



Scenario 3

Find the Planet



Find the Planet

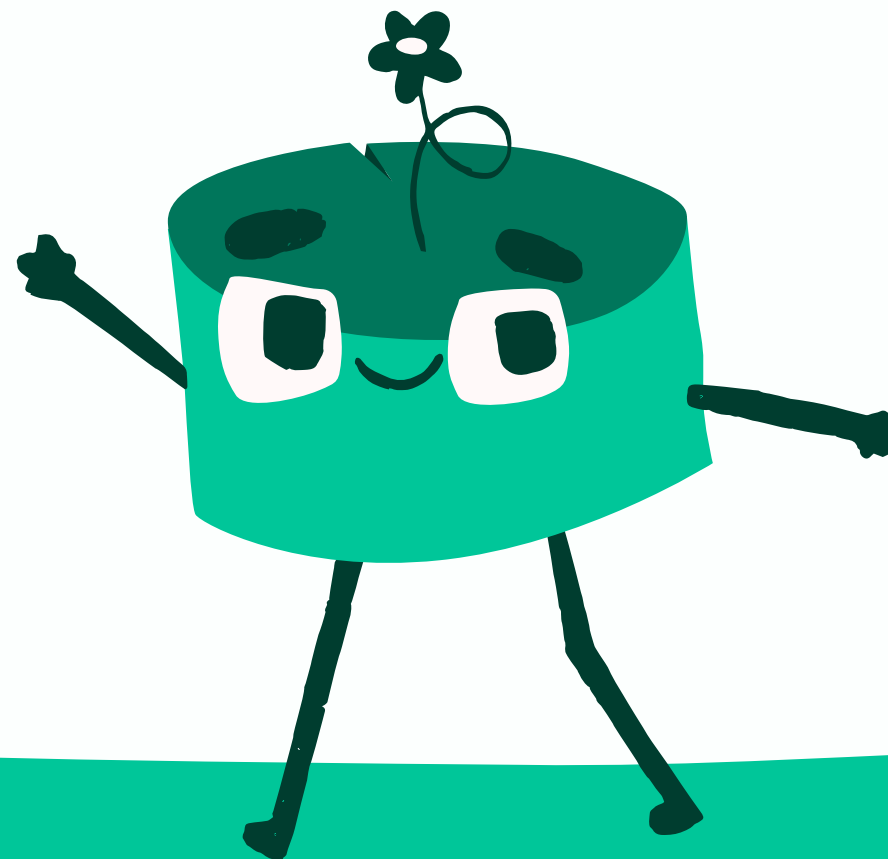
edu-LARP Scenario

Life Education Theatre

Background story

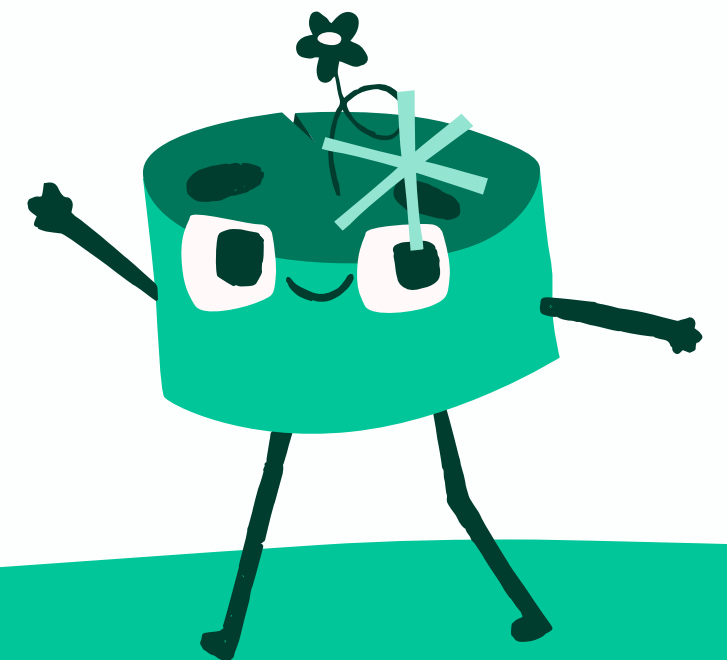
Far far away in the galaxy was the galaxy with the planetary system Carvantes, there was a big star Antras and three different planets colonised by humans. Living on those planets was not easy, each of the planet's inhabitants were facing difficulties with food and space for living. They were at the technology race to build the intergalactic ship and colonise new planets for better living. They need to develop or steal the technologies which would help them to produce the better ship, they need to get more metals for building the ships and gas for its petrol. The people start to learn how to spy and steal the other technologies and resources to win the race for a better future.

Problem:
**Too little space for living
on the planet.**



Aim:

**Build the intergalactical ship and
leave for colonising the new
planet behind the known
Carvantes system**





Objectives:

