



Lumen

the journey to hope

Lumen Player's Guide

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KEY INFORMATION

- **Dates:** Oct. 2-5, 2025
- **Number of Players:** 36
- **Location:** Convento dell'Incontro, Bagno a Ripoli, Florence, Italy
- **Price:** Free, including lodging and food over the course of the larp.
- Not included in the price of the larp is transport to and from the location. Participants will be able to purchase taxi rides at a discount at around 60-80 euros for both ways.
- **Arrival time:** You should arrive between 16:00-18:00 local time on the evening of October 2nd. Larp activities begin that evening at 19:00, so players must be on site by then.
- **Website** <https://lumenlarp.org>

LUMEN - The Journey to Hope

Lumen is a larp about a group of seeming strangers – the seekers – who attend a retreat at a mysterious location known only as Hope.

There is magic to be found at Hope, for those who truly need it. Through unorthodox rituals and mystical practices the seekers confront their deepest struggles and guide others through processes of transformation. Secrets unravel, bonds form, and relationships are tested. Will they find healing—or something far more unexpected?

Embrace the journey of change, build a community, support others, and rediscover hope in this unique, immersive experience. Lumen is designed to teach elements of transformational analog role-playing game design through play itself.

CHARACTERS

Players will co-create their characters together with organizers in a multi-step process that requires some pre-game work before the larp and extensive work during the onsite workshop. This workshop will also establish character relations and facilitate calibration between players. Thus, there is no official casting process or organizer-written relations. As such, we urge all participants to arrive without a set character concept in mind.

Character creation will involve establishing the player's personal growth-related goal(s) and exploring these goals through the fiction.

Characters are based on Jungian-inspired archetypes and will fictionally explore magical powers that derive from metaphysical connections with one or more deities from the Ancient Roman pantheon.

WORLD

Lumen is set in the present day, in a location far enough away from the real world to seem timeless. In the storyworld, a source of magic has been discovered and used for transformative purposes. Here is a small piece of fiction that introduces this discovery, and one of the supporting characters . . .

My Dearest V,

There are two secrets I kept from you in the years that we have known one another. The first, the one that you now know, is that I am dying. I told myself that it was right not to share that with you; we are all dying a little every day after all. I did not want you to grieve for me while I was still alive. Does that make sense? Perhaps you think it a betrayal, or a lack of trust, or perhaps that it was selfish? I wanted to remember your smile – always your smile, and the glow in your eyes that brought such joy, such love, and such peace to those around you, and especially to me.

I hope that you will find a space in your heart for forgiveness. You might regret not having the chance to say ‘goodbye,’ but I do not believe in goodbyes, only in saying thank you. The last time we spoke you whispered to me “Thank you for being in my life,” I could wish for no better parting words and they sustain me – even now – as I know my time will soon be over; by the time you read these words, I shall be at peace.

The other secret is a parting gift to you, and to yours. I had hoped to share this with you in person, but it was not to be, there is no time left for me. I have discovered something so profound that I hardly know how to describe it, but let me try as though you were sitting here with me now. There are different ideas that originate from the hearts of humanity. Yes, there is always darkness, but it is insignificant next to the light that shines. I have found a way to call that light, my love. Whether it is The Divine, a shared consciousness, some spirit of universal love, or a perfect manifestation of poetry I cannot say. The work has only just begun and there is no time for me to finish it; that is for you to do now, and for you to bring to the world.

This light can heal. Perhaps not that final sleep which comes for me, but it will heal your heart, it can change you – if you will let it. Come when you can. My papers are here, and everything you need. Undrown my books, my soul. Bind up my broken staff. I will be with you on your path, in memory and – perhaps – in spirit.

I enclose a key to the house, a teardrop shed by moonlight, and my love for all you were, all you are, and everything that you may become. When you get to the station, the cab driver will ask you for the address; but everyone in the village knows the place, I have named it, Hope.

M xxx

IS THIS LARP FOR ME?

Lumen will be played in English. All genders, ethnicities, and sexualities are welcome to sign up for and play at this larp.

Extensive workshopping and debriefing activities frame the play experience. Play takes place in three acts of 4-5 hours with debriefs and calibration workshops in between. Players are expected to participate in all off-game activities except in emergency situations.

