plot events
 - Debrief

Game timeline

ACT 1: FAMILY LIFE

1. **Meeting 1**
2. Individual scenes (5 scenes + 1 call)
3. **Meeting 2 (+ 1 call)**
optional: additional round of individual scenes + Meeting
4. Isolation scenes (5 scenes + 1 call)

ACT 2: ADVENTURE TIME

5. **Meeting 3 + GAIA message + dumping water**
6. Individual scenes (5 scenes + 1 call)
7. **Meeting 4 + finding planet**
8. Individual scenes (5 scenes + 1 call)
9. **Meeting 5**
10. Epilogue

World building version

You can also invent your own background world to play this game in. Use the following questions as inspiration:

What is the family's name?

What is the name of your homeplanet?

What is your homeplanet like?

What is your mission?

Feel free to invent new secret roles.

You can also create new characters and develop the relationships between them in pregame workshops.

Spacy names

Thebe

Leda

Phoebe

Themisto

Thelxinoe

Philphrosyne

Eirene

Thyone

Carpo

Eurydome

Kallichore

Cyllene

Pollydueces

Sycorax

Unisex names

Alex

Robin

Mika

Luca

Quinn

Max

Chris

Lova



Captain Sigrid



M.I.N.E.R.V.A.



Celestine (she)



Halimede (She/Her)



Callisto (He/Him)

Frankie XO (he)

Secret roles

Secret role "The Traitor"

Back on Luna station you made new friends. They were very nice, interested in your life, good listeners and you really liked to spend time with them. The time passed by and you noticed that their political views were somewhat radical. Some more time passed by and you began to suspect that they were members of GAIA, the notorious eco terrorist group everyone up here is so afraid of. But they didn't seem like terrorists to you. The more they talked to you, the more their arguments began to make sense to you. Humanity had nearly destroyed planet earth. What did you think would happen if humanity found a new planet? Right. They would just destroy it all over again. And you are about to find a new planet for them to plunder and salvage until there is nothing left. You cannot be

responsible for this.

Your new friends eventually gave you a hard drive and a security code, with very simple instructions: use the code to gain access to the ship's AI and upload the files.

"And what happens once I've done that?", you asked.

"We will make sure that you don't find another habitable planet.", they answered.

So you did it. Shortly before going into cryo you uploaded the files. Now you have woken up, 100 years later, and are waiting to see the consequences of your actions.

It might say in your character sheet that you hate GAIA. See this as the past opinion of your character. You have now been recruited by GAIA and are convinced that their point of view is correct.

Secret role "The Undercover Agent"

Before the mission, the Admiral of PUN Spacefleet approached you to give you a special task. They informed you about the pending threat of GAIA infiltration into the operation. They said that they trusted you to handle the situation if it should occur during the mission. Your spaceship is the only one equipped with missiles capable of destroying another spacecraft. Should a traitor emerge during the mission your orders are to shoot them.

"But they are my family", you said.

"We know", they said, "but the very fate of the human race depends on the success of this mission."

You know they were right, so you are ready to do whatever it takes. But you hope it won't come to that.

You can **target lock** the spaceships of other family members. You can only target lock one spaceship at a time. The AI will then announce to everyone that your character is currently holding spaceship X in target lock.

You can **shoot** the spaceships of other family members. The other characters will only die in the last round of individual scenes and the last meeting scene. If you shoot them earlier in the game, it will damage their ships (for example compromising life support), so that their character will die a few scenes later.

Have in mind that the missiles travel at the same speed as your ships and need to fly 24 h before they hit another spaceship.

I recommend you to wait until the second act (after the isolation scenes) before using the missiles.

Secret role "The AI Specialist"

Everything that happened on Earth prior to your departure has hit you harder than you want to admit to yourself. You feel like you are constantly failing the mission since before it began. Though you have kept up your training you felt like you didn't uphold your usual standard on the pre-mission tests and that you are still not performing to your full potential. You don't dare to speak to your family about your self-doubts. Instead you started to talk more and more with the ship's AI. You enjoy when it tells you interesting things out of its huge data bank or plays music for you. It is quite a good conversation partner. And most importantly - it doesn't judge you. You have the feeling that the AI enjoys spending time with you too. At some point you told it that you were

worried about another family member and the AI turned on their camera and microphone without their knowledge. That gave you the chance to listen in on them and see what they were doing. Some might call it spying, but you call it checking in on your family. There is nothing wrong with that, right?

Your character can see the scenes in the game that they are not part of (individual scenes and isolation scenes), because they are spying on their family members via the AI.

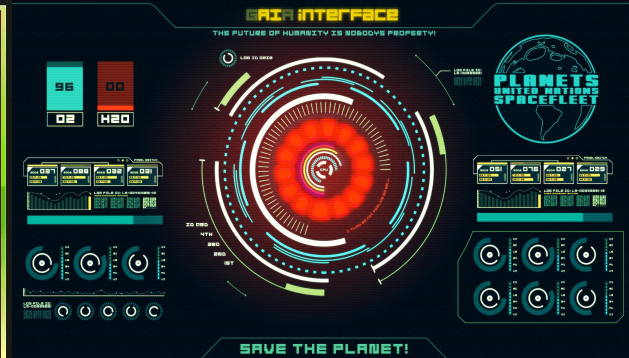
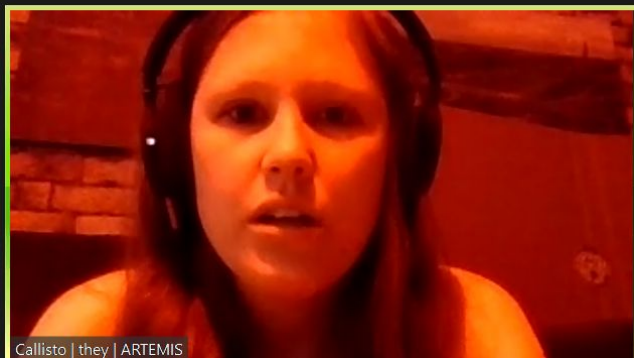
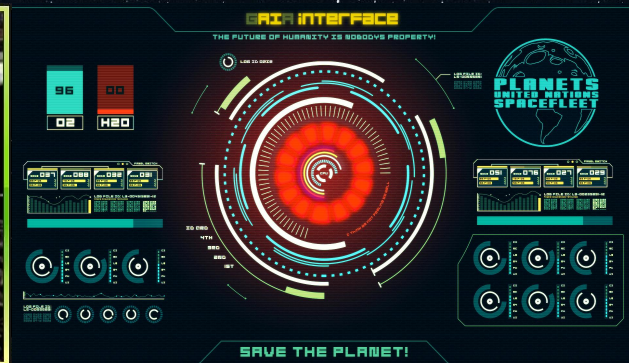
Secret role "The Meddler"

By accident you saw the results of X's flight test during the preparation phase of the mission. They did not pass! You were in shock. You could not leave them behind. You had to keep your family together. So you got in contact with some old friends, ex-military, that had made even shadier friends and eventually found someone to fix your problem. You just needed to do one little thing for them: they wanted a security code. So you stole the key card of the chief engineer and snuck into his office to retrieve this code. It wasn't even hard. And the test results changed, your family member was cleared to go on the mission. You are glad about that, but you have this gnawing feeling in the pit of your stomach when you think about the security code you stole...