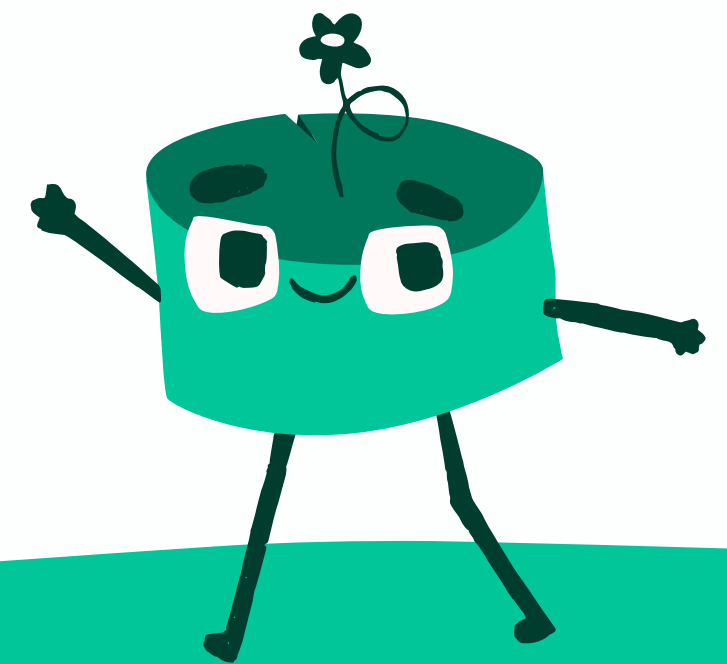


Developing the ship technology

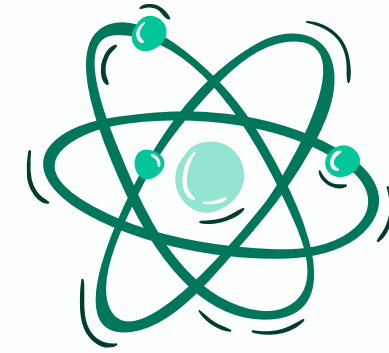
Making the fuel researches

Discovering the cooling and

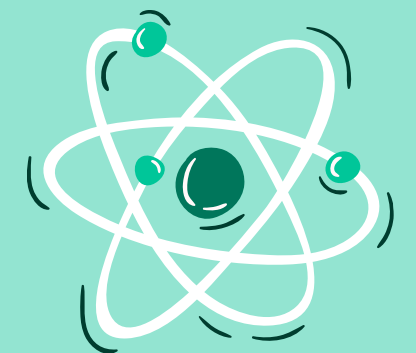
warming engines



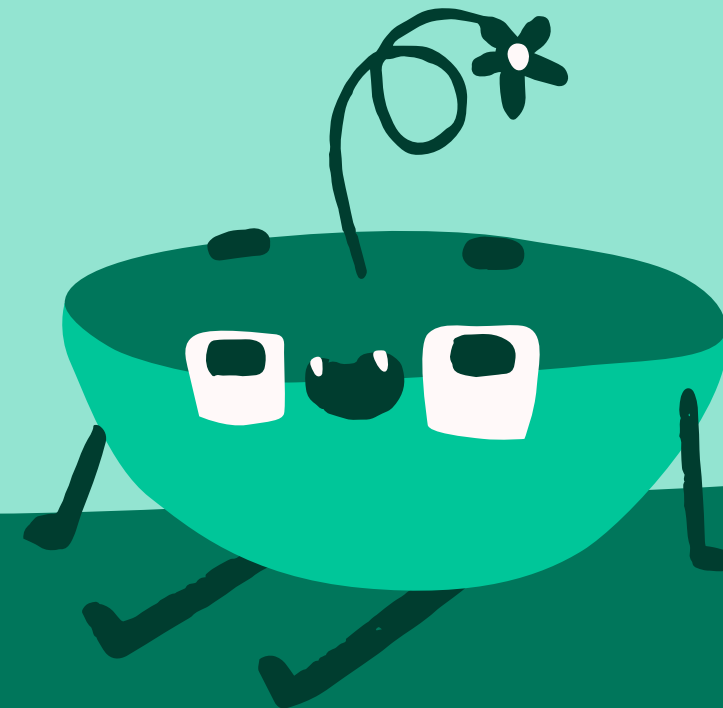
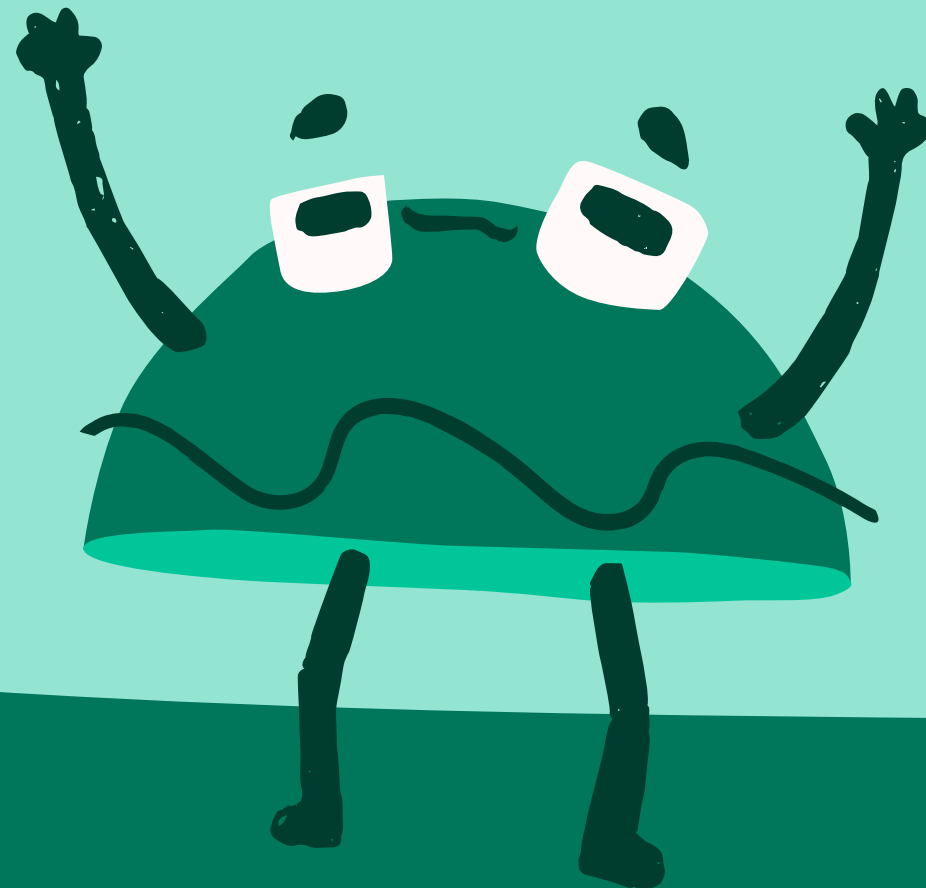
Groups



In the game there are three groups of players, each of the group is living on one of three planets (First Planet, Secon Planet and Third Planet). In each group there should be between 4–8 players. The group which will take the Seconnd planet should have less members (1 or 2 less), as the planet does not have as much living space as the others. The groups should be formed before the game starts, the groups should have enough time to create their groups characteristics and players characters, they should understand the rules of the game. *



CREATING THE STORY OF THE GROUP



Worksheet

Participants (both groups) are asked to discuss about their group and create story of groups.

Proposal for discussion:

Question 1: Values of group

Answer 1:

Question 2: Believes of group

Answer 2:

Question 3: Symbols of group

Answer 3:

Question 4: Gods

Answer 4:

Question 5: Rituals

Answer 5:

Question 6: Fears (what they are afraid of)

Answer 6:

Question 7: Desire (what they want)

Answer 7:

Question 8: Roles in the community (in group)

Answer 8:

Question 9: Hierarchy of those roles.