Lumen is a larp that may contain a number of adult themes. Whilst participants will always be in control of their own bodies and will have methods to calibrate and control their own play, they may be invited to participate in or witness scenes played out by others.

Some difficult themes may come out in play. Themes that may be present in backstories and in-game discussions include but are not limited to, mental health challenges, addiction, burnout, past history of oppression and/or marginalisation, relationship challenges, abuse, trauma, spirituality, religion, paganism, birth/rebirth, war, loss, grief and death.

Planned scenes based on these themes are possible to play, but will be carefully calibrated and should be played in black-box spaces only.

There will be extensive mandatory workshopping and discussion within your small group of players on the above themes before the larp to ensure that activities are simulated safely and well calibrated. You always choose who to touch. You will always have control over who touches you. You can always leave any scene at any time. There will be a space outside the play area where you can take a break from the fiction as needed.

Not every larp is for every person. The best way to figure out if this larp is for you, is to consider whether you would be comfortable playing on the themes above. Are you able to play on serious themes without resorting to comedy? If the answer is 'no' to either of these we'd urge you not to sign up.

What will I be doing during the larp?

The characters will spend their time at Hope learning about magic and figuring out how to use it in order to solve their problems or the problems of the world. There will be a number of set sessions facilitated by NPC characters – the Guides – that will involve exercises, discussions, rituals, and learning “magical” techniques. Characters may meet or speak with the divinities that provide the magic and be challenged or guided by them. There will also be plenty of time to interact with the other Seekers, to learn one another's stories and to explore the past of other characters – using the magic of Hope – in order to better understand one another. Characters will undergo rituals that relate directly or indirectly to their established transformative goals. Then, characters will design short rituals using principles of

transformative game design to guide others through a process of change. There will probably be some exercise too for those that want it. It will be a slow larp in as much as it is about the journey of transformation, and the – sometimes painful –process of healing. There will be no external threats, monsters, or puzzles to solve, unless well-being is a puzzle and the characters are searching for corner pieces.

PLAYSTYLE

Our larp is a place for collaborative storytelling. Rather than trying to best our co-players, we aim to engage in mutually fulfilling play. This means there will be situations in which you will come out on top and others where your role will be to suffer a dramatic loss. The most gratifying stories are a good mix of failure and success.

Do's

- Slowly escalate into physical touch and request permission.
State your boundaries in verbal negotiations.
- Say “Yes and”...
Use the safety and game mechanics provided by the organisers.
- Treat all co-players with dignity and respect.
- Respect the personal expression of your co-players.
- Co-create an environment in which all people are welcome provided they follow the Code of Conduct.
- Involve people in your play, such as inviting quieter characters with questions in conversations, offering an empty chair at meals, inviting characters to rituals, etc.
- Dare to end scenes or ask for off-game calibration if needed.

Don'ts

- Touch people who haven't indicated their enthusiastic and ongoing consent.
- Use any safety or game mechanics NOT in the game design.
- Exclude players based on their physical appearance, quality of costume, age, gender, etc.
- Engage in intense play with others without first engaging in off-game calibration with the players in question.

APPLICATIONS

Application Timeline

As *Lumen* is run within an Erasmus+ funding framework, the larp will involve a multi-step application process. See the Application Process section for more information.

January 21, 2025: Player's Handbook available, including safety mechanics and Code of Conduct.

January 21 – February 14 at 23:59pm CET: Applications open for sign-up. Players will fill out an online form to apply.

By February 21: First round of selections announced. List of potential attendees sent out for flagging.

Feb 21 – April 1: Short Zoom conversations with potential participants (maximum 30 minutes).

April 1: Final participant list and waitlist sent to applicants.

May – September: Online activities related to the story world, design, and content. We aim to make some of these activities open to the public, not only participants.

October 2-5: Lumen takes place.

October–November 2025: Optional online integration activities after the completion of the larp.

Application Process

Due to funding requirements and the educational nature of the larp, players will undergo a multi-stage application process. First, players will submit a written application describing their personal and professional interests in the larp's content.

If selected for the next stage, they will undergo an interview, alone or in a group, with one of the larp organizers. During this stage, a flagging process will occur in which potential players can identify other players on a list with whom they would love to play, they would prefer to avoid in-game, they cannot play, or they have solid reasons to believe is a safety risk.