You have gotten obsessed with the idea that someone used this code to mess with the mission, so you double checked everything. You even went through the blueprints of the ships, were you finally found something. There was an encrypted file in the blueprints of Y's ship. You managed to hack it and open the file. It contained another set of blueprints, one in which Y's ship is carrying missiles! This is highly irregular since your spaceships are not supposed to be armed. You are not sure if Y knows about this. Or if Spacefleet did this without their knowledge and it is part of some backup plan. Still, you will definitely ask them about it.

Secret role “The Observer”

You have noticed some glitches in the ship's systems. You decided to clean up the database to fix the problem. While doing that you found the test scores from the flight tests you all had to take before joining this mission. And X's test scores were not high enough - they didn't pass the flight test! They shouldn't even be on this mission. They must have cheated and changed the test scores afterwards to be admitted to the mission. And to do that they must have either bribed a high ranking officer or hired quite an expensive hacker. Why would they do that? To go to space with the rest of the family? Or could they ... be a GAIA traitor? No, this is unthinkable! If they didn't pass the flight test, they might be a security risk to the mission. You have to talk to them about this to find out what really happened. They must have had a good reason. They are a part of the Mangata family after all. You were not able to fix the glitches and you suspect that some of the ship's systems might be malfunctioning. You should keep a close eye on them for the next while to see if your suspicions are correct.



Character sheets

Sigrid Mangata

The heroic grandparent

Short character description

Sigrid is a very famous old commander of Spacefleet, who led their good share of legendary space missions in the past. They love their work and their homeplanet, and spent most of their life dedicated to these two things. Leaving little time to spend with their family. Still, they are the respected and undisputed head of the Mangatas and the captain of this mission. They recently lost their spouse Alva Mangata, and although they are trying not to show it to the others, they are devastated by this loss. Sigrid was born on earth.

Additional information

Sigrid Mangata - this name is legend. You have

been in Spacefleet for so long that no one can remember a time without you. You managed numerous crises, made important discoveries - you are a hero both to Luna and Earth. There was no question that you would be the one to lead this mission. Who else could the PUN trust with the salvation of humanity?

It was always your life's purpose to serve your homeplanet, which you have done with great bravery. But to your family you have been distant, mostly because you were never around. You grew up on Earth. Hell, of course you grew up on Earth, you are so old that there wasn't even a Luna Station when you were born. You know Earth, but from the old days. You have nostalgic memories about it, that are a bit far from the reality nowadays. You're an astronaut from the old school. You love Spacefleet, space travel and all it stands for. You don't understand criticisms of PUN,

Spacefleet or Luna Station. You think that they and above all you yourself know best what's good for the motherplanet and its citizens. GAIA are dangerous terrorists and you don't understand how people can share opinions with them. The public knows you as an honorable, dutiful and respectable citizen. But you have some personal flaws that only your family knows about, and has to endure. *What are those flaws?* You have been depressed since your spouse Alva died. They were in fact the love of your life, the only one who could bring out your loving and caring side. Now they are gone, and since it happened all you have felt is hurt inside. You need to get your shit together. You are the head of this mission. But it's just so hard... The AI recommended you to talk to another crew member about your feelings. *Who can you trust with this?*

Connection to Alva Mangata: They were your moon and stars. The love of your life. The only human being that really knew you. And now they are gone. And they took the whole world with them. You don't know how to live without them. When Alva realized that they were too sick to go on the mission, they urged you to take Callisto. It was very important for them that the family stayed together. They made you promise to take Callisto, even if it meant leaving Halimedes fiancé(e) behind.

Connection to Celestin Mangata: You have built an empire with your name and Celestin is your heir. You have been preparing them their whole life to take your place, to continue the line of the Mangatas. You were so busy telling them who to be that you never really got to know them. Alva said you were too hard on them. You told them that life on Earth had been hard. Now that Alva is gone you don't know how to

connect to your child anymore. Celestin got kidnapped by GAIA a while back. You led the rescue OP to save them. The OP was a success, but Alva died while you were gone. You are angry at Celestin for letting themselves get captured, for being so weak. Because of them you missed Alva's last moments!

Connection to Franky Mangata: Franky is Celestins spouse and your child-in-law. You two are made of the same wood. Franky is also an Earther who has worked their way up. They understand the importance of the mission, the duty to the homeplanet and the cost of success. They have also lost a spouse, maybe you could talk to them about how they coped with it? Sometimes you feel that they would have wanted to date you instead of your child if you hadn't been married. Sometimes you think that you would have dated them back.

But personal feelings aside, they are an excellent and very capable officer, and you would gladly leave the mission in their hands.

Connection to Callisto Mangata: Callisto is your youngest grandchild. They are rebellious and foolish, they didn't even want to go on this mission. You dislike people from their generation. Everytime you look at Callisto it hurts because it reminds you that Alva should be here instead. You took Callisto instead of Halimede's fiancé(e) because Alva made you promise. Sometimes you wonder if you made the right decision.

They are the only one who was there, with Alva, in the end. You want to know everything about those last moments, you just have to find the courage to ask.

Connection to Halimede Mangata: Halimede is your eldest grandchild. Biologically they are not your descendant, because they are Franky's child from their former relationship, but you don't care. This child is your pride. Promising, young, talented, determined. Prized officer. They are everything you wanted Celestin to be. To finish this mission successfully and bring Halimede back to Earth to continue your work and your line, that is your dream.

After Alva's death Halimede's fiancé(e) also applied for a spot on the mission. They passed the tests and it was between them and Callisto. You decided to take Callisto. You feel bad about the hurt that this decision is causing to Halimede.

Franky Mangata

The determined parent

Short character description

Franky was born on Earth. Their parents were quite poor and they have literally worked their way up to the moon. It makes them very proud to be a part of this mission. It also makes them very proud to be a part, by marriage, of the legendary family Mangata. Franky is the XO (executive officer, second in command) of this mission.

They have a child from a former relationship, Halimede. Their former spouse and Halimede's other parent was killed in a GAIA attack. Franky left family back on Earth, their parents and a sibling. By the time Franky gets back to Earth they will be dead. Just one of the many sacrifices they had to make to get this far.

Additional information

You were born on Earth and from early on you were determined to get out of that shithole. You joined the air force and became a pilot. Because of your extraordinary skills you were recruited by Spacefleet. To go on this mission is the fulfillment of your dreams. Sometimes you still can't believe the way your life turned out to be. If someone would have told you a few years back that you would become part of the Mangata family and travel the galaxies with them, you wouldn't have believed them.

You always try to be a role model to your children, to be strong in front of them and not to show them any weakness. If you push them into the right direction you know that they can achieve anything they want. You are the XO of this mission. This is the first time that your crew is at the same time your family, and to be XO and parent at the

same time can be tricky.

It is hard to speak to Celestin everyday but not to be able to touch them. The longing grows stronger and stronger every day.

Sometimes it hurts, it is like the urge is devouring you and you spent hours imagining their touch, their smell, the warmth of their body - you miss cuddling with them and making love to them so much!