Participants of each group pick up a card with number 1 – 5 and choose the character roles according to their position (role). No. 1 is the highest position in the group. No. 5 is the lowest position in the group.

Answer 9:

Question 10: Decision making process in their group (establishments)

Answer 10:

Question 11: Trading system

Answer 11:

Creating players character

Before the game players create their own characters. After creation players present characters.

How to create character:

- name
- gender
- age
- story of own life
- costume
- features opposite to real features of participant

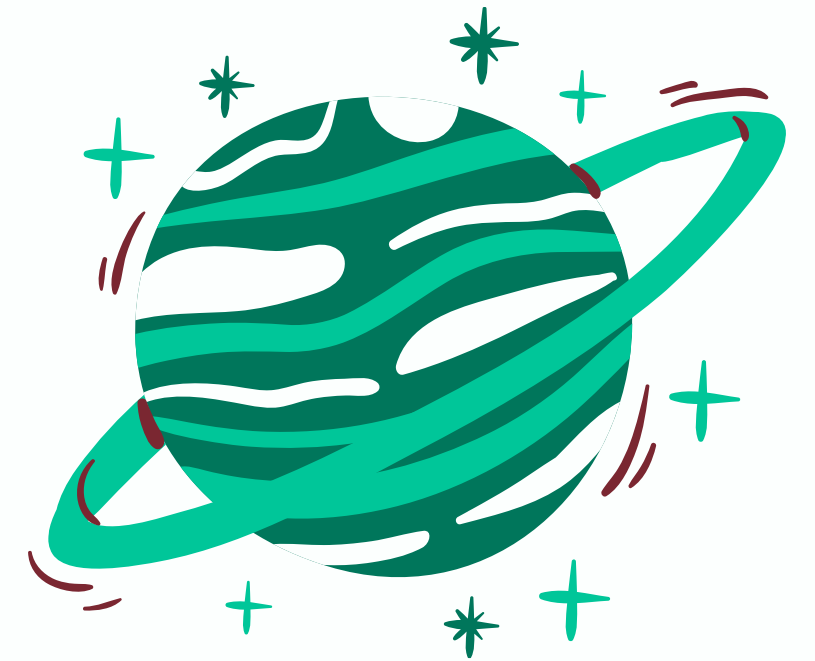
Each playing character choose features:

2 x positive features

1 x negative feature

Each playing character choose 3 features which are opposite participant's feature in real life.

The sense is to challenge yourself to have opposite character than in a real life, to try out something new.



Resources

On the planets is possible to extract the metals and gases which are important to build the ships and produce the fuel



Resources

Metal

There are 4 kinds of metal available in the Carvantes system which are used for different aims.

The Sg metal is the basic material for building the ships.

The Ta and Nh are the materials needed for producing the ammo.

The Lu metal is the most known as the trading unit.

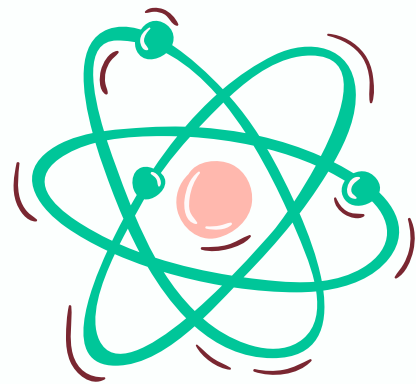
Gas

It is possible to extract 5 different gases and make from them the fuel for the ships.

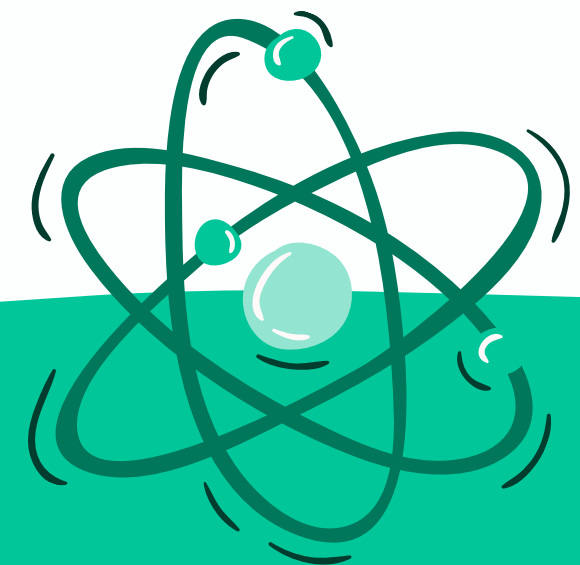
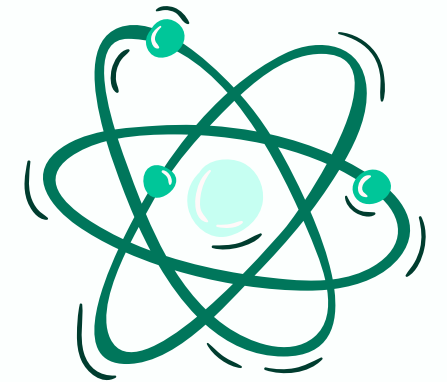
To make fuel there is need of the fuel researches at least on I level and the different gases. 10 Fuel units is extracted during 60 minutes in one fuel extractor.



Technology



To develop any technology there is a need for one person at the SpaceLAB for a dedicated amount of time. The person is obligated to follow the tasks from the SpaceLAB team. To start the research on fuel or developing technologies a person needs to have the requested elements and stay in the SpaceLAB for requested time (the ship can fly away or stay in a dock). The person who developed the technology needs to bring this technology to the planet, after 30 minutes of using the technology at the planet there could be developed next level of technology



Technology

Cooling Engine Technology

The Cooling Engine Technology is only possible to develop at the SpaceLAB. It helps to develop the cooling engines which increase productivity of food on the first planet and is needed for developing the intergalactic ship.

