

AGAINST ALL FLAGS

PLAY GUIDE

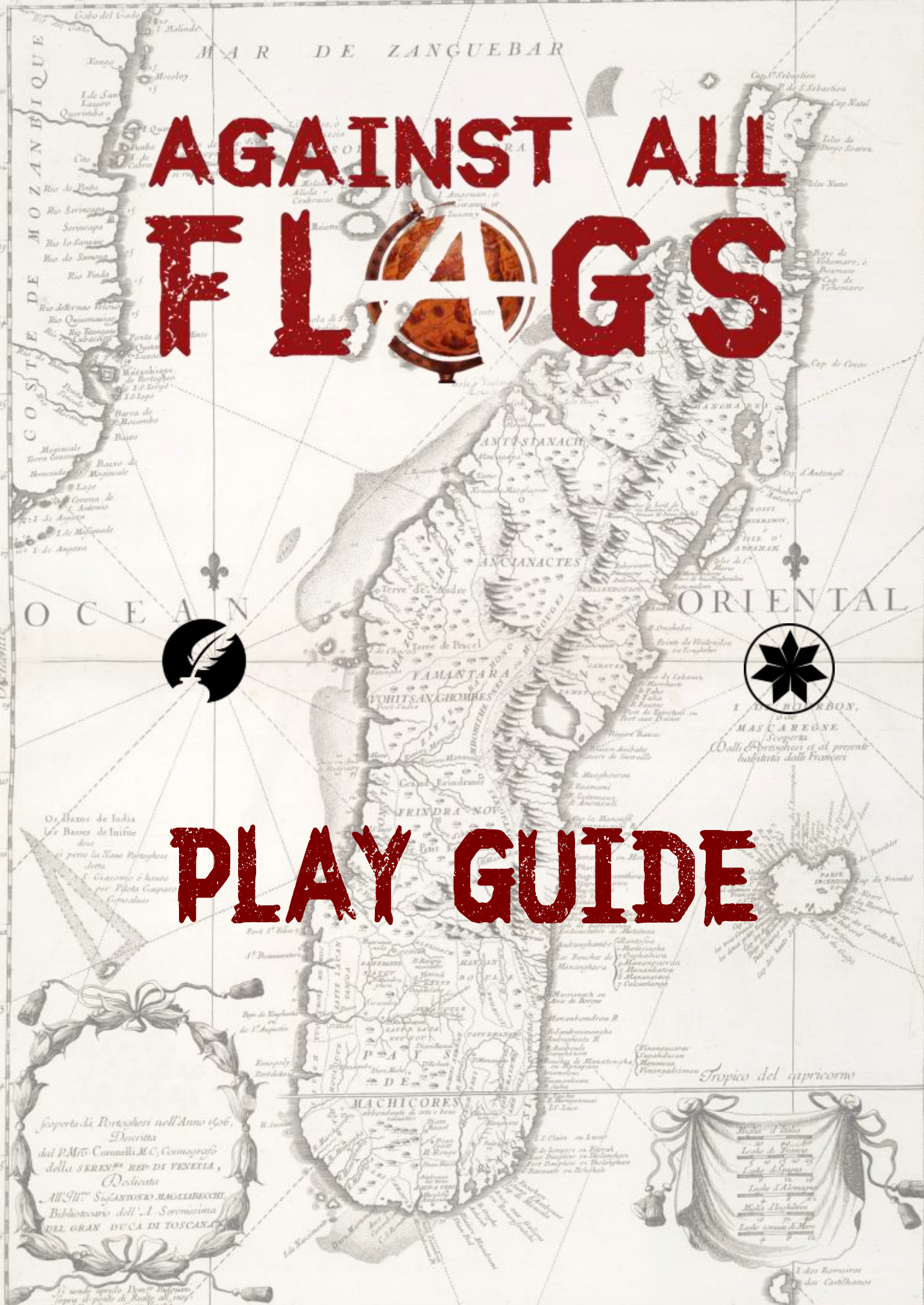


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INTRO

AGAINST ALL FLAGS is a pirate-themed larp by **TERRE SPEZZATE** and **L.A. MOSS PRODUCTIONS**, for 27 players, set aboard *La Grace*, the replica of a 18th century tall ship. It will take place in Tuscany, around Elba Island, in May 2023.

WHAT LARP IS ABOUT

Larp (Live Action Role-Playing) is like being on a film set without any script. This means that the outcome is determined solely by the choices and actions of the players. Let's say it's a more sophisticated and more grown-up version of let's pretend... where you are the main character in your own pirate saga, and at the same time the friend, nemesis or comrade of other players' characters.

JUMP ABOARD!

Fight and Sail for Libertalia! your pirate crew is sailing with one of the most dangerous pirate vessels of the seven seas, will you be able to make your dream of freedom survive? Will your names be written in the history books as heroes or as damned?

You're on a real tall ship! the game will take place on a vessel sailing around the beautiful Tuscany Coast. You will live the story of your character, sleep and eat aboard the tall ship. Moreover, there will be landings to carry out missions, or simply to revel!

Round the clock shifts: a ship must be tended at all times; every participant will be assigned to shifts covering the whole day.

Crewing a Ship: seafaring is not only about harsh life. If you are bold enough to step aboard, you will experience the romance of the Age of Sail. You will have the chance to actually crew the ship, setting the course, taking the helm, trimming the sails, exploring faraway shores, diving in lovely secluded bays...

THE THREE GOLDEN RULES OF LARP

1) Always stay in character: in your words, actions and thoughts. Do not talk about anything else, avoid anachronisms: the game is fun and exciting if everybody makes it real and brings it to life for the sake of the other players.

2) For every action there must be a reaction: if another character tells you a secret, slaps you, appoints you captain of the guard, stabs you in the back... **react.** It doesn't matter what you do or say, but do something, preferably something appropriate, entertaining, dramatic. In a larp no action can go without having some sort of effect.

3) Accept the actions of others: in a larp everyone is their own director. Never doubt the actions or goodwill of others, and never expect a specific reaction from them. Always **accept the events or what others do to you as it happens** and play accordingly. In a larp there is no script, no rehearsals and no retakes. It's not that everything has to be perfect, but everything can be convincing if you decide to play along with it.



SAILING

LA GRACE, A REAL BUCCANEER SHIP

We will sail aboard **"La Grace"**, an incredible replica of a real tall ship from the second half of the 18th century. La Grace cruises the seas and oceans to bring sailing history to life. La Grace's crew arranges cruises on their historical ship for all interested people, together with training in marine crafts and their proud traditions.

According to available sources, La Grace was the name of the ship belonging to the first real Czech seafarer Augustin Heřman. He crossed the Atlantic several times in the service of the Dutch West Indies Company; later on, when out of service, he started his career as a privateer, raiding Spanish trade ships with La Grace. Eventually, he became the largest exporter of tobacco in America.

