



MARKED

A SCHOOL FOR HEROES

Design document V1.1



You're Marked, different. The lines that appeared on your skin set you apart from everyone else, but they were just a hint of the truth. It wasn't long before your superpower followed. It's awesome and terrifying in equal measure - you don't know what you're capable of, and you're not sure how to control it.

You didn't ask for this, but that doesn't seem to matter. Some people see you as a danger, others as a freak. They're scared of who you are and what you can do. But you're not alone. There's a school you can go to, where the teachers are just like you, where you can learn to use your powers safely.

For years, Mistry Academy has been a home for the Marked amidst the rising tide of hatred, but now even this safe haven seems to be at risk. You'll play the school's superpowered staff and students through a time of tremendous upheaval, and your choices will affect the future of the Marked everywhere.

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Setting

100 years ago, there were myths. 50 years ago, there were rumours. 20 years ago, there were sightings. Now, the Marked are here. You are one of them.

The Marked

The Marked are an unexplained phenomenon. They are people identified by a scrawling pattern of black lines somewhere on their body, who eventually develop superhuman abilities.

No one knows who will become Marked, or why, or what caused them to start appearing among the population - not even the Marked themselves. Most theories hold that they represent some kind of corruption of humanity, though whether it's caused by solar flares, aliens, Satan, or one of millions of other theories depends on who you ask.

They are indistinguishable from anyone else until their late teens, going about their lives, well on the path to adulthood. Then, usually around their 18th birthday, the black lines of the Mark start creeping across and through their skin.

It's a ticking time bomb - you might be able to hide a Mark, but you can't remove it, and can't escape the fact that it's a herald of something much, much more.

It might be weeks later, or it might be months or even years, but it's inevitable: one day soon, your superpower will emerge.

It usually happens when you're high on adrenaline. It usually happens when you're scared. And it usually happens explosively.

Each Marked individual has a single power, though they sometimes manifest themselves complexly. Some control elements like fire and water. Some have the power to read minds or see other times or places. There are as many different powers as there are Marked, and there's no guidebook on how to control them.

The world

Except for the presence of the Marked, the world is one very much like our own, with current or slightly futuristic technology and many of the social pressures we see today. No current real-world figures are part of the setting, but you'll recognise a lot of today's political standpoints in the fabric of society within the larp.

People without Marks, or "pure humans" as the news has started calling them, have many opinions on those who are different from them, but the prevailing one is of distrust, or even fear.

From quietly being asked to leave a café, to being forced out of their homes by armed mobs of "concerned" neighbours, almost everyone with a Mark has a story of how pure humans turned on them regardless of whether they did anything wrong.

Official responses to the Marked vary from country to country. In the UK, it is technically illegal to discriminate against anyone on the basis of having a Mark, but in practice anyone reporting discrimination is likely to be ignored or ridiculed. Any crime committed that involves a Marked power will usually be judged more harshly, whether or not it was intentional.

There is growing talk in government about requiring individuals to register when their Mark appears so that official, well-trained support resources can guide people through this difficult and dangerous transition and train them to keep their powers in check.

The OMI

The Office for Marked Integration, or OMI, is the semi-official body tasked with responding to the appearance of the Marked in society. They say to want to integrate the Marked into society, but many believe they want to contain the Marked rather than assist them. Some even claim that the OMI are empowered to imprison or experiment on whatever Marked cross their path.

The Beacons of Purity

Of all the groups that have formed in response to the increasing numbers of Marked individuals, the Beacons are the most dangerous. Violent and hateful, they are responsible for several Marked deaths, yet seldom face any consequences. Their former leader, Beacon himself, died recently in battle with Dr Mistry, but his followers seem more hateful than ever. They want the elimination of all Marked and the purification of humanity.

Mistry Academy

One of the first to study the Marked, Dr Anya Mistry used her perception-altering powers to hide her own Mark from the public. What fair and reliable research there is on the Marked largely stems from her findings.