Selection criteria

Selection will be based on the following criteria:

- The participants' level of involvement and progress within a helping profession suitable for integrating transformative analog role-playing games, e.g., an established therapeutic practice; a position in a relevant NGO or company; a permanent teaching position in a primary or secondary school, technical college, or university; regular employment at a youth camp or after school program. Our ideal player already has access in a professional capacity to target groups with whom they plan to apply the

skills they learn during the larp process in a professional manner according to growth-related goals;

- The participants' level of understanding and interest in the themes and activities required by the larp.
- Whilst role-playing experience is not required, related activities are desirable; a proportion of places may be allocated to applicants with larp or tabletop experience.
- The participants' willingness to undergo their own process of personal transformation and run exercises that help guide others through their own.
- The participants' level of commitment to increasing the psychological and physical safety of themselves and others.
- The participants' fitness with the group as a whole.
- The participants' geographic location in their professional work. Priority will be given to candidates residing in Erasmus+ Programme countries, which can be found [here](#).

As we have limited spots in the larp and requirements from our Erasmus funder, the goals of the process is to assemble a diverse player base who are committed to the transformative goals and are able to implement the curriculum in their own contexts around the world soon after the larp, thereby spreading this knowledge and practice.

What if I don't get a spot?

We are well-aware of the anxieties around sign-ups for larps and experience them ourselves. As we have a limited number of slots, we cannot guarantee everyone who signs up can play. However, we plan to host some community building activities online for player's interested in learning more about the larp's design and trying out some of its techniques, about which you can opt-in to receiving details. More information will be provided on these opportunities later. Currently, we do not have plans to re-run the larp, but that might change in the future. However, the larp script will be available in 2026 for facilitators to rerun in their communities and localize in terms of cultural content, which we highly encourage.

Finally, our Erasmus+ EDGE project will have many other ways to access our curricular materials, including two textbooks, the full curriculum for four courses at the Master's level on transformative analog game design, and a Tech Toolkit. [More info here](#), including how to join our mailing list.

LARP SCHEDULE

These are the proposed timings for our workshops, briefings, and acts. As far as possible we will stick to these times..

THURSDAY, OCTOBER 2, 2025

Pre-game

- 16:00-18:00** Players arrive, registration
- 18:00-19:00** Dinner
- 19:00-20:00** Site tour (inside)
- 21:00-22:00** Pre-game goals workshop
- 22:00-24:00** Free time, calibration time

FRIDAY, OCTOBER 3, 2025

- 08:00-09:00** Breakfast
- 09:00-09:30** Workshops begin, briefing of world, learning objectives, narrative arc
- 09:30-10:15** Lecture on transformative game design
- 10:15-10:30** Break
- 10:30-13:00** Character creation and relations
- 13:00-13:30** Lunch, sit with close relations and calibrate when possible
- 13:30-14:30** Safety workshop
- 14:30-15:00** Logistics briefing
- 15:00-16:00** Costuming and final preparations
- 16:00-23:00** Act I - Welcome to Hope
- 23:00-24:00** Optional off-game debrief/integration practices or free time
- 24:00-08:00** Sleep

SATURDAY, OCTOBER 4, 2025

- 08:00-09:00** Breakfast
- 09:00-17:00** Act II - Rituals
- 17:00-18:00** Off-Game Free time / unstructured processing
- 18:00-22:00** Act III - Truth
- 22:00-24:00** Optional off-game debrief/integration practices or free time
- 24:00-8:00** Sleep

SUNDAY, OCTOBER 5, 2024

- 08:00-9:00** Breakfast
- 09:00-10:00** Claiming Ritual, Epilogues
- 10:00-11:00** Structured debrief
- 11:00-12:00** Integration Hour (creating Ephemera)

11:00-12:00 Clean up, pack, goodbyes
12:00- Players leave site

WHAT WILL I BE DOING IN THE LARP?

The characters will spend their time at Hope learning about magic and figuring out how to use it in order to solve their problems or the problems of the world. There will be a number of set sessions facilitated by NPC characters – the Guides – that will involve exercises, discussions, rituals, and learning “magical” techniques. Characters may meet or speak with the divinities that provide the magic and be challenged or guided by them. There will also be plenty of time to interact with the other Seekers, to learn one another’s stories and to explore the past of other characters – using the magic of Hope – in order to better understand one another.

