

,,Interception LARP

In the borderlands of Topolo, two groups are conspiring to make a secret exchange of goods at midnight. The only problem: The interceptors. They are policing the area and listening in to radio communications, trying to find the location of the caches and leading the groups astray.

1. Schedule

INTRO + role assingment

All players meet together.

Each player receives a secret role card:

Smuggler Group 1
Smuggler Group 9
Interceptors

Roles are kept secret – do not reveal your card.

Group Identification

Everyone closes their eyes.

Facilitator calls:

“Smugglers 1, open your eyes and look around.” (Players open eyes, see teammates.)
“Choose your walkie-talkie channel now” (hold up number with fingers).
“Close your eyes.”

Repeat for Smugglers 9.
Repeat for Interceptors.

Planning Phase (20 minutes)

Each group separately:

Pick a handle (group name).
Pick a symbol (to sign messages with).
Invent any code words or decoys you wish.

Caches issued:

Smuggler Groups 1 & 9 each receive one cache (small container) to fill with any items they want to “smuggle” to the other group.

By 9:30 PM – Cache Hiding Deadline

Smuggler groups must hide their starting cache somewhere in the play area before 9:30 PM.
Mark the spot secretly (mentally or in code).
Interceptors may roam but cannot move caches yet.

Until 9:30 PM – Preparation & Recon

Players can scout, patrol, and plan.
No official smuggling or radio communication between groups yet.
Interceptors gather intel and position themselves.

11:30 PM - Smuggling Phase Begins

Smuggler Groups A & B may begin radio contact with the goal of exchanging cache locations.

Interceptors actively monitor and jam communications, sending false info, impersonating groups, or misdirecting.

Caches may be moved and delivered to the other group.

00:30 AM - Final Rendezvous at the Old School

Everyone gathers at the designated meeting spot.

Reveal caches:

Which group holds which cache?

Was the exchange successful?

Reveal identities and debrief.

Player Instructions

If You Are a Smuggler

Your goal: Get your starting cache into the possession of the other smuggler group by 00:30.

Coordinate with your own group in person, and with the other group over radio starting at 23:30.

Beware of interceptors impersonating allies.

If You Are an Interceptor

Your goal: Prevent the smugglers from exchanging caches successfully.

Listen in on all channels, impersonate smugglers, give misleading directions, and physically move caches if you can.

Spread confusion and delay the exchange.

Rules

Radios must stay on agreed channels unless deliberately switching (announce over radio if switching).

Caches must remain accessible without digging, breaking, or entering restricted spaces.

No physical force or playing in/with personal property – only game props may be moved.