LARP ON MARS

Set after WWII three hundred years in the future, Earth is full of nuclear debris. The world powers decide to create colonies on Mars to be free of the war that they left behind. Territories, representing the whole planet earth, have emerged. They have vowed to build a new life for humans on Mars. Each team represents one of the territories.
Your job is to colonize Mars.

IMPORTANT:
PLEASE READ ALL INSTRUCTIONS AND FOLLOW THE DIRECTIONS CAREFULLY

Failure to do so may result in the loss of the game or other disaplinary actions
DAY 1: ESTABLISHING YOUR COLONY

As you arrive to your colony, you will notice that there are supplies spread out.

DO NOT TOUCH THESE SUPPLIES YET!

Form your groups and elect a leader. The leader will act as a diplomat for your team and will lead your team in your LARP story.

Once you have elected your leader, send them to the World Market to roll a dice to gain your place in line.

While waiting to be called to the World Market for supplies, begin to think about who you and your team are. Create a character and backstory for yourself and for your team. This will be your character for the rest of the game. To help you form your character, you might ask yourself questions such as:

1. What's your character's name? What are their dreams? What are their fears?

2. Do you have a family left behind on Earth? What is your relationship to the people on Earth?

3. How did you end up on Mars?

4. What is your relationship with the rest of your team? Are they your family? Did you know your team members before you arrived on Mars?
DAY 1 : ESTABLISHING YOUR COLONY

Your team will be called to the World Market to receive your country name, job responsibilities, and supplies. Every team member will have a different job responsibility. These job responsibilites include:

1. Medic: this is the only player who is allowed to access to the med kits and heal sick players.

2. Librarian: the librarian is the information seeker and the only player who can consult the “Welcome to Mars” book. They will be responsible for coming up with ways to handle the disaster situations.

Merchant: is the only player who can trade or use money at the World Market
Day 2: Build Your Colony

At this time, you may use the supplies given to you. The supplies will assist you in your survival. It will act for the following:

White foam blocks (building blocks)
1 block = 1 room
“Water” (Empty tea bottles)
1 bottle = 2 days of water for colony
Pool Noodles (units of food)
1 pool noodle = enough food for colony for 1 day
Glow Sticks (Energy)
1 glow stick = enough energy to run the colony for 1 day

Use these supplies to build a colony that can support life. Think of everything you might need. Refer to the librarian for ideas. Some things you might think about are: air, hydroponics, bathroom, bedroom, cafeteria, living area, gravity, air, etc. By preparing now, you might help save your team from disater.

If you need additional supplies, the market is also open, and the merchants may come trade using currency and supplies gathered by the merchant.

Your team will have 15 mintues to do this, when the timer goes off, send your leader to the World Market to recieve a card that will prompt your team to deal with a good or bad situation for the next day.
Day 3 : Survive Mars

Your team has now established your colony, but things begin to go wrong. Your team will begin to get sick and will have to deal with good and bad situations.

If a player get sick, the medic can heal them. Each pom-pom will take away one sticker, however, you are permanently sick until the end of the game. You must leave on at least one sticker. If you have over 4 stickers, you can no longer perform your job duty.

Work with your team to LARP out the card that your team leader drew from the World Market. You will have 15 minutes to deal with this card before your leader has to draw another.

If you need additional supplies, remember to build relationships with other teams and with the World Market.

Also, remember to stay in character!