Characters will undergo rituals that relate directly or indirectly to their established transformative goals. Then, characters will design short rituals using principles of transformative game design to guide others through a process of change. There will probably be some exercise too for those that want it. It will be a slow larp in as much as it is about the journey of transformation, and the – sometimes painful – process of healing. There will be no external threats, monsters, or puzzles to solve, unless well-being is a puzzle and the characters are searching for corner pieces.

GUIDES

Some organisers will play supporting characters called *Guides*.

The Guides at Lumen fulfil two functions. Primarily they are there to facilitate the larp. That means they will make sure that things happen on time, and that opportunities for play and for learning are available to all of the characters. They will be responsible for delivering the game’s taught content, but they will do this in-game and in-character.

The Guides are characters in their own right with their own backstories and their own challenges. They may offer opportunities for play – for example to help resolve some of their own hurts – but whether these plots come into the game will depend upon the needs of the players. Players are empowered to decide the degree to which they engage with plots offered by Guides without in-game consequences. Guides will not be responsible for off-game logistics and food preparation.

Assistant Guides have the same mandate, but are also safety team members at Hope and off-game. If characters are expressing overwhelm or upset, the Assistant Guides will first try

to help them process it in-character. If it is clear that the player needs to go off-game (i.e., thumbs down on Okay Check-in) or if the players make a request to go off-game, the Assistant Guide will bring them to the safety room or somewhere else they feel comfortable discussing.

GODS / DIVINITIES

The magic in the storyworld seems to derive from ancient divinities. As this version of Lumen takes place in Italy in the real world, we will make use of ancient Roman Gods as aspects for exploration. No real faith is required, nor is it rejected.

ROMAN DEITIES

The deities listed below have a brief description of their history and nature and some possible themes for players to explore. However your interactions with the divinities are not necessarily limited to those listed here. You may decide for yourselves which deity they are most drawn to.

Jupiter

King of the gods is Jupiter, who rules over Mount Olympus and is the god of thunder and lightning, as well as law and order.

You can recognise Jupiter by his symbols – the thunderbolt, the eagle and the oak tree – and as a sky god he is often shown among clouds or sitting on top of Mount Olympus.

Possible themes: structural authority, systems, anger issues, fatherhood, male authority figures.

Juno

Juno is the wife and sister of Jupiter, and is queen of the gods. Her symbols are the peacock, the cuckoo and the cow – animals she considered sacred – and her chariot is pulled by peacocks instead of horses.

She is the goddess of marriage, childbirth and fertility. Although she is often depicted as reserved and calm, she repeatedly sought revenge for Jupiter's many affairs with mortal and immortal women, punishing them and their offspring.

Possible themes: marriage, pregnancy and childbirth, female authority figures, motherhood.

Neptune

God of the sea, horses and earthquakes, Neptune is often shown driving a chariot of horses or sea creatures and wielding the trident he used to control the waves. Neptune's symbols include his trident, as well as the horses and dolphins that pull his chariot.

As his brothers Jupiter and Pluto rule the skies and the underworld, Neptune was given control of the sea and protected sailors and seafarers.

Possible themes: Travel and exploration, diving deeper, dealing with the aftermath of a natural disaster, being emotionally overwhelmed, learning to “surf the wave” of life’s highs and lows, feeling like you’re drowning and learning to swim.

Mars

You can recognise Mars by his armour and weapons – usually a spear and a shield – and the god is sometimes accompanied by a boar or a vulture.

The son of Jupiter and Juno, Mars was the god of bloodlust and violent warfare. His half-sister Minerva represented the more 'noble' aspects of civil conduct during war.

Although he was unpopular with the other gods of the classical pantheon, with the exception of his lover Aphrodite, Ares was particularly admired in Sparta as the ideal soldier.

Mars was seen as second only to Jupiter, and was considered to be the protector of Rome.

Possible themes: Surviving war, violence, abuse, dealing with conflict, being at war with others or yourself.

Minerva

Mars’ half-sister is the goddess Minerva. Goddess of reason, handicraft, wisdom, and war, she is the daughter of Jupiter and according to legend, sprang fully grown from his forehead, dressed in armour.

Minerva is often shown wearing a helmet to demonstrate her prowess in war, and her symbols include the owl and the olive tree. In the founding myth of Athens, her Greek equivalent Athena beat Poseidon (Neptune) in a competition over patronage of the city by growing the first olive tree, hence its association with her. By contrast, Poseidon gave Athens a spring of salted water which was far less useful to the city.

