

The Space Between Us

Your family. Your crew. Your mission. A space drama.
An online Larp created by Wibora Wildfeuer

Player's Guide

Extremely well-designed and executed larp. It was easy to dive into the world and feel real connections with the characters and forget that you play on your own computer. I very much recommend this larp to anyone who wants to experience an emotional nordic-style online larp. - *Laura Kröger*

Open space could not be closer. - *Xavi Gracia*

I had the luck to play "The Space Between Us", a digital larp by Wibora Wildfeuer that I recommend. It is smartly and beautifully designed and written. - *Esperanza Montero*

TSBU convinced me that online play could hit just as hard as any in-person cryfest.
- *Jon Cole*

Heartbreaking nordic style space opera when at it's best and you don't even have to leave your sofa to cry about the backstabbing family members that you love. - *Patrik Balint*

"The Space Between Us" is a smart design, an exciting and emotional larp, with a diegetic setting that will make you live an intense experience and an epic adventure playing the Mangata family, the most epic travelers in space. - *Pepe Roma*

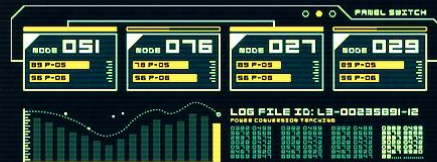
Relationships and feelings that stick with you. - *SJ*

A warmly heartbreaking larp about family, space, isolation and loyalty. A nordic Lost in Space with a lovely family you will treasure in your heart. - *Andrea Vaghi (Moonesia)*

A well-designed game for any larper that wants a nordic larp experience in a pandemic.
- *Elliott Libakken*

A very well designed game that offers great opportunities for emotional rollercoasters.
- *Mia Welandar*

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LUNA STATION

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You are: The Mangatas, the most famous family in Spacefleet.

Your Mission: to find a habitable planet. Because motherplanet Earth isn't gonna do it for much longer.

After 100 years of cryo sleep you woke up in this remote part of the universe. Now you have to be strong as a family and stick together, if you don't want to lose your mind in the vast emptiness of space.

Inspired by TV shows like Lost in Space and The Expanse and Nordic Style Larps like Odysseus.

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Halimede (She/Her)



LUMA STATION



Callisto (He/Him)



Celestine (she)



Captain Sigrid



Frankie XO (he)

Introduction

"The Space Between Us" is a Larp written to be played online via video chat. It is fit for 5 players with an estimated playing time of 4-6 hours including workshops and debrief. In this game you will be playing members of a family of space explorers who are on a deep space mission 100 light years from Earth. Each of them is travelling in their own spacecraft, so they are physically separated from each other and can only communicate via video chat. The game is inspired by shows like "Lost in Space", "The Expanse" and "Battlestar Galactica" and Nordic Style Larps like "Odysseus".

The general theme of the game is to be a "Space Drama". It is set to be an emotional experience. Together we want to tell the story

of this family, of this crew, of how their past affects them in this remote part of the universe and of how they will react when faced with hard decisions. You will play prewritten characters with already established relationships to each other. Additionally each character will get a randomly assigned "Secret Role". There will be a workshop before the game creating shared memories for the members of the family, then the game will start. The first part of the game will center on the family life and on the personal issues of the characters, in the second part of the game there will be more action and space-adventure (yeah, space adventure!). After the game I recommend to do a debrief.

And now, without further ado, let the space adventure begin!

Background world

Earth and Luna

Welcome to the year 2200! The Earth is overcrowded, polluted, hot and generally not the most comfortable place to live.

Unemployment and criminality rates are high, educational and general

"being-nice-to-other-people"-rates are low.

The situation got so bad that humanity is looking for a new planet to live on, because it is suspected that good old Earth won't make it much longer. That's why the wealthy and powerful have moved up to the moon, where we can find Luna Station. Luna station is the seat of earth's government, the PUN ("Planets united nations"). It is also the base for space travel and the headquarters of PUN Spacefleet can be found here. There are several space stations orbiting the Earth, on

Mars and on some moons of Jupiter like Ganymede. Humanity is mining resources from other planets in the solar system, but they were not able to make any of them habitable. In total maybe 1% of earth's population live up here, but they decide 100% of what happens down there.

