

IN BETWEEN

Your world, Badair, was attacked and occupied by invaders from the March Empire. You are members of the resistance, responsible for a successful uprising that has turned the tide against the occupiers.

But you are in danger and flee, leaving your home behind.

You lost someone. They died in the conflict. The last time you saw each other you fought. You wish you could resolve things with them.

You bring your regrets with you into exile.



FOR THE GOLDEN COBRA CHALLENGE 2023

Styles of Play: larp, slow larp, horde larp, pervasive larp, online larp

Description: Resistance fighters flee their occupied homeland, mourning lost relationships. (Not eligible for judging)

Tags: war, memories, grief, community, sci-fi

Participants Needed:

3-10 Players

2-5 Counter Players (at least 1/2 number of players)

1 (or more) Facilitators

Gameplay: Two to Four Hours (depending on number of players)

Materials for Play:

Resistance Fighter cards

Lost One cards

Hope Cards

Hopes Basket

Event Cards

Journals or writing paper

Writing utensils

Rules for Still Life or After Life variant (if used)

You are now on Barko – sister world to your home Badair in a binary sun system. You must each hide from the Imperial Seven Hand Guard. They seek you out to capture or kill you.

Barko is a popular trading world, unlike Badair which was rich in resources but little visited by off-worlders. Barko is cosmopolitan and technologically advanced, with visitors from the all over the 5 systems. You can find anything you need here: delicacies of food and sensual experience, unique texts, specialized tools, drugs to fulfill any desire, places to hide, ways to kill and ways to die. A new identity and a path off-world.

Barko surrendered when the Empire sent envoys to announce their claim on the worlds. They accepted the rule of the March Empire and its Tailor King, the Autarch.

Once a new Capitol was created and the Mesi-Arch was installed to rule on the Autarch's behalf, minimal troops were left on Barko since so many more were needed to capture Badair and other planets resisting control. Here, the rules are looser than on Badair. Taking advantage of this, networks actively help the resistance.

Hiding on Barko, you are staying in a shelter home with people sympathetic to your cause. To protect your compatriots fleeing, you are hidden alone. But there are places where you meet other Revolutionaries, to encourage each other and share news.

In time, off-world contacts will send for you and you will leave, perhaps forever. Or, if you are unlucky, you will be captured.

While you wait, you ponder the past and dream of the future.



Setting Up the Game



Play Areas



Choose a large area to play that has various places where you can sit down near each other.

For example, a large park with benches, tables, or area where blankets can be laid on the ground. Or a conference center, hotel or Mall with café tables or places where people can talk in large or small groups. Or a large room or several rooms where people can group and regroup as needed.

Meeting Place(s) – area(s) where Players can meet in groups of two

Ending Place – area where Counter Players and Facilitator can congregate

Between Places – areas where Players can spend time alone to journal, or bring a Counter Player to play out a memory

Or play online: using a platform that has a central meeting room where people can talk all together (use as the Ending Place) and other meeting rooms that can be used for Memories or After Life play.

Covid Resilience



Play outdoors or online for best social distancing and exposure reduction.

Wearing masks indoors offers some protection. May wish to require participants to show vaccinations or negative tests. Play in indoor locations with other people present or large crowds offers the largest risk of exposure.

Ending Play Early



Players may always opt to leave the game early. If you are able to, let a Facilitator know.

Resistance Fighters

These are characters who fled the occupied world, Badain. Players, choose a Role and a Name (starting with the letter associated with the Role).

Roles - see Resistance Fighter Cards. There are 12 roles, choose one. Each role has a letter associated with it - choose names that starts with this for your Player Character, and your Lost One when created.

Deed - how you contributed to the uprising effort. Everyone may know, or only those in the resistance.

Take one Hope card and a Journal. Take four Event cards.

Hopes – Represents something their character wishes for. Each Player takes one, to be filled out at the end of the game.



Journal – a notebook, device or paper with which to write from the Revolutionary's point of view.