The ship's construction was begun in late 2008 in a professional shipyard in Egypt. La Grace was launched on water on 5th December 2010. The main reason for choosing that shipyard was the fact that there the boats and ships were still being built in the traditional way.

La Grace's Facebook Page:

<https://www.facebook.com/TheShipLaGrace>

LIFE ABOARD A TALL SHIP

As well as the food, accommodation will also be an integral part of your "Pirate experience". All participants will have a spot inside common sleeping rooms with bunk beds or hammocks. There are also a couple of private cabins that will be assigned according to the character you are playing. The ship has five bathrooms and electricity.

As inexperienced mariners, all characters will have to fulfill their duties, like cleaning the bridge, preparing food for the cook, trimming sails and so on. Shifts will be assigned and you will have the chance to experience all the parts of the real life on a sailing ship. Obviously there will also be plenty of rest and free time.

A SAILOR'S SACK

Space in a ship is limited and vital: all sailors know they must keep only what's strictly necessary for a pleasant journey. But since you're still just novices, we did you a favour and put down a list of what you have to tuck in your sack. Note that this is not about your costume, but only a matter of space management. So the use of rigid trolleys it's forbidden, because on the ship it will be difficult to store and hide them. As you may have noticed, in order to preserve the atmosphere, we are trying hard to minimize the amount of modern-looking items aboard during the game. The available space on a ship is limited, and "hiding" modern stuff would be



difficult. So we expect players to **carry cloth sacks rather than suitcases, and wool blankets rather than sleeping bags.**

Obviously, we will make exception for anything you actually need - eyeglasses, medical devices, toiletries and so on.

If you do not have a warm, not-too-modern-looking wool blanket, or if it's too inconvenient for you to carry it by plane, you can rent it from us for €10.

If you cannot find a nice-looking cloth sack, leather bag or the like, we will lend you a simple, open burlap sack. Please note that we expect players to put their clothes and stuff directly in the burlap sack - **not** to put them in a modern suitcase, and then wrap the suitcase in the sack.

MANDATORY

- Historical-looking cloth sack, knapsack or duffel bag, not too big
- Warm blanket, in dull colors (ie, not too modern-looking)
- Bed sheets and pillowcase (pillows are on the ship)
- A heavy sweater
- A small towel
- A small sack containing your toiletries
- Two or three appropriate shirts or jersey, possibly with long and short sleeves (for example Telynyashka, Armor lux or other striped shirts)
- One or two pairs of simple historical pants
- A few socks and underpants
- Boots or other historical shoes; note also that you can always stay barefoot on the ship, but in the evening it may be cold.

Important: In order not to scratch the wood of the ship's deck, it is important to avoid shoes with cleats, nails or overly aggressive soles. Small stones and dirt caught in the soles can cause major damage to the wood of the deck! If you can, use a different pair of shoes to go ashore. If not, carefully clean the soles of your shoes before getting back on the ship.

OPTIONAL

- Historical-looking Gloves for working with the ropes
- Thermal underwear
- A warm and long coat
- Warm simple hat
- Sunscreen
- A period-appropriate glass or cup, for toasts

FORBIDDEN

- Any kind of modern-looking or rigid luggage. For example suitcases, trolleys, backpacks and the like (except for very small containers easy to keep out of sight, like your toiletry bag or wallet)
- Sleeping bag (please, carry a warm blanket instead, or rent it from us)
- Too much luggage (please only carry aboard what would fit in an airplane hand-luggage, typically 55x40x20 cm; hats, weapons, in-game coats and the like do NOT count against that limit)
- Anything that you won't need aboard. Please leave us your spare offgame clothes, extra suitcase etc., we'll store them safely ashore and return them to you when the larp ends.
- Hairdryers. The ship's generator can recharge your phone, but it cannot operate high-consumption electrical devices.
- **!! !!** Possession of any drugs (including soft drugs such as marijuana) is strictly prohibited on the ship. Maritime law has zero tolerance, so it is not possible to have drugs even for personal use! In the event that a check detects drugs on board, the penalty is 10 years for the drug owner, 10 years for the captain and the ship will be confiscated! **!! !!**
- Also, no open fire on board! (it is allowed to smoke cigarettes)

Note that every dress on this list can be adapted/modified for your character. So this is only meant to be a general reminder of what is necessary on the ship.

WEATHER AT SEA

The sea may look quiet and beautiful from the coast, but every brave seaman must be ready to challenge its fury anytime. For this reason we recommend that every participant is prepared and aware that we aren't in control of the weather. May in Central Italy is quite warm, but there may be some rains, or a cold Spring. In any case the temperatures will likely range from 15 °C (59 °F) during the night, to 25 °C (77 °F) or more during the day; in full sun, it may feel considerably warmer than this.

A useful tip is wearing layered clothes so that you can decide at any time to remove layers or add them.

Also bring sunscreen, in case of intense sunny days.

If you think you are sensitive to the cold, take a sweater or thermal underwear to wear under your costume, or a coat / mantle to wear on top, and an extra blanket for sleeping.



FICTION

For God and Liberty!

PLAY STYLE

AGAINST ALL FLAGS is a Larp focused on role-playing and living within the experience. You can imagine being a character in a movie, with all ensuing feelings, drives, goals and fears. Whatever action you would like your character to carry out during the game, you'll just do it for real! The only boundaries will be common sense and a set of simple rules on how to simulate what otherwise would be too dangerous or burdensome (fighting and injury, for example).

Beside that, the key guideline will be What You See Is What You Get. Our goal is to create an event that is as immersive as possible; everything that is a part of the story will have a physical representation.

In **AGAINST ALL FLAGS** conflicts aren't there for characters to pursue some sort of personal victory, but to explore and develop relationships between each other, to one goal: the collective building of an exciting story. A conflict scene should be as cinematic as possible, so as to be interesting and engaging – as much for the characters who are directly involved as for those standing around. We expect all players to be comfortable with the kind of verbal intensity and body contact you would see on a film set.

Keywords: sailing, adventure, secrets, mystery.

INSPIRATION:

AGAINST ALL FLAGS is a Larp designed to deliver the feeling of a tale where liberty and anarchy are the core of pirate life. It draws on the legends of Libertalia, the Sandokan series, the Black Corsair series and the Black Sails tv show. It has the flavour of pure adventure, with action, treasures, secrets, alliances and heroism.

CHARACTERS

AGAINST ALL FLAGS includes 27 characters, all written by the author. Each character was designed to be more than just a name and a sum of traits. They are people and have their own personalities, beliefs, moral positions and ways of seeing the world.

We have published the short public text description for each character, available to all. We call this short introduction "teaser". The teaser will only reveal enough of a character to get a general idea of it, providing enough interesting details to make an informed choice about what character you want to play, while staying spoiler-free.