This of course creates conflict between the inhabitants of Luna and the inhabitants of Earth.

Citizens of Luna or mooners are thought of as entitled, arrogant and unworldly, (Earther: "These loonatics have never set foot on the motherplanet and invent policies that are further away from practicality than mercury is from pluto!").

Citizens of Earth or earthers are thought to be uneducated, poor and criminals, (Mooner: "These earthworms are destroying the motherplanet because they're just too f* stupid to understand how recycling works!").

GAIA

GAIA is your notorious anti-government terror and/or freedom organization. GAIA could be considered eco terrorists. They are a group of people that see the root of evil in the technological advancements of the human race. They preach the return to nature and to an eco-friendly lifestyle. They want to achieve the salvation of Mother Earth through the renouncement of modern technology. They are opposed to space exploration, their main argument being that we shouldn't look for another planet if we can't even take care of our own. They say that humanity can only save itself from within, by changing its way of life, and not continuing on this path and destroying yet another planet.

GAIA hates Luna Station, mooners and everything they stand for and blow up space crafts and research facilities every chance

they get.

On Luna they are considered terrorists and it is a scandal to share opinions with them. On Earth you will find supporters of the movement, people who are opposed and a grand majority of people who just dont give a shit. Yeahh, Earthers, gotta love them!

The mission

Global warming is unstoppable by now, in a few years (maybe 10, maybe 100, who can say with certainty?) Earth's surface will be too hot for human live. That's where we come into play. Spacefleet sent out several deep space missions into, well, space, with the goal of finding other habitable planets. They were sent to remote parts of the universe to scan the even remoter parts for signs of planets that could sustain human life. The missions are composed of a number of independent space crafts that have one crew member on board each. In case one ship gets destroyed, the mission can still go on and they can cover more ground when scanning planets. The members of these crews are all families, close friends or couples, because it is only possible to survive a mission like this in the company of human beings you care about. All of them had to go through rigorous tests including flight

tests, physical tests and psychological checkups. Only the best of Spacefleet were allowed to join these missions. One of the missions was sent further away than the others: 50 light years away from Earth. As they are travelling at half the speed of light, they spend 100 years in their ship's cryo chamber before reaching their destination. When they wake up it is their job to scan the area for habitable planets. They have resources to do this for a year. After that they have to go back into cryo to start the journey home. They will arrive back at Earth 201 years after they first left. If the other missions don't find a suitable planet, they have to find it. They are effectively humanity's last hope.

Short character descriptions

The family

And who is this family of epic space explorers? Well, dear players, that would be you! You, that is the family Mangata (That is swedish and means: "The glimmering, roadlike reflection the moon creates on water". Pretty, right?). Generations of Mangatas have explored space, as scientists or astronauts, sometimes both, and they have a long family history of serving in Spacefleet. They are quite famous and the name Mangata means a lot in space exploration.

Following you will find the short descriptions of the characters. The names are chosen to be gender-neutral (or at least they sound gender neutral in the ears of the game creator), so you can play them in the gender you want.

Before the game you will get a full character sheet and an additional secret role will be assigned to you.

Sigrid Mangata - The Heroic Grandparent

Sigrid is a very famous old commander of Spacefleet, that led their good share of legendary space missions in the past. They love their work and their homeplanet, and spent most of their life dedicated to these two things. Leaving less time spend with their family. Still they are the respected and undisputed head of the Mangatas and the captain of this mission. They recently lost their spouse Alva Mangata, and although they are trying not to show it to the others, they are devastated by this loss.

Sigrid was born on Earth.