Possible themes: diplomacy and compromise, building and deconstructing your “armour”, learning vulnerability, dealing with control issues, figuring out a strategy for something.

Ceres

Ceres was the goddess of agriculture and the harvest and is often depicted with crops such as barley and wheat, or a cornucopia of produce. Ceres also presided over the fertility of the earth and the natural cycle of life and death.

She was the mother of Proserpina who was abducted by Pluto and forced to live in the underworld for six months of the year. According to mythology, when her daughter was abducted, Ceres searched for her continuously, preoccupied with grief, and as a result, her attention was diverted from the harvest and plants began to die. When Proserpina returned, Ceres cared for the earth again and things began to grow and this cycle was said to create the seasons.

Possible themes: grieving a person, recovering after the loss of a child/miscarriage, being estranged from family, relationship with one's child, finding/celebrating life after (a) death.

Apollo

Apollo is the only god in the classical pantheon to share the same name in both Greek and Roman traditions. The twin brother of Diana, Apollo has many associations including the sun, music, archery, prophecy and healing. His symbols include (naturally enough) the sun, a bow and arrow, a lyre, and a swan.

Apollo and Diana were the children of Jupiter and Latona. On hearing of Latona's pregnancy, Juno – Jupiter's wife – banned Latona from giving birth on land. Latona found the island of Delos (in the Cyclades archipelago of Greece), which was a 'floating' island and wasn't anchored to the mainland, and gave birth to Apollo and Diana safely there. When the twins were born, swans are said to have circled the island seven times – hence their association with Apollo – and the island later became sacred to him.

Possible themes: the arts and academia, healing from a specific wound/trauma, physical therapy, worry about/figuring out the future.

Diana

Apollo's twin sister Diana was the goddess of the hunt, wild animals, chastity and childbirth.

She is often shown with a stag or hunting dog, and you can recognise her as the only goddess who wears a shorter dress, with the hem lifted and tied with a belt so she could run with ease.

One of her most famous myths is the story of the hunter Actaeon. According to Ovid's *Metamorphoses*, Actaeon stumbled into Diana's grove as she bathed, catching a glimpse of the goddess naked. In retribution, she splashed him with water, cursing him and transforming him into a deer, and he was subsequently killed by his own hunting dogs.

Possible themes: chasing/hunting for something you want to have or achieve, connection with nature, asexuality, grieving a pet, cutting ties, isolating yourself, Diana is also the goddess of protecting the vulnerable.

Venus

Goddess of love, sex, and beauty, Venus is said to have emerged from the white foam generated when the Titan Saturn threw the severed testicles of his father into the sea. Venus' symbols include doves, roses and myrtles.

Although Venus was married to Vulcan, the master blacksmith, she had multiple affairs including with the god Mars. She is almost always accompanied by Cupid, the god of love or lust. Her Greek name gives us the word 'aphrodisiac', while the word 'venereal' is derived from Venus.

Possible themes: sex, sexuality, sexualisation, romantic love and relationships, broken hearts, jealousy, obsession.

Vulcan

Venus' husband was Vulcan, the god of fire, a master blacksmith and craftsman to the gods. Vulcan made weapons and tools for the gods and select mortals – like Mercury's helmet and winged sandals, Achilles' armour, and Aeneas' shield. His symbols include the anvil, hammer and tongs.

Vulcan became the patron of craftsmen, and volcanic fires were often considered to be his workshops. Vulcan gives his name to 'volcano', and, less excitingly, vulcanised rubber.

Possible themes: craft and trade, living with a disability, insecurity about your appearance, being shunned, feeling/being used for your talents, body dysmorphia, the relation to your body and beauty ideals.

Mercury

The messenger of the gods was Mercury, and he was also a pastoral god, protecting livestock and travellers.

Mercury's symbols include the caduceus – a staff intertwined with two snakes – as well as his winged sandals and cap, and a tortoise.

Mercury was the second youngest of the Olympian gods, older only than Bacchus, and was the son of Jupiter and the nymph Maia. He could travel quickly between divine and mortal worlds with his winged sandals and was responsible for transporting souls to the underworld. He was also the patron god of merchants and thieves.