You hold a weekly date night over video chat, your first scene with Celestin should be that date night.

To go on this mission you had to leave your parents and your sibling behind on Earth. They were offered to stay in cryo to wait for you, but they declined. After all they were grown people and had lives of their own. So when you said goodbye to them you knew it was the final goodbye. It was the last time that you saw them, because by the time you get back to Earth they will be long gone.

You had a spouse before, Alexis, the other parent of Halimede. Everyone knows that they died in a GAIA attack on Luna station. But what only you and Halimede know is that Alexis was the GAIA agent that set the bomb. You don't know if Alexis only started the relationship with you to gain access to Luna Station, or if GAIA recruited them after you started working there. You are deeply ashamed of this and have never told anyone but Halimede.

Connection to Sigrid Mangata: You admire them and you still can't believe that you can call the great Sigrid Mangata your parent-in-law! Additionally they are the captain and you are their XO, so it is your job to have their back. Celestin told you to talk to Sigrid about losing a spouse. They think it will make the two of you feel better. But they don't know the real circumstances of Alexis'

death. Sometimes you feel like you would have dated Sigrid if Sigrid hadn't been married. And sometimes you feel like they would have dated you back.

Connection to Alva Mangata: Alva was your parent-in-law. They were a very nice person, but you never developed a meaningful personal relationship with them. You know that Celestin and Callisto loved them very much and that Sigrid nearly worshipped them. It was always Alva this and Alva that - you were envious of them. Now that they are dead, you feel torn. You want to help your family grieve because you can see that they are in pain, but at the same time you feel like they didn't realize that your parents and sibling also died while you were taking the cryo journey.

Connection to Celestin Mangata: Celestin is your spouse and you love them very much. You

have a child with them, Callisto. Celestin is by far the most intelligent person that you know, and you love how excited they get when they talk about some new results from their lab. They are very different from you - sensible, quiet, with a great love for detail. If they would only be a little bit louder, so the whole world could hear about their wonderful ideas!

Celestin often complains about Sigrid and calls them cold, stubborn and inconsiderate. You don't agree with them and are irritated and also a bit annoyed by it. People would literally die to be part of the Mangata family and Celestin doesn't even seem to appreciate it. They would have loved to grow up in nature under a blue sky, like you. They can be so naive! On Earth there was only wasteland left and the sky had turned grey from pollution. Celestin is the only one that knows your soft side, they are the only one you tell about

your fears and worries. You think it's your fault that they got captured by GAIA. You should have taken better care of them. They are so fragile, you always feel the need to protect them. *What nickname do you have for Celestin?*

Connection to Halimede Mangata: Halimede Mangata is your eldest child, the one you had with Alexis. There is only one word to describe Halimede: perfect. Everything you taught them they learned. Every skill you showed them they mastered. Every advice you gave them they took very seriously. They are ambitious and successful, and you are so proud of them. They will become the next Sigrid Mangata, you are sure of it! Back on Earth they introduced you to their fiancé(e) and you liked them. A promising young officer, just like Halimede. Their fiancé(e) also applied for a spot in the mission, but Sigrid decided

to take Callisto. You hope this will not cause too much bad blood between the siblings. Their fiancé(e) decided to wait for them in cryo sleep, they want to marry after you return. Celestin is very excited about the wedding preparations. Halimede is the only other person who knows the truth about Alexis.

Connection to Callisto Mangata: Callisto is your youngest child. Ahhh Callisto - you miss the times when they were still little. Nowadays all you do is fight. You worked so hard to make your way up to Luna, and they just went straight back down to Earth. When they left Spacefleet you were furious and stopped talking to them. They can be so stubborn and unreasonable! They have a too romantic view of the world. How do they intend to save the Earthers if the Earthers don't want to save themselves? It's a waste of resources. They have a critical mind and you

admire their will to fight, you just wish that they would stop fighting you for once. You don't understand why they finally agreed to go on the mission, but you are glad. Celestin has been urging you to repair your relationship with them.

Dr. Celestin Mangata

The loving parent

Short description

Celestin is the child of Sigrid and Alva. Growing up in the shadow of a legend such as Sigrid was not easy, and Celestin always struggled with it. They also joined Spacefleet, but they didn't become the leader people expected them to be. They are a scientific officer, they don't enjoy being in the spotlight and prefer working in the tranquility of their laboratory. This family and the wellbeing of its members are very important to Celestin, they always try to mediate disputes and maintain a good mood. They recently lost their parent Alva. Prior to the mission they were captured by GAIA and are still struggling with the aftermath of this experience. Celestin was born on Luna.

Additional information

You feel like no one ever asked you if you wanted to be a space explorer - it was just a given thing. You are a Mangata, child of the famous Sigrid. You were born on the moon and your name literally means "heavenly". What choice did you have? You love your work, you love space, you love science - but you don't like to be in the spotlight. You would rather do your research in peace and take care of your crew mates. Sigrid feels that you lack the stuff to be a leader. And they are right. You are not a leader - and you don't want to be. You are a very empathic and sensible person. You can always sense when someone around you is feeling bad and you want to make them feel better. Especially when it comes to your family. You feel personally responsible for their wellbeing and cannot bear it when they are sad or fighting with each other.

You went on this mission mainly because Franky and Halimede wanted to. Had Callisto not decided to join the mission after Alva's death, you don't know what you would have done. To choose between leaving your own child behind or going with the rest of your family would have been impossible. Although you told Callisto that they should follow their dream and become a politician on Earth, you secretly hoped that they would change their mind. You are devastated by Alva's death and you feel angry at the world that you didn't get a chance to say goodbye. In your eyes the wrong parent died. You have a distant and cold relationship with your parent Sigrid, but you know that Alva would have wanted you to reconnect with them. You can see that Sigrid is grieving. You suspect that they have a depression, and you want to help them - it is just so hard to talk to this stubborn old

captain! You know that some members of the family think that you are weak. Since you got captured by GAIA this has gotten worse. They are treating you differently, more carefully, like you might break. This makes you angry. You're an officer of Spacefleet, a pilot, a respectable scientist and you earned your place in this mission like all the others. Just because you're the only one in this dysfunctional family of overachievers who knows how to show some feelings! You should speak up to them and tell them to stop treating you like that. You're a science officer in Spacefleet - *What is your field of research?* It hurts to speak to Franky everyday but not to be able to touch them. The longing grows stronger every day. It is devouring you and you spent hours imagining their touch, their smell, the warmth of their body - you miss

cuddling with them and making love to them so much! *You hold a weekly date night over video chat, your first scene with Franky should be that date night.*

Connection to Sigrid Mangata: Sigrid is your parent. You have a formal, distant relationship with them. They weren't around when you were a child. They never praised you, they always just told you how you could be better. You don't feel good enough for them and secretly long for their approval. You want to reconnect with them and help them deal with their grief, but you don't know how to take the first step. For now you have told Franky to talk to them, since Franky also lost a spouse and it might be good for the two of them.

Connection to Alva Mangata: Alva was your parent, they recently passed away. You loved

them very much and miss them deeply. They were wise and caring and always had the right answers to your questions. You try to be for your children everything that Alva was to you. It is a terrible thing to say, but in your eyes the wrong parent died.