Dr. Celestin Mangata - The Loving Parent

Celestin is the child of Sigrid and Alva. Growing up in the shadow of a legend such as Sigrid was not easy, and Celestin always struggled with it. They also joined Spacefleet, but they didn't become the leader people expected them to be. They are a scientific officer, they don't enjoy being in the spotlight and would rather work in the tranquility of their laboratory. This family and the wellbeing of its members are very important to Celestin, they always try to make everybody feel better, to mediate disputes and maintain a good mood. They recently lost their parent Alva. Prior to the mission they were captured by GAIA and are still struggling with the aftermath of this experience. Celestin was born on Luna.

Franky Mangata - The Determined Parent

Franky was born on Earth. Their parents were quite poor and they have literally worked their way up to the moon. It makes them very proud to be a part of this mission. It also makes them very proud to be a part, by marriage, of the legendary family Mangata. Franky is the XO (executive officer, second in command) of this mission. They have a child from a former relationship, Halimede. Their former spouse and Halimede's other parent, Alexis, was killed in a GAIA attack. Franky left family back on Earth, their parents and a sibling. By the time Franky gets back to Earth they will be dead. Just one of the many sacrifices they had to make to get this far.

Halimede Mangata - The Golden Child

Halimede is the child of Franky and Franky's former spouse Alexis. Halimede was born on Earth and spent part of their childhood there. They moved to Luna Station when Franky started working there.

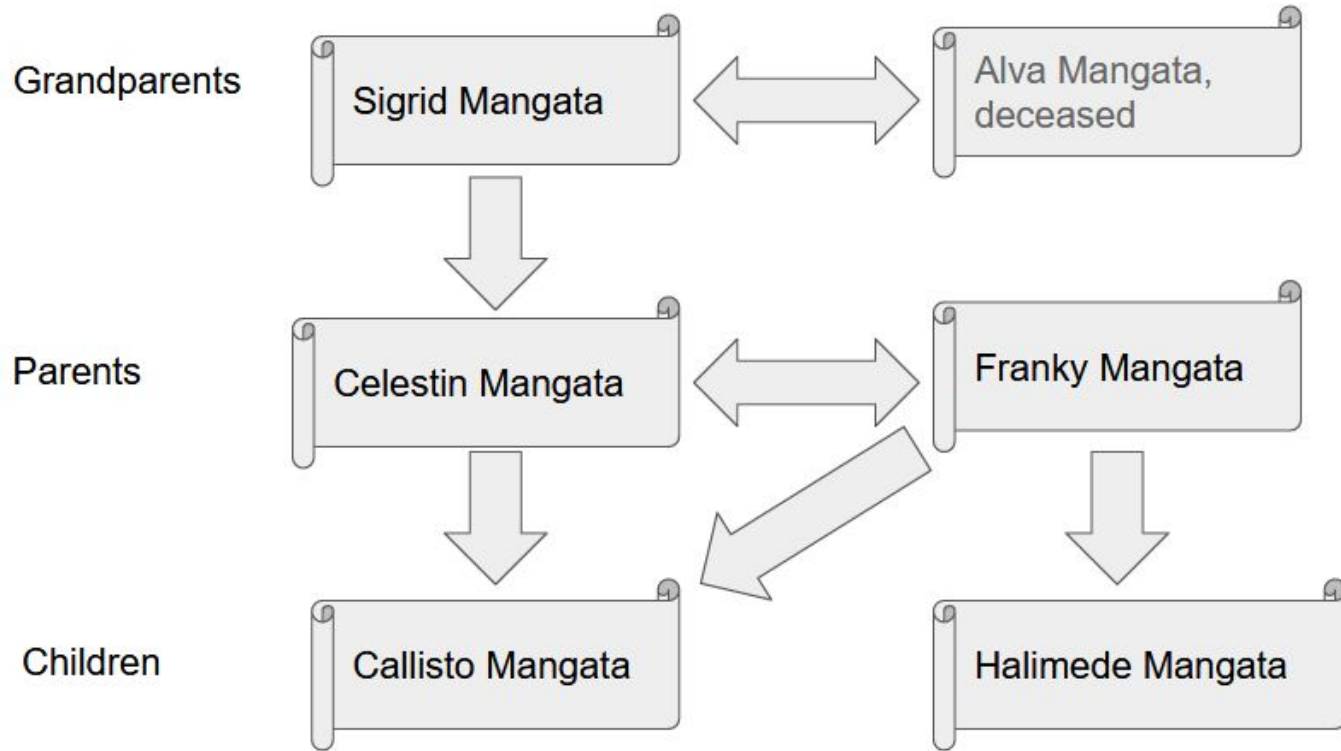
They appreciate all the sacrifices Franky made to get them up here and have used the opportunities they got by growing up on Luna well. Top of the class, youngest officer in the history of Spacefleet to make it to Lieutenant and the list goes on. They love and admire Sigrid and hope to be like them some day.