Events - see Event Cards. These are events that will happen to another Revolutionary. When you have a Chance Meeting with another, pass one to them.

Each Player takes four Event Cards: one News from Home card, and three others randomly chosen. Once received, Events have occurred. Incorporate them into play as you talk with other Player Characters, Journal or have your Final Scene.

News from Home - one per game. If you have already received it in a prior Chance Meeting, give that card back and exchange it for another Event.

Create a Lost One, Last Encounter (and Lost Object if After Life variant is used). Then create Memories of Lost One and accept Facets given by other Players or Counter Players (CPs).

Lost Ones

Lost One – may be a parent, sibling, lover, friend, creative partner, research partner, fellow collaborator, childhood friend, comrade at arms, or other relationship as you chose. They died during the Imperial attack, occupation or uprising against the occupiers.

Last Encounter – the last time you saw the Lost One, you fought and left each other at odds with one another.

Lost Object – if using After Life variant rules, choose an object that the Lost One left behind at this station.

Facets

With each other Player Character (PC) – create a Facet and a Memory.

Facet – a characteristic of the PC that is reminiscent of someone's Lost One. Write on Revolutionary card.

Each Revolutionary will receive one from each other Player, so the total number should be equal to the number of players minus one (1).

Example Facets: (pick one or make up another)
Playfulness, coldness, determination, strength, weakness, openness, vulnerability, protectiveness, brilliance, hopefulness, creativity, discipline, resourcefulness, optimism, pessimism, excessiveness, obsessiveness, fear, vision, anger, hate, love, courage, insight, loyalty, devotion, conniving, manipulation.

Memories

Memories are times when the Lost One and the PC who cares about them were together, when that Facet of personality came into play.

Write each Memory on Lost One card. The total number of Memories will be equal to the number of Players minus one (1).

If using After Life variant have Counter Player that will represent your character's Lost One participate and help choose or suggest Facets and Memories.



Share about your character and Lost One with the other Players, Facilitator and Counter Players (CP). If using After Life variant rules, a Counter Player will choose to take the role of your Lost One throughout the game.

Counter Player Roles

Take part as a Counter Player to support Players.

During Setup for the Game, take part in creating Memories and play out Memory Scenes during play as one or more Lost Ones.

Counter Players may play additional characters in case additional Chance Meetings are needed.

Counter Players are also asked to be available during breaks to listen to and let Players decompress to them.

Playing Lost Ones

If using Pool or Still Life variant rules, any Counter Player may play anyone's Lost One at any time.

If using the After Life variant, Counter Players take the role of one (or two) specific Lost Ones to play throughout the game. They can play those character's Lost Object during After Life.

Pool Variant

The Counter Players listen to the creation of Player Characters and are briefed on all Lost Ones during Setup.

Once play starts, Counter Players stay in the Ending Place.

Any Player may ask a free Counter Player to come play out a Memory with them.

Counter Players can hang out or read etc. There are no set activities for them during play.

When the game ends for each Player, Players may request a final scene with their Lost One, played by a Counter Player.

Still Life Variant

As with the Pool variant, except that the Counter Players play the Golden Cobra game Still Life, with the Facilitator as the Elemental Forces.

Whenever someone requests a Counter Player play a memory, move the Rocks around.

After Life Variant

Counter Players play a hack of Still Life called After Life. Each Counter Player plays the Lost One of one (or two) Player Characters during the game.

When Facets and Memories are created, the Counter Player of a person's Lost One helps create or choose these. Make two copies of the Lost One card – one for the Player one for the Counter Player.

Rules for After Life are at the end of this rules guide.

At the end of the game, the Player Character finds the Lost Object. They have a Final Scene with their Lost One. The Counter Player plays the Lost One in this scene.

Facilitator Role

As Facilitator, one or more people are responsible for knowing and sharing the rules.

Identifying sites for play and gathering players. As well as explaining the rules. Making and distributing materials for play.

Determining where the Areas of Play will be and showing them to other participants. Creating a Hope Basket for the end of play.

