



Gweriniaeth Pobl Cymru

y cwota

DESIGN DOCUMENT

version 1.0
15/4/2017

An explanation of
the setting, vision,
and rules.

The Quota



A guide for
participants
for the larp

May 24-27 2018

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Introduction

The Quota tells the story of refugees and asylum seekers in a detention centre on the border between England and Wales.

Participants will take on the role of inmates, sent to the holding facility because they wish to leave England and seek a new life across the border.

They may fail and be forced to remain in the facility, worse, they could be sent back to England, or they may be fortunate and find sanctuary as an asylum seeker in Gweriniaeth Pobl Cymru - The People's Republic of Wales.



What is larp?

Larp is a co-operative form of make-believe. It sits somewhere between improvisational theatre and a grown-up playground game of "let's pretend" with higher production values. There are many forms of larp, from huge fantasy games with complex rules and thousands of players, to small experimental art events played in theatre spaces. The Quota is somewhere in the middle; it is a realistic larp with a social and political message.

Larp is not theatre; there is no audience. Instead, participants take on the role of characters within the larp and act, speak, and behave as those characters for the duration of the event. The story unfolds organically, shaped by the actions or inactions of the participants.

What is a "design document"?

This design document explains what the larp is about, how it works, and which techniques we will use to play it. It is partly a rulebook, partly a guide to the world of the larp, and partly a way of answering questions that participants might have about the experience.

We recommend you read this guide before the larp. Although the rules and techniques will be covered during workshops before the larp begins, a good general understanding of the design, both the story and the practicals, will mean you are free to concentrate on playing rather than figuring out how play in this larp.

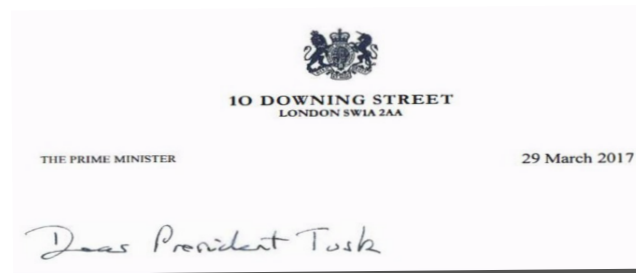


Background information about the larp and the world it is set in.

Who are the characters in the larp, How did they end up here?

The World

The United Kingdom is no more. Wales, now an independent republic, grows rich on the most precious of natural resources—water. It is a nation with a good quality of life, a functioning health and social security system. The border is closed. Illegal immigration remains a problem and to resolve this the Welsh Government have set up a quota, to give a select few people from England, Scotland and beyond a new home.



In post-Brexit austerity England, the contract for running both detention centres and processing applications to enter Wales have been put out to tender. River Severn Security (R7S) has won the contract for both and, in a cost-saving exercise, has rolled the operations together.

The Detention Centre is not a prison per se, it is just that the residents are contained there “for their own safety” while their applications are considered. Whilst at the centre, residents are prepared for a possible admission into Wales by learning important skills. They are also tested, assessed, interviewed, and examined to make sure that only the best will be considered as a part of the official Quota of Immigration.

The facility was once a low security prison; it was partially destroyed during prison riots and has been allowed to fall into a state of disrepair. R7S was able to secure the lease for a very low investment and is working tirelessly on plans to modernise the facility.

Characters

The characters in this larp will be ordinary people who, for a number of reasons, want to flee the wasteland of England and start a new life in Wales. They are not heroes or soldiers, doctors, or eminent scientists; many of them have no future in austerity England, all are looking for something better for themselves and their family. But do they have what it takes to impress the immigration service and get allowed in?

Some of them have been taken to the detention centre, some have tried to cross the border illegally and have been sent there, others have turned up at the gates carrying a few meagre possessions and have begged to be let in.

Characters will be pre-written in a cooperative way between organisers and players. Various tensions called *allegiances* will be built into the characters to ensure plenty of character on character conflict and emotion.

Timeline

23rd June 2016 The UK Referendum on membership of the EU votes in favour of leaving the EU, 52 % to 48 %.

Winter 2016 A marked increase of racially motivated attacks is reported in the news.