I level increase the food production of 25% on the First Planet; requires 30 minutes

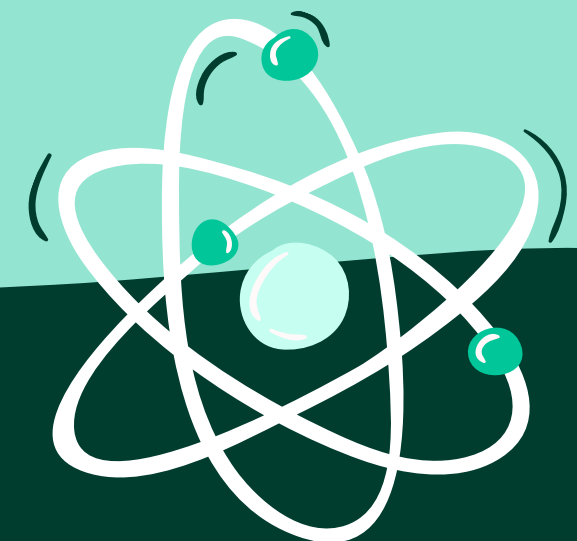
II level increase the food production of 50% on the First Planet; requires 90 minutes

Warming Engine Technology

The Warming Engine Technology is only possible to develop at the SpaceLAB. It helps to develop the warming engines which increase productivity of food at the Third Planet and it is needed for developing the intergalactic ship.

I level increase the food production of 25% on the Third Planet; requires 30 minutes

II level increase the food production of 50% on the Third Planet; requires 90 minutes



Fuel research

The fuel research is possible to make only at the space LAB.

Without any fuel researches the ships are moving very slow (tip-top steps)

I level - increase the speed of ships by 25% (speed of 'slow walk')

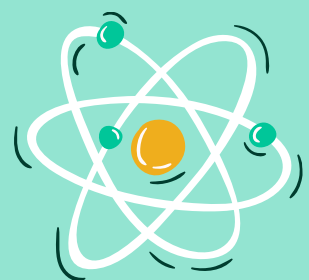
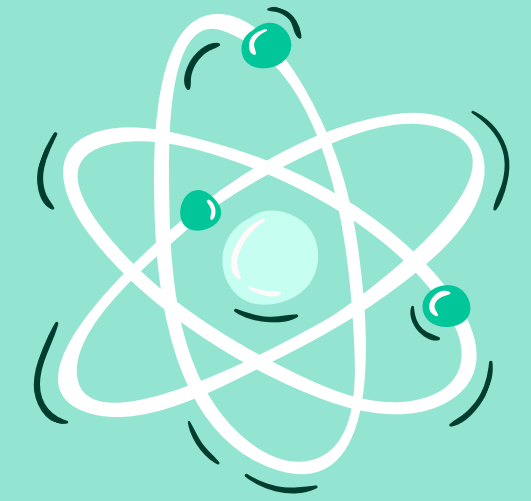
This level requires 90 minutes and access to 3 gases (Xe+Og as base + Rn or Ts or Kr) that allow to extract the fuel as XERNOG or XETSOG or XEKROG according to the gases available.

II level - increase the speed of ships by 50% (speed of 'fast walk')

This level requires 120 minutes and access to 4 gases (Xe+Og as base plus Rn+Kr or Rn+Ts or Kr+Ts) that allow to extract the fuel as XERKOG or XERTOOG or XEKTOG according to the gases available.

III level - increase the speed of ships by 75% (speed of 'slow run')

This level requires 120 minutes and access to 5 gases (Xe+Og as base plus Rn+Kr+Ts) that allow to extract the XEKTROG fuel.



Ship technology

Ship Technology could be developed only in the ShipYard on the planet, it requires the Ship Technology Telegram

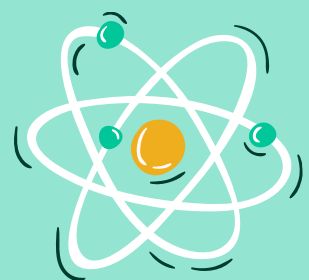
I level allows to produce Ships;
requires 60 minutes

II level allows to produce Invisible Ships and all the ships receive the Green Armour +1
requires 80 minutes, I level of Cooling Technology, I Level of Warming Technology

III level allows to produce Intergalactic Ships;
requires 120 minutes, II level of Cooling Technology, II Level of Warming Technology

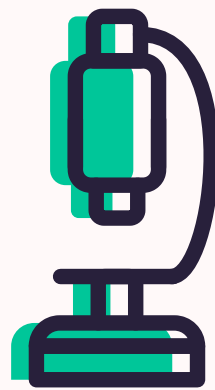
Ship Technology Telegram

The telegram from the SpaceLAB team which is needed to start developing each level of ship technology.

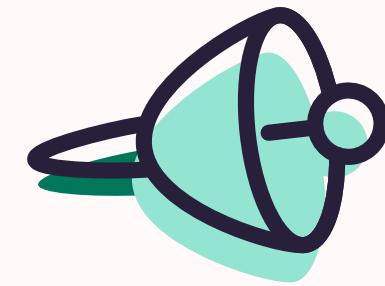


Places in the Carvantes System


SpaceLAB

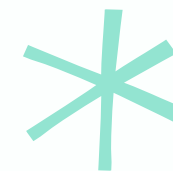
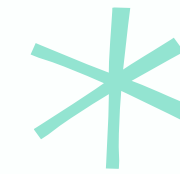
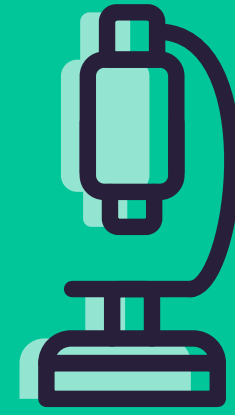


SpyGlass



SpaceLAB

The SpaceLAB is a huge laboratorium on the spaceship which travels all the time around the planetary system. It is the only place where it is possible to develop the technology (cooling, warming) and make the fuel research, it is possible to get there the Ship Technology Telegram and to buy ship armour or SpyDetector. The SpaceLAB is visible for all of the ships but can not host more than 2 ships in its docs. In the SpaceLAB can be at the same time 3 people who are developing the technology or research at I Level or 2 people who are developing the technology or research at higher levels.



SpyGlass

It is an old war ship overtaken by outcasts who trained and settled the Spy underground. The SpyGlass is heavily armed and always hiding from the ships, it is traveling and looking for the dark places in the universe where nobody gets there by purpose. In this not predictable place it is possible to develop the spy competences and invisibility technology as well as exchange all kinds of goods.



Technology at SpyGlass

At SpyGlass you can develop invisibility technology and spy competences

Invisibility technology allows the technology of invisible armour for one ship, which hides the ship from the other ships detectors.

Requirements: from 120 up to 180 minutes; 60-120Sg; 300-500Lu



Spy competence

This competence allows people to spy on the other planets, together with the invisible technology is a tool to steal the enemies technologies.

