

ONSITE FAQ:

IF I FORGET EVERYTHING ELSE, WHAT DO I NEED TO REMEMBER?

In LARP you always make your own fun. We can provide you with the tools. You create the experience. There are a thousand things to do and to get involved with on The Celestra, so go for it. No fear. And please be a grownup and take care of trivial problems like food, water, bathroom breaks, missing information etc. by yourself.

Now go blow up some toasters!

WHERE IS INFORMATION X?

Reading the website, the 2 briefings (drama and technical) and your character should give you more than enough information. If you want to network with other players or read up on some very cool player initiatives and stuff groups have agreed to play on beforehand, read the forums. We recommend it.

SO HOW DO WE DRIVE THE SHIP?

A manual is available on the front page of the webpage. It gives a very good overview of the technical systems and how they are used. Also remember your characters have never flown a ship without networked systems and are predictably confused.

HOW DO WE HANDLE THE MATH NEEDED TO NAVIGATE IN COMBAT?

It's all pretty straightforward trigonometry navigation calculations. Some tools are provided in game. Some you will have to build for yourselves. If you have any. Bring them. There is also a guide for combat navigation called "Army Ant's" posted on the forums and available in-game.

IS IT REALLY POSSIBLE TO COORDINATE ALL NEEDED STATIONS LIKE POWER / TACTICAL / HELM / SENSOR IN A COMBAT SITUATION? THEY ARE FAR AWAY FROM EACH OTHER AND EVERYTHING MOVES SO FAST.

Yes. The system is play-tested several times with absolute beginners. It is fully doable if you commit to it. Use the phones and remember that you have at least minutes to make every decision. Be cool and efficient and you will triumph. Use your line to the Orpheus in case of emergency.

SO. I WANT TO SABOTAGE / REFUSE TO OPERATE OR HELP RUN THE CIC / REACTOR / WHATEVER SINCE I HATE CAPRICANS / TAURONS / AM A CYLON.

First: No screwing around with the tech or the ship in any way. Don't cut any wires or or remove equipment, reboot consoles etc. Second: Be aware that the result of smaller sabotage will be confusion and a sucky game, not excitement and investigation. Casual sabotage / stating faulty coordinates etc. just makes the ship hard to run. And doing it in combat is suicidal. Unless your character is prepared to die for his/her cause (none are until act 4) don't mess with stuff. At all. IF you need to make a statement;

take over a whole console and hold it ransom, force the ship to jump to your desired location and make sure everyone understands what's happening, threaten someone with a gun or strangle the captain. Don't dick around with numbers or refuse to help another player understand the running of the ship. That's just bad for everyone.

HOW DO WE MAKE SURE THE WHOLE CREW LEARNS THE SYSTEMS?

First: Your characters don't know the system. They learn exactly as fast as you do. Second: Learning and teaching the operation of consoles is a top priority in the whole first Episode. ALWAYS have a newbie working side by side with you so you can teach the console-operation to them. This goes for the whole game. It's also more fun to work beside someone than alone.

THERE IS NO WORKING CENTRAL PA SYSTEM IN THE SHIP, SO HOW DO WE DISTRIBUTE IMPORTANT INFORMATION ABOUT THE STATE OF THE SHIP, INCOMING THREATS, CALL FOR CLAN-MEETINGS AND SO ON?

The phones do have a public call function, but since many lines will be busy in combat this is not a reliable method. Also; the phones speakers do not have terribly loud volume. A better solution is to designate a group of "rumor controllers". These can be crew-members or civilians drafted to do this (fun) job. Write a status report to this crew and have them run around the ship yelling out the information. Incidentally they will also find out what is going on all over the ship and bring it back to CIC / OPS or The Steward or whomever they are working for, making information management a two way process. That being said public calls should be made as often as possible.

HOW DO WE MAKE A PUBLIC CALL?

A note in the CIC explains the procedure, please to not miss use it.

SO, THE SHOW IS PRETTY FREAKY AFTER SEASON 2, WITH LOTS OF WTF MOMENTS AND SPACE MYSTICISM; IS THIS REFLECTED IN THE GAME AND CAN I PLEASE AVOID IT?

Yes. And please note we've taken a lot of inspiration from Caprica as well. So themes of faith, life, the soul and life after death will feature prominently in some groups, Vergis, the priesthood, and the FTL crew in particular. That being said your character has absolutely no reason to believe in or have the time for talk about phantoms, FTL-madness, disembodied voices / music, soul-uploads, living gods, Kobol, Earth or whatever. The fact that the Cylons are back and that their capabilities are unknown after 50+ years of secret development is pretty hard to deny though.

THE SHIP IS FULL OF ASSORTED COLORFUL CRAP AND LOOKS LESS BSG:ISH FOR IT.

Lots of people create a lot of junk. Clean up. A tidy ship is a cool-looking ship. Plus there are plenty of in-game reasons to do so.

I WANT TO PUT UP A SIGN / POST INFO, BUT TAPE WON'T STICK!

Use one of the notice-boards. Or put up nylon string and tape the notes to that. It also looks pretty cool.

DO I HAVE TO REACT TO PHANTOM PLAY?

No. If you don't want it, simply don't respond as the phantom touches you and it will go away.

WHERE IS THE FOOD?

In the Galley (kitchen). Come get it. There's also coffe here. Usually. There will be more than enough unless you really eat like a giant, in that case grab some food from someone who eats like a pixie. It's good spicy vegetarian Tauron food. Allergists; it's possible we will make mistakes with your diet, and we're deeply sorry for that, but tell one of the fire guards or other helper quietly and we'll fix the mistake. Eat on your post or in the mess hall, whatever you have the time to do. Be a grownup and throw away any packaging please. Bridge: Don't do anything which might provoke or reveal any Cylon raiders, so you'll have to go to Battle Stations. We won't throw anything at you if you sit still in a quiet area of space. Roleplay instead. The Tauron way is to treat meals symbolically, and with respect. Build on that both on the bridge and in the queue.

PRE-GAME MEETING X DIDN'T HAPPEN SO WE HAVEN'T COORDINATED OUR GROUP / FACTION AND I NEED TO TALK TO A GM RIGHT NOW TO GET HELP

Please don't. A larp of this size and level of ambition is like a military operation. Thus SNAFU (Situation Normal All Frakked Up) is a common state of affairs. Please be understanding and always try to solve your own problems before talking to a GM. For instance: gather the group and run the meeting yourselves. Everything you need is online. Also, seek out and talk to the players we suggest a connection to. We ask you to do it in the character brief, and we mean it. They may not have gotten all the info you have.

I NEED TO GET 8 HOURS SLEEP BUT I CAN'T WITH THE CURRENT SCHEDULE.

Grab a cab IMMEDIATELY after the last Ep of the day wraps and go straight to bed. Do not stay to talk to any of the other players, no matter how tempting. You'll be fine. The cost of the cab is easily offset by the ultra-cheap hostel prize included in the ticket.

I FORGOT RULE X / BACKGROUND DETAIL Y IN PLAY.... PANIC!

No worries. Just act as if the situation was real and you'll do just fine. Plus we hope to be able to place copies of the briefings in the Heads (ingame bathrooms) for easy brushing up during the game.