9th February 2017 UK parliament vote down a bill amendment to protect EU citizens living in the UK from possible deportation after Brexit.

27th March 2017 Prime Minister Theresa May triggers Article 50, beginning the formal process of the UK leaving the EU. Scotland immediately calls for a second referendum for independence from the UK.

1st April 2017 The civil service begin the process of disentangling EU and UK policy. Most policy is kept, copied over from EU policy documents in order to keep trading standards for future trading.

Summer 2017 As Parliament rise for their summer vacation, the UK press begin a campaign to "Take back our laws" after several leaked documents make it increasingly clear that a post-Brexit UK will have all the laws of an EU state, but lack the free movement and market access.

8th January 2018 Three major UK-based banks publicly announce that they are moving their operations to Frankfurt. It rapidly becomes clear that this planned move has been in place since shortly before the triggering of Article 50, with many jobs and operations having been moved almost immediately. The banks plan to move all staff and major trading in time for start of the next financial year in April 2018.

1st April 2018 The start of the new financial year sees nearly all major banks and investment companies move the bulk of their operations to Frankfurt. The remaining small UK based operations all move into a single building in Canary Wharf. UK press reports that "The great financial centre of Europe is no longer in the UK."

Summer 2018 The press and the Government push an agenda of Austerity and Good Work Ethic, with little resistance from the opposition party in the House of Commons. The first bill to change UK labour laws, abolishing minimum pay and maximum working week hours is voted down, but has gained a growing movement of followers.

1st March 2019 Plaid Cymru announces their intention to push for a referendum for Welsh independence from the UK. Wales has been disproportionately hit by the reduction in UK GDP, austerity measures and the lack of EU funding. The movement rapidly gains popularity, although it is dismissed by Parliament as a fantastical wish.

31st March 2019 The UK officially leaves the EU.

17th April 2019 The Scottish National Party, Plaid Cymru, the Liberal Democrats and Labour backbenchers all vote in favour of a bill to force referendum votes for all UK countries. Many Labour MPs are sacked for voting against party lines, they are quoted in the Press as unrepentant. The Prime Minister attempts to block the bill, but her attempts are ruled unlawful. Independence Referendum dates are set for all UK countries for 1st March 2020.

19th May 2019 A second bill to change UK labour laws is introduced in Parliament, with modified working weeks and the abolishment of the minimum wage. The bill is popularised in the press and passes into law.

Summer 2019 The UK becomes a divided nation. The support for the independence of the UK countries sees a marked increase in tensions between nationals. Scotland, Wales and Northern Ireland all return polls showing increasing popularity for independence.

1st March 2020 Wales, Scotland and Northern Ireland all vote in favour of independence. England returns a vote for remaining in the UK, by a slight margin.

3rd March 2020 Formal negotiations for Welsh independence begin. Wales sets a grace period of 1 year for all Welsh-born people and their spouses to move back to Wales from England before they will formally close the borders.

7th May 2020 England holds general election, returning Conservative majority.

18 September 2020 England introduces further austerity measures, reducing social security and benefits throughout England, but introducing a “light working” scheme to allow those who cannot work full time better access to part time and flexible work.

1st March 2021 Wales formally closes their borders. They institute a socialist-leaning government. Their main national income is the sale of water to England after securing rights to the operations of all national waters in Wales.

Summer 2021 England suffers huge drought after the government refuses to pay for Welsh water, and accuses Wales and Scotland of price-fixing their water supplies. The press report a huge spike in English requests for immigration visas to a whole range of countries, including Wales.

December 2021 England introduces the “Work what you can”-policy, replacing all UK labour and social security laws. The policy is championed as giving everyone the freedom to work the hours they can work, at whatever level they are able to work, at a pay level suitable to their contribution. Thousands of people are suddenly plunged into poverty and under-employment as companies take advantage of the ability to dictate hours and pay levels of employees.

January 2022 The re-branded EBC makes its first special report into the plight of English immigrants attempting to enter Wales. Many are found to be former benefits claimants who are unable to work, but are claiming asylum status due to facing hate crimes in England. The EBC refuses to use the word “Refugee” to describe these people.