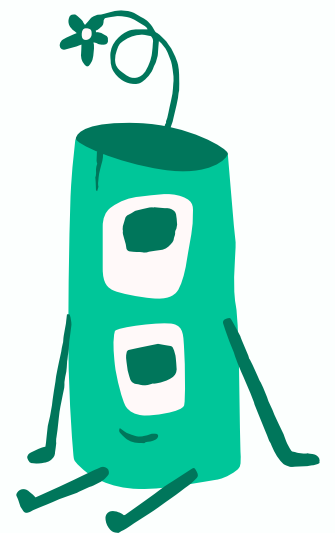
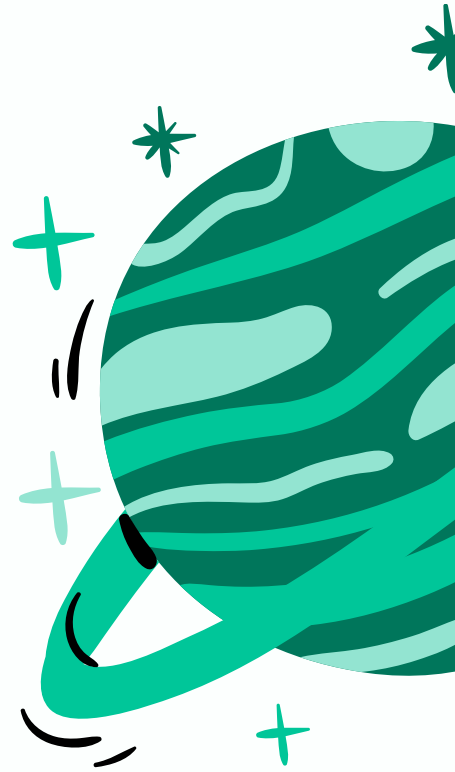
I level requires 90 minutes + unknown materials – allow to spy and steal the I level of any kind of technologies and researches

II level requires 120 minutes + unknown materials– allow to spy and steal the II level of any kind of technologies and researches

III level requires 180 minutes + unknown materials – allow to spy and steal the technologies and researches from any levels

*unknown materials are set by the NPC at the SpyGlass, it depend on the demand and the universe dynamic.

The person who developed a level of spy competencies can be on any planet unknown to the inhabitants, it requires 10 minutes to spy on the one technology after that time the person needs to go immediately to the home planet and instal stolen technology. The person can spy on technology with the breaks of 30 minutes, all spy attacks will finish success unless the inhabitants have the Spy Detector.

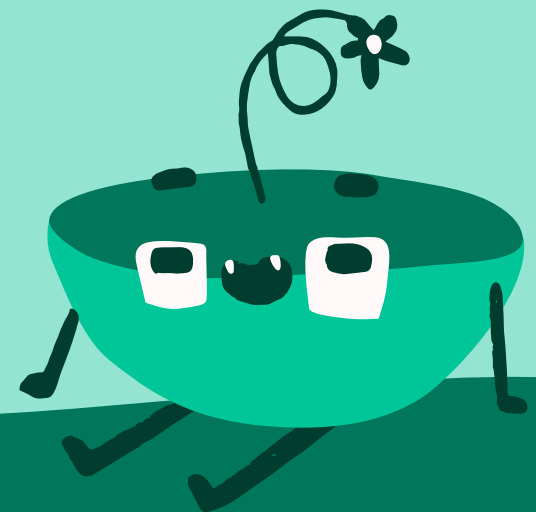


The characteristic of the planets

The First Planet is situated the closest to the big star Antras which makes it the hottest planet in the planetarium system. The high temperature lowers the food production by 50%. There are 4 metal mines (1xSg, 1xTa, 2xLu) and 5 fuel extractions (1xRn; 2xXe; 2xOg). The only planet with Rn fuel extraction.

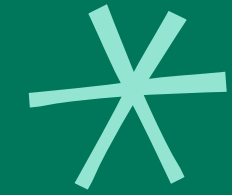
The Second Planet is situated in the middle of the Carvantes system and it's the smallest planet which can produce 75% of the food for the smaller population. It has its own ring system which is composed mostly by rocks which are unabling to freely travel from the planet (the one ship is able to launch at the beginning of the hour). There are 5 metal mines (1xSg, 2xNh, 2xLu) and 4 fuel extractions (2xKr; 1xXe; 1xOg). The only planet with Kr fuel extraction.

The Third Planet is situated in the furthest position from the star Antras which makes it the coldest planet in the planetarium system. The low temperature lowers the food production by 50%. There are 6 metal mines (1xSg, 1xTa, 1xNh; 3xLu) and 4 fuel extractions (1xTs; 1xXe; 2xOg). The only planet with Ts fuel extraction.





Food production



In the game players are supposed to cook for themselves in the real time (during a game) using the objects / equipment marked as game Items. Players should have available the kitchen with some sort of equipment which allows them to prepare meals for them. It's possible to put the kitchen equipment as a trading item to increase the difficulty of the game as well as put the timing to use the kitchen or make the use of the kitchen as one of the privileges for dedicated inhabitants. Keep in mind that all of the players should be able to eat during a game. The emotion raised due to lack of food and following actions as a group / individuals could be used in the debriefing to reflect about this topic and link it to the migrants needs.

The food grows on each planet on the fields. Each field has their own cultivation which allows to produce either P-Proteins, C-Carbohydrates, V-Vegetables. The food field produces a per 2 hours amount of food for 1 person if the productivity is 100%. The production of food is possible on each planet however on each planet there are different fields and the effectivity of food growing.

The First Planet has the fields: 1xProteins, 1xCarbohydrates, 2xVegetables. The food productivity is 50%.

The Second Planet has the fields: 2xProteins, 2xCarbohydrates, 2xVegetables. The food productivity is 75%.

The Third Planet has the fields: 1xProteins, 2xCarbohydrates, 1xVegetables. The food productivity is 50%.

The food fields should be irrigated in each hour, to produce the food. On each planet there should be marked places of food fields. The inhabitants should inform the NPC when they start to grow the food and when they irrigate it. When the time passes and the field is irrigated correctly the NPC should deliver the food according to the calculations of the fields cultivated and the productivity of the planet.

Items in the game

Detector of invisible ships – space detector which allows ships to see the ships with invisible technology. It's very rare and hard to get.

SpyDetecor – allow to detect the spy on the planet and immediately block its action, the person becomes the captives of the planet's inhabitants. It is one-use only.

