

“Everything is not okay. No matter what the rulers want us to believe. I’ve seen the truth, I know what they want to hide. The question is whether it matters or not. Soon, there’ll be no one left anyway. But I don’t want to end up like them.”

What kind of larp is this?

This is a larp made to be played anywhere by anyone, and at a distance from your co-players (inspired by the restrictions during the Covid pandemic). The larp is set in the aftermath of a huge pandemic in our time, in our world, but with some modifications depending on which version of the setting you choose (cyberpunk or urban low fantasy). Your character has a special trait that makes them pursued by the government, and this larp will also contain aspects of and around death. Please note that this isn’t a cozy larp with happy endings, but rather delves into heavy themes like identity, survival and friendship. Similarities to neurodegenerative diseases will appear in play.

You can opt for playing the larp at home, in another location, or on the move (moving by your own capacity or on/in a vehicle, but don’t play and drive!). The interaction with your co-player will happen through phone or any other message app that you agree upon. The larp takes approximately 3 hours, including time for this introduction as well as character creation. Actual game time is set to 2,5 hours, split into five scenes (30 mins/scene). If you want to adjust the time frame of the scenes, you’re of course welcome to do so, but less than 20 mins/scene is not recommended.

There’s a descriptive text and some brief offgame instructions for each scene. Prior to starting the larp, you’ll read an introduction with some instructions, and then the text for scene 1. It would probably be most fun to not read all scenes in advance, but rather to discover their content as the larp progresses. If you want to know everything from the start (ie playing with full transparency), you’re of course free to do so and up to you what you share with your co-player (but remember that they might not want full transparency).

What do I need in order to play?

- A co-player (adding more players should be fine, but make sure then that at least one person chooses character A and at least one person chooses character B).
- A phone/similar digital device that you can use for interactions and alarms during the entirety of the larp.
- Access to your character texts (see below), either printed or digitally.

How do we get to larping?

1. Finish reading these instructions.
2. Decide whether you want to play the cyberpunk version or the urban low fantasy version of the larp. You’re free to make up content of the separate worlds, and saying yes to each other’s ideas is highly encouraged!
3. Read the document *Fiction description* in the folder for your selected larp version.
4. Decide which one of you will be playing character A and who will be playing character B. Do **not** read the character documents yet! The characters are equivalent to each other; this is just about allocating the story between you.
5. Decide whether you want to play your character as in hiding (remaining in one place during the larp) or on the move (covering distance during the larp).

6. Read the document *Create your character* and follow the instructions. It's recommended that you create your character separately, not together with your co-player, since the characters will get to know each other throughout the larp.
7. Print or download the character texts for the character you've picked (A or B, in hiding or on the move). These texts are read out of character, at the beginning of each new scene.
8. Together with your co-player, agree upon what mode of contact (ie phones or an app) you'll use during the larp, and in what form (ie text/sound/video). You can of course use several formats and switch between them during the larp, ie start out texting and transition to voice calls as the game progresses.
9. Together with your co-player, settle upon a time for actual larp start (date and hour).
10. Once your character is done and you're at the location for your larp start, you can proceed to reading the first page (the introduction) in your character document and follow the instructions there.
11. Then, read the character text for scene 1 and start larping!

Does it cost anything to play?

No, this larp is free and meant to be accessible for everyone. If you want and have the means for it, a voluntary donation to a research foundation around Alzheimer's disease or Parkinson's disease is appreciated.

Who created this larp?

My name is Emma Ström, and I live in Sweden. I've been larping since the year 2000, in most genres, and have previously written a couple of blackbox larps (On the Outside ("Inom Land, Utom Rike")), and Vågspel (not translated, run together with Fredrik Palmqvist). Themes that I find exciting in larps are moral dilemmas, existential questions and identity.

If you would like to tell me about your experience from Hidden Signal or ask questions, you're welcome to contact me at emmastrom454@gmail.com.

Thanks to...

This larp wasn't created completely without the aid of others; I've had tremendous help from several competent and inspiring individuals. I'm most grateful for their help and involvement!

I'd like to give an honorary mention to Martin Hallbeck, Associate professor with a focus on neurodegenerative diseases at Linköping University as well as my boss at the Department of Anatomic Pathology at Region Östergötland. Martin isn't (yet) a larper himself, but listened and understood my frustrated sadness as larps were cancelled during the Covid-pandemic. He came up with the idea of a solo larp where one plays together with others at a distance.

Story, facts and/or editing

André Ravenna
Eva Meunier
Martin Hallbeck
Mats Ström
Sebastian Utbult

Playtesting

Oskar Bergström
Sanna Hedlund
Wadoud Ståhl