They are engaged and their fiancé(e) is waiting for them in cryo back on Luna Station. They know very well what they want their future to look like: return to Earth a hero, get married and continue the Mangata line.

Callisto Mangata - The Rebellious Child

Callisto is the child of Celestin and Franky and was born on Luna. They also joined Spacefleet and became an officer, but they grew more and more interested in the ongoing on the motherplanet. Finally they left Spacefleet and moved down to earth to study politics. They wanted to become an advocate for Earther interests amidst all the politicians on Luna that only looked up to the stars. Callisto agrees with GAIA on some things and frequently argues with the rest of the family about this.

Callisto had a very close relationship to their grandparent Alva, and is still grieving. They had not planned to go on this mission, they took Alvas place when Alva died.

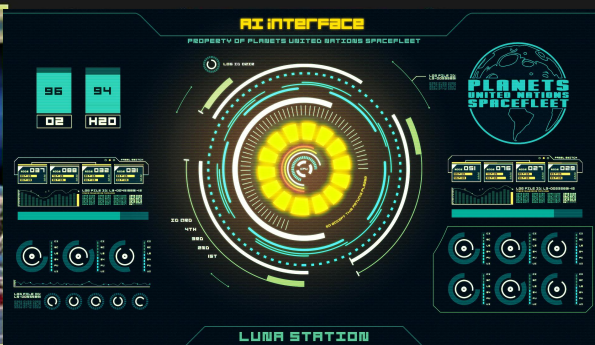


The incident

This family had another grandparent, Alva. Alva was Sigrid's spouse and the heart of this family. A very caring person, that you all shared your sorrows with and asked for advice. They were supposed to go on this mission with you, but then they got diagnosed with cancer. When it was time, you all gathered in your big house on Luna Station to accompany Alva in their last days. This was when Celestin got captured by GAIA. Sigrid, Franky and Halimede joined the rescue operation to save Celestin. Only Callisto stayed behind to take care of Alva. You were able to save Celestin, but when you got home you found Callisto crying next to Alva's dead body. Although you saw it coming, this was still a shock to you. Some of you feel guilty or are angry about not being there when Alva died. You are all still grieving, some of you devastated by this loss. Callisto took Alva's place in the mission. Halimedes fiancé(e) had also applied for the spot. Both of them had passed the tests, so it was up to the captain to decide. Sigrid decided to take Callisto.



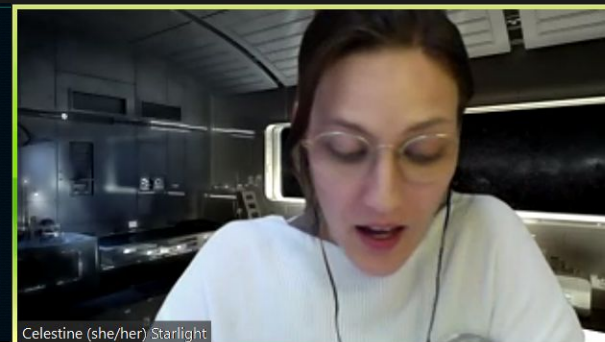
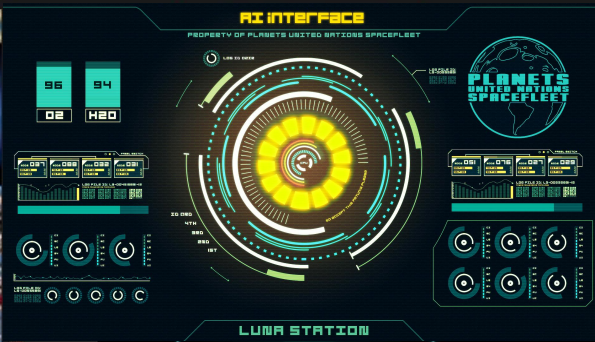
Sigrid - she/her - aLV4