CHARACTERS GALLERY

The characters for the four events are identical. Here you can read the public description of each character!

**Run in italiano • English-language run 1 •
English-language run 2 • French run**

The teaser represents just a fraction of a character's life and there is much more to discover, such as a secret past or an important emotional background. After a player selects a character, they have been granted access to the full description. No other player is able to read this information: it will be your secret until the larp.

Due to a deliberate design choice, historical accuracy ignores the gender segregation of the times: everyone will get to play any available role. We want to offer every participant the chance of playing a character they will love.

All the characters will be written as neutral; their names will be something like Indigo, Kimera, Papillon. Every player will be able to use just the given name (i.e., Indigo), or add to the character a first name of their own taste (i.e., Jane Indigo, or Bill Indigo).

BONDS AND LANGUAGES

There will be family bonds according to the gender-neutral nature of characters, meaning there could be siblings, cousins, parents and children. While bonds are binding and players are expected to play them, their actual nuances are open to a more detailed characterization and they could lead to mutual or asymmetrical relationships.

Romantic relationships will be up to the players to decide: characters will have strong bonds, but the nature and the intensity of them will be decided by the players involved in the relationship. A strong positive relationship could be defined as friendship or love; a new positive acquaintance could be a fling, a flirt or just a mutual liking. Our goal is to allow people who love to play romance to do so, and people who don't to adjust their relationships according to their taste.

Although all the characters come from Libertalia, they are originally from different

European countries. Nationality will thus have an impact on some of their relationships. In any case, there will be no language barriers whatsoever: in Italian run, all the characters will speak in Italian; in the English run, all the characters will speak in English, regardless of the nationality of the characters or of the players.

HOW TO SPILL YOUR SECRETS

In larps it can happen that secrets stay secret for the whole event, and that's a pity, a lost opportunity.

Even though a secretive character might want to keep their secrets to the grave, we as players have an interest in sharing those secrets, to get our characters into trouble and build a richer experience.

So, if no one finds out, make sure to spill your secrets at some point!

Even if it doesn't seem reasonable or plausible to reveal your, there are a lot of interesting and credible ways to do it:

- Getting drunk and accidentally saying too much to the wrong person
- Talking to a superior or a figure of authority (political, spiritual, social etc.)
- Confessing your trouble to a "trusted" friend
- Confessing your secret to someone you barely know, who is not involved at all in the issue
- Talking to yourself wherever you might think to be alone (even though you, as a player, are aware that your character is not alone, and that someone might be listening).

SETTING

AGAINST ALL FLAGS is a work that belongs to the **ADVENTURE FICTION** genre.

This means that the setting is not and does not claim to be historical, but is a fictional creation of the author: Mariagrazia Mosetti of L.A.Moss Production..

The following are the notions of setting known to all, divided into thematic paragraphs.

LIBERTALIA

Libertalia was founded in 1682 by Mission, Tew and Caraccioli. Mission and Tew are two captains, Caraccioli a priest and ideologue. Mission led the ship Adventure, Tew led the ship Amity. They found a suitable place hidden from view near the main mouth of the Onibe River and built the first huts there. While Mission and his crew became land pirates and were busy building Libertalia with Caraccioli, Tew and his crew attacked passing ships with the Amity, to supply the republic with both manpower and riches. Over the years, Libertalia grew in size and Adventure was also able to join Tew's Amity. Thus was born the Libertalia fleet and the rule of alternating captaincy of ships. As Libertalia grew, so did its fame - first locally and then internationally - and also its enemies.

The republic was structured into groups of about ten pirates led by a captain. The groups were formed in different ways: sometimes an entire crew became a group of its own, sometimes a free sister without a crew formed one around her over time. Newcomers to Libertalia may decide to join other loose groups, or found their own group, whether they are already in sufficient numbers or not

THE CODE

This is what is of common knowledge. The tome of the Code contains specific indications and insights.

THE CODE

The Code is the only law of Libertalia. It is fixed, but there is a way to add an entry or change an existing entry. The change must be approved by a majority vote in a Grand Kabary.



GROUPS

The free sisters of Libertalia live in groups of about 10 people. At the head of each group is a captain, recognised by the others as their leader and spokesperson. Anyone can be elected group captain. If a free sister wants to put herself forward as captain in place of the current one, she must follow the procedure indicated in the Code.



THE KABARY

Any meeting between free sisters is called a Kabary. There is a Kabary of the captains, a Kabary within a group, or a Kabary among free sisters who have common interests. They all open and close with a toast consisting of seawater and gunpowder. When a group is in Kabary, it must not be interrupted until it has completed the closing toast.

THE GRAND KABARY

The Grand Kabary is the gathering of all the free sisters of all groups. In the event of danger to the survival of Libertalia, the Grand Kabary must include not only all the free sisters, but also the allies of the pirate republic. The rules for calling a Grand Kabary are set out in the Code.

THE SHELL

A large sea shell is your symbol of democracy. To speak in front of all free sisters or take the floor in the Grand Kabary you must hold the shell in your hand.

VOTING

The right way to make any decision is by voting. The majority wins. Abstention is not possible. Voting on matters that affect all of Libertalia is done either in a Kabary of the captains, or in a Grand Kabary with all the free sisters. The code specifies when these two types of Kabary are to be held and how they are to be voted on.

THE ORDEAL

When important questions concerning the future of Libertalia cannot be resolved in any other way, or when a decision has been made in a manner not in accordance with the Code, i.e. without a vote, one or more of the captains may invoke an Ordeal. The groups involved compete in a series of trials according to the Code. The winning group may impose its will on the others, who are obliged to respect it.

JUSTICE

If a free sister is questioned, she is entitled to something in return for the information revealed. Justice is administered through speedy but fair trials, overseen by the Keeper of the Code, according to the specified procedures.

WEDDINGS

Marriages are used to establish with certainty who will receive the property of the pirates in the event of the death of one of them. Normally it is the captains who marry each other, to settle the question of the inheritance of the ship and the spoils, but it is also a common practice among ordinary pirates. The ceremony is quick and the names of the two pirates must be entered in the Codex in the appropriate section. Without written proof in the Codex the marriage is null and void. If an unmarried pirate dies, her property goes to Libertalia.

EVENING IS FOR PARTYING

Every evening, regardless of the day's events, all free sisters must participate in the social gathering where there is drinking, singing and playing dice. There are free sisters who can play instruments and provide music for the party. Each evening could be the last: the free sisters dedicate the evening to celebrating the fact that they are still alive.



THE LIBERTALIA FLEET

Libertalia's fleet includes two ships: Tew's *Amity* and Mission's *Adventure*. The ships provide Libertalia with loot and free sisters and keep your enemies at bay.