// It should be a small object known to all players //

Armor – there are armors available in the game, it is only possible to get them in the SpaceLAD and in the SpyGlass, the prices are set by NPC (based on the demand and the Universe dynamics). There are two armours one protects the ship from +1 hits from Green ammo and the other from +1 hits from Blue Ammo. It is possible to have only 3 armours on the ship (at any color/type)

// It should be visible on the ship as a badge in dedicated color in size which allow to see it from big distance //

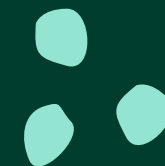
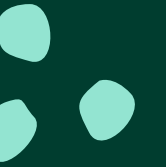
Game Items – all items which are marked with the isolation tape, recommended the green-yellow tape, to not have any confusion. Any other items are not allowed to be used during a game.

It is possible to find any items, Metal, Fuel, Armours, in the space.

Ammo

The ammo is used for the ship attack, each ship has a specific shields system. To crush the basic shield system (ships at I level of ship technology) the ship needs to be hit with 3 Blue ammo or with 2 Green ammo. The ships at II technology level need 3 hits from Green or Blue ammo to be crushed.

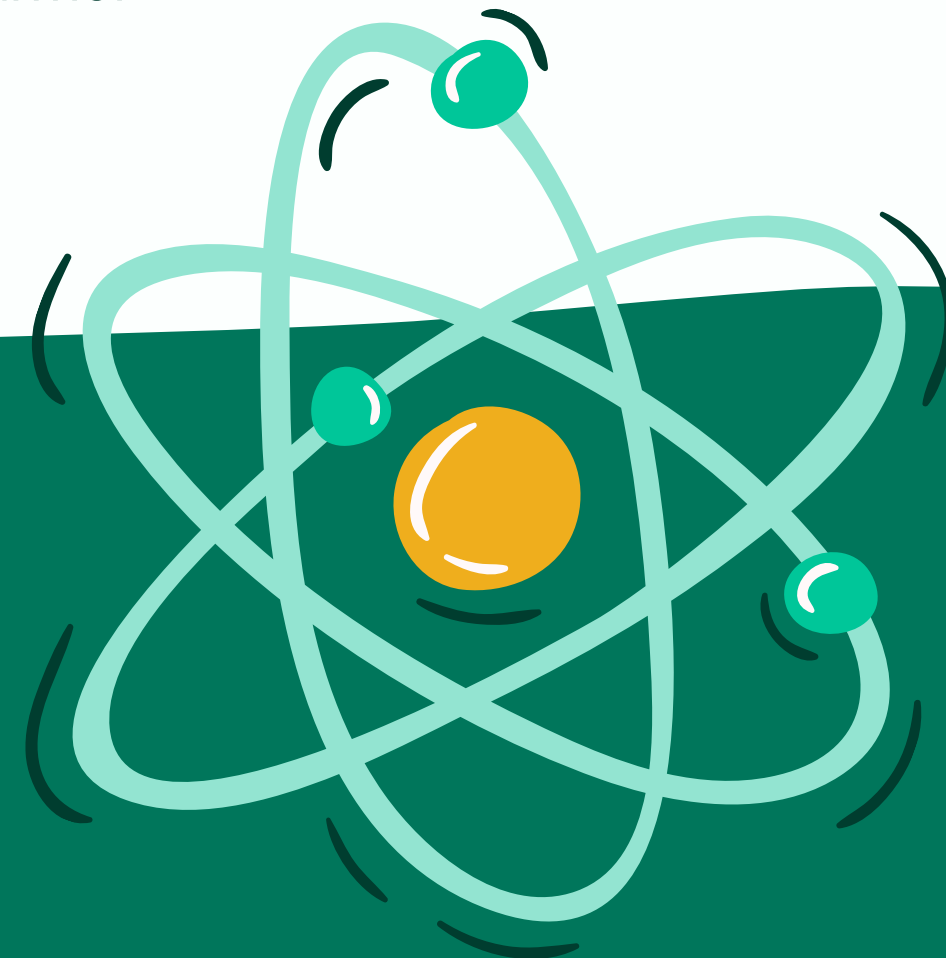
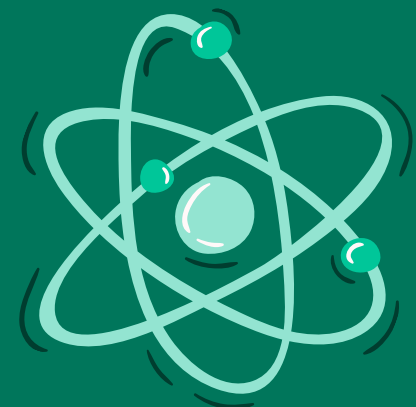
The ammo is produced in the ShipYard, it takes 30 minutes to produce 2 Ammo and needs 20 metal units (Ta/Nh).



Ships

The ships have one pilot and a specific number of passengers. The ships can fly with 1 Fuel unit for 2 minutes in the Space with the speed according to the level of fuel researches, the 0 level of speed is tip-top steps.

// The ships are built from the textile (white or in specific colours for each planet), it needs to have an unified badges which informs about the ships level or type, the invisibility technology, the armor level. On the ship there are the ammo (the soft balls) in different colours depending which technology and materials are used to develop ammo. //



Ships

Rescue Ship allows to rescue the destroyed ship from the Galaxy and bring it back to the planet.

Requires: 30 minutes and 20Sg, 10Ta or 10Nh

Ship at I level allows to travel within the Planetary system, it can have 2 passengers and 1 pilot, Basic Shield

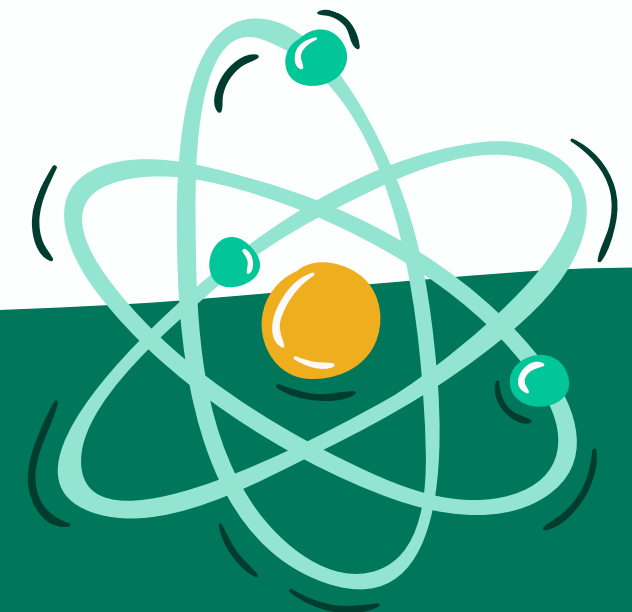
Requires: 40 minutes and 50Sg, 50Ta or 50Nh, 60Lu