February 2022 The EBC reports that 18 individuals have died attempting to enter Wales in one night. They all were either recovered from or reported missing shortly after entering the Severn River in an attempt to cross to Wales. A verdict of suicide is returned by an English coroner’s court. There is uproar on social media, and people throughout England begin sharing their stories of poverty and social decline via social media.

March 2022 Wales is ordered to make a formal statement to the English government about the refugee situation. While they refuse to open their borders, they pass a bill in their national parliament to allow a small number of English refugees into their nation per month. England and Wales agree to co-fund the setup of processing centres on the border.

July 2022 Three temporary processing centres are set up, funded by the Welsh and English governments, but run by private contractors. The initial contract is for 5 months, although the centres are immediately swamped.

January 2023 The three “temporary” processing centres are still in place, although the Welsh and English governments are both on record as showing signs of wanting to close down the centres, or to de-fund them. The English government voted down a bill in Parliament to make immigration a one-way deal, although favour for such sentiments are growing. The press quote an English politician as saying “The ongoing panic-migration of English citizens must be stopped. It is a fake situation, caused by fake news and fuelled by social media. The English National Government must look at ways of stopping this.”

March/April 2023 The events of the pre-play phase of the Quota take place.

May 2023 The events of The Quota take place.



Groups

Characters will be assigned to a work group in the centre. Groups will have particular jobs that they are responsible for, and will attend activities together. Groups will be able to gain points for good behaviour and attendance that “may aid the residents in their application.”

Some of the groups may have criminal elements and reputations for violence. Some residents have been arrested trying to illegally cross the border into Wales. Whilst not criminals, these residents will be subject to more stringent security and harsher interviews and measures than others.

Most groups will tend look after their own members. Your character will tend to be safer with their group or with members of their group.

Residents are assigned to a Group in the facility.

Activities

Residents need to take part in specific activities as a part of their work groups and as a part of their processing. Additional activities will count towards the points they need in order to get an interview for admission into Wales.

There will be a number of interviews, psychometric tests, medical and psychological examinations. Residents will be continually assessed and points allocated or removed based on these assessments.

Whilst it is important for your character to take part in as many activities as they can, you (and thus your character) will not be penalised if you need to take a break. Everything is opt-in.

Groups have scheduled activities during the day.

Guards

Uniformed guards will be present in the facility during the day. They will help with the smooth running and security of the facility. This larp is not about prison breaks, or riots, and as such any attempt to overpower the guards or steal their weapons will automatically fail. Please see later in this document for full details.

There are guards on duty, but only during the day.

Observers

Anyone carrying a clipboard is an “observer.” You may approach them if you wish to ask out-of-character questions, or in-character to make appointments to see the counsellor or for a character to get medical attention. Primarily they are a way for our crew to move around the site without breaking your immersion.

Although they are not referees or game-masters (we don’t have these in this larp), they may step and call *cut* in to stop a scene if they feel it is necessary.

People with clipboards are ‘observers,’ please do not talk to them.



All the non-residents are played by members of the crew.

Crew

Members of the crew will also play interrogators, medical professionals, facilitators, representatives of the English/Welsh Government, lawyers, TV crews, friends and relatives, visiting teachers, political activists, etc. They may also play the roles of other residents in the facility. As all characters (participant and crew) wear ID, if you are in doubt you can always check the ID badge of the person you are talking to to check their in-character status. The crew are there to facilitate and enliven the larp and to help create drama and immersion.

Structure of the Larp

The larp will run from Thursday evening through to Saturday night. Players will join the larp at different times; their experiences will differ depending on when they enter the larp.

Pre-play

In the two month period leading up to the larp, we will offer activities to help build and develop characters. These are optional, but highly recommended.

Prologue

Participants will need to attend safety briefings and workshops before entering the larp.

Day

Days will be structured and will include set meal times, interviews, classes, tests, and meetings. Performance in these activities will be monitored. Marks gained or lost may affect the character's chance of being admitted into Wales.