The *Amity* is captained by Tew, who gave up a life on land to lead it relentlessly with her crew. For this reason, Tew was appointed admiral of the fleet. Mission's ship, the *Adventure*, is led in six-months shifts by each group of free sisters of Libertalia. Although led by the captain of the group serving there, the *Adventure* is still under the orders of the Admiral Tew, in charge of the entire fleet.

In March and September of each year, the two ships make their way to Libertalia to deposit their loot and swap the *Adventure's* crew. On that occasion, a big party is held to welcome the free sisters returning from service with the fleet and to bid farewell to those departing. This is the only chance Tew and his crew have to spend a few days in Libertalia. At the end of each semester, Tew chooses a new secret hiding place for the fleet, a place where they can take refuge when things go wrong.

Caraccioli's group served on the *Adventure* from March 1695 to September 1695.

Mission's group served on the *Adventure* from September 1695 to March 1696: everyone knows that during the six months the spoils were good, Cruz died and Mission and Tew got married.

Avery's group served on the *Adventure* from March 1696 to September 1696: everyone knows that during the semester the spoils were not good and at the end of their service there was the infamous Battle of the Jewels. Only the *Adventure* participated in the Battle, and then returned alone to Libertalia, where the crew swap happened. Tew's *Amity* did not show up. Wyvern's crew took over the *Adventure* in September 1696 and, on Avery's instructions, left to join Tew in the secret hideout.

At the end of the six-month period, in March 1697, neither Tew's *Amity* nor the Wyvern-led *Adventure* returned to Libertalia for changing the crew.

THE PIRATE QUEEN

Right from the start you realised that to deal with power structures outside Libertalia you had to present a figure who embodied the same kind of authority recognised by the societies you were dealing with. Presenting yourselves as a group, supported by your ideology of democracy and voting, only fed your interlocutors the idea that you were buffoons who could not be taken seriously. You therefore decided to create the figure of the Pirate Queen.

A free sister is chosen to act and speak on behalf of all of you as your queen; she is

adorned with the jewels, weapons and gold you have at your disposal at the time, to increase the perception of Libertalia's power and wealth and impress your interlocutors. The agreements that the Pirate Queen makes in the name of Libertalia must be respected, on pain of destroying the name and image of Libertalia that you are building.

One of the consequences of this practice is that countless accounts of the Pirate Queen have spread all over the Indian Ocean, but none of them match up. Some say that the Pirate Queen is a woman, others that she is a man; some

swear that she is as tall and mighty as a mountain, others that she is as frail as a twig and is carried by her servants on her arms; for some she has long blonde hair, and for others a black, unruly hair. Passing from mouth to mouth, the tales became legend and reached the ears of European courts and trading companies.

There are even accounts of the exploits of the Pirate Queen that you are sure cannot be attributed to your actions. For example, years ago, it was reported in Libertalia that the Pirate Queen appeared in Europe's largest cities to stir up the population against their respective sovereigns. As a result, the British crown placed an exaggerated bounty on her head that is appealing to many. At the same time, rumours began to circulate that the Pirate Queen of Libertalia had made a deal of some kind with the Merina kingdom and even the Dutch East India Company.

What you have realised is that there is someone posing as the Pirate Queen to deal in the name of Libertalia, and you do not understand who that might be. The biggest problem this creates is that you cannot know what deals in the name of Libertalia this person has made, and Libertalia risks being found guilty for faults that are not its own. The fact, then, that the entire western world now knows and speaks of the Pirate Queen has increased the perception of Libertalia's power not only among the kingdoms you wished to impress, but also among those courts that consider Libertalia's experiment to be a danger to their power, prompting them to invest much more in an attempt to destroy you. You cannot wait to get your hands on anyone who has used the title of Pirate Queen of Libertalia without the consent of the free sisters.

THE WATER WAR

In 1693, at a time when Libertalia was growing particularly fast and the spoils were in danger of no longer supporting all the free sisters, Mission proposed to build a dam on the Onibe River in an area upstream from its branches, to irrigate healthy fields at high altitude and start growing your own food. Avery opposed this proposal, because building the dam would take water away from the branch of the Onibe River from which the Merina derived their livelihood and this would antagonise them. Both captains spent a lot of energy pleading their respective cases and the debates went on for a long time. Eventually the balance of power turned out to be Caraccioli who, initially inclined to agree with Avery, suddenly changed her mind and supported Mission.

During the construction of the dam, the Merinas contacted you to dissuade you from going ahead. When, in the summer of 1693, the dam

was completed, the Merinas sent Libertalia a rooster-head. It was clear to all that this was a declaration of war and it reopened the conflict between the two factions.

The escalation reached a climax in January 1694 when Avery, in an attempt to mend fences with the Merinas, took action: she obtained grenades to destroy the dam and went to place them with her group. Informed of what was happening, Mission and her group intercepted them. In the ensuing clash, Avery was seriously wounded by Mission and almost lost an arm. Thanks to Caraccioli's intervention, the feud was reconciled and the dam remained where it was, providing food more than once in lean times.

The peace between the two groups was called into question a week ago by the death of Grape, Avery's right-hand man, for which Mission was accused, but which is still being investigated.

THE BATTLE OF THE JEWELS

One of the toughest battles you had to face took place at the island outpost of Sainte Marie, where your loot was being smuggled by the Zana Malata merchants from the village of Bemarivo. In the summer of 1696, news reached Libertalia that in September of that year, an English merchant ship laden with Indian jewellery would secretly stop at the Sainte Marie outpost. Some of Libertalia's captains decided to attack the freighter, including Mission. It was a trap, because the hold of the ship was actually full of Englishmen. The British

exterminated the Zana Malata on the outpost and were about to do the same to all the free sisters, when Avery's group on the *Adventure* came to the rescue. Thanks to them, final defeat was avoided, although the outpost was lost. Avery brought the survivors back to Libertalia. Only one Indian jewel was recovered from the Battle, thanks to Tamatave. It was not sold and never will be: forever it will serve as a reminder and memorial of the defeat at the Battle of the Jewels. The guardian of the Jewel is Lizard.



THE FELLOWSHIP OF BUCCANEERS

The buccaneers around the world are organised into a Fellowship that has its own customs and is governed by precise rules. The buccaneers have different levels of competence that form as many ranks: at any given time, the buccaneers must follow the instructions of the highest rank present. To enter the Fellowship, one must undergo training, pass tests and finally be assessed by all the other buccaneers and either admitted or

refused admission. Those who are not admitted hardly survive the final evaluation phase.

Those who look at the Fellowship from the outside see a world that is crude and brutal but guided by strict and fair rules. A world that is incomprehensible but on which all free sisters know they can rely. The buccaneers are the chosen troops of Libertalia. They are the only ones authorised to use rifles, to hunt and process meat and to guard Libertalia's reserves of dried meat.