Celestine (she/her) Starlight



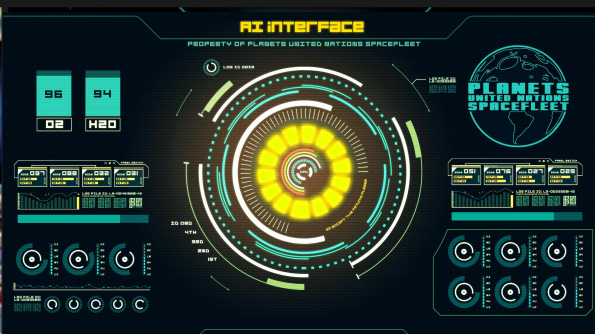
Sigrid - she/her - aLV4



Celestine (she/her) Starlight



Sigrid - she/her - aLV4



Celestine (she/her) Starlight

Game structure

This game will be played in scenes. Each individual scene is supposed to take 5 - 10 min, the meeting scenes between 5 - 15 min. The game will have two acts. The first act will be focusing on the family life and the personal plots and will take place over the first half of the mission. At the beginning of the game the characters already woke up from cryo sleep and have been on the mission for approximately two month.

The second act will focus on the mission and the adventure plot and it will take place at the end of the mission, shortly before returning to earth.

If you want to play longer, you can add additional rounds of individual scenes.

I recommend to add them in the first act. Each round will make the game 30 - 40 min longer.

Act 1 FAMILY LIFE

1. Meeting 1
2. Individual scenes - 5 scenes
3. Meeting 2
Optional: Second round of individual scenes + Meeting
4. Isolation scenes - 5 scenes

Act 2 ADVENTURE TIME

5. Meeting 3
6. Individual scenes - 5 scenes
7. Meeting 4
8. Individual scenes - 5 scenes
9. Meeting 5
10. Epilogue

Start the game

We will start the game by shutting off our cameras, then the AI (Gamemaster) will announce a crew meeting. You will all turn on your camera, once you do that you are in character and the larp begins.

Meeting scenes

The captain (Sigrid) is the one who leads the meetings. The meeting scenes have a formal part where the AI and the crew members report on the mission status.

After the captain resumes the meeting, the characters can hang around to chat a bit.

Individual scenes

In the individual scenes each player gets to make a video call to one or more other characters and play a scene with them. Players should text the GM which character they want to call. The order in which the texts get in

determines the order of the scenes. Players can also skip their individual scenes.

Isolation scenes

At the end of act 1 each player will play one isolation scene. In this scene they will show us what their characters do when they are alone on their spacecraft.

After the second meeting scene everybody will shut off their cameras and the first person to turn it on will be the first person to play their isolation scene. When they shut it off, just wait a few seconds until the next person turns their camera on to play their isolation scene until everyone has had a turn.

The isolation scenes are signaling the passing of time, so after they are done month will have passed in game time and it will be the last week of the mission.

Text chat

Throughout the game it will be possible for players to text chat in character with the others (via the private message function of the Zoom chat). A good time to do this would be an individual scene that you are not part of.

Ending a scene

You end the scene by turning off your camera. If the AI tells you: "Data volume low. Transmission ending shortly." it means that your video call to the other ships has a bad connection. You are allowed to say one more sentence to say goodbye and then you have to end the scene.

End of the game

You will end the last meeting scene by shutting off your cameras. After waiting a few moments, you can all come back and every

player tells a part of the epilogue of your story, about what happened to your characters etc. Then you will shut off your cameras again and return for the debrief.

Secret roles

Each player will get one randomly assigned secret role with additional information. As the name indicates, this information is secret, so it should not be shared with the other players before the game. You should definitely reveal your secret to the others ingame during the larp!