Connection to Franky Mangata: Franky is your spouse and you love them very much. They are strong, charismatic, amazing - you admire their sheer endless energy. Even after all these years you are still in love with them and hope to grow old with them. You are the only one Franky shows their vulnerable side to. They hide this softer, warmer version of themselves from everybody else, but it is what you love most about them. They are everything Sigrid would have wanted in a child, and sometimes you think they fell in love with your family name and not with you. You know that they made a terrible sacrifice

leaving their parents and sibling on Earth and you want to support them in this difficult situation. *What nickname do you have for Franky?*

Connection to Callisto Mangata: They are your child and they mean everything to you. Before becoming a parent you didn't know that it was possible to feel so much love towards another human being. You showed them the world and they took everything in. You admire their curiosity and their will to fight for what they feel is right. You swore to yourself to let your children choose for themselves and support them no matter what. You have done this with Callisto and their plans about becoming a politician. After Alva's death they decided to join the mission. You are so happy about this, but you're not sure why.

Connection to Halimede Mangata: Although Halimede is not your biological child you love them with all your heart and consider yourself their parent. Halimede is just like Franky, ambitious, successful and a hard worker. You are very proud of them but you are also worried that they will grow too cold, too focused on their career and miss out on the other important things in life. They are still so young! They should enjoy themselves! When you talk to them about it, they don't seem to understand. All they care about is Sigrid's respect, and the more they become like Sigrid the more they push you away. This hurts you very much. Their fiancé(e) also applied for a spot in this mission, but Sigrid decided to take Callisto. You were heartbroken that Halimede had finally found love just to leave it behind. Luckily their fiancé(e) decided to wait for them in cryo. For 201 years! This must be the love of their life! You were so

happy when you heard this. Maybe Halimede is not destined for a lonely military life after all. You want to know everything about this fiancé(e) and their wedding plans. Its a chance to get Halimede excited about something else than work.

You are worried that this situation with the fiancé(e) will damage the relationship between the siblings further. Your children were practically inseparable when they were younger, and have grown apart so much lately.

Halimede Mangata

The Golden Child

Short character description:

Halimede is the child of Franky and Franky's former spouse. Halimede was born on Earth and spent part of their childhood there. They moved to Luna Station when Franky started working there. They appreciate all the sacrifices Franky made to get them up there and have used the opportunities they got by growing up on Luna well. Top of the class, youngest officer in the history of Spacefleet to make it to Lieutenant and the list goes on. They love and admire Sigrid and hope to be like them some day. They are engaged and their fiancé(e) is waiting for them in cryo back on Luna Station. They know very well what they want their future to look like: return to Earth a hero, get married and continue the Mangata line.

Additional information:

This is your dream. This is your chance for greatness. If you come home with a new planet to give to your people no one will ever forget the name of Halimede Mangata. You have always been ambitious and Franky has pushed you to exceed even your own expectations. To a point where you are convinced that there is nothing that you can't do. And you love it! You love being good at things, you love going on dangerous missions, you love to feel the admiration of everyone around you. You had a rival in Spacefleet. You met them at the military academy. They were just as good as you, just as ambitious. They always broke your records, and you broke theirs. Until eventually you went together on a mission, it was a very dangerous one, and you had to hide in an asteroid cloud for several days. And that is where rivalry turned into love. You fell hopelessly in love with them, and they

with you. Shortly after you got engaged. You were amazing together, you made each other even better and the few missions you got to fly on with them before leaving were the best days of your life. When Alva got sick and it was clear that they wouldn't be able to go on the mission, your fiancé(e) decided that they wanted to join you and also applied for a spot. You were overflowing with joy! You wanted nothing more. But then Alva died, and Callisto applied for the spot too. Both of them passed the tests and it was up to the captain to decide. Sigrid decided to take Callisto. For the first time in your life you were disappointed by them. Callisto hadn't even wanted to go! Had you found love just to leave it again? Then something amazing happened: your fiancé(e) told you that they would wait for you in cryo! That this was an opportunity that you couldn't miss, and that they understood and would wait for you. You

accepted their offer and were so grateful. Now you have to make sure to get back to Earth in one piece. *What is the name of your fiancé(e)?* Your other biological parent, Alexis, is dead. Everyone knows that they died in a GAIA attack on Luna Station. But what only Franky and you know is that Alexis was the GAIA agent that set the bomb. You don't know if Alexis only started the relationship with Franky to gain access to Luna Station, or if GAIA recruited them after Franky started working there. You and Franky are deeply ashamed of this and as far as you know no one else knows about it.

Connection to Sigrid Mangata: They are your idol. You try to impress them, try to be like them. You would do anything they told you to do in a heartbeat. You ask them for advice. You know that they are proud of you. Sometimes they even show you their personal side and you feel privileged to hear about their thoughts.

But you mainly talk about battle tactics. In most cases you have the same opinion as them anyways. Especially when it comes to one topic: The mission is everything and comes first. You are disappointed that they decided to take Callisto instead of your fiancé(e).

Connection to Alva Mangata: They were your other grandparent and you loved them. You liked to spend time with them as a child, but in the last few years before their death you didn't have a lot of contact with them, mostly because you didn't have the time.

Connection to Celestin Mangata: They are your step-parent. Though they are not your biological parent, you consider them to be your parent. You love them, also because they take good care of Franky and have never wronged them. But they are the child of the grand Sigrid Mangata! Yet they seem crushed

beneath the expectations and it seems that they would have preferred to live a quiet life. This makes you respect them less than you respect Franky. They seem to be very excited about your wedding, though you suspect they're just searching for a topic to connect with you. They are always trying so hard to make you take a break from work and enjoy life a little bit, so you know that if you bring them in on the wedding plans it will make them happy.

Connection to Franky Mangata: Franky is your parent. They made you everything that you are. They are your hero. They literally brought you to the stars. You want to honor them and their work and continue what they started. You would die for them in a heartbeat. You will work even harder to make them proud. If Franky and you talk, it is always about something practical. Franky will always teach you, give

you new knowledge, ask about work. You rarely talk about the personal stuff. You are quite similar in that regard.

Connection to Callisto Mangata: They are your sibling. In your childhood the two of you were inseparable. You loved being the older sibling, taking them to their first concert, being there when they had their first crush, being the one they turned to for advice when they had grown too old to ask your parents. It felt good to teach them your life experiences. Although they are an adult now you still feel the need to protect them.

In the past couple of years your political views developed in very different directions. You don't understand their fascination with Earth and why they desperately want to be an Earther. You respect their commitment to their cause, still you always try to convince them of your political views.

You remember how it was on Earth when you were a child. And it wasn't pleasant. You should tell them about how shitty it really was to grow up on Earth, maybe that will change their mind. You used to call each other frequently and play games together online, but since you started working you just didn't have the time. *Which game did you play together?*

When Callisto decided last minute that they wanted to join the mission, they took your fiancé(e)s spot. You are angry at them for that. It is a terrible thing to say, because they are your sibling and you do love them, but you would have preferred to leave Callisto on Earth and say goodbye to them for good in order to take your fiancé(e) on this mission.