Possible themes: being a mediator, speaking up for yourself and others, changing your trajectory, learning how to speed up/slow down, learning about communication, travelling, healing.

Pluto

Pluto is the king of the underworld, and the brother of Jupiter and Neptune. He is the spouse of Proserpina.

Pluto presides over the land of the dead. Thus, the underworld are his domains, both literally in the case of people who die, but also figuratively in terms of shadow aspects of the unconscious we are not always ready to confront. When heroes in myth travel in the underworld while still alive, Pluto often gives them an important quest to complete, which becomes important to their journey. Pluto is also connected to the acquisition of material wealth, symbolized by the cornucopia, or horn of plenty.

Possible themes: fear of death, ego death, dying, being/feeling overlooked, life transitions, endings, prosperity, wealth, career changes

Proserpina

Proserpina is the queen of the underworld and the daughter of Ceres. She is the spouse of Pluto.

Proserpina represents the maiden who was abducted by Pluto and forced to be his bride. After her abduction, Ceres fought to release her, but Proserpina chose to eat the pomegranate fruit, representing her entrance into sexual maturity. Thus, she represents the queen of the underworld in her more mature form. Holding her torch, Proserpina serves as a guide when lost souls are at a crossroads and unsure how to proceed. As she lives part-time in the underworld and part-time on earth, she is connected to the changing of the seasons and the abundance following the fallow periods, as symbolized by a sheaf of wheat.

Possible themes: chosen, family, relationship with parent, torn between two worlds, abuse, trauma, depression, sexuality, fertility, abundance, crossroads, life choices

Bacchus

Finally, we come to Bacchus, the youngest of the Olympian gods and son of Jupiter and the mortal woman Semele. In some versions, Vesta (one of the children of Saturn and Cybele) is counted as the twelfth Olympian, instead of Bacchus.

Bacchus was the god of wine, vines, fertility, and festivity. He is most often shown with grapes and vines, as well as big cats like panthers, leopards and tigers. In Rome, the Bacchanalia were raucous festivals celebrating the god.

Possible themes: substance abuse and recovery, relying on liquid/artificially induced courage, doing things under the influence of something or someone that you later regret, addictive personalities, social anxiety, indulgence, death and rebirth, near death experiences.

SAFETY

Lumen favors an approach that considers feeling safe necessary for taking brave action in play. Inspired by discourses within the Nordic larp community and beyond, we believe that all play is inherently risky -- as is life -- but larp can create structures surrounding play that establish some risks as acceptable, while trying to mitigate more serious risks.

Lumen has a safety team, which currently consists of Elektra Diakolambrianou, Angie Bandhoesingh, Sarah Lynne Bowman, Kjell Hedgard Hugaas, Josephine Baird, and Josephine Rydberg. The safety team will be available before, during, and after the larp. You can contact us with accessibility needs or safety concerns at safetylumen@gmail.com. This gmail account is only accessible to members of the safety team.

Lumen intends to build a community that serves as a container within which transformation can take place. Some degree of in-game and off-game care is expected between participants. If such care becomes overwhelming, please contact the safety team, which will have both fully off-game members and an in-game/off-game support team. We also expect players to regularly check-in with themselves and assert their boundaries and needs.

Our team includes a licensed psychotherapist and a member who is Mental Health First Aid certified. However, Lumen is an educational larp, not a form of therapy. If a case of acute prolonged distress occurs, we may need to refer the participant to externally-provided services.

Code of Conduct

All players and organizers must read and follow Lumen's [Code of Conduct](#) before, during, and after the larp. This Code expressly forbids harassment of any kind and details actions that the safety team may take in case of incidents. Our intention is for the Lumen community to last

beyond the larp event itself. Note that our anti-harassment policy also extends to spaces that we do not moderate, e.g., social media posts, private messages, and occurrences off-site.

When safety reports are made, while we will try to adhere to confidentiality requests when possible, in some cases, the rest of the organizing team will need to be informed or, if the situation requires it, legal authorities.

Consumption of alcohol or other psychoactive substances is not allowed in-game or off-game, including post-game socializing.

Content advisory

This larp will deal with some heavy themes, and plays on the idea that even in a controlled, serene environment, the process of healing can be tumultuous and unpredictable, especially when people are exploring their edges of growth. While not a therapeutic larp, the design emphasises psychological safety practices and is informed by mental health professional expertise.