Is a support for Players as they create Revolutionar-

ies. Provides support and helps connect Players with Players or Counter Players as needed.

At Breaks, checking in with Players and Counter Players to see if they need a listening ear. If they do, Facilitators find another participant willing to let that person talk.

If a participant needs to leave the game, the Facilitators work with a Counter Player or Players to create a new Revolutionary role for Chance Encounters as needed.

Facilitating the game of Still Life or After Life if those variant rules are played.

Facilitators can step in and pause a Player Character Meeting if needed to for game play or safety reasons. Can call for a Game Stop for safety reasons.

Facilitators call for Game End when all Hopes have been brought to the Ending Place.

Playing the Game

Once you have created Revolutionaries, Lost Ones, chosen and shown where Play Areas are, described the rules and chosen which Variant (Pool, Still Life or After Life) the Counter Players will use, setup is complete. Now, play can begin.

Players take the roles of the Revolutionaries.

The Play Area becomes the Interplanetary Station on Barko. You may interpret things you see here as being In Game (for example, if you see people in uniform, they can represent Seven Hand Guards).

DO NOT have *In Game* interactions with anyone who is not involved in the game.

The Ending Place is *Out of Game* for In Between. It is *In Game* for Still Life or After Life if in either of those variants is in play.

Journaling

Players begin by spending some time Journaling –

write about the Revolution, what it's been like to be waiting on Barko, or about your Lost One.

During play, you may Journal on your own at any time.

Chance Meetings



During Play, Revolutionaries talk together In Character by having Chance Meetings in pairs.

They can speak with one another by sitting at a table or seating place in the Meeting Place area.

If there is a Revolutionary sitting alone, join them. If all present are in pairs, sit at a free space and wait to be joined. Do not have two Meetings in a row with the same person.

When you sit down with another Revolutionary, exchange Event cards. The Event you receive is something your character learned about or experienced recently.

If you received News from Home before in the game, give it back and exchange for a different Event.

During a Chance Meeting, you might commiserate about your exile, you might speculate about the Revolution, you might talk about your Lost One or other people in your life, you might dream together about getting free, or rejoining the Revolution.

At some point during your Meeting, share what was in your Event Card by having your character talk about it with the other Revolutionary. You can also relate other events you got through past Chance Meetings, or things others told you about.

It's dangerous to be found together. Your time is brief and precious.

Events



Players trade Events at the start of a Chance Meeting. Some Events include news – these things have definitely happened. Feel free to make up details about them, and add rumors or speculation.

Event cards are part of these rules. Print and cut out to make cards that can be distributed to Players. Before play, lay out all Event cards, have players look them over and remove any from play that they do not wish to be included.

During setup, distribute one 'News from Home' card to each Player, and three random cards from those remaining. Each player can receive just one (1) 'News from Home' card. Extra are swapped for other Event.

Keep the Events given to you by other Players – they determine the Epilogue for your Revolutionary. Keep separate from Event cards you will give away.

Each Event is marked 'Hope' or 'Fear'. At the end of the game, the balance of those you receive determines the epilogue for your character.

Once you have received four (4) Events, it is too dangerous for you to be seen in public with another Revolutionary. You can play out further Memories or spend time Journaling, but your Chance Meetings are at an end.

Memories



Players can play out Memories with their Lost One.

Go to the Ending Place and ask a Counter Player to join you.

If After Life variant rules are in play, one particular Counter Player will always play your Lost One.

If Pool or Still Life variant rules are in play, any Counter Player can play your Lost One.

Unless there are no available Counter Players, someone must answer this request.

The Facilitator DOES NOT play out Memories.

Breaks



Take breaks during play at the start of every hour. Still Life or After Life pauses, too, if being played.

Take a 5 minute break for a brief bio breaks between creating characters and starting the game.

Take a 15 minute break once play has begun. During a break the Facilitator does the following:

- Gather all the players together at the Ending Place
- Make sure everyone is still in play
- Do an Event Count
- Do a Closed Eye Check-In
- Have a 5 minute full break

At the hour, let everyone know the games must pause, and ask them to meet at the Ending Place.

