



NITIA

Workshops
& Structure



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I want to thank Jesús Perez Zamora, Irina Boltova and José Fabregat Pinilla for their help and inspiration.

"(...) trees big and small, with interlacing brambles and thorns, that neither man nor beast could penetrate. The tops alone of the castle towers could be seen (...)"

PRE-LARP WORKSHOPS

The workshops content can vary from what is here presented.

Workshops will take place in a close location to give the participants the required privacy.

Once the characters are built, the workshops that follow will be partially in character to provide, apart from the explanation of the different mechanics, gradual immersion.

EXPLANATION OF VISION, LARP MECHANICS AND GUIDELINES

Short explanation and question answering. Reminder of the Vision and the 'Play to flow' concept. We want you to play not to win, neither to lose, but to flow. Flow along the actions and reactions of other characters, flow along whatever is coming. Don't stop anything. Don't block anything.

ABOUT THE CITY

Short description about relevant points, restaurants, cafeterias, tips and more.

SLACK/MAPS USAGE

This larp depends heavily on the usage of Slack and google maps. We will do a short explanation and technical test of both technologies.

GROUP CREATION

This larp is firmly based in the sense of belonging. Group building is vital to survive against the madness and danger that is the road to Niria. Therefore, it is important that all participants are comfortable with each other.

We will get to know each other while at the same time play with the larp mechanics and learn ways to evolve our own tales.

PHYSICAL CONTACT

Explanation and examples regarding physical contact divided in several stages.

HOW AND WHEN

Explanation regarding how and when to fight, followed by staged examples to avoid physical resolution of conflicts.

SAFE VIOLENT REPRESENTATION

Explanation and stage of violent conflicts within safety.

Includes how to give up in a clear way and how to dispose of the defeated.

CLEAN INTIMATE ENDING

An intimate encounter always comes to an end when one of the characters makes a question or assertion regarding the moment they enjoyed (e.g. It was so good...)

This should happen when the activity can no longer be simulated, either due to the participants or location limits.

CONTACT GRADUATION

We will use an escalation mechanic guided by safety words. Being possible to touch each other (except for the erogenous zones). You can find a full description on this [post](#).



MEDITATION-LEAVING THE SELF

Meditation intended to facilitate the immersion into character by leaving our worries and daily self behind.

We will focus on breathing to reach the emptiness required to create a new personality.

Check this [post](#) for the full workshop description.

CHARACTER TRIANGLE

Intended to create or refresh the character triangles.

Check this [post](#) for a full workshop description.

Note. From this moment participants will be in an intermediate state of immersion. Participants will discuss and clarify points but their characters will be the ones to stage the different scenes.

THE WOLF AMONG US

In Niria enemies are referred as wolves (other names as trolls, giants, fox, etc are also accepted)

Participants can decide that their characters succumb to the constant influence of this beings.

Here we will build and improvise how our characters would act if that change were to happen.

MAGICAL REALITY

This larp depends greatly on the sense of magical reality. On how sceptical people are dragged into a senseless state of reality. How they doubt, how they react, how they continue.

Using scenes participants will learn how to represent this feeling.

TALE CO-CREATION

We will employ a tool for tale co-creation and magical conflict simulation.

The tool will be explained and put to practice.

INTRODUCTORY SCENE

Each participant will start with a short scene, either alone or in a group. All required information will be sent to each participant before the larp.

From that moment on participants are in character until the end of the larp.

END OF THE LARP

Characters will be finally invited to face Niria, carrying with them their resolved or unresolved circumstances. They will be presented with a choice and after its resolution the larp will end.

POST-LARP WORKSHOPS

After the conclusion, we will do some simple workshops intended mostly to suppress or channel the emotions generated.

These workshops will finish with a party to allow the participants to get to know each other and share/discuss experiences.

DEBRIEFING

Participants reunite. The organizer makes a short debriefing. Time to give our thanks and explanations.

After it the participants can ask unresolved questions.

The whole process should take no more than 10-15 minutes.

AGGRESSIVE PEACE 5-10 MINUTES

Intended to set aside any in-game dispute as characters' deeds. By forcing the contact between the people behind the characters.

Several pillows will be available. The participants can pick up one and "attack" softly those who made their character suffer in any way.

Then both participants show in an affectionate manner their forgiveness by giving the hand or hugging each other.

Check this [post](#) for the full workshop description.

MEETING GROUPS 30 MINUTES

There will be some initial guided questions to set the starting mood for the space.

Several meeting places will be marked in different spaces.

There are two kinds of meeting groups.

Positive bleed spaces

This spaces are set close to each other.

Here participants can discuss the best larp moments. Let themselves loose and prepare for the normal days to come.

NEGATIVE BLEED SPACES

This space will be located far away from any kind of noise, to let the participants support each other in a relaxed calm way. Any person who does not want to join this space cannot come close or disturb them in anyway.

THE GUIDES 30 MINUTES

Any participant that feels overwhelmed (positively or negatively) can request other participants/organizers to be their guides.

Together they will take a walk, hearing and advising the guided. Maybe even talk about things not related to the larp.

The guidance continues until the guided feels more calm.

This workshop happens at the same time as the meeting groups, but it is recommended to assist at least some minutes to a meeting group before looking for a guide.

Check this [post](#) for the full workshop description.

A REAL-WORLD PARTY UNTIL YOUR FORCES LAST

After some time has passed the party will start. Those that wish to continue with the meeting rooms or the guides can do so. But all those that feel prepared can join the party as they please.

The larp is over, hope you enjoyed it.