Whilst it may contain some intense emotional scenes, this larp is primarily about hope in the face of adversity.

As the aim of the larp is to construct a redemptive narrative arc for one's own life, not just the character's, we recommend that you play a character as close to home as you feel comfortable exploring.

Before the larp

Flagging

As an Erasmus+ funded project in higher education, Lumen has an application process. One stage of the process is sending out the applicant list to all potential players for flagging. Our flagging process is adapted from Laura Wood and Mo Holkar's [linked article](#) (2024).

- **Green flag:** I would love to play with this person!
- **Yellow flag:** I don't want to play in a close relationship with this person.
- **Orange flag:** I'm unable to attend if this person is participating.
- **Red flag:** I have strong reason to believe this person is a safety risk to the larp. A red flag requires explanation, although you should anonymize the personal details of other players. A red flag may initiate a conversation with the safety team for additional clarification.

You may also discuss flags or other issues with the safety team onsite during the larp.

Note: Lumen is a small larp in which in-game relationships will be established emergently at the onsite workshop before the larp. We will try our best to accommodate your yellow flags, but it may not be possible to avoid interacting, having an in-game relation, or being part of a group with another player.

During the larp

Opting-out

As Lumen is an educational larp, we strongly recommend taking part in all in-game activities for maximum learning and community building potential. However, players may opt-out of specific activities if needed. Furthermore, players should calibrate with co-players before initiating physical touch, engaging in romantic play, integrating sensitive content, etc., so that co-players can choose whether or not to opt-in to such experiences. We will practice how to calibrate in the pre-game workshops.

An off-game space is available to all players. You are welcome to enter this space at any time to be alone, decompress, or request help from a safety team member. This space should not be used for animated off-game conversations. Please use bedrooms for that purpose or go for a walk together away from in-game activities. Sleeping is also off-game, and play will cease at 11 PM every night to give all participants time to rest.

Safety and Calibration Mechanics

At Lumen, we will use the following safety mechanics.

- **Off-game:** This default safety phrase initiates a short off-game conversation about safety or calibration. Aim to practice this phrase especially before the larp, which can be used in a number of situations. You don't have to memorize any wording other than off-game, but here are some examples that may come up in play:
 - "Off-game: Cut."
 - "Off-game: Please play softer." or just "Off-game: Softer."
 - "Off-game: Be right back."
 - "Off-game: Can we calibrate in the other room?"
 - "Off-game: Pronouns are they/them."
- **Okay Check-In:** This mechanic is initiated by making an O with all fingers of one's hand as in American Sign Language to check if someone is okay. The response three nonverbal responses:
 - **Thumbs up:** This response means, "I'm okay! Keep going. Can also be used proactively to encourage current in-game interactions.
 - **Flat hand, or so-so:** This means, "I'm not sure if I am okay."
 - **Thumbs down:** This means, "I am not okay." Can also be used proactively to discourage current in-game interactions.

- In the case of flat hand/so-so or thumbs down, the player who initiated the checking should ask the person off-game if they can pull them aside to ask how to help. The player can shake their head to decline.



Okay symbol. Image by [OpenClipart-Vectors](#) from Pixabay.

- **Lookdown:** This mechanic has a hand over the eyes, indicating “don’t interact with me in- or off-game.” A player using the Lookdown can choose to stay physically present or leave. Other players should find reasons to remove the character temporarily from the narrative without consequence. Lookdown can also be used as a response to the Okay Check-in if no interaction is desired. You may not use Lookdown to watch scenes off-game that do not include your character.

Safety Team

Lumen has a safety team. One member of the team will be available off-game at all times aside from sleeping hours. In addition, some safety members will play Guides who can provide support during play as needed, whether in-game or off-game.

After the larp

We will hold a formal debrief for emotional processing that players are expected to attend as part of the structure of the larp. The safety team will make themselves available in the days following the larp to the degree possible over email. We also plan to assign de-briefing buddies and at least one additional debrief/processing session during the week after the larp.

ACCESSIBILITY

We acknowledge that there are many types of accessibility needs and that everyone is unique. The statements below should be considered a starting point not an end point. If you have specific needs or requirements or concerns that are not discussed below we’d invite you to contact us.