Dr Mistry often helped the struggling Marked she encountered in her research, including young Robert of the Ingestre family. His pyrokinetic power had developed disastrously, destroying a wing of the family mansion, and she was able to help him control his ability enough that he could visit his parents in hospital to spend their last few weeks with them. He vowed never to return to his old home and gave the grand building to Dr Mistry to thank her for what help she had been able to give him.

She turned Ingestre Hall into a safe place where the Marked could learn, away from the fear of pure humans. Using her power, she shielded Mistry Academy from discovery by hostile forces. Those who were the first to learn from her are now teaching the next generation.

Just a few weeks ago, Dr Mistry died defeating Beacon, sending shockwaves through the Marked community. The students are buzzing with guesses about what might have happened, and the teachers are uncertain about how the school will carry on without her protection.

But carry on it will - the last few months have seen an influx of new students, all of whom need help, and Dr Mistry would never have turned them away.

How the Academy operates

Mistry Academy isn't technically a school, and it doesn't teach normal academic subjects. All the students are adults above the age of mandatory education, and most of them are here voluntarily. Dr Mistry's fortune funds the school's operation, so attendance is free for everyone.

There are no designated school years or times when students typically arrive: Marked come to Mistry Academy when they need to, and leave when they're ready. Junior students might have just arrived when the larp begins, or might have been there a little while and still feel like they're finding their feet. Senior students might have been there a year or several, however long it takes them to feel like they're getting a handle on their powers and need to think about where to go next.

Technology at the Academy

Thanks to several scientific geniuses amongst those who have called Mistry Academy home, the Academy contains some of the most advanced technology on the planet.

The teleporter in the basement powered by certain Marked abilities was the entrance to the school for many new students in terrifying situations, and is the only one of its kind in the world.

Holograms throughout the house help students and try to minimise the damage caused by powers gone wrong, and when that fails they can provide medical attention and restore the structure of the building quickly.

Finally, there is the Virtual Room that simulates real world situations for the students to practice their powers in safely, and, with some creative programming, just about anything else they can imagine, too.

The Marked Alliance

Perhaps the most exciting thing about the Academy are the completely unconfirmed rumours that it's used as a base by the well-known Marked Alliance, a group of superpowered individuals who have been spotted helping out at the site of natural disasters and even terrorist attacks.

The Marked Alliance fought alongside Dr Mistry in her battle with the Beacons or Purity. Since her death in that battle, there is even more doubt about who is in the Marked Alliance and who is not.

Students claim that Dr Mistry's power has so far shielded the identities of these heroes from the world and that they are in fact none other than their own teachers. A student who distinguishes themselves, the rumours go, might be taken along on missions with them, or even one day invited to join the team. But this is, of course, all idle speculation and young imaginations running wild...

Larp style

Marked is a rules-light, cinematic larp with pre-written characters. We place emphasis on safety and trust and use collaboration to tell a dramatic story.

What you'll be doing

You'll play as the staff and students of Mistry Academy over a time of upheaval for the Marked. There will be school lessons and there will also be intrusions into normal school life by the world around.

The organisers will provide a framework of activity for you to build your own stories around. There will be strong character reasons for you to attend lessons, go to the ball, and get involved in other activities, but none of this is mandatory for you as players. If you'd rather do something else, you are absolutely welcome to.

Three central conflicts run throughout the larp. They won't be resolved during the larp and they will touch everyone's story.

Us vs Them

The world is increasingly dangerous for the Marked. As organisers, we will provide events that will bring the mounting hostility right to the doors of Mistry Academy.

Us vs Us

No two Marked have the same opinion on how to respond to the growing threats. As players, we want you to create conflict that will determine the Academy's future.

Us vs Ourselves

What does being Marked mean? What rules will you follow, and what boundaries will you impose on yourself? You, as a player, should answer those questions for yourself.

Play culture

Marked has a supportive and collaborative play culture. As organisers, we are here to help you, as players, have a great time. We want you, as players, to help make Marked a safe and memorable experience for everyone.

We put as little as possible between you and the action

Marked is very rules-light. You act out your own powers, and react to other people's powers, and that's about it - with the trust and goodwill of your fellow players, that's all you need to get to the heart of the drama.