Check to see if any players have left. If they have, let others know and make arrangements for additional scene play.

Do an Event Count. Have each Player put a hand out with a number of fingers raised equal to the number of Event Cards they have received. If anyone has zero, note this and alert other Players to have Meetings with them. When play resumes, Facilitator goes to Meeting Place to be sure this occurs.

If anyone has four Events and is done, during the break the Facilitator checks in with them about how they would like to proceed with play. They may choose to function as a Counter Player if they end their game early, or to leave the game if they don't want to participate in the Debrief. Or just come back for the Debrief.

Do a Closed Eye Check-In. Have everyone except one Facilitator close their eyes. Ask people to raise their hand if they would like to get support or talk about something in game that may make them want to be heard. Note who raised their hands. Ask everyone to lower their hand and open their eyes.

If anyone raised their hand during the Closed Eye Check-In, say there will be Check-Ins happening there in 5 minutes. Ask Counter Players and those who'd like to talk to return at that time. People involved in Check ins get a 5 minute break, everyone else gets a longer break.

If no one raises their hand, have a break for all. At 15 minutes after the hour or sooner, games will resume.

Additional Characters and Scenes

It may occur that a Player doesn't match up with other players and needs to have Chance Meetings when all others are busy or done.

Have a Counter Player play another Revolutionary temporarily. Pick any of the unused Type cards (or make a duplicate of a used Type) give them a name and create one Memory of the Uprising. Pick an extra Event from the pile (choose News from Home if the Player has not yet received one), and play out the Chance Meeting.

After the scene is done, the Counter Player adds another memory to the character's card and replaces this with the Events and other blank cards. Others may use that character if needed, or make a new other Revolutionary as needed.

Ending the Game

Once a Player has received four Events, their game may end.

There are several parts to Ending the Game:

- Winding Down
- Hopes
- Final Scene
- Epilogue

Winding Down

Once you have received four Events, you cannot have any more Chance Meetings with other Revolutionaries. If you choose to do so, you can trigger the End of your game by creating a Hope and bringing it to the Ending Place.

If you are not ready to end play, you can spend time Journaling, or play out remaining Memories with Counter Players as the Lost One.

If all other players have Ended their game, consider keeping your Wind Down brief.

Hopes

Creating your Hope is part of ending. When you are ready to end the game, create your Hope. To do so, write something on your Hope card that your character hopes will happen: it can be about the Revolution, it can be about their life Off World. It can be about their memory of their Lost One.

Bring the Hope to the Ending Place. Put it in the Hope Basket.

Final Scene

Once you have placed your Hope in the Basket, you have a Final Scene with your Lost One.

One of the Counter Players (as appropriate based on the variant of rules used) sits down with you to talk with you.

If using the After Life rules, the Revolutionary finds the Lost Object of their Lost One – and recognizes it. In all variants, this is a moment out of time – it may be a dream, it may be a vision, it may be someone's wandering thoughts, but the Revolutionary gets to talk with their Lost One now, as they wait to go Off World. The Lost One responds in the moment.

The Lost One doesn't know any of the Events, or what has happened since they died.

The Lost One knows they are dead. They have no answers about where they have been since then. (Your time together is brief, eternity can wait.)

End the scene when it is complete, or when the Facilitator calls the game.

Epilogues

Once all Players have had their final scene, gather everyone together in the Ending Place. Each Player looks at their Events.

If the majority say "Hope," their Hope comes true. A Counter Player narrates a happy epilogue for them.

(If using After Life variant, it is the one who played their Lost One provides the epilogue.)

If the majority say "Fear," their Hope does not come true. Instead of escaping Off World, they are captured. The Player narrates a tragic epilogue for the Revolutionary. However, a Counter Player can add a hopeful thing for the Revolution that builds on their life and work.

If there are an equal number of Hope and Fear cards – that character does not escape Off World, but remains, waiting, on Barko. The Player gives an epilogue, leaving the character's life in suspense.