The idea behind the secret roles is that you will be able to play the game multiple times. Because the roles change in each game, creating new dynamics and relationships between the characters.



Cpt. Sigrid Mangata (they/them), ALVA



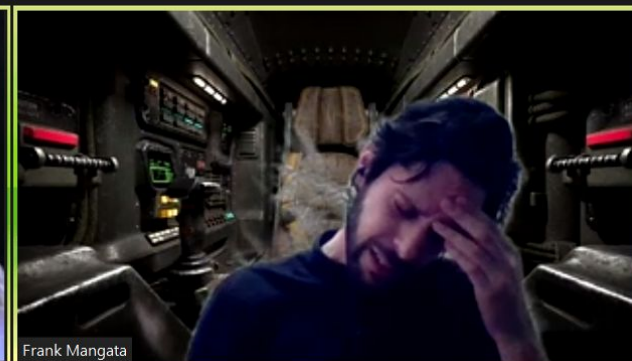
Halimede (she), HOPE



Celestine Mangata



Callisto Mangata



Frank Mangata

Reference sheets

You can use the following pages during the game.
They contain relevant information along with
the pre-game workshop and the debrief.

The spaceship

- One person spacecrafts
- They are travelling at half the speed of light
- They only contain the resources for 1 human being to survive the mission
- You cannot go from one spaceship to the other (they can only dock at Luna Station, not in space)
- The ships are not travelling close to each other (as they are trying to scan the biggest possible area). It would take about a day to fly to another ship
- They are not designed to land on planets. You might be able to land, but your ship will get damaged and it will be impossible for you to take off again
- The ships cannot send messages to Earth
- If you want to get a message to Earth, the ship has to travel back there

The isolation aspect

Isolation is an important part of the game. You are 50 light years away from Earth. Once you are back on Earth, 201 years will have passed and everyone you ever knew will be dead. You haven't touched another human being in 100 years. Your longing for physical contact is getting bigger every day. Not even sex, just a hug, just the presence of another person in the same room with you. You can only ever talk to the same 4 other people. You long to see another human face. Any face. Just someone else to talk to apart from the same 4 goddamn people! Even if they are family.

Use the isolation scenes to show the others how your character is dealing with the isolation.



Callisto | they |...

Do not try to save the others!

This larp is designed to create dramatic scenes between the characters, and all game mechanics were made to fit that playing style. The problems you encounter during the game are not supposed to be solved, they are supposed to give you additional impulses for your play and to change the tone of your scenes.

You can try to save them or solve the problem because it is what your character would do, but it is very probably not going to work.

For example: A ship gets damaged and the family member inside has 10 minutes left to live. Do not try to save them, but use these 10 minutes to do a scene with them where you finally reconcile and listen to their last words.

Safety techniques

Lines and Veils

Talk about your lines and veils. A line is a topic that will not appear in the game at all (e.g. sexual abuse), and a veil is a topic that can appear in the game but should not be described in detail (e.g. graphic depictions of violence).

X-cards

You can play the X-Card on content in the game to change it or eliminate it (e.g. an NPC has the name of a person you don't want to think about now). You cross your arms like an X into the camera and say what content you want to change or eliminate ("I play the X-card. Please change the name of that NPC."). No one will ask you for your reasons and you don't have to explain.

Thumbs up/down

This is used to check in with the player when you're not sure if it is the player or the character that is sad, upset, etc. You hold your thumbs up to another player and if they respond you with a thumbs up it means that they as a player are alright. If they respond with a thumbs down it means they're not okay. Stop the scene and ask them what they need (to take a break, to talk with the GM in another channel, etc.).

Open Door Policy

A player can leave the game completely or take a break from the game at any point without judgement or discussion. It is helpful if they tell the GM that they are leaving and if they plan to come back. If the game gets too much for you for whatever reason, it is okay to stop playing. The player is always more important than the game.

Pre-Game Workshop

Introducing your characters

Each player introduces their character to the other players and answers these three questions for their character:

- Why did you go on this mission?
- What do you miss most about Earth?
- What is the name of your spaceship?