THE MALAGASY IN THE REGION

Numerous Malagasy groups inhabit Madagascar. Those you have to deal with, for reasons of proximity and interest, are the *Zana Malata* and the *Merina*. You'll find them described here:

THE ZANA MALATA

They paint their faces and/or limbs with azure/blue markings.

Descendants of the ancient highland tribes, they lived in two villages, one led by the political caste and the other by the merchant caste.

The village of Mongoro was the seat of King Kampa and the political caste: it is known to have been razed to the ground by the British in 1688.

The village of Bemarivo is the seat of the merchant caste and is notorious for trading the spoils of Libertalia: its inhabitants also ran the outpost of Sainte Marie until it was active (September 1696).

(Author's note: the Zana Malata are similar to *Sandokan's* Malay pirates).



THE MERINA

They paint their faces and/or limbs with orange/red markings.

Descendants of the princes who once ruled over the whole of Madagascar, they are led by a priest caste. They live in a kingdom that stretches from one of the branches of the Onibe River to the coast and also includes several islands. They get rich by preying on Malagasy people from other groups to sell them to westerners. At the head of the kingdom is the First Priestess and in her defence the fearsome Merina warriors, who cover their faces with tribal masks. Their relations with Libertalia have tended to be strained, and these relations finally broke down following the construction of the dam on the Onibe River by the free sisters. The Merina are the ones who attacked you together with the British, forcing you to flee. You know that the Merina are skilled alchemists and brew poisons and powders that can kill without leaving a trace, influence the mind and do many other horrible things.

(Author's note: the Merina are similar to the thugs in *Indiana Jones and the Temple of Doom*, but in addition they have Mayan-inspired knowledge).

FAMOUS PEOPLE

Characters you all recognise, either because you have seen them or because someone has told you about them.

RIVER

Caraccioli's second in command. She sacrificed herself with the rest of her group to allow you to escape on *La Grace*. She wears a blue bandana.

WYVERN

Captain of the group that left with the *Adventure* in September 1696 and never returned. She wears a red bandana.

JAMBO

The Zana Malata leading Bemarivo. Her face is painted blue and she wears a black bandana.

TEW

Admiral of the fleet and captain of the *Amity*. He wears a black hat with a feather.

BILLY

Tew's second-in-command. She wears a patch over her right eye.

CAPTAIN GRANT

British captain leading the 72nd Battalion, the one who attacked you at the Battle of the Jewels and now together with the Merina, forcing you to flee. He has an X-shaped scar across his face.

KING TAWA (RIP)

King of Mongoro and father of Kimera, he died defending his village from the British.

ESCAPE FROM LIBERTALIA

The problem posed by the mere existence of Libertalia has occupied the minds and hearts of many individuals and institutions for years. The time has finally come when your enemies have managed to tighten their grip on the region and found new ways to overwhelm you.

Under the command of its Admiral, Libertalia's fleet is lured far away from the settlement and constantly engaged in direct confrontations, which prevent it from returning home. Left without any ship, you struggle to defend yourselves from the attacks of officials and the local population, fomented against you.

When you're finally chased away by an endless mob, you find yourselves without means to fight. There's only one way to survive: flee. There's only one way to flee: steal a ship.

Stranded in a shallow secluded bay and hidden by thick vegetation, there is La Grace, the ship of a group of pirates who had joined Libertalia just a month before. They don't want to free the ship and wouldn't tell why, but it's your only hope. You **MUST** escape the raging mob closing on you.

Your journey aboard La Grace starts under a grim sky. You had to fight against fellow Comrades to take possessions of the ship. Most of those who opposed you now lie in chains below deck, some of them have not been so lucky. Moreover, the ship could only carry a few of you and the available spots have been assigned in a way that some of you consider against the Code you all swore to obey.

And then there's the matter of what to do next. Not an easy one. Some want to look for Libertalia's fleet, some want to abandon the region, some want to turn around and fight your enemies.

There's only one thing for sure: your enemies have not yet given up on destroying you, and are closing by.

Three groups of pirates with three Captains leading them, and very different ideas.

Will you be able to overcome your doubts and fears to defeat those who seek your destruction? Will the Code be once again followed to find a solution to the grave situation you find yourselves in, or will personal interests take the upper hand, now that the dream of Libertalia seems lost?



GROUPS

Every character in **AGAINST ALL FLAGS** belongs to one of the following three groups, one led by Mission, one by Avery, one by Fuego.

:

MISSION'S GROUP

Libertalia was founded in 1682 by Mission, Tew and Caraccioli. Mission's group includes the core crew that has been with her since the foundation: Quinn (6), Ace (7), Kraken (8), Sentinel (9) and Tortuga (10). They were joined in 1688 by three Malagasy whose village was destroyed by the British: Kimera (3), Lizard (4) and Labuan (5). Last to arrive is Tew's daughter, Storm (2), who moved from Tew's group to Mission's one in 1693.

Mission's group is defined by the fact that it has been in Libertalia the longest. Its relationship with the other groups is from this point of view which is rather privileged, but possibly based on claims that nowadays are no longer relevant.



AVERY'S GROUP

Libertalia was founded in 1682 by Mission (1), Tew and Caraccioli (31). Avery took refuge there in 1690, when she became the most wanted pirate captain in the world. Her group includes two members of her old crew, Indigo (13) and Hunter (14), and several Malagasy who have joined over time for various reasons: Karma (12), Tamatave (15), Similay (16) and Salazar (18). Chili (16) and Bellamy (17) joined the group in 1692. The newest addition, Plomb (20), moved from Tew's group to Mission's group in 1696.

Avery's group is distinguished by having been in Libertalia for less time than Mission's. However, it is made up of free sisters who contributed decisively to its development into the pirate republic it is now.

FUEGO'S GROUP

Libertalia was founded in 1682 by Mission (1), Tew and Caraccioli (31). Its fame has grown over the years and has recently attracted Fuego and her crew. After freeing the Malagasy Betsiley (27), who had been part of Avery's group for years, from an English prison, Fuego and the others let her guide them to Libertalia. For a month they became part of the free sisters. Betsiley stayed with them to help them settle in. They have brought a breath of fresh air and enthusiastic energy.

Fuego's group is defined by having only been in Libertalia for a month. However, they strongly wanted to find it and be part of it. They also are the owners of the ship on which all the free sisters now find themselves.

FIGHTING

In **AGAINST ALL FLAGS**, combat is never intended to be a competition, or an athletic challenge. It's meant to be fun and dynamic, like in the movies: brawls, duels and assaults are opportunities to create epic scenes. Fights will not be staged in advance, but they should be played out as if they were happening on a stage. Thinking about "What do onlookers think of this fight? Is it cool to watch? Is it believable?" is a very effective guideline for creating physical confrontations that are playable and run smoothly.