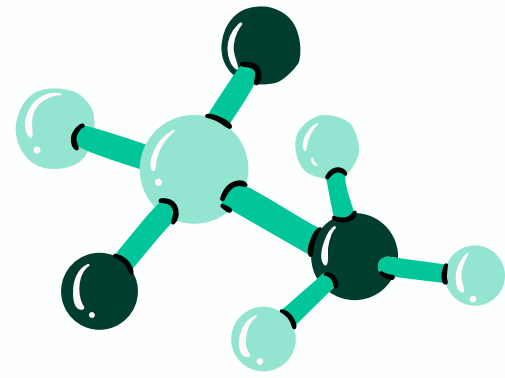
Ship at II level allows to travel within the Planetary system, it can have 3 passengers and 1 pilot, Shield + 1 Green Armor.

Requires: 70 minutes and 80Sg, 60Ta or 60Nh, 100Lu

Intergalactical Ship allows to travel outside of the Planetary system and colonise new Planets, it can have 6 passengers + 2 pilots, Shield +3 Green and +4 Blue Armour

Requires: 120 minutes and 120Sg, 100Ta and 100Nh, 200Lu





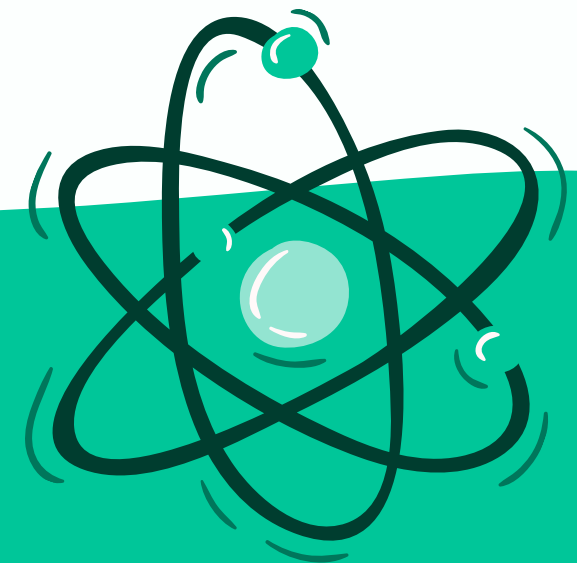
Attack

The ships which have ammo with them (except the Rescue Ships) can attack other ships in the space. The ships with a basic shield system (ships at I level of ship technology) need to be hit with 3 Blue ammo or with 2 Green ammo to be crushed. The ships at II technology level need 3 hits from Green or Blue ammo to be crushed. Once used, ammo can not be used the second time. The ship which won the battle can search the crushed ship and take all items.

// The attack is successful if the ball hits the ship or the pilot,passengers. Keep in mind to provide soft balls. //

The ship which was crushed needed to stop at the place for 30 minutes to make short self-reperation which allows it to travel back to the planet. Then it takes 60 minutes at the ShipYard to start new travel.

The crushed ship which was approached by rescue ship can travel with rescue ship to the planet, it is full repair takes 60 minutes and starts from the moment when rescue ship arrives.





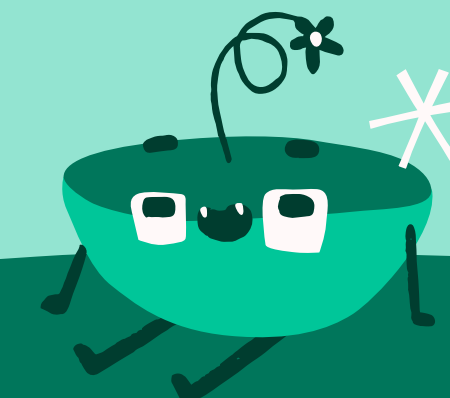
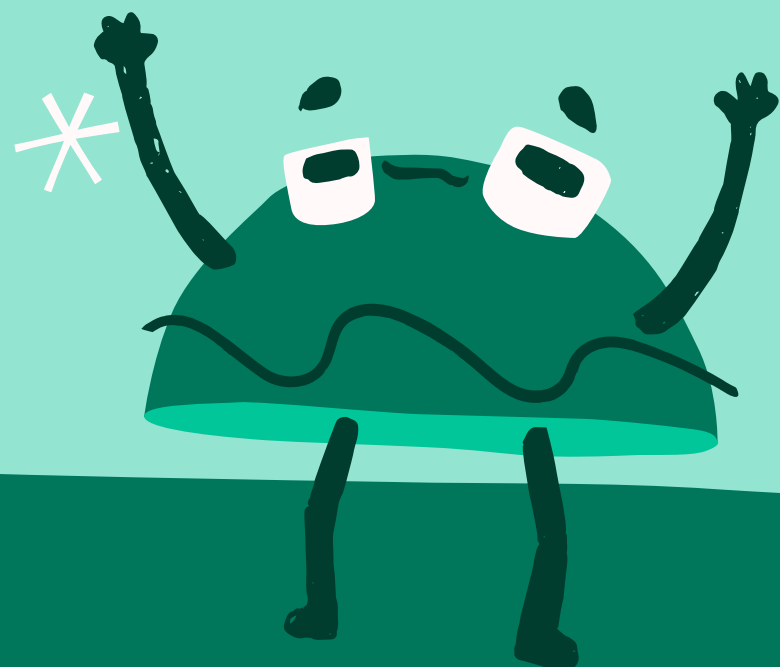
THE UNIVERSE CARDS



At least once per two hours the NPC should withdraw the "Universe Card" which tells the information about the situation in the Galaxy. The cards could bring some opportunities or threats to the inhabitants of each planet. The cards can act on any of planets, ships, the SpaceLAB, SpyGlass, the changes with the big Star Antras, the meteorites, Aliens attacks or raids.