Night

Nights will be less structured and will enable you to spend time with and outside your work groups, share your character's stories and experiences, and possibly meet with lawyers, activists, and supporters. Once the guards end their shift, the residents of the detention centre are no longer policed and tensions and conflict may break out between different groups.

Epilogue

The larp will end at some point on the Saturday night when residents find out whether they will be issued with visas to enter Wales. A piece of music will play to signal that the larp is ending. When the music finishes, the larp will be over.

We will have a short debrief on the Saturday night, followed by an opportunity to socialise out of character with the organisers, crew, and other participants.

On Sunday morning, after breakfast, we will have a structured debriefing workshop and then say our goodbyes to the facility and participants.





Out of Character Information

Characters

How is casting done?

Participants are invited to select five possible characters from the list of options in order of preference. Each of these comes with a name, profession, a function inside the centre, and one or more *allegiances* - things that

characters may have in common, or things that set them apart. For example their social class, their favourite sports team, or those who voted for Brexit vs those who voted against.

We will add details of each of the *allegiances* to the website, and will also make sure that the details are given to you at the time of casting. This is to ensure that international players have the necessary context to play their characters fully.

The participant will usually be “cast” as one of their five choices; in the case of these not being available we will offer alternative choices.

Details of the character, including their personality, backstory, positive and negative traits, can either be written by the participant and sent to the organisers for approval, or the participant can request a character written by the organisers.

Finally, the characters will be assigned a *Hope* and *Despair*, one character that lifts them up and one that brings them down.

Note for experienced UK larpers

There are a few things you will notice about this character creation process that are possibly new, or different. There are no skills or skill points in this larp. Character creation is all about the person and the personality of the resident of the detention centre you will be playing.

The idea of the *allegiances* and *Hope* and *Despair* is to ensure that your character has both positive and negative relations within the facility. If there are people you are particularly keen to play with, you will be able to form some *relations* during pre-play. This will allow you to create a shared backstory, small family or romantic connections etc. However, we are keen to avoid large groups and power-blocs dominating the larp.

From a design point of view, we are keen for the characters to feel vulnerable during the larp and this will only work with your co-operation. Please do not build groups of relations of more than five other participants, and do not set out to form alliances with other groups which will let you dominate the larp.

The Innocent	Naive	Saint	Empathic	Dreamer	The easily led	Victim
The Survivor	Realist	Critic	Anchor	Citizen	Hermit	Sycophant
The Hero	Crusader	Rescuer	"Dragon Slayer"	Champion	Martyr	Bully
The Caregiver	Altruist	Parent	Mediator	Healer	Counsellor	Advisor
The Adventurer	Seeker	Wanderer	Explorer	Pilgrim	Gambler	Spy
The Rebel	Outlaw	Misfit	Revolutionary	Wild one	Individual	Free-agent
The Lover	Enthusiast	Confidante	Sensualist	Romantic	Broken-hearted	Romeo
The Creator	Inventor	Innovator	Poet	Know-it-all	Builder	Dealmaker
The Jester	Trickster	Joker	Fool	Truth Speaker	Actor	Comedian
The Sage	Detective	Scholar	Planner	Philosopher	Chessplayer	Teacher
The Magician	Visionary	Meddler	Destroyer	Catalyst	Enchanter	Chamer
The Ruler	Leader	Politician	Despot	Manager	Diplomat	Gang-Boss
The Traitor	Devil's Advocate	Turncoat	Social Climber	Antagonist	Intiguer	Snitch
						Guilty
						Trash
						Coward
						Stranger
						Mouse
						Obedient
						Cynic
						Denier
						Sober
						Closed-minded
						Rationalist
						Unionist
						Double-agent

Casting and character creation — it is all about the story.



Pre-Play

Once you have your characters and you are happy with it (we will work with you to make any adjustments necessary to ensure you end up with a character that will work for you and the larp), we'll invite you to create some positive and negative relations. These can be as simple as choosing another *allegiance* to hate, or as complex as finding another player whose character can be an old friend or a bitter rival, and creating a backstory.

You may also want to make sure some other players know your character's secrets. Secrets are easy to keep in a larp. But for them to be properly dramatic they need to be revealed. It may seem strange to ensure that you give up control of your secrets to other players, but it actually makes for a better larp. Trust us, this works!