Debrief

If there is time, share about your experiences in the game all together.

Have the Counter Players share first, then the Players, then the Facilitator.

If there is no time for the Facilitator to share, somebody should take them out for a drink and a chat.

Definitions

Character - one of various fictional people portrayed in this game. All characters are created at the start of the game.

Counter Player - one of the participants who will portray one or more characters from the Revolutionary characters' pasts. These roles are supporting and provide counterpoint and flesh out the history of the central roles in this game. Counter Players may spend time waiting to be engaged during the game, or play another, parallel game together, which will be interrupted frequently.

Facilitator - a participant who coordinates the game and keeps it running. Responsible for logistics. May work in a group to accomplish these tasks.

In Character - speaking and acting as a fictional character, portraying a role.

In Game – you are acting in character and respond with word and action as though the events of the game world are occurring.

Out of Character - speaking and talking as yourself, not portraying a role.

Out of Game – you are not expected to act in character.

Player - one of the participants who will portray a Revolutionary, these roles are central to the stories created during play of this game.

Thanks

Thanks to the Golden Cobra community for making such amazing games for nearly a decade!
goldencobra.org

With thanks to ER, KD and RD for input and feedback on aspects of design and play of this game.

In Between

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After Life

The Counter Player pool and the Facilitator may choose to play this remix of the persistent larp Still Life (Wendy Gorman, David Hertz and Heather Sillsbee, Golden Cobra, 2014).

<http://www.goldencobra.org/pdf/Still%20Life.pdf>

In this version of the game each Counter Player takes the role of a Player Character's Lost One. After those characters have been created, the Counter Players and Facilitator gather at the Ending Place and set up a game of After Life which will continue until the game of In Between concludes, or sooner if the Counter Players opt to end.

If the game of After Life ends before the game of In Between, the Counter Players now act as a Pool of players to support the Players in their Memory play.

To play After Life, make the following changes to Still Life:

Rocks are Lost Objects – instead of Rocks each CP takes the role of a trace of the spirit of a PC's Lost One, they are represented by an object left behind by the Lost One at the Station sometime when they visited Barko in the past. If a CP has the role of two Lost Ones, they can choose which object to play during After Life, and possibly switch during the game from one to the other.

Elemental Forces – the Facilitator takes this role, when a Player comes to request a Counter Player help the with a Memory, the remaining Lost Objects can be moved about in the Lost and Found box

Questions – choose a question for the Lost Object about the Player Character inspired by their relationship with the Lost One. See examples below.

Examples:

Aethel is the engineer who made untappable communications for the Resistance using crystals only found on Badain. Avra, her Lost One, was her mentor who encouraged her to follow her own unorthodox research despite criticism and doubt from the establishment. Avra did not support its use for the resistance movement, and the last time they met before he died, they argued about this.

The Lost Object is a laser-rule (a ruler) that Avra lost on the slingshot rail.

Example Questions: What did Aethel mean to me?

How did Aethel change my life?

Why was I so angry with her?

What inspired me about Aethel's work?

What did I hope she would do with her technology?

What kind of mentor was I for her?

Could her technology be neutral in a war?