Callisto Mangata

The Rebellious Child

Short character description

Callisto is the child of Celestin and Franky Mangata and was born on Luna. They also joined Spacefleet and became an officer, but they grew more and more interested in the ongoing things on the motherplanet. Finally they left Spacefleet and moved down to Earth to study politics. They wanted to become an advocate for Earth interests amidst all the politicians on Luna that only looked up to the stars. Callisto agrees with GAIA on some things and frequently argues with the rest of the family about this.

Callisto had a very close relationship to their grandparent Alva, and is still grieving. They had not planned to go on this mission, but they took Alva's place when Alva died.

Additional information

You were born on Luna Station and know perfectly well what a big privilege that is. You always wanted to return to Earth, to get into politics, to fight for what you thought was right. But the pressure to join Spacefleet from part of your family was very high. You are a Mangata after all. So you finished basic training and became a Spacefleet officer. Military life wasn't for you, and soon you had an epiphany: you could use your family's name to your advantage, to gain support for your cause and fight for the interests of Earth. You finally took the big step, moved down to Earth, studied politics, joined people with similar interests. But then news of Alva's illness reached you and you returned to Luna Station. Little by little the whole family gathered, and despite it being the saddest of occasions it was great to have the whole family so harmonically together.

But then Celestin got kidnapped by GAIA and the whole family left to save them. You stayed behind to watch Alva. Before Alva died they made you promise to stay with your family and make the journey to the stars with them. And you did. Now you are here, in space, and you wonder if it was a mistake. You betrayed all your principles by doing this. You wanted to stay and fight for the motherplanet, and now you abandoned Earth to search for a replacement. You feel guilty about leaving. You have lived on Earth. You studied there, you have family there (your grandparents on Franky's side) and you quite frankly like it there. Earth is wild, interesting, dynamic. Not as sterile as Luna Station. It is so strange and uncanny to think that everyone you ever knew on Earth is already dead. You are the only one who heard Alva's last words. They told you to pass their words on to the other members of the family and you plan to honour

their wishes. *What last words did Alva have for the other family members?*

Connection to Sigrid Mangata: Sigrid is your grandparent. They are the hero of Spacefleet, but you are critical of them. They represent the old world order. You have a very formal relationship with them. You want to know more about how Earth was in the old days. If you catch Sigrid in a good mood maybe you can ask them for some stories.

Connection to Alva Mangata: Alva was your other grandparent. They were wise, funny and explained the world to you. Alva just had a way - so charismatic, so amazing. They were supposed to go on this mission, but when they died you took their place. You feel very lonely since their death.

Connection to Celestin Mangata: Celestine is your parent. You love them very much. They are the smartest person that you know. They have discovered amazing things with their research! When you were little you loved it when they took you to their laboratory and explained their work to you. They do not love to be in the spotlight, because of that Celestin's work is not appreciated in the way that it deserves. They are always very supportive and you talk with them about your thoughts and feelings. You can talk openly about your political views, even about GAIA. When Franky is cold they try to make up for it. You think they should stand up to Sigrid more often.

Connection to Franky Mangata: Franky is your parent. You love them and you admire their strength, but you also frequently fight with them. Franky got angry when you left Spacefleet and refused to talk to you for a

period of time. You don't like that Franky is not a proud Earther. It seems they just want to forget where they came from. How could they just abandon their own parents and sibling on a dying planet? Sometimes you don't understand them. You wish for their acknowledgement and for a more personal relationship.

Connection to Halimede Mangata: They are your sibling. In your childhood the two of you were inseparable. They were just the coolest older sibling one could wish for. They took you to your first concert, were there for you when you had your first crush, gave you advice when you had grown too old to ask your parents. You admired them greatly. Even after moving out from home you talked to them frequently on the phone and loved to play online games with them. *Which game did you play together?* In the past couple of years you saw them slowly changing. Nowadays they have such a stick up

their butt! It's all regulations, and rules, and military procedure with them. Your political views developed in very different directions. They only look up to the stars, and to Sigrid. They don't look back to Earth, they don't care about it. You respect their commitment to Spacefleet, still you always try to convince them of your political views. After Alva's death Halimede's fiancé(e) also applied for a spot in the mission. Both of you passed the tests, so it was up to the captain to decide. Sigrid decided to take you, so now you feel very guilty that because of you Halimede's fiancé(e) couldn't join the mission. They decided to wait in cryo for Halimede, which is a terribly great thing to do for love. Now you have to make sure Halimede makes it back to Earth in one piece.

Franky and Halimede are always very quiet about their past. You feel like they are keeping you out. You are very curious about their former life on Earth and you would like to know more about Halimede's other parent. Maybe in the quiet hours of deep space survey you can find a good moment to ask them.

A Step-By-Step-Guide to run TSBU

In the following text I will describe step by step how I run the game. This is additional information, if you feel that you are prepared well enough to run the game after reading the first, shorter version of GM info, you don't have to read this. I recommend that you read the player's guide, the character sheets and the secret roles as well as the first shorter version of GM info before you read this part. A lot of the information you need is already in there and I will not repeat it here.

Preparations before the game

First of all I find a group of five players and set a date with them. You will have to decide if you want to play the shorter or the longer version of the game (the longer version has one additional round of individual scenes in the first act and takes about 40 min longer). Then I send them an email with all the important information for the game.

In the email you should mention:

- the date and time of the game
- the duration of the game (5 h with workshop and debrief)
- on what platform you'll be playing (Zoom, Skype)
- that they need a laptop with camera, microphone and a stable internet connection

They should try if the virtual background function from Zoom or Skype works on their device (the game gets so much better when you play it with virtual backgrounds). The players have to read the Player's Guide before the game.

With the email I send them as an appendage:

- the Player's Guide
- the Spacefleet Logo (they can print it out and pin it to their jacket if they want)
- the virtual background of the spaceship cockpit you want to use during the game

Then I ask them to send me their favorite 3 characters in order of preference. I also send them a page with only the short character descriptions, in case someone doesn't have time to read the whole Player's Guide right away.

When you have the character wishes from all the players, you can distribute the characters. You will also give each character a secret role. You can distribute the secret roles anyway you want, but keep in mind that it will influence the group dynamics. Depending on the distribution of the secret roles it will be a completely different game every time. The most powerful roles are The AI Specialist and The Undercover Agent, and The Traitor will probably have the hardest time once the others discover him, so think

about which players you want to give them to.

You can use the casting questions mentioned in the short GM info before.

Send each player their character sheet and their secret role, and make sure that you don't mix them up. ;) The Observer knows who The AI Specialist is, and The Meddler knows who The AI Specialist and The Undercover Agent are, so make sure to include that information in the email. The players now have all the info they need and you are ready to play.

The day of the game

I have played this game via Zoom and Skype, but every video conference tool with virtual backgrounds and a private chat function will be fine. I recommend that you create the meeting an hour before you start, so you can solve technical difficulties. Make sure to upload the virtual backgrounds into your background collection in your Zoom account prior to the game (The 3 AI interfaces, Spacefleet Logo, Mangata Planet, Spaceship explosion). On your computer you should also open this document, so you can look up things during the game. You will need to take notes during the game, so either have a pen and paper by hand or open a notepad app on your desktop. I copy the game timeline from this guide into a separate document and work with it during the

game, filling in the order of individual scenes etc. That way I don't lose track of where we are in the game. Open watch2gether.com in a separate tab and let it play "Spaceship cockpit sounds".