We provide some events, you turn them into a story

Super powered fight scenes are critical to the superhero genre, but even more important is how you deal with their implications and repercussions, and that conflict of ideals is what the players will bring to the larp. While the events of the organiser-controlled wider world are largely static and pre-ordained, the players have complete control over the direction or directions the Academy takes.

Outside of the big events, we want you to spend time playing with each other, rather than with GMs and NPCs. We'd like to keep the play focussed at Mistry Academy in the here and now: this isn't a game where you'll spend your time "doing missions" away from the school, or flashing back to the past.

We favour out of character clarity over full immersion

If you're worried or having a bad time, we want you to break character briefly to check in, negotiate, or clarify whenever you need to. Your safety is more important than the game.

Similarly, if we, as organisers, need to deliver out-of-character information during the game, we'll do that.

We want an atmosphere of inclusivity, trust and support

We want to tell stories that are emotional and sometimes painful. To do this, we need you to work with each other and create an atmosphere of trust and support.

That means you should respect the needs and preferences of other players. Out of character harassment or discrimination are completely unwelcome, and players are encouraged to treat one another with compassion and good will.

Off-game rules

These are the most important rules at the event, to be followed at all times by all participants and organisers.

Be safe and compassionate with your fellow players

Above all else, take care of one another. Look out for signs of emotional distress in the people around you, don't touch each other without permission (especially in combat) and don't engage in any kind of out of character harassment, discrimination, or bullying.

Be respectful of your surroundings

We love Ingestre Hall and we want to come again! Help us keep it looking beautiful. Be especially careful around anything valuable, such as antiques or technology: in particular, don't start fights or action scenes near them.

Please don't use blu-tack, pins, open flame, loose ink, or anything else that might mark the building, and please don't move beds or kitchen equipment.

Follow signs and instructions

Don't go into areas that are marked as off-limits. Follow any instructions that GMs, helpers and organisers give you.

Wear appropriate footwear

Shoes must always be worn on the ground floor, and must not be worn in the dance studio.

Be respectful of the neighbours

Please don't make loud noises outside after 10pm. The venue will be locked up at midnight, so play continues indoors only after that point.

Report any injuries, accidents, or incidents at the off-game room

We have first aiders on call to help in case of injury, and we need to know quickly about any harm that comes to the venue, or altercations between players.

Powers and other fun things

You make other people's powers work

Everyone in Marked has a supernatural power. You'll work with others to make each other's powers fun.

To use a power, you act it out and say what you're doing. For example, you might extend your palms and say, "Let's see how you like a taste of my fire blasts!". Or, if you're a telepath, you might wave a hand and say, "Let's see if you're lying...".

Then the other player reacts. They might react to your fireball by yelling, "Aaah! I'm burning!" and falling to the ground. Or they might say, "Yes! I was lying!". That reaction is what makes the power work.

In practice, this works like a conversation. You start, by acting out your power and saying what you're doing, then I react to your power. Then it's my turn. I act out my power and say what I'm doing, then you react. And so on.

Remember: powers are only fun if they affect others. So, when someone else uses a power on you, be affected. Fall over. Be electrocuted. Give up your darkest secrets. Have fun with it.

Powers work as long as they're fun

Powers last for as long as they're fun. If you link two people's minds together, it might last all weekend, if they enjoy being linked. If you encase someone in ice, it probably won't last long. If you blast the roof off, it'll be automatically repaired shortly.

Powers affect everyone who's paying attention, which is usually a small group of people nearby. If you create a tornado, everyone nearby should yell and take cover. Everyone else can choose whether they want to join in or not.

This means you never have to tap people on the shoulder and say, "That wall just exploded!" or stand on a chair and yell, "The sun is going nova!". Let people join in if they want. Let them ignore it and keep doing their own thing if they prefer. After all, weird things happen all the time at Mistry Academy.

Powers can be surprisingly powerful! The ground can shake. The sun can explode. Mysteriously, though, Ingestre Hall is never destroyed.