Answer these additional questions:

- Name of Halimede's fiancé(e)?
- Game that Halimede and Callisto liked to play together?
- What is Celestin's field of research?
- What nicknames do Celestin and Franky have for each other?
- Name of Franky's sibling?
- What surprising hobby does Sigrid have?

Creating shared memories

Answer these questions as a group or take turns and let every player answer one question.

- What is the name of your mission?
- What is the name of the AI?
- Each player: Tell us about one positive memory (proud, funny, happy) involving one or more members of the family!
- Each player: Tell us about one negative (sad, angry, disappointed) memory involving one or more members of the family!

Feel free to invent other questions and memories.

Debrief

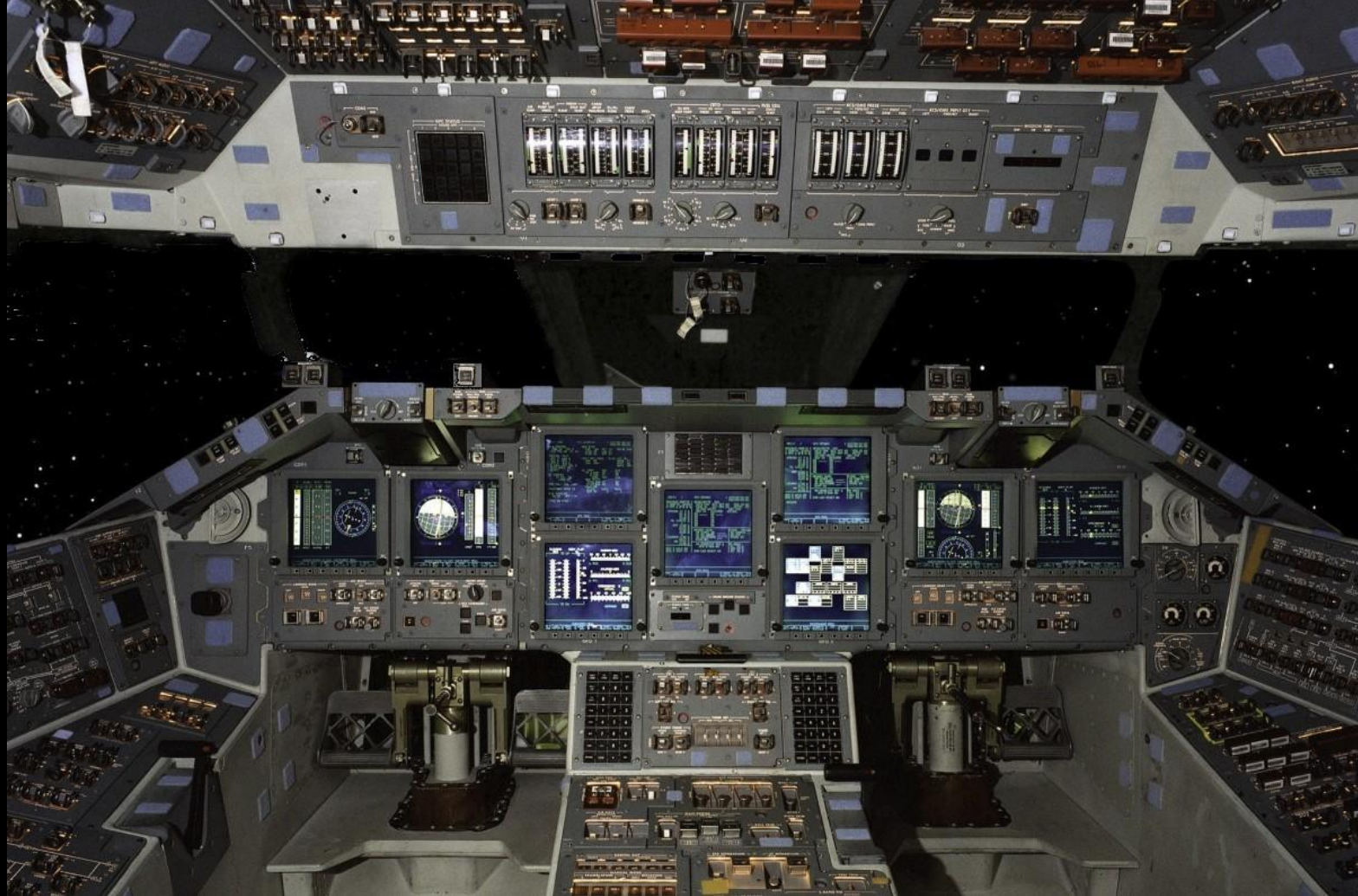
After playing I recommend to do a debrief.