BRAWLS

Unarmed fights are mostly **for show**: they should rarely have in-game consequences but for a momentary headache. Still, a brawl could have many interesting consequences, from being punished by your captain, to unleashing a series of revenge, or sow discontent among men. Before the game, we'll try out some "stage fighting" to make everyone comfortable in safely simulating unarmed fights. In short, the main principles are:

- **Play along with your opponent**, like in a dance rather than in a sport. Think ahead of how they will "hit" you and how you will react.
- **Use common sense and be believable**: if you're outnumbered, less trained, worse equipped, significantly smaller than your opponent, your character should probably "lose" the fight
- **Do not assume that females are automatically weaker than males**: female

players will tend to be smaller than male players, but let's try to compensate for this by overestimating a bit the strength and fitness of female characters.

- Grabs, slow fake punches to the body, slow fake kicks to the legs and weak slaps are acceptable. We do not encourage fake punches to the head.
- **Start slowly and safely** (minimal, and not annoying, physical contact), then gradually step it up if the other player seems OK with that. Be aware of Safewords, and don't be afraid to use them, both "Lay off" and "Is that all?" (see *Safety* on p. 23).

If your character gets a severe beating, they will need to see a doctor (see *Healing* on p. 19)

MELEE WEAPONS

In **AGAINST ALL FLAGS** we will use the typical “larp weapons” to represent sabers, knives, axes and so on. Those are harmless, detailed foam replicas of historical weapons, **specifically built for larps**.

All weapons need to have a “pirate” look: yes to sabers, no to greatswords or spears.

Be careful when using melee weapons: **never hit with your full force** (a mere touch is enough), never hit to the **face** or groin, never swing your weapon wildly, never hit with a thrusting motion (ie, with the tip of the weapon) since that’s painful.

Moreover, always give an opportunity to your adversary to **react properly** to your blows. Quickly repeated blows “count as one”; in fact, **you can deliver only 1 successful hit per each “assault”**.

Finally, remember that characters can die if and only if their player so decides (see *No Death* on p. 21). To avoid inconsistencies, please do not use melee weapons in ways that would clearly kill your opponent. Never slit anyone’s throat, no repeated stabs to the heart, and so on.

FLINTLOCK GUNS

AGAINST ALL FLAGS is not a shoot-em-up kind of larp; however, there will be some situations that can or will have to be resolved with a good artillery exchange.

In the game there will be numerous replicas of flintlock pistols or rifles, that are basically **toy weapons with fulminant caps** (ie, a tiny amount of explosive that goes BANG! when crushed by the gun’s hammer). A few of such weapons can also be found during the game, but as with melee weapons, we encourage all participants to bring their own or rent them.

Caps, and their availability, **will be managed by organizers**. Feel free to bring your own caps if you so desire, but keep in mind that organizers will decide how many you can use in the beginning, how many more (if any) you may find during the game, and so on.

RULES OF ENGAGEMENT

Flintlock Pistols: a shot fired within 5 meters is always a hit, above that distance is always a miss.

Flintlock Rifles: a shot fired within 10 meters is always a hit, above that distance is always a miss. Moreover, rifles are far more deadly: a single rifle hit is enough to Defeat a character (see *Defeated*, on p. 20)

IMPORTANT: Flintlock rifles can only be used by characters who are part of the “Fellowship of Buccaneers”.

The player is left free to decide, if in doubt on the distance, whether to suffer the blow or not (in these cases you should at least simulate being grazed by the bullet, losing your hat, ducking for cover or the like).

In addition, we advise you to **avoid surprise shots at a distance or from behind**. In case of



ambushes or similar situations, consider calling your victim or screaming to draw attention before shooting: if the player cannot realize you are shooting their characters, they won't be able to react appropriately.

have received the complex and lengthy training needed not to detonate the weapon once loaded.

No other character can properly use a flintlock rifle, even if she gains possession of one.

THE FELLOWSHIP OF BUCCANEERS

The Fellowship of Buccaneers is an organization that has spread from the Caribbean all over the world. The rules of the Fellowship are the same everywhere and are kept strictly secret by the members.

IMPORTANT: Fellowship members are the only ones who can use flintlock rifles as they

GUN SAFETY

Please note that these guns are different from, and much safer than, the “blank-firing” guns that we use in our modern-day larps. The explosion is so tiny that it cannot lead to hearing damage even if one is really close. For these reasons, there is no minimum engagement distance for firearms, and they can also be used indoors.

HEALING

There is nothing “realistic” about injuries and healing in **AGAINST ALL FLAGS**. Still, let's try to keep it “genre appropriate” and somewhat believable.

INJURIES

If your character gets hit by weapons or other accidents, their condition will worsen like this:

**BRUISED →
INJURED →
DEFEATED**

Exception: a single hit with a rifle will be enough to immediately Defeat a character.

BRUISED

The first, clear hit, either with a melee weapon or a gun, will render your character **BRUISED**. Your character was just scratched, the blow caused some damage or superficial wounds, but nothing serious. The important thing is that you clearly acknowledge that you have been “hit”, giving to your opponent the opportunity to decide whether that's enough, or they want to go on and make things serious.

Please remember that it is perfectly fine to end a fight when the first combatant gets Bruised. In any case, a Bruised character can act normally, they suffer no impediment whatsoever. After about half an hour, the flesh wound will either heal itself or the blow will be absorbed by the body, causing just a bruise, and the character should no longer be considered “Bruised”.



INJURED

The **second, clear hit** will cause an actual **INJURY**. Of course, it's just a flesh wound and your character will not take long to recover once they see a doctor. For now, though, you are **Injured**: you could scream in pain, hesitate, try to flee, pretend you can't use their arm or leg, or that blood loss is making you feel weak. Once you have acknowledged your hit, you can resume fighting if you so desire, but you have to portray some sort of impediment due to your wounds, as explained before.

DEFEATED

The **third, clear hit** will actually Defeat the character, at least for this combat. Defeated does not mean dead, in fact it does not even mean unconscious. **DEFEATED** characters must, however, clearly communicate their condition to other players. You could lay down, beg for mercy, be exhausted, try to flee (in vain, though; your character is too scared or too weak to manage to flee). Playing an unconscious character is boring (usually), so we trust you to come up with funnier alternatives!

Important: a single hit by a rifle will be enough to immediately Defeat a character.

Injured and Defeated character will not get better until they see a doctor.

DOCTORS AND HEALERS

This larp includes three characters proficient in treating the ill: **#6 Quinn, #19 Salazar e #29 Cassidy**. Even though they have wildly different medical philosophies and training, in rules terms all those characters have the exact same capabilities. The text uses “healer” or “doctor” interchangeably.

If you get hit by any kind of weapon, you need to be treated as soon as possible; only a doctor can tell you **when and how you will get better**.