Keep it safe

To keep you safe, we have four rules when using powers. One: Don't touch other people, either with your body or with props. Two: Move slowly, both when you use your power and when you react to others. Three: Don't touch the walls or furniture (that is, don't do an amazing stunt where you fall over a chair). Four: Before you fall backwards - or move backwards for any other reason - look behind you.

After-effects

When someone uses a power on you, make sure it has an effect. If someone encases you in ice, don't burst free immediately. Freeze for at least a moment and make a show of struggling to free yourself, or get someone to rescue you.

After that, though, it's up to you what happens. You're only brainwashed if you want to be brainwashed. You're only injured if you want to be injured. After all, this is Mistry Academy, and there's always someone around to fix you up.

Finally, nobody dies at Mistry Academy.

When two Marked fight, who wins?

Often, it won't matter who wins a fight. You use your power on me, I use my power on you, and we shout a few insults and walk away. That's how superhero battles work.

And, often, you'll just choose to lose. After all, it's fun to be floored by a fireball or electrocuted into unconsciousness, and you make the other player's power look awesome.

And, sometimes, it'll just be interesting if someone wins. Maybe your fireball melts my ice wall. Maybe, if a member of staff fights a pupil, it makes sense if the member of staff wins (or it's more interesting if the pupil wins). Maybe it's fun for someone to lose now, but make an amazing comeback later. All this is up to you.

Sometimes, though, it matters who wins. When you and I are fighting for the future of the school, we might not be able to decide who triumphs.

When that happens, this is what we do. Every day, you'll get a randomised report card. The grades on the cards tell you how any fights you get into with other player characters that day will go for you. For example, if your first grade is an A, your first fight will go well for you: you probably come out unscathed. If your second grade is a C, it won't go well, but it won't be terrible: you get knocked down and need healing, or perhaps you win but with unpleasant

consequences. If your third grade is an F, that's a disaster: your power might glitch or you might get badly hurt.

You decide exactly what happens with the grades, but they tell you how the fight will go for you.

When someone who's Marked fights someone isn't Marked, who wins?

If someone is Marked, they always win against someone who isn't Marked.

To put it another way, players always win against characters played by GMs. And those who belong to the Academy always beat outsiders.

Except...

Red light and "Disruption" are bad news

If you see red light, or you hear the word "Disruption" from an organiser, Marked characters no longer win automatically.

When you get hit with red light, it hurts badly! Your powers go weird, weak, or don't work at all, leaving you to run away or end up at the mercy of your opponents. Have fun with this. Enjoy losing. Enjoy your powers going wrong.

If you hear organisers talking about, "Disruptor guns", "Disrupted powers" or similar, the same applies.

With clever planning or enough of a numbers advantage, you might be able to overwhelm an enemy using disruption, but it will always take teamwork.

Blue light means normalcy is taking a little break

Sometimes, there will be things we just can't represent with props, costumes and gestures. But we don't want to stop you using the Virtual Room to go back in time and fight giant dinosaurs just because we don't own an animatronic T-rex, so in these instances we'll use blue light to indicate that not everything is as it seems to be. When you see the blue light and an organiser narrates what's going on, we're asking you to use your imagination to fill in the gaps. If you're ever not clear what the description is getting at, ask and we'll make sure you know enough to form a solid mental picture.

The Virtual Room

The Virtual Room is a space for GMd scenes, and every student will have at least one lesson there to practice controlling their powers using the room's hi-tech holograms. It is available outside of lesson times, and you can find a GM either there or in the Off-Game Room.

The Virtual Room can be used to fight holographic foes, or simulate scenarios that the staff and students wouldn't find in the Academy itself.

There will be a sign up on the door of the Virtual Room that will let you book 15 minute slots where a GM will help you play out virtual adventures. Slots are limited, so visit the Virtual Room in groups and think about other players before booking more than one.

Metatechniques

These are the tools and guidelines that help players interact with one another and the larp in the most effective way possible.

"Cut" - stop playing, we have a problem

If there is a problem that needs everyone to stop play, shout "Cut!" and raise your hand above your head. Perhaps a player has been hurt, perhaps someone has broken a glass or perhaps there is an urgent emotional problem that needs attention.