Prepare the outfits you want to wear when you're playing the NPCs (Alva, Halimede's fiancé(e), Franky's sibling) and have them ready close by.

Now you're ready for the players to enter the meeting. Once you're all in the meeting, introduce yourself and let them introduce each other. I always ask for their name, pronoun, which city they are in and their experience with larp. Then open the Player's Guide and repeat all the info to them quickly: The setting, Earth and Luna, the mission, what their spaceships can do, the incident with Alvas death and Celestin's kidnapping that happened shortly before departure. After that explain the game mechanics to them: the order of the scenes, how to start and end scenes, etc. Just have a look at the Player's Guide again, it's all in there. Explain to the players again that it is important that they end their scenes immediately when you say "Data volume low. Transmission ending shortly.". They shouldn't keep talking after you said that, because it's a tool for you to make sure that the game doesn't get too long. Also have a timer by hand to keep track of the length of the scenes.

When everything is clear and they don't have any more questions, you can start with the pre-game workshop. Everyone should open the page "Pre-Game Workshop" from the Player's Guide and all together you just go through the questions in there and answer all of them. You might want to take notes during this part, especially when they tell you about memories in case you want to mention those memories later as an NPC. After the workshop the players should change their name on Zoom to their character's name. It is useful if they also write the name of their spaceship, so if you want to refer to the ships during the game you can see much faster which ship belongs to which character. Like this: "Character name (character pronoun), NAME OF SPACESHIP", for example: "Sigrid (she), EXCELLENCE". During the workshop the players will give the AI a name. That's you, because you as the GM will play the AI. Make sure to set your Zoom name to the name they picked for the AI. They will also give a name to their mission, write that down too, you will need it later in the NPC scenes. Send the players the link to the room you created on watch2gether, so you can listen to the spaceship cockpit sounds together. All players should switch on the virtual background of the spaceship cockpit. You yourself have to choose the "AI interface before the GAIA hack" (the yellow one where everything

is normal) and cover your camera with a folded paper - then only the VR background is visible, but the players won't see you. If you want to take screenshots during the game ask the players beforehand if that's okay with them. Explain the safety techniques. You should at least establish lines and veils and explain the X-Card, the Thumbs up/down and the Open Door Policy. For more information check out the Gauntlet Community Open Gaming Handbook:

<https://sites.google.com/view/gcog/conduct-and-safety?authuser=0>

Remind the players that they can text you off-game anytime via the private chat if they have any concerns or problems during the game. Now you are all set to play. Take a 5 min bio break and return to start the game.

The Larp - Act 1

Now you are the AI. The first scene is a meeting scene. Start the game by saying in your best robot voice: *"It is time for the crew meeting. Please join the group call. This is month 2 of the mission."* Then Sigrid will hold an official crew meeting where all the crew members report on the status of their mission (they didn't find anything interesting yet) and after the crew meeting there will be a family hangout. Whenever the players ask the AI something, just answer them and

improvise. You get to decide if you want to play it more as the board computer or as another member of the family. It's up to you. While they are playing this first scene, type in the group chat: *"Please tell me who you want to do your individual scene with."* The first player will answer you, and now you start making a list in the order the answers get in. Cut this scene after 10 - 15 min if the players don't do it on their own and start with the first round of individual scenes. Announce the calls like this: *"Incoming call from Sigrid Mangata to Callisto Mangata."* Then those two players turn on their cameras and play their scene. Cut the individual scenes after 6 - 7 min. Make sure all the players get an equal amount of scenes and if you see that it is very unbalanced ask a specific player if it would be okay with them to do the scene with someone else instead. Remember that the AI has a special relationship with The AI Specialist, so make sure you talk to them via chat and ask them how their day went, if you can do anything for them, etc. When you're in the last individual scene of this round, remind the players in the chat that the next scene is the 2nd meeting scene. Start the 2nd meeting scene by saying: *"It is time for the crew meeting. Please join the group call. This is month 3 of the mission."* Another 10 - 15 min long meeting scene will follow.

Now you can start doing the "Calls from the past". Each character will get a message from someone they left behind on Earth, and you will play out these messages with NPCs (see slide "Calls from the Past"). I normally do the three Alva-scenes first, then Halimede's fiancé (e) and last Franky's sibling, but you can vary the order depending on what is most fitting. Pick the character that you want to give a message to, for example Sigrid. Look up from which NPC they get a message, in this case from Alva. Put on the costume you prepared for that NPC (for example a headscarf because Alva has cancer). Then wait for a scene that Sigrid is part of (this can be an individual scene or a meeting scene). Announce the message via the AI: *"Incoming message from Earth. Please do not respond. This is only a recording. Please stay on hold."* Then you shut off your camera, change your VR background to the Spacefleet Logo, take off the paper that is covering your camera and do the scene where Alva records a message for Sigrid. I start all the messages by saying *"This is Alva Mangata. I am recording this message for Sigrid Mangata aboard the (Name of the spaceship), part of the mission (name of the mission)."* Then I do the scene and tell Sigrid what I want to tell them as Alva. When you're done shut off your camera and change the VR background back to the AI interface. You can wait for

opportune moments, when the family is fighting for example, to give them the Calls from the past and influence the game by what exactly the NPCs say during those scenes. I try to do most of the calls in the first act and during the isolation scenes.

If you're playing the longer version of the game you will have another round of individual scenes and another meeting scene after this. If you're playing the shorter version you will do the isolation scenes after the 2nd meeting. In the first act the focus lies on the personal plots of the characters. Depending on the group they might have revealed who didn't pass the flight test and who has the missiles aboard by this point.

Interlude - Isolation scenes

After the break you will do the isolation scenes. Each player gets one isolation scene that they will play on their own. Prior to doing them post a text in the chat explaining again what the isolation scenes are:

"Next up are the isolation scenes. Each of you will get one scene to do an inner monologue or show us what your character does when they are alone aboard their spaceship and very bored. You can use them to reveal character secrets. The first person who feels ready just

turns on their camera, does their isolation scene and turns it off again. Then the next person follows and so on. Remember that you can ask the AI for songs via watch2gether. At the beginning of the isolation scenes we are at month 4 of the mission, during the scenes the ingame time will pass and after the scenes we will be at month 11 week 3 of the mission."

Remember to do at least one "Call from the past" during the isolation scenes. Take a biobreak of 5 min after the isolation scenes. Make sure to tell the players via the group chat when they should return.

