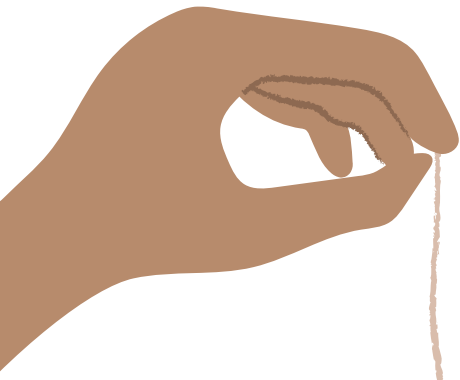


L.A.R.P

Little Alchemization & Realm Production

Ali Mark &
Nell Quinn-Gibney



THE GAME

This booklet will guide you through a game that is part live-action roleplaying game, part world-building game, and part community cleanup.

The game itself concerns a group of gods, building a new world together. Players each take on the role of a god of a different domain and use the trash they gather as the building blocks for the world they're creating.

The first thing you will need to do is organize the cleanup portion of the game: schedule the time and location, get municipal/city permission, gather supplies (trash pickers, work gloves, trash bags, recycling bags), figure out where the trash and recycling should be placed at the end of the event, and make sure you have water and some snacks.

Once you have the cleanup scheduled, it's time to get down to the game portion. Each player should select one of our suggested gods or create their own. They will select a domain and spend a few minutes thinking about past experiences they may have had that have influenced them. Once the characters have been assigned or created and everyone is familiar with the lore and the rules - it's time to begin!

THE LORE:

Every thousand years, the gods come together to create a new world. You have spent the time since the last creation watching over your realm, honing your skills, and awaiting the day that you would join your fellow gods to create again. Now the day has come: the slate is blank and it's time to see what this millennia's collaboration will bring.

THE CHARACTERS:

Start by coming up with your character's name and choosing their domain from the list below, or coming up with your own godly domain.

- Travel
- Weather
- Mischief
- Creativity
- Friendship
- Strength

Think about what your realm looks like and what you have spent the last thousand years doing.

What are you most excited about for this gathering?

THE RULES:

The world starts small: just a park in a neighborhood in a city in a land. Each god should contribute at least one new addition to a location before expanding out, but can contribute more, until you feel that the location has been suitably explored. Things that you might create could include:

- Plants
- Animals
- Sentient creatures
- Religions
- Holidays
- Buildings

Whatever you create should be inspired by the trash that you find. You could use the color, material, location, shape, or original use of the item as inspiration.

Every once in a while, something could happen in the real world around you that inspires a change in the world you are creating. A dog could come to say hi, and an alien species crash-lands on your planet. A truck goes rattling by and your city enters a new technological area. It starts to drizzle, and your land is struck by days of unceasing rain. One person could serve as the game master to select and introduce these elements, or you could work together to agree on them.