A few months before the larp we will be opening our in-character social media platform where you can start to talk in-character about the plans for your characters and their dreams or plans to leave England. This part of the experience will end a few days before the larp as various groups of characters either leave for the facility or try to cross the border into Wales via other means.

We will also send you some forms to fill out as your character. These will be used by the crew during the larp as the basis for your character's application to enter Wales. We suggest that you don't make life easy for yourself and that you leave plenty of hooks for in-character drama. We'll share some examples of what we mean by this as this phase of play approaches.

Hope & Despair

Each character will be someone's *Hope*. Their task is to help this character feel more positive, to give them hope and encourage them to carry on.

Each character will be someone's *Despair*. Their task is to bring this character down, to raise doubts and to encourage them to give into their feelings of hopelessness and despair.

When you are someone's *Hope*, your job is to seek that character out at least twice during the course of the weekend and do your best to be supportive. Likewise, when you are someone's *Despair*, your task is to go out of your way to make the other character miserable or frightened. Someone will do this for you in turn, and this should add more intensity to everyone's play experience.

In addition, you can use your *Hope* and *Despair* to moderate your own experience. If you are finding things too easy, seek out your *Despair* and they will try to bring you down.

Pre-play, preparation for the larp using our in-character forum.

Explaining the idea of Hope and Despair.



Meta Techniques

This larp has very few rules. Instead it has a number of meta techniques that are used to control and amend play. These will be introduced in more detail during mandatory pre-larp workshops.

“Is that all you’ve got” - The invitation to Escalate

If you want to escalate an interaction, then use the phrase “is that all you’ve got?” For example if you are being pushed around by a member of another work detail and you’d be comfortable with them actually dragging you, then you could use this escalation phrase. The phrase is an invitation for them to escalate the scene. They may choose to accept the invitation, in which case the larp will become more physical, or they can reject the invitation, in which case the scene will continue at the same level of intensity.

“Lay off” - That’s enough!

If you want to de-escalate an interaction, then use the phrase “lay off.” This is an instruction to the other players to de-escalate the scene.

Cut

Cut is a safeword that signals that the personal boundaries of an individual player have somehow been crossed and the player needs to extract themselves from the situation, or that someone has been hurt, or does not feel safe. If another player uses this word then immediately cease the scene.

You do not need to give an explanation for using *cut*.

Not saying *cut* in a situation where it is appropriate may be catastrophic. Saying *cut* in a situation where it is inappropriate has almost no consequence.

Better to say it too often than too late.



How to “turn up”
the intensity of a
scene...

...and how to
turn it back
down.

Stopping play.

I don’t want to
play this...

Lookdown

You may choose not to interact with a scene or another player at any time by covering your eyes, looking down, and walking away. This is a visual cue that the participant (rather than the character) wants to opt out of a situation. You can use this technique, for example, if you have elected to go out-of-character to go to bed and you want to use the toilet without engaging with other players who might want to steal your blanket.

This does not represent invisibility; for example you can not use it to avoid being caught by the guards mid-scene. If you are using this technique you must leave the area you are in, so you cannot use it to “safely” stand and watch another scene.

Black Box

The black box is a room where you can go in order to play out scenes that are out of time or space for the larp. For example, if your character tried to get across the border into Wales in the back of a container lorry, you could go and play that scene in the black box. You might want to experience a scene from your character’s past, or a “what if...?” scenario from their future.

The black box is a space with some sound and lighting effects in it, and a couple of crew who will work with you to enable the scene you want to play.

In order to use the black box, you should “sign up for a session with the counselor” by talking to one of the observers. You can sign up individually or as a small group; you will be given a time for your appointment.



Leaving a scene or choosing not to engage.

Playing scenes outside of the prison or outside of time.



RIVER SEVERN
SECURITY



Conflict/Fighting

Fights between residents

We will workshop the rules for physical conflict before the larp starts.

In a fight of two or more against one, the larger side will always win. With even numbers the outcome is likely to be a bloody stalemate.