Event News from Home (hope)	Event News from Home (hope)	Event News from Home (hope)	Event News from Home (hope)
Event News from Home (hope)	Event News from Home (hope)	Event News from Home (hope)	Event News from Home (hope)
Event News from Home (hope)	Event News from Home (hope)	Event Had a wonderful intimate experience with new friend (hope)	Event You were scared by a wild Herd Dog (fear)
Event Nearly caught shoplifting (fear)	Event A friend escapes off world (hope)	Event Saw someone you thought had died (hope)	Event An Imperial base on Badair was destroyed (hope)
Event Demos elected on nearby world supports Resistance (hope)	Event Accord between divided religious leaders on Badair (hope)	Event Schoolyard song on Badair supports Resistance (hope)	Event A friend of yours was caught and killed (fear)
Event Peaceful general Strikes in Sector 3 on Badair (hope)	Event Bombings in Sector 7 on Badair (fear)	Event Rainbow thrushlings thought extinct, found on Badair (hope)	Event The Library of the Ancients on Badair was destroyed (fear)
Event Smuggled lazbolts reach Badair from off world (hope)	Event STARDOC medical corps has landed on Badair (hope)	Event Ring of independent plan- ets recognizes Badair's govt in exile (hope)	Event Asylum for Badair children offered on Kreeallen (hope)
Event Resistance establish base on the ocean floor (hope)	Event A Pan-World league is forming (hope)	Event Shortage of medicine on Badair and Barko (fear)	Event Blocade of Badair by Imperial Fleet (fear)
Event Emoto-holoviz 'Badai Sunrise' tops interstellar sensenet charts (hope)	Event Celebration of Golden Night begins on Barko (hope)	Event Imperial troops find and raid safehouse on Barko (fear)	Event Farm on Barko sends fresh food for refugees in Station (hope)
Event Cure found to Krono Plague by scientists on Badair (hope)	Event New drug Vista Eyes popu- lar on Barko streets (fear)	Event Extra money deposited in your credit account (hope)	Event Financial donations are flowing to Badair (hope)
Event Cred-hackers tamper with Imperial accounts (hope)	Event Heard favorite folk song played on 3 String Fiddle (hope)	Event A Gervey snuffle cat has adopted you (hope)	Event Had a sweet Polys treat that reminded you of your mother's cooking (hope)
Event A child smiled at you in the Glass Rose park today (hope)	Event You had a brush with the Seven Hands Guard (fear)	Event Your memory crystal fell and chipped (fear)	Event An acquaintance gave you a harmony cloak (hope)

<p>Event You lost a gift your Lost One had given to you (fear)</p>	<p>Event Walking alone at night, you think you were followed (fear)</p>	<p>Event Saw both suns rising today and it was glorious (hope)</p>	<p>Event You received a cryptic message (fear)</p>
<p>Event You couldn't sleep last night (fear)</p>	<p>Event An old injury is bothering you (fear)</p>	<p>Event Plumbing at your shelter home is not working (fear)</p>	<p>Event Enviro controls at your shelter home is not working (fear)</p>
<p>Event You've had an uncomfortable allergic reaction (fear)</p>	<p>Event You found a memdump of all of your favorite holoviz drama (hope)</p>	<p>Event Your hosts helped you start a sleep-training you are excited to learn (hope)</p>	<p>Event The pet fuzzy Pergill at your shelter home sleeps with you now (hope)</p>

<p>Lost One's Name Revolutionary Relationship Last Encounter</p> <p>Memories:</p>	<p>Lost One's Name Revolutionary Relationship Last Encounter</p> <p>Memories:</p>
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RESISTANCE FIGHTER

Name:

Deed:

Lost One:

Facets:

logistics

A

RESISTANCE FIGHTER

Name:

Deed:

Lost One:

Facets:

engineer

B

RESISTANCE FIGHTER

Name:

Deed:

Lost One:

Facets:

communication

C

RESISTANCE FIGHTER

Name:

Deed:

Lost One:

Facets:

supplies

D

RESISTANCE FIGHTER

Name:

Deed:

Lost One:

Facets:

weapons

E

RESISTANCE FIGHTER

Name:

Deed:

Lost One:

Facets:

demolitions

F

RESISTANCE FIGHTER

Name:

Deed:

Lost One:

Facets:

G

recruiting

RESISTANCE FIGHTER

Name:

Deed:

Lost One:

Facets:

H

troop trainer

RESISTANCE FIGHTER

Name:

Deed:

Lost One:

Facets:

I

medic

RESISTANCE FIGHTER

Name:

Deed:

Lost One:

Facets:

J

spy (on Empire)

RESISTANCE FIGHTER

Name:

Deed:

Lost One:

Facets:

K

press

RESISTANCE FIGHTER

Name:

Deed:

Lost One:

Facets:

L

finances

Hope

Hope

Hope

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Hope