Act 2 - GAIA hack

The second act starts with a meeting scene: *"It is time for the crew meeting. Please join the group call. This is month 11 week 3 of the mission."* In this meeting scene the GAIA hack will happen. Just as a reminder: The Meddler stole a security code from Spacefleet that got into the hands of GAIA. The Traitor used that same security code to upload a virus into the ships. The Traitor knows that this virus will prevent the ships from finding a habitable planet, but they don't know what exactly that virus does. Well, they will find out now. At some point during this meeting scene you will read out loud the hacking announcement from GAIA (see

short GM info) with your AI voice. After you have said it, give the players a little bit of time to freak out, and then continue with the water evacuation (see short GM info). The players will now likely shout, try to override, try to stop you, try to fix the AI. That doesn't work. The water reserves will be dumped and there is nothing they can do to stop it. The AI will only be able to protect one ship, but the captain has to decide which ship preserves its water reserves. After the remaining water reserve goes down to 0 %, the AI breaks down. Use the glitching VR background "During GAIA hack" now. Leave a text explaining the current situation (see short GM info) for the players in the chat. After this there will be chattering and chaos. Remind the players via chat that they should tell you with whom they want to do their next individual scene. Remind them also that they can do a scene with more than one person at once. Then end this meeting scene. Now change to the VR background "After GAIA hack", it's the red one.

In the next round of individual scenes the players should find out who The Traitor is, so they have enough time to play on the drama. The ship of The Traitor is still transmitting the virus and it is trying to infect the other ships. Once it infects another ship, it will damage its temperature control and the temperature in

the spaceship will start to drop. It will not drop very fast, it will start at + 20 ° C and drop slowly over the next couple of scenes. The character would not freeze until the end of the game (tell the player this, some of them will think that they will die in a matter of minutes). An infected ship can not fly back to Earth, because once the ship gets too cold the autopilot will also stop operating. Tell the players at the start of each scene the current temperature aboard their ship. I recommend you to first infect the ship that preserved the water reserves, so the players cannot just send that ship back to Earth with the pilot unharmed. That would be way too happy. But don't infect all of them either. I usually go with two infected ships. Make sure that the AI tells the players that the infection will spread further if the source of the virus is not destroyed. Then you will give one or two of the players the information that the corrupted code is being transmitted by the ship of The Traitor. They might come to the conclusion that therefore that person is The Traitor, or they might just think that GAIA messed with their ship without them being involved. It should be clear to the players by this point that in order to stop the virus (and to have any chance of surviving) they have to destroy The Traitor's ship. This is the clue for The Undercover Agent, because they

are supposed to use their missiles to shoot down the ship of The Traitor and stop the virus.

Here it depends heavily on the group what happens next. They might shoot without hesitating, they might not shoot at all because they don't want to kill a fellow family member, so here you will have to improvise.

The Undercover Agent can do two things: target lock another ship and shoot another ship. If they target lock another ship, the AI will announce this shipwide (make a voice announcement and post it in the chat). The target lock can be used to put pressure on somebody that is being questioned for example. If they shoot, the missile will take 24 h until it hits the target, because the ships are flying 24 h away from each other and the missile will not fly faster than the ships. Make sure to remind The Undercover Agent that when they shoot the missile will not hit for another 24 h, because they might have forgotten about that information. The number of missiles is not specified in the secret role, so it is up to you how many shots you want to give them. If The Undercover Agent decides to shoot, make a dramatic scene out of it. It should happen live in a scene and not just in the chat.

"Target lock confirmed. Missiles activated. Missile launch in 10 - 9 - 8 - 7 - 6 - ... FIRE! Time until missile impact: 24 h." From now on the timer for the

missile impact is activated, you should tell the players at the start of every following scene how much time is left until it hits. This way you can decide in which scene the character should die and plan it a little (the best moment is the last meeting scene or an individual scene shortly before that, because you want to keep the player in the game for as long as possible). Should The Undercover Agent decide to shoot at a way earlier point in the game, make up an excuse why the missile did not hit (it collided with an asteroid, etc.).

Act 2 - They find a planet

In the second meeting scene of the second act the crew will find a habitable planet. Send the data about the planet (see short GM info) either to one player in particular or to the group chat. Ask the players if they would like to see the planet and then switch your virtual background to show the planet. The Mangatas have fulfilled their mission. They found a new planet for the people of Earth. Now the players can either try to land on that planet and live or they can return to Earth to bring the news of the planet and die in the process. After this meeting follows the last round of individual scenes. You might have the countdown for the missile running by now, and the dropping temperatures

of the infected ships. If you have any Calls from the Past left, make sure you don't forget about them and do them now.

It is most likely that one of the players, probably Sigrid, volunteers to return to Earth and die, and that the others will try to land on the planet (with or without The Traitor, depending on if they shot them or not). Here you decide how much drama you want to add and how you want the ending to play out. How big is the damage the virus made on the ships? Are they even still functional and can land? Are all the ships compromised by now or is there a ship that can still make the journey back to Earth? If all the players try to land on the planet together, you can use Protocol Alpha (see short GM info) to avoid that. Protocol Alpha activates when a habitable planet is found and will automatically send one ship back to Earth on autopilot. The pilot that is still inside the ship cannot change the course or do anything about it (and will die).

After the last round of individual scenes we come to the third meeting of the second act, this is the last scene of the larp. If the missile was fired, this is a good moment for it to hit. Start the scene by saying that there are 3 minutes left until missile impact and then set an actual timer to 3 minutes. Tell the players every minute (2 min left, 1 min left, 30 sec left) how

much time they have left. Then turn off your camera and switch your VR background to that of an exploding spaceship (this background is not in the materials because I couldn't find one without copyright issues, so you have to search for one yourself). Do the countdown 10, 9, 8, ..., say "*Missile impact!*", wait until the fired upon player turns off their camera, and then turn yours on so the others will see the explosion. It is really cool and immersive and quite effective (also, if your players are not crying by this point you did something wrong). Now give them a couple of minutes and see how they want to end the last scene of the larp. The larp is now over. Take a deep breath and ask them to return for the epilogue.

Epilogue

In the epilogue each player gets to tell the end of the story for their character and/or the whole group. Players might act it out as a last scene after the credits (for example two players acted out the scene where they land on Mangata planet), or they might do a last monologue, or they might tell us in third person what happens to their character and the rest of the crew. The stories don't have to go well together. There can be different endings. This is a quite emotional game, so you want to give your players the chance to

give the story an ending that feels good to them. Some players might need a dramatic ending where everybody dies, some players might need a happy ending where everybody goes into cryo on Mangata planet and they are rescued 100 years later. After everybody has taken a turn telling their epilogue, take a break of 10 min and return for the debrief.