Violence should be simulated. We will use the escalation and de-escalation mechanics to allow the victim to control the intensity of any fight scene. These conflicts should be uncommon, powerful and intense.

In the case of improvised weapons (“shanks”)—that will be represented by larp-safe weaponry—if you are struck with one of these weapons you have lost the fight and should fall to the ground.

In all cases it is always the victim who decides on the nature and severity of any injuries they sustain.

Character Injury & Death

A character who is injured can get help from their fellow residents, who can improvise first aid, or they can contact one of the guards and get access to the medical centre where they will be treated. Injuries can be interesting to role-play. Serious injury less so. A treated wound may be painful, but it is never debilitating.

You cannot kill another character. However, the player of that character may choose to let their character die.

Fights with Guards

In any conflict, the guards will always win, even if they are outnumbered. If you choose to start a fight with a guard it is a signal to the crew member that you want to be put on the ground. You cannot overpower the guards. You cannot hold them hostage. You cannot steal their weapons or equipment.

Firearms

If a guard pulls a gun, they control the situation. You must back down. If your character is shot by a guard, they are dead and will be removed from the larp. Blank firing weapons may be used by guards only. You may not steal a gun from a guard.





Practical Information



General Rules

Age Limit

This larp will have a strict 18 years age limit.

Alcohol

You may bring a small quantity of alcohol into the larp itself for consumption in-character. Within the larp alcohol is officially forbidden inside the detention centre. Any alcohol in circulation during play may be confiscated by the guards, traded or stolen. It will function as a coveted luxury item and there may be moments of people hiding out to share a covert drink, but this is not a larp that will encourage heavy drinking. If you drink, please drink in moderation. Anyone whose drinking is deemed to jeopardise play or player safety will be removed from the larp.

You may bring alcohol with you for consumption at the after-party. This should be left in your car or with the organisers.

Closed Doors

A closed door is always locked. Only guards are able to open and shut doors. The exception is the door to your cell which you can close at any time to make the room out-of-character. Guards will not open or close your cell doors. This is to allow uninterrupted sleep or an opportunity to decompress. Please do not role-play in your cell with the door closed.

Food & Water

Food and water will always be available. Water is never stolen. Players are never prevented from eating or drinking. If you have specific dietary requirements we will work to meet them. Some luxury food and alcohol will be in-character and can be stolen.

Please note the tap water in the out-of-character area is UNFIT to drink from the advice from Rutland County Council EHO. Fresh drinking water will be provided by the organisers.

Gender, Sexual Preference, Disability, Race

The Quota is an inclusive larp, designed to be played by anyone. Whilst certain cultural and political tensions are a part of the larp design, we have chosen them specifically to fit with our themes.

We believe this will be a better experience without sexism, without homophobia or transphobia, without ableism, and without racism. We ask our participants to respect

this decision and to avoid language or behaviours that could be interpreted as breaking this rule.

Some characters may identify as nonbinary, be gender fluid, or without gender. In this larp no character will bat an eye if two men or women show a romantic interest in each other. Likewise, residents in a poly relationship are not worth remarking about. Your character can be straight, bi, gay, lesbian, queer or whatever you choose.



The larp does deal with matters of nationality and nationalism, and considers the experience of immigrants and refugees. There are some characters who have strong opinions about free movement and immigration. For clarity, even these characters do not care about the colour of someone's skin; only the country on the front of their passport.

At the larp, gender, sexual preference, and race are not relevant to play or to conflict. If you need to find a reason to hate on another character, you can look at their *allegiance*: Their politics, their class, their attitude to immigration, which city they come from, the football team they support, etc.

We acknowledge that all these issues do affect people caught up in the issues of migration and asylum. We have taken the decision to exclude them from this larp.

Hours of play

The larp runs 24 hours time-in. Anyone may return to their cell at any time and close the door. The closed door removes you from play and you are no longer in character. Other players may not open closed doors. Crew may open the door to check on you, if they have reason to be concerned for you, but you will be left alone if you wish/are asleep.

If you need to use the toilet facilities these will also remain out-of-character. Plot activities—interviews, examinations, etc, will not take place between 1am and 9am.

