



## The Unforgiven Guide to Nordic Larp



Live Action Roleplay is one way to experience various worlds of creativity. You can participate in a fantasy, cyberpunk, steampunk, horror, dystopian future, medieval, or any other type of world you can think of. Sometimes these games may contain themes, elements, or situations that require mature acting and thinking. Sometimes, just as in real life, we face disturbing and horrific situations that we must deal with. Humans have an interesting curiosity with experiencing the darkest aspects of the world and humanity. This guide will aid you in dealing with difficult situations in a responsible, respectful, and safe manner for not only you but your fellow participants.

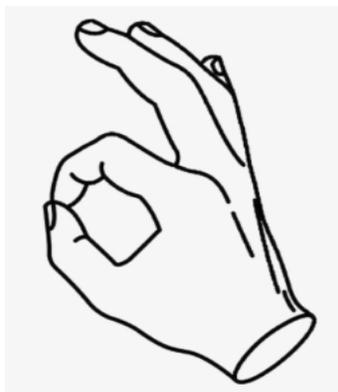
With freedom comes responsibility. This guide contains tools that should be used to help you communicate how and what you are feeling, your personal limits and boundaries, and communicate with your fellow gamers what permissions you are granting when dealing with mature content.

## The OK Check-In System

You are participating in the game and are in a very emotional scene. One of your friends becomes emotionally distraught and you want to make sure they are just acting and not experiencing something else personally. The OK Check-In System is a way to seamlessly ask them if they are ok in character and out of character.

### How to Use the OK Check-In Symbol

You notice your friend Jeremy is crying. You want to make sure he is ok, so you check in by showing the OK hand gesture. This is how you ask someone how they are doing.



Jeremy is going to answer you in one of several ways.

1. 2 thumbs up
2. 1 thumb up

3. The So-So Sign
4. Thumbs down
1. **Two Thumbs Up**



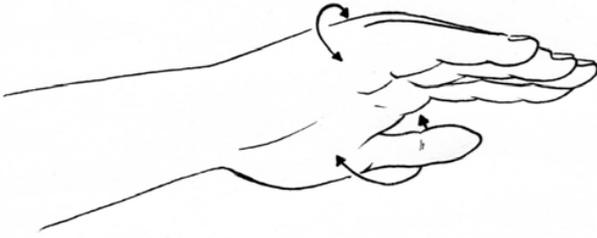
Jeremy responds with two thumbs up. This means "Everything is great. Let's keep going."

2. **One Thumb Up**



Jeremy responds with one thumb up. This means "I'm good. We can proceed."

3. **So-So Sign**



Jeremy might give you the So-So Sign. This means “I need to take a minute to think about this before we continue.”

This sign is treated the same as a thumbs down. The scene immediately pauses until a resolution is made. Resolutions include negotiations, taking 5, resuming play with scene changes, or scene end. The scene can only resume once clear and enthusiastic consent has been given.

#### 4. Thumbs Down



This means Jeremy is not okay with how the scene is proceeding. If this signal is given then the scene immediately stops. If anyone gives this sign, you should ask them if you can take them to the OOC area. Ask them if they need anything or if there is anyway you can help them. The “not okay” player is the only one that can reinitiate the resumption of negotiations to continue.

## Bowing Out

There are a variety of reasons that a person might bow out. Perhaps they receive a very important phone call. Maybe the subject matter hits a little too close to home and a past traumatic event has you reacting in a way you never intended.

In this situation, where you are unable to process or differentiate what is happening out of character from “In Character” play it is okay to “Bow Out.”

If you want to Bow Out do these 3 things:

1. Place your hand on the back of your head.
2. Nod your head downward.
3. Leave the scene quietly.



This action is a clear indication that a participant is excusing themselves from a scene. No comments or judgements should be made about a person who Bows Out. If you are concerned about someone who does you may bow out yourself and check on them.

## Verbal Signals

Sometimes situations arise where signals don't work and the attention of everyone in the game space or immediate area is needed. In these types of situations we use verbal signals to get everyone's attention.

### “Caution”

Caution should be used to warn someone of a potentially hazardous situation. Perhaps someone is walking backwards and is about to bump into someone or something. In this situation you would say loudly and clearly “Caution”. Everyone in the should freeze momentarily and check their surroundings to make sure everything is safe. Play should resume immediately following the safety check.

### “Hold” and “Game On”

Sometimes minor accidents happen. Perhaps someone trips and falls to the ground unexpectedly. Maybe there is a minor medical incident, like a small cut, that requires a little bit of attention. If a minor incident occurs shout “Hold”. Everyone in the area should respond with the command “Hold”.

Once “Hold” is called a staff member should check on the incident. Once the staff member is satisfied that everything is clear and the situation resolved the staff member will call “Game On.” The scene can now continue.

### “Out of Character: Stop”

Stop is treated as the same as a “Thumbs Down” situation. Play should immediately stop and the “Thumbs Down” conflict resolution process begins. This may be used instead of giving the “Thumbs Down” gesture.

### “9-1-1”

If a major incident occurs call “9-1-1”. This is the most serious call and should be the rarest one used. A “9-1-1” call indicates a real emergency and major threat to the safety of everyone. Everyone should immediately stop play immediately and follow the directions given by the Head Storyteller only.

## Negotiation

Negotiation is an important part of Nordic Larp. Nordic Larp is focused on the telling of stories and not focused on results from a dice or Rock, Paper, Scissors. Input from everyone is important to make great stories happen.

Negotiation is required for any situations that arise between players. This includes touching, rough-housing, or any other contact between characters. You will also negotiate anytime supernatural powers are used.

### How to Negotiate

1. First, cross two fingers and raise them and say “Negotiation”, followed by a short reason for the negotiation. For example, “Negotiate violence” would indicate that you want to act out a fight scene. Other examples are “Feeding” and “Intimacy”
2. The respondent then repeats the call. For example “Negotiate violence” and their limits on what the initiator has in mind.
3. The requesting party will state what they want to do and their own limits.
4. The respondent can respond with questions and/or other ideas.
5. Negotiation ends when both parties say “Agreed”.

### For Example:

Jasmine and Blair’s characters are having a heated argument when Blair crosses her fingers and shouts “Negotiate Violence”.

Jasmine responds “Negotiate Violence, no character death.”

Blair then says “My character wants to slap yours.”

Jasmine responds “Agreed.”

Blair answers. “Agreed.”

The action then takes place via Stage Fighting. No actual slap takes place but the motion is made and play resumes.

## The Pyramid of Action



Whenever performing negotiated actions consider these three actions:

### 1. Safety

Do you feel safe doing what you are doing? Is it safe? Do others feel safe?

### 2. Consent

Does everyone involved agree to what is happening? Is it within the limits that all parties have set?

### 3. Collaboration

Does what is happening move the story forward? Does it enrich everyone's experience? Does it increase the immersive experience.

Remember, unsafe play is not allowed. Even if a situation moves the story forward it must be consented to by everyone involved.