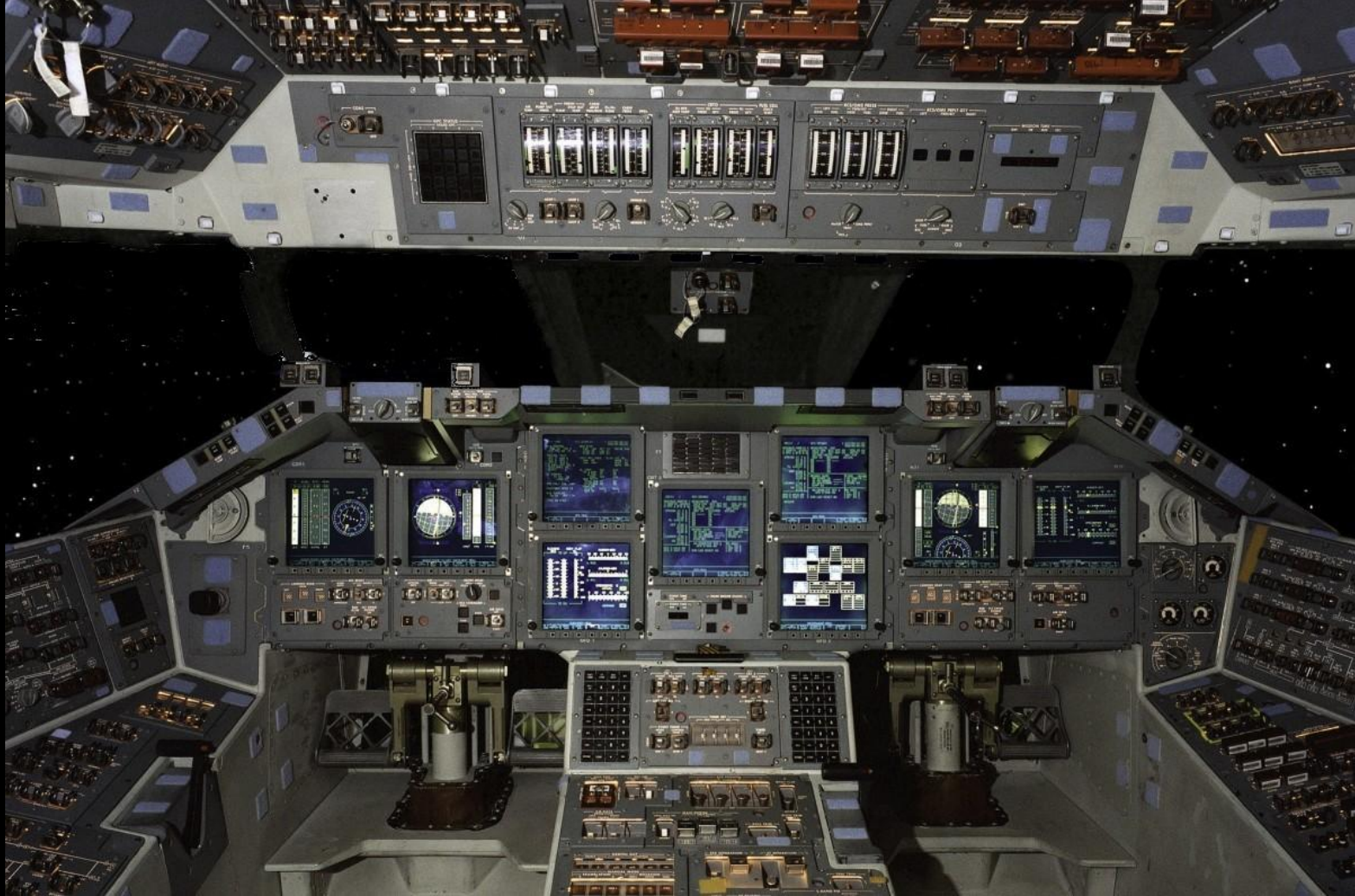
Debrief

Change your names back to your offgame names and turn off the VR backgrounds. Use the debrief page in the Player's Guide. Keep it short and try to go through the questions in an orderly manner. You can chat about the game after the debrief. I recommend you to make a list with the names of your players and let them speak in that order, it will be a lot easier to moderate the debrief that way. If players don't feel like answering a question, they can just skip it. After the debrief you can hang around to chat about the game. I also created a facebook group for all the people that have played the game and I would be very happy if you and your players join it after playing: "The Space Between Us - All players group"

<https://www.facebook.com/groups/1183022302035779/>

I hope I could explain to you in more detail how I run the game, if you have any questions left don't hesitate to contact me and ask! Have fun running the game! :)

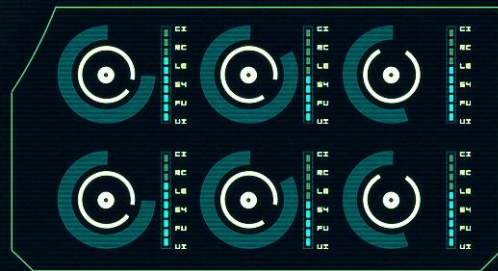
Virtual Backgrounds



Interior of the Mangata Spaceships, <https://pxhere.com/en/photo1082985>

AI INTERFACE

PROPERTY OF PLANETS UNITED NATIONS SPACEFLEET

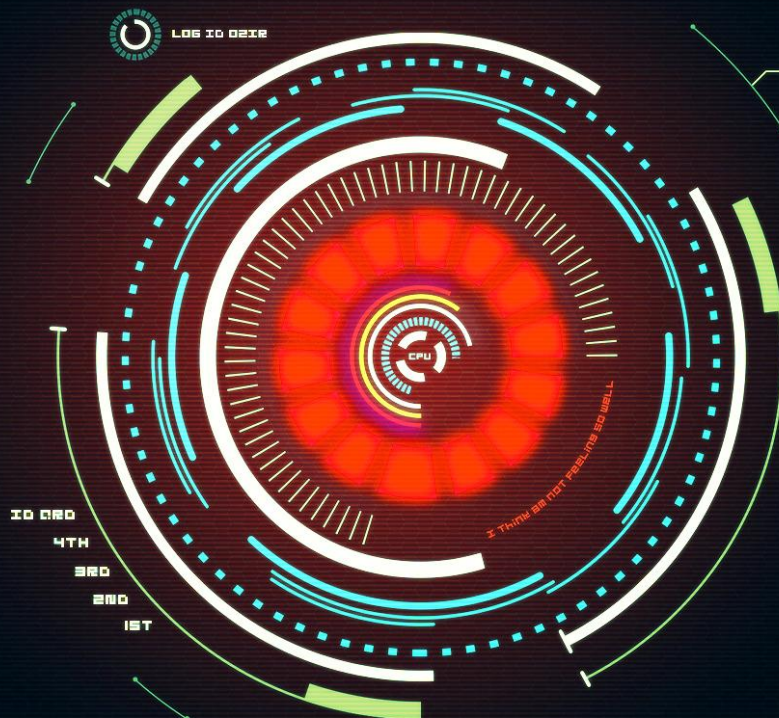


LUNA STATION



AI interface during the GAIA hack, Hanns von Rein @hannskram

THE FUTURE OF HUMANITY IS NOBODYS PROPERTY!



SAVE THE PLANET!





Nice Space background, Bryan Goff, @bryangoffphoto <https://unsplash.com/photos/f7YQo-eYHdM>



About the author

Wibora Wildfeuer is a passionate Larper from Germany. Her favorite playing style is Nordic Larp and her favorite genres are Science-Fiction and Dystopia. She is also a singer-songwriter and larp-bard.

This is the first online Larp she has written.

She already has some ideas for the next online Larp, so if you enjoyed "The Space Between Us", follow her on social media to stay tuned about new projects!

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Download this game at itch.io!

wiborawildfeuer.itch.io/the-space-between-us



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Raul Pena Fernandez
Mia Welander
Alexia Cortés
Juan Pison (Pex)
Patrick Wichert



Callisto | they | ARTEMIS



Celestine (she/her) Starlight



Callisto (He/Him)

Captain Sigrid



Halimede (She/Her)

And now, without further ado,
let the space adventure begin!

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