Personal Items

You have the choice of determining which of your belongings are understood as in-character and which are to remain out-of-character.

Out-of-character items:

We will provide you with out-of-character “safety” bags. A large one, which should be kept out of sight in your cell, and a small one to carry necessary items on your person. These bags may be used to safely store personal items that are to remain out-of-character. All personal valuables (wallets/keys/phones) must be stored in a “safety” bag. Your safety bags will not be searched, and all players must respect one another's safety bags.

Please do not use “safety” bags to store anything that will be used in-character, as the precariousness of your in-character possessions will be part of the larp experience. Anything that is not in a safety bag can be stolen from you (or by you) or confiscated by the guards.

In-character items:

You will have few in-character possessions, however you may bring with you, find or be given certain “luxury items” such as chocolate, alcohol, fresh fruit, extra blankets and

cigarettes. These are tradeable and stealable. You may try to hide these items in-character, but you should not hide them in your safety bag for later in-character use.

Mobile phones:

Please keep your personal (out-of-character) mobile phones in your safety bags. If you need to make a call, go into your cell and close the door. A few in-character mobile phones will be in circulation for making in-character calls. You will learn more about this at the workshop.



Sleeping

During the larp there will be no organiser initiated activity between 01.00 - 09.00. If you wish to continue to role-play during this time please do so away from any cells with closed doors and be aware that the organisers will not be available except for emergencies.

Smoking

Out-of-character, smoking is not allowed indoors. In-character, smoking is not allowed in the facility at all. If you want to smoke you will need to do it outside, and without being caught by the guards. Cigarettes will be considered contraband and may be stolen, bartered or confiscated.

Safety Rules

Emotional overload

Larps can bring out strong emotions. This is one of the reasons some of us play, but it also means that sometimes emotional overload happens, occasionally something triggers a bad memory or hits home harder than expected. This is perfectly OK and is nothing to be ashamed or scared of. If you feel you need someone to talk to—whether about light things or serious—please come to the organisers room.

As well as the option to return to your own cell at any time, an out-of-character space will be available to all players. You can enter this space at any time.

Problems will arise, misunderstandings will happen and that's unavoidable with this sort of larp. What we can assure you is that we'll do our best to help if you need us.

Out-of-character injuries

If you are injured or if you see anyone else injured (out-of-character) please contact a guard, observer or come directly to the organisers.

Opt in, not opt out

Everything in this larp is opt in. Sometimes things happen in a larp that we as players just don't want to do. Not for any particular reason, but just that in the here and now they don't work for us. Every interaction at The Quota should be treated as an

invitation. You do not have to play out a particular scene or interaction if you do not want to. Please read the section on meta techniques below for ways of signal to other participants when you want to withdraw or change the terms of engagement.

We will be workshopping these meta techniques to ensure that all participants understand them.



Participant & Crew Safety

There will always be at least two crew members present at any interview, medical, or search.

Searches will always be carried out by a member of the appropriate gender. They will be opt in and governed by the metatechniques detailed in this document. They are not a mandatory part of the larp; you will be asked out-of-character if you consent to any search. Participants will remain in control of their own experiences at all times.

We will publish the names of all attendees prior to the larp. If participants have issues or concerns about anyone attending they are invited to contact the organisers—in confidence—to discuss their concerns.

The larp features a number of meta techniques to control the intensity of interactions. The larp is opt in. Participants who ignore the safety techniques, or fail to follow a de-escalation request, will be removed from the larp.

The larp has a number of rules around inclusivity. Participants who ignore these rules or who harass another player will be removed from the larp.

Safe Relations

We recommend that you build a safe relation with at least one other player. This may be with your assigned *Hope* player or with someone else. Agree with someone beforehand that no matter what happens, your characters will always look after each other and that they can always come to you for support in-character (and vice versa). This is an out-of-character agreement and should not be broken. Very occasionally this may mean compromising your character a little. If you need help setting this up, let us know.

Sexual Violence

Sexual violence is not a part of the larp. Please avoid any discussion or role-play around themes of rape or sexual assault. Under no circumstances should participants threaten to sexually assault others.