Players can take turns answering the following questions:

- How do you feel right now?
- What did you enjoy during the game?
- What was challenging for you?
- How are you similar to your character?
- How are you different from your character?
- What was your favorite game moment?
- What moment of the game will you keep thinking about?



This is the logo of Spacefleet. If you want you can print it and pin it to your jacket like a military insignia. Thanks for the design to Daniel Julivert!



Virtual background, Interior of the Mangata Spaceships, <https://pxhere.com/en/photo1082985>

About the author

Wibora Wildfeuer is a passionate Larper from Germany. Her favorite playing style is Nordic Larp and her favorite genres are Science-Fiction and Dystopia. She is also a singer-songwriter and larp-bard.

This is the first online Larp she has written.

She already has some ideas for the next online Larp, so if you enjoyed "The Space Between Us", follow her on social media to stay tuned about new projects!

facebook.com/wiborawildfeuer

instagram @wiborawildfeuer

YouTube Wibora Wildfeuer

Download this game at itch.io!

wiborawildfeuer.itch.io/the-space-between-us



Acknowledgements

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Thanks to my playtesters:

Dave Leaman
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Britta Stern
Raul Pena Fernandez
Mia Welander
Alexia Cortés
Juan Pison (Pex)
Patrick Wichert

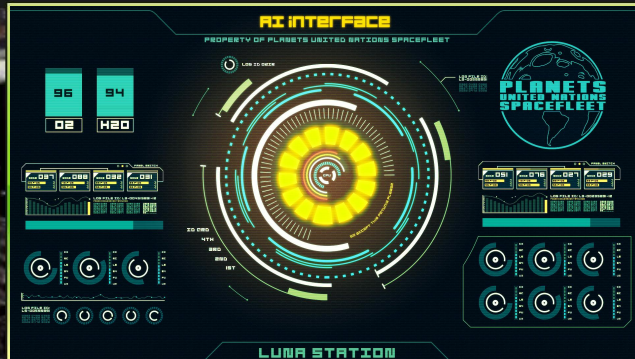
If you would like to play this game, but you don't have a gamemaster and/or a group to play with, send me an message! Once there are enough players I can organize a run for you.

Just write me at: [facebook.com/wiborawildfeuer](https://www.facebook.com/wiborawildfeuer)

Make sure to join the facebook group after you played the game:
The Space Between Us - All Players Group
(<https://www.facebook.com/groups/1183022302035779/>)



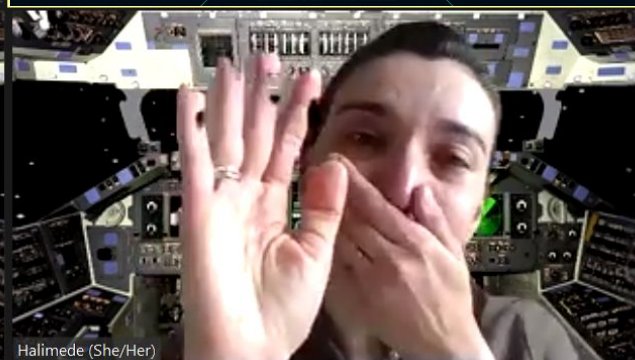
Captain Sigrid



Celestine (she)



Frankie XO (he)



Halimede (She/Her)



Callisto (He/Him)

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let the space adventure begin!

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