Neurodiversity

We acknowledge the spectrum of neurodiversity and the individual needs of players on this spectrum. If there is anything that you need, or if you have any questions, please feel free to contact us on safetylumen@gmail.com

Timekeeping

There will be no artificial manipulation of the passage of time. All clocks will show the correct time at all times to the best of our ability.

Physical access

With regret, we must state that as the location is an old building, with parts of the building dating back to the late Roman imperial period and other parts built in the early 18th century; it does not have step-free access. There are a number of staircases and no lifts; all bedrooms are upstairs. While some players with limited mobility are able to manage at the location, the site is not wheelchair accessible. Some of the larp will take place outdoors, including scenes on uneven ground and stone paths.

Please note that the building is old and may contain mold or dust, which can present challenges for players with respiratory issues. We recommend bringing your own blanket if you are allergic to wool or down feathers.

Sound and light

Parts of the venue and grounds may be dark at times and relying on stage lighting and LED candles for illumination. There will be an amplified soundscape with background music and sound effects playing at certain times in the venue. At certain times, we will ring the convent bell. The building produces an echo which means it is rarely truly quiet indoors. If you have sensory needs please discuss them with us; we may be able to reduce or remove certain frequencies, or increase the lighting if possible.

Food and drink

Meals will be served at regular times. All meals are vegan by default. If you have specific dietary requirements, we will work to meet them if we can. Please make it clear at the time of booking if you have any specific allergies or intolerances so we can ensure that all foods are clearly labelled. There will be no planned interruptions by the organisers during mealtimes. If you need to bring your own food, you may store it in the onsite fridge or in your room.

There will always be access to food, coffee, tea, and drinking water.

Accommodations

Please note the venue is not a hotel with regular service and amenities. The bedrooms include one double bed or 1-4 single beds. Bed linens and towels will be available for rent at the venue, while blankets will be provided. Players should bring their own toiletries. Showers are possible as long as they are short due to limited hot water in the tank. In most cases, restrooms, and showers are communally shared with other players.

At the site, wifi and phone signals are highly limited. We are investigating solutions to set up a wifi router for certain parts of the site, but in the event we cannot, please do not assume you will be able to make calls or use the Internet.

Electricity & Heating

The location is heated and has electricity. However, not all bedrooms may have plugs that accommodate larger plugs such as laptop power cords. If you have special needs regarding access to power, e.g., to plug in a CPAP, please let us know when you sign up.

Printed Material

The larp does involve printed material that will be used in-game. We will create large print versions of any printed materials if required; please inform us of this during your application.

Data Security

We will ask participants to disclose some personal and possibly sensitive information at the time of their booking to accommodate their needs at the larp. This information will be kept either in a password protected Gmail account or in a high-security encrypted storage at Uppsala University and not disclosed to any third parties. Only the organisers of the event will have access to this data. However, it is possible that we will be required to disclose non-sensitive personal information to Erasmus and/or the European Commission.

WHAT DO I NEED TO BRING?

Note that the location is a former convent and is not a hotel. Players will be expected to bring their own toiletries. Blankets will be provided, while towels and bed lines would be available for rent for those who wish.

COVID POLICY

The safety of our players and crew are paramount. We do not know what the future will bring and so this policy is subject to change up to and during the event itself. We ask all participants to take a Covid test on the day of arrival to the event. If you are travelling from abroad prior to the day of arrival we recommend that you take a test before you set out.

If your test is positive, whether you are symptomatic or not, we ask that you do not attend the site.

Even if you test negative, please always ask permission before touching another participant. While the spaces are small and we cannot ensure social distancing, please respect others who wish to mask and avoid extensive physical contact.

Questions

Please contact us as early as possible to discuss your individual needs at lumenlarp@gmail.com.

Credits

The larp is co-designed and produced by the EDGE Consortium, an Erasmus+ Cooperation Partnerships in Higher Education, with funding from the European Commission. The design has the following leads:

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Safety:

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Graphic design:

Andrea Giovannucci, Chaos League; Simon Brind, Avalon Larp Studio

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This edu-larp is created within [Empowering Game Design Education with Transformative Role-playing Games \(EDGE\)](https://erasmusedge.eu/), a joint Erasmus+ Higher Education Cooperation Partnership project in the Higher Education sector between Uppsala University, Dragons' Nest, Avalon Larp Studio, Chaos League, and Turku University of Applied Sciences. <https://erasmusedge.eu/>



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