Site Safety Rules

The site contains uneven ground, slippery areas (especially when wet) and other potential hazards. Participants should take adequate care in these areas and must accept that they play at their own risk.



Participants are warned that they may be subject to occasional loud noise and smoke.

Accessibility

We take accessibility seriously and we are working to make this larp open and available to all players. 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.



Physical access

Not all of the site has step-free access as there are number of staircases and no lifts. However, we will ensure that our activities, facilities, and key plot locations are accessible.

It is possible to reserve accommodation on the ground floor.

The toilets are portaloos, but we will be hiring accessible toilets.

Food and drink

Meals will be served at regular times. If you have specific dietary requirements we will work to meet them. 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. Meal times will not be interrupted.

There will always be access to food and fresh water.

Timekeeping

The schedule for the day and evening in the centre will be published. As far as possible activities will take place at the published time. We will not be artificially manipulating the passage of time. Clocks will always be correct.

Electricity & Heating

Power can be made available for electric wheelchairs, C-Pap machines, etc. The facility is not heated, however we can make provision for electric heaters if they are required.

Printed Material

The larp does involve printed material and forms. We will create large print versions of forms if required; please inform us of this at the time of booking.

Opting in

All events are opt in, not opt out. Participants can go out-of-character at any time and without giving a reason. There will be no in-character penalty for not turning up to an event or activity. It is always possible to avoid any form of physical combat or interaction at any time. This option is available to all players.

If participants explicitly wish to make their disability a part of their experience, we will accommodate it, otherwise it is assumed that our fictional Wales does not discriminate based on disability.

An out-of-character space is available to all players. You are welcome to enter this space at any time for any reason.

Your own personal “cell” can be converted into an out-of-character space at any time simply by closing the door. You can nap, rest, or decompress whenever you need to.

Data Security

We will ask participants to disclose any accessibility requirements at the time of their booking. This information will be kept safe and not disclosed to any third parties. Only the organisers of the event will have access to this data.

If you have any questions or concerns please contact us as early as possible to discuss your individual needs.

Contact info

If you have any questions, you can contact us at info@quota.cymru.

Food/Dietary restrictions

There will be food served as a part of the larp. If you have specific dietary requirements, intolerances, or allergies please let us know as early as possible.

Things to Bring

Clothing

We suggest buying clothing from charity shops and spending no more than £20. In most cases, characters enter the facility with what they are wearing and nothing more.

It will be cold at night, thermal layers, hats and gloves are recommended.

Bedding

You will need to bring suitable bedding—including a sleeping bag and a sleeping mat. Please note that unless you have accessibility issues you will need to be able to carry your bedding, clothing, and any luggage with you in a single trip into the facility.

It will be cold at night. Extra blankets and a good quality sleeping bag is recommended. For international players, we will provide an option to purchase a sleeping bag and mat for you for collection at the larp.



Torch

There are no lights in the cells. It is strongly recommended that you bring an out-of-character light source for use in your cell. In-character light sources will be available, particularly in communal areas.



Credits

Based on an original idea by Helly Dabill.

The Quota also recognises inspiration from:

- Europa (Fatland, E., Tanke. I, Evang, A., Røsseland, C., Evensen, H., Krogh, J., Evensen, A., Bergersen, B. Haugenm R. 1997).
- The National Theatre of Wales' Bordergame.
- Daniel Steinbach's "The Quota"—a mini larp that has been played in Germany and Turkey.
- The music of the Manic Street Preachers.

Meta Techniques

Hope and Despair mechanic is inspired by the Essence/Nihil technique from "Do Androids Dream" by Ariadne's Red Thread.

"Is that all you've got" & "Lay off" mechanics from Black Friday by Terre Spezzate, words by John Shockley.

Lookdown mechanic by Trine Lise Lindahl and Johanna Koljonen

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Written by ...

Simon Brind, Charlotte Ashby, Helly Dabill, Martine Svanevik, and Rob Williams.

Produced by

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To be born Welsh,
Is to be born privileged.
Not with a silver spoon
in your mouth,
But music in your blood,
And poetry in your soul.



Made in Wales



CELTIC LARP