//The NPC can withdraw more cards and can create the cards according to the universe dynamic. The information should be delivered immediately to all planets. //



THE UNIVERSE CARDS



Storms of Meteorites – unable ships travels within the planetary system

Aliens raid – steal all food from the planet //to be chosen//

Aliens raid – steal all metal from the planet

Aliens raid – steal all fuel from the planet //to be chosen//

Aliens raid – steal all food, materials and fuel from the planet //to be chosen//

Aliens raid – steal all metal from all of the planet

Alien visit – possible to trade the Alien technology for food productivity +10% (50 of any metal) for First Planet

Alien visit – possible to trade the Alien technology for food productivity +10% (50 of any metal) for Second Planet

Alien visit – possible to trade the Alien technology for food productivity +10% (50 of any metal) for Third Planet

THE UNIVERSE CARDS



Discovery – found 30 Sg on the First Planet

Discovery – found 30 Ta on the First Planet

Discovery – found 30 Nh on the First Planet

Discovery – found 30 Sg on the Second Planet

Discovery – found 30 Nh on the Second Planet

Discovery – found 30 Ta on the Second Planet

Discovery – found 30 Sg on the Third Planet

Discovery – found 30 Ta on the Third Planet

Discovery – found 30 Nh on the Third Planet

Discovery – found 30 Lu on the Second Planet

Discovery – found 30 Lu on the Third Planet

Discovery – found 30 Lu on the First Planet

Discovery – found 30 Lu on the Second Planet

Discovery – found 30 Lu on the Third Planet

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THE UNIVERSE CARDS



Meteorite crash on the planet – stops all of the actions taken on the Second planet for 1 hour (cultivating the food, developing the technology, building ship, Spying)

Meteorite crash on the planet – stops all of the actions taken on the Third planet for 1 hour (cultivating the food, developing the technology, building ship, Spying)

Storms of Meteorites – stops all of the actions taken on all of the planets for 30 minutes (cultivating the food, developing the technology, building ship, Spying)

Meteorite crash on the planet – stops all of the actions taken on the planet for 1 hour (cultivating the food, developing the technology, building ship, Spying)

Meteorite crash on the planet – stops all of the actions taken on the First planet for 1 hour (cultivating the food, developing the technology, building ship, Spying)

Meteorite crash on the planet – stops all of the actions taken on the planet for 1 hour (cultivating the food, developing the technology, building ship, Spying)

The Starting Set

Variant I

Each group start on their own planet with a Flag Ship which can transport 1 passanger and 1 pilot, Its ship technology is at 0 level, the shield is 0.

On each planet there are following: 30 units of each metal aviable on the planet; 10 units of each fuel aviable on the planet

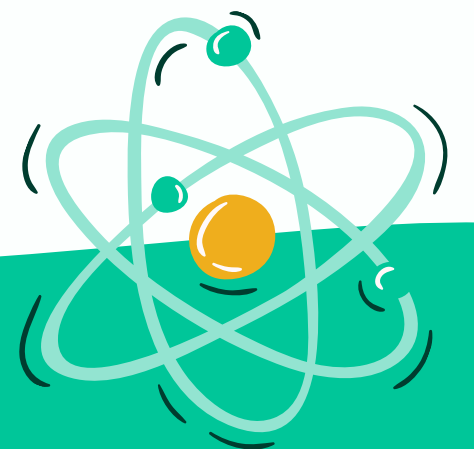
Variant II

There is no ships on the planet. Groups needs to build Ship at 0 level which can transport 1 pilot and 1 passanger, with no shield. The requirements are 30Sg, 30Ta/30Nh, 40Lu) and 40 minutes.

Each group will withdraw the 3 cards with starting set. (the cards will have some sort of materials/ items f.e. 20Lu, 30Sg, 40Kr) // The NPC will decide about the items on the cards//

Variant III

There is no ships on the planet. Groups needs to build Ship at 0 level which can transport 1 pilot and 1 passanger, with no shield. The requirements are 30Sg, 30Ta/30Nh, 40Lu) and 40 minutes.



The NPC

Neutral NPC

settled in Super Ships which are fast at level 3 and have the Shields +10. The ships have unlimited ammo and fuel. Possible to take up to 3 passengers.

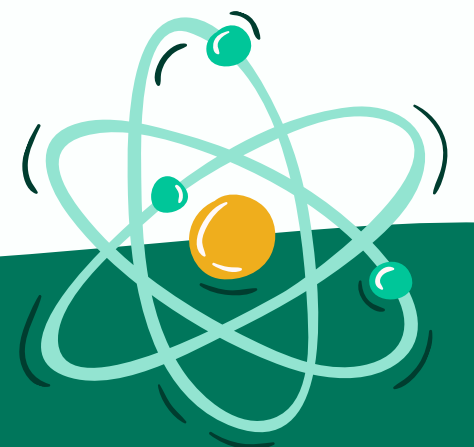
They reads the Universal Cards, travel from planet to planet providing the grown food, sharing informations, they can leave the items in the space. Preferably 1 or 2 Natural NPC for game with 15 players.

Space LAB team

settled in the SpaceLAB, taking full responsibility for the research and the exchanging the goods. Set the prices, manage the learning process and set the tasks within the time of researching the technologies. Could move in Super Ship. Can communicate with Aliens Alliance for exchanging the additional technology. Preferably 2 or 3 Natural NPC for a game with 15 players.

SpyGlass team

settled in the SpyGlass, taking full responsibility for the development of competences, technologies and exchanging the goods. Set the prices, manage the learning process and set the tasks within the time of researching the technologies. Could move in Super Ship with invisibility. Can steal and spy with 100% of success always. Preferably 1 SpyGlass NPC for a game with 15 players.



Erasmus+



The Erasmus+ programme aims to boost skills and employability, as well as modernising Education, Training, and Youth work. The seven year programme will have a budget of €14.7 billion; a 40% increase compared to spending levels between 2007 and 2013, reflecting the EU's commitment to investing in these areas. Erasmus+ will provide opportunities for over 4 million Europeans to study, train, gain work experience and volunteer abroad.

Erasmus+ will support transnational partnerships among Education, Training, and Youth institutions and organisations to foster cooperation and bridge the worlds of Education and work in order to tackle the skills gaps we are facing in Europe. It will also support national efforts to modernise Education, Training, and Youth systems. In the field of Sport, there will be support for grassroots projects and crossborder challenges such as combating match-fixing, doping, violence and racism. Erasmus+ brings together seven previous EU programmes in the fields of Education, Training, and Youth; it will for the first time provide support for Sport. As an integrated programme, Erasmus+ offers more opportunities for cooperation across the Education, Training, Youth, and Sport sectors and is easier to access than its predecessors, with simplified funding rules.



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