The healer will quickly “examine” your wounds, possibly asking you how and where you where hit, where it hurts, etc. They will use appropriate

“medical tools”, bandages, herbs or pills to portray their job, and spend at least a couple of minutes attending your wounds. We will provide medical props to the three “doctor” characters to represent their tools, but they are free to bring more of their own obviously!

Then, the participant who is playing the doctor will have **the responsibility to decide how severe are your wounds**, and explain to you how much time you will need to heal, and what limitations you will endure in the meantime. To do so, they will take into account what happened in the game, and they will follow these guidelines:

HEALING GUIDELINES

- **Injured** characters must suffer some kind of **slight impairment** until their recovery is complete. **Defeated** characters may suffer a more serious, possibly **incapacitating**, limitation.
- The recovery time for Injured characters must be at least **10 minutes**, and never more than half an hour.
- The recovery time for Defeated characters must be at least **15 minutes**, and never more than one hour.
- Avoid things that are **hard or impossible to portray** in a larp. So, no leg amputations, but rather: “your leg is broken, you’ll need a stick to walk and it will be slow and painful”
- **Allow players to** keep on playing the larp and enjoy themselves, albeit with some temporary impairment.
- **There’s always hope!:** never say that a wound is lethal!

NO DEATH

Since we will all be stuck on a ship for four days, and the plot events do not foresee lethal confrontations in the first few days, in **AGAINST ALL FLAGS no player characters should die as a result of armed clashes**, all wounds are curable, and so on. This also means that players are expected to never kill other player characters. So please just avoid doing stuff that should be unequivocally lethal. You can (and will!) stab your fellow pirate, but please avoid stabbing them 10 times in the neck, and so on.

In **AGAINST ALL FLAGS**, il tuo personaggio può morire solo in determinate situazioni:

- **If you want them to die.** And even then, we have no replacement characters to offer, and we will be stuck in the same ship for the whole larp, so we expect that self-imposed character death will be a very rare occurrence, best reserved for the very end of the larp.
- **Due to a deadly poison**, in this case you will receive instructions from organizers.
- Following certain **game events** that will be implemented by the staff, and in any case at the end of the event (see Fates on p. 22).



THE "STRANGLER" POISON

In **AGAINST ALL FLAGS**, you can find a poison that will be identified by its **taste**.

If, while eating or drinking something, you feel a very strong taste of **vinegar**, this means that your character has been poisoned!

Your character **is not aware** that someone poisoned them (and even if told so, they will be unable to accept, or understand, the fact). Just go on playing as normal, and in 3-4 minutes or so, start to gradually portray the specific effects of the poison.

Poisons will be **provided by organizers**, and will be contained in small glass flasks with corks. Each flask is a **single dose** of poison, and must be used **entirely**.

THE "STRANGLER"

Taste: vinegar. The strangler is represented by a flask full of vinegar. It can also be added to a food or beverage (except red wine: to avoid any risk of ambiguity, never use this poison in red wine). It is a rare and very dangerous poison, which leads to death. The poison takes effect gradually: during the first five minutes you begin to feel difficulty breathing, which will worsen rapidly. Withing ten minutes after ingestion it will cause death by suffocation.

MORE RULES

COINS & TREASURE

During **AGAINST ALL FLAGS**, you will have the opportunity to use in-game coins to buy, sell or exchange services and goods. The monetary system is very simple and is structured as follows:

CURRENCY

These coins are accepted by all as a means of payment and therefore usable everywhere. Their value is public and known by all.

PIECE OF ONE

This is the basic coin, circular in shape and made of copper, it has a value of one (1). It is the currency usually used to pay for a mug of grog or to bet on gambling.

PIECE OF EIGHT

Circular coin, in silver, with a tower in one of the faces; its value is 8.

RARE COINS AND LOOT

They are coins or goods that are normally NOT accepted as a simple means of exchange, either out of distrust or due to difficulty in using them, but they can be accepted at the discretion of the character.

DOUBLOON

It is an out of date but legendary coin. It has a Greek cross on it. It is almost pure gold and of

great value. This coin is difficult to trade due to its great value, but could still be traded at a loss should the need arise. It's still gold.

LOOT

These are goods of various kinds of value, among which we can include jewels, diamonds, gems, pendants, rare fabrics or other goods of variable value, but which are certainly worth carrying with you. It is possible to use them for exchanges and barter even if you will have to rely on good bargaining to estimate their value.

FATES

During the game, an NPC / organizer character might tell you that something is a **"FATE"**, or you might find that word written on some item.

FATES are the **only "mandatory" instructions**. Not all characters will receive Fates, but if you do, you must do your best to respect and carry them out. These are indications by organizers aimed at moving the general story forward or making situations involving other characters happen. Usually they have no specific justification in the fiction, but they are "interesting coincidences". For example, your character could receive the Fate "at one o'clock, go to the stern deck". This means that something will probably happen at the stern and your character will be the casual witness.

Fates are game tools and are in no way "punitive" to the players, so don't be afraid to carry them out, they will only serve to create even more memorable scenes!

SAFETY

As a participant in **AGAINST ALL FLAGS**, you agree to **avoid performing any action which could be dangerous or excessively annoying** for you or other players.

At the same time, you agree to:

- be **generally comfortable** with the kind of verbal intensity and body contact you would experience if you were a theater actor
- **tune the intensity** of the game to your own accord, using the safewords described in the next paragraph
- **avoid or walk away** from in-game situations you find uncomfortable as a player, before they become unbearable
- **respect other players** and their choices, and care for their experience
- use physical contact to create interesting larp moments, **not to assert yourself** on other players

During the game you could be hugged, grabbed, insulted, carried, kissed, frisked, threatened, tied, hit with rubber replicas of sabers and clubs, and even be shot at with flintlock pistol replicas.

Still, all of the above shall always be performed with appropriate caution and respect for everyone's safety and dignity. And most importantly, you can opt-out of anything you find uncomfortable. Actually, **you have the responsibility to do so.**

SAFESWORDS

We'll use two safewords to set the intensity of scenes: **"Lay Off!"** and **"Is that all?"**

You'll find them described here, but the most important thing is: never be afraid to use safewords, never question or judge others who use them.

"LAY OFF!"

This safeword is an **order** that must be immediately obeyed (without breaking the game), and it means something like: **I am not enjoying this / lower the intensity / give me some room / do not annoy me** and so on.

Remember that there's nothing wrong with using this safeword. On the contrary, it helps keeping the experience nice and comfortable for everybody. Everyone has their own level of tolerance and it must be respected at all times.

"IS THAT ALL?"

This safeword is an **advice** that can be followed or ignored, it's not an order. It means something like: **I have no problem with this / feel free to make this more intense or realistic / You're being overly cautious.**

This signals to the other player that, if they want, they can play the scene in a more authentic or more physical way.

EXAMPLES OF SAFESWORD USE

Jane has captured Bill and is restraining his wrists. The rope is a little bit too tight for Bill's liking and he says **"Lay off!"**. Jane quickly loosens up the bounds a bit.

