

PRACTICAL INFORMATION

WHAT WILL HAPPEN DURING THE GAME

Friday

The Vile start the game inside the meeting place. The Blessed will arrive at the site. The game starts when the Blessed arrive.

Heimdall greets everyone. The humans are introduced and handed over to the Blessed for examination and hearing.

The Vile will host a party in the evening.

Saturday

The humans are formally handed over to the Vile in the morning for the same treatment as they received with the Blessed. In the afternoon the hearing is formally concluded and the humans left in Heimdall's care. The Blessed will host a party in the evening.

Sunday

The trial will begin in the morning. Vile and Blessed will debate their findings, and each human is allowed to speak for themselves. Heimdall will rule the final judgement.

AREAS

Ingame-offgame rules

Moira will be run without interruptions from Friday to Sunday. You're expected to stay in character at all times. Leaving the game should always be for a very good reason, for example if someone has used "cut" and you need to talk through the situation; if you are in need of our nurse; or if you for mental, physical or emotional reasons can't stay ingame. Leaving the ingame area because you're bored or the like is not acceptable. Besides, this would be insulting the hospitality of Heimdall which is a major faux pas.

The in-game area

Where the action is. It will be divided into several areas. The Vile and Blessed will have separate areas. Sleeping areas are inside the Vile and Blessed areas respectively. In other words, at this larp you will also sleep ingame.

The backstage

This is an area set apart from the game, but it's not off-game. You will still be in character, but you're not allowed to interact with other players. See it as the "backstage" area. Here, you can take care of your makeup or just take a breather. This is also where you can go if your character needs to leave the game for a moment.

The off-game area

This area is separate from the larp and will be manned at all times. This is where you leave all stuff that doesn't belong to your character. This is also where you can go if you feel the need to leave the game entirely.

Healthcare

Irmeli Ahlfors is our head nurse. She will be present in the off-game area throughout the larp, and you can turn to her for anything from headaches to wounds or a shoulder to cry on. Irmeli speaks Swedish, Finnish and English.

RULES

Drugs and alcohol

Drugs are strictly prohibited, according to Swedish law. Alcohol is not permitted in the gaming area due to the owner's rules. You may however bring alcohol for the afterparty which will be held at a place nearby.

Smoking

Smoking is allowed except for in the sleeping areas.

Violence/physical contact

Solving conflicts using violence is not allowed. This means fistfights or fighting with any kind of weapons. There will be characters with relationships that include sadism or masochism, but these are carefully scripted. The point of this is that violence is an unnecessary and stupid way to solve a conflict, and we want to promote other ways of doing this. All faeries present are under an oath not to spill faery blood or harm any other faery. This should be conceived as a ban against violence. We ask that you respect this.

The visiting humans are under Heimdall's protection, and to harm them physically would be a) insulting Heimdall's hospitality and b) the same as harming Heimdall himself. You may however inflict on them anything else you can come up with, but they are expected to live to attend the trial.

Sex

Many of Moira's themes are about sexuality and sensuality, and we want everyone to feel they can explore these themes safely. This means that sex is simulated using the *Ars Amandi* method. For reference, read Emma Wieslander's article *Rules of Engagement* in last year's Ropecon book *Beyond Role and Play*. It can also be found as a PDF here: <http://www.ropecon.fi/brap/ch17.pdf>

Safe words: Brems and Cut

If you feel you are in a situation that physically or mentally makes you feel uncomfortable as a player and that it's not possible to find a way out ingame, this is what you should do.

Brems: taken from Norwegian, this means "brake". Saying this word to another player means that you want him/her to withdraw from the situation. If a player tells you "brems", you should simply back off and take it easier.

Cut: this has the same meaning as "hold" or "time out". This is used if you feel that a situation has gone too far and you need to stop playing NOW. This may also be used in case of emergency. Everyone within earshot will immediately cease playing and together go to the off-game area to discuss what happened.

Important note – the player using Brems or Cut has no obligation to explain why. Everyone has different personal limits, and something that would be trivial to one person might be horrifying to another. No player should feel ashamed of using these words. Also, no player wants to find out afterward that they'd harmed another unintentionally.

WHAT TO BRING

Eating

Bring utensils suitable for your character. That means a bowl or plate, cutlery and something to drink from. Remember that Blessed faeries would avoid using metal. Also, if you know that you easily get low blood sugar or otherwise need to eat often, bring some snacks you can keep with you. We will serve three meals a day, but larping can give you the munchies.

Sleeping

We cannot promise to provide any sleeping things such as mattresses, blankets etc. This means that you need to bring your own, suitable for your character. The floor of the gaming area is concrete, which means it might get cold if you don't insulate yourself from the floor. Vile players will be able to use modern stuff such as sleeping bags, air mattresses and so on. The Blessed should try to bring things with a more rustic feel to it or keep it simple with blankets and mattresses. However, comfort is more important than anything so we have no problem if you hide your mundane sleeping bag in a cotton or silk sheath. If it looks good, it's fine. **Please avoid furs or pelts! Many players have allergies or asthma.** We also recommend that you bring ear plugs.

Personal care

Keep your medication in a safe place. Any medication for emergencies (emergency antihistamines etc) can be left with our nurse. First aid material is available in the off-game area, but having a couple of painkillers and band-aids with you is always a good idea.

Props

Feel free to bring stuff that heightens the atmosphere for yourself and others – anything from a nice carpet to your character's favourite stuffed animal. If you happen to have furniture you think the larp could use, contact Elin Gustafsson. Also talk about your props with your character developer to see if it fits with the atmosphere.