Jane ties Bill's wrists with a very loose bow. Bill says: **"Is that all?"** Let's say Jane agrees: she makes a more realistic knot.

Jane is eating and Bill confronts her harshly about some issue. Jane is very tired, though, so she says **"Please, lay off while I eat"** and Bill lets her finish her meal in peace.

Jane accuses Bill of being an impostor, because apparently he can't remember the town he's from. Actually, Bill forgot the town's name off-game, even though his character would never do so, so he explains **"I am just nervous, lay off"** hoping that Jane will change subject.

"SENSITIVE" ACTIONS

Please be especially considerate when performing the following actions!

HIDING & SEARCHING

Since we expect that no player will touch "forbidden" parts of body like breasts or butt while searching someone else, it's also absolutely forbidden to hide game objects in such areas. Game objects must be strictly carried into your **pockets, handbag, suitcase** and the like.

More in general: hiding an object is very easy, finding it is much difficult. However, in a larp secrets only make sense if they can be discovered; only when discovered an hidden object can be interesting for the game. If you hide something, try to do it with the perspective that it could be found by another player. **Do not try too hard to hide** something, otherwise nobody will find it and it will be useless for the larp.

PROPERTY RESPECT

If your character steals, for example, the jacket or the pipe of another player, you'll find yourself with a costume or a scene object belonging to another player, or to the Staff. In this case always remember to **have the utmost respect** for the property of others and of all scene objects, and to use them with particular attention. Common sense obliges not to lose neither to ruin costumes and props from other players and to avoid that someone thinks to have been "really" robbed.

TYING, BLINDFOLDING, CARRYING

Like many other potentially dangerous or unpleasant actions, these are regulated by the safewords "Lay Off!" or "Is that all?". Anyway,

however masochistic the "victim" player is, you must not, in any case perform **objectively dangerous** or unpleasant actions (like carrying someone behind down a steep flight of stairs, tying someone with their wrists behind the back, climbing the masts of the ship without proper rigging...).

PRISONERS

If, for some reason, you take someone prisoner, always follow these directions:

- Do not tie anyone **with their hands behind the back** or around their neck, and avoid tight knots. If you blindfold someone, you're responsible that he won't crash somewhere or fall in a ditch.
- Do not leave the prisoner **alone**, unless you're preparing an escape scene (in which you, as a player, decide that your character is "letting the prisoner escape"): playing by yourself is boring. Make sure the prisoner receives water and food.
- If prison is becoming **boring**, or it is lasting for **one hour** or more, the prisoner and the jailer should find a credible and dramatically appropriate way to end the scene and carry on with the story. If you have doubts, talk to an organizer.

GETTING DRUNK

There will be alcoholic beverages at the event, but be careful to **drink responsibly**, like if you have to drive or if you were at dinner with your in-laws. If you notice you're tipsy, avoid any situation with physical contact. If the organizers notice you're drunk, they will send you to clear your mind out of game, for a couple of hours or till the next day.



PRACTICALS

There will be four runs of **AGAINST ALL FLAGS**:

- **Saturday 6 - Tuesday 9 May 2023, the Italian run.**
- **Tuesday 9 - Friday 12 May 2023 – first international run, in English.**
- **Saturday 13 - Tuesday 16 May 2023 – second international run, in English.**
- **Wednesday 17 - Saturday 20 May 2023 - the French run.**

SCHEDULE

The time schedule for all the runs will be as following.

FIRST DAY

- From **14:00 to 18:00**: Registration and embarkment from Baratti Bay. Coordinates. The main parking is expensive, but there are several free parking slots available in the vicinity, we will lead you there. **You need to reach Baratti Bay before 15:00 in order to participate to the larp.**
- **18 o' clock**: La Grace shoves off!
- We will sleep on board

SECOND DAY

- The La Grace will sail around Elba island
- We will sleep on board

THIRD DAY

- The La Grace will sail around the Elba island, then will return to the Tuscan coast. There will be one or more "special missions" to the mainland - perhaps on this day, perhaps not.
- We will sleep on board

FOURTH DAY

- The game will end around 11:00
- From 11:00 to 13:00: after-larp-party, pictures and goodbyes



TRANSPORTATION

The closest airport is Pisa (PSA), at less than two hours driving distance; Firenze (FLR) and Roma Fiumicino (FCO) airports lie at about two and a half hours driving distance.

The closest train station is Populonia Or Campiglia Marittima. From there you need to take a taxi or a bus or arrange a shuttle by writing to the staff via email (info@grv.it). Here you can find the trip planner of the bus service AT. Here you can find the web site of the Italian Railways Service.

You can of course reach Baratti by car; if you come from abroad you can easily rent a car in every airport. We made some simulations and got a total of €60-70 for four days.

PARKING

Baratti Bay, in addition to being a natural port, is also a very popular seaside destination even in May. So most of the car parks are paid. And the cost to park the car for 3 days can exceed €40. There are very few free parking spaces along the road just before the pier, but we would like as much as possible to leave them free as they are used by those who use port services.

We have therefore identified two free car parks which we list below:

Populonia Alta parking

Populonia Railway Station Parking

For both car parks we will guarantee a shuttle service carried out with staff cars to reach the secretariat point which is located directly above the pier.

We therefore advise those who want to leave their car in the indicated car parks, to arrive first at the secretariat point, ask the staff for the shuttle service, unload what is necessary for the larp, and then take the car to the chosen car park.

If you have rigid trolleys that you don't want to leave in the car, you can unload them at the boarding point and we will keep them in our van to return them to you at the end of the live.

IMPORTANT: also for your peace of mind, avoid leaving anything of value or luggage in sight in the cars that you leave parked in the two car parks.

We attach to this communication a map highlighting the boarding point and the position of all the car parks. You can find it HERE.

FOOD AND BEVERAGE

You can enjoy the food of real old salts, from dried meats to exotic fruits, from spicy and marinated dishes to Caribbean inspired recipes, all sprinkled with refreshing beverages and tasty grog, the drink of every buccaneer!

MEALS

The larp includes 3 meals a day, from a snack for lunch on day 1, to lunch on day 4. In-Game meals will be distributed to participants and will look like proper pirate food. Meals will include several vegetarian options; food may always include animal-derived products, though – we cannot guarantee a fully vegan menu. Unless you have any special dietary needs (please duly inform the staff if you do!) you're asked not to bring food of your own.

A moderate amount of alcohol will be provided during the event. We expect you to be considerate and behave like responsible adults: drunkenness (or tipsiness) during the larp will NOT be tolerated.

ALLERGENS

The following products are expected to be used during the game: potato starch, coffee powder, vinegar. In case of allergy or serious intolerance, please let the staff know immediately, thank you!

CREDITS

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