If someone shouts cut or raises their hand in the air, stop playing. You can also shout "Cut" and raise your hand too, so that other people notice. Then resolve the problem - get an organiser if you need to - and carry on.

Just to be clear, "Cut" stops the play in the immediate vicinity. It doesn't stop the whole game.

"Pause" or crossed fingers - quick out of character chat

You can cross your fingers, or say "Pause", or both, to tell everyone around you something player to player, rather than character to character. This pauses the larp very briefly in your immediate area so you can quickly convey information to people in your scene.

Someone might use Pause to clarify what their power has done, or indeed to ask someone to do just that. Or you can use it to talk to other players about what you want from a scene, either beforehand or while it's already in progress. You could organise a big argument, ask someone to tone it down, or discuss how far you want to go with bullying, for example. And it's always valid to quickly Pause and check in with your fellow players, especially if something very emotional just happened.

Lookdown - leave a scene or become invisible

People with their hands shading their eyes and looking down are invisible to everyone else. If you're ever in a scene that's too much for you, you can use

Lookdown and back out, and the other players should handwave your absence and move the scene on to other things.

If you need to step out of the game for a while, you can use Lookdown to get to an off game space such as the GM room or an off game bedroom without needing to talk to anyone.

The helpers will also use this metatechnique to move around and to disappear suddenly from scenes. When they do, your character can't interact with them.

Okay check-in - are you okay / I am okay

If you want to know whether someone is okay, you can give them the "Okay" symbol with your hand (put your first finger and thumb together in a circle, then show them the circle). If they are okay, they should reply by giving the same signal back. This is useful if, for example, you see someone crying and you don't know whether they are upset as a player.

If you don't get the okay signal back, use Pause to ask the player if you can help them, or if they'd like you to find a member of the safety team to help them.

You can also use this to show you are okay. For example, if you simulate a heart attack during the game, keep your hand in the shape of the "Okay" symbol, so that others know that you are not having a real heart attack.

Characters

Most of the drama at Marked comes from how characters interact with each other - and they're designed to do so explosively.

In Marked, you're given a character to play, whose backstory and relationships fit in with others around them. They might be rivals or best friends, might have saved one another's lives or developed their powers in the same terrible accident, but whatever their shared history it'll give you plenty to play with.

You're able to see each others' characters. There is also an opportunity to define other relationships for yourselves, building on the background we give you to round out your character in a direction you and your fellow players choose.

The process

Step 1: You fill in a character questionnaire to tell us about what you'd like to play

Step 2: We collect all the responses and match people to characters as best we can

Step 3: We release characters for everyone, with some pre-written relationships and guidelines for more relationships.

Step 4: Free for all! You can now add detail to your backstory or create additional relationships as much as you like

Character sheets

Your character sheet tells you who your character is, what age group they fall into, their power, their backstory, and more.

It also tells you about your character's origin, which they share with other characters. Your origin group knew each other before arriving at Mistry Academy, and you'll have a written relationship with each of them.

Finally, it includes your character's training team, the group you will spend most of your time with during lessons at the Academy. You'll be given a rough outline of the group dynamic and some suggestions for a couple of relationships within

the team, but it will be up to you and your fellow players before the event and during the workshops to determine the specifics of your history and how your characters interact now.

It won't tell you your character's gender - it will include a first initial and surname only, plus a codename for senior students and staff. It also won't give a specific age, though for the purposes of the larp, all characters will be at least 18 years old. Your own gender, age and other characteristics don't need to match those of your character: anyone can play any character.

Playing a teacher or member of staff

As a teacher, you're a bona fide superhero who puts their life on the line for the sake of others - though your larp will be more about trying to agree on the best way to protect and educate the students than fighting off cosmic threats.

You're probably a member of the Marked Alliance. Or at least you were, until things got complicated when Dr Mistry died a few weeks ago. Maybe there isn't a Marked Alliance any more. Maybe there's a new one. Maybe there are two.

Playing a teacher means signing up to take on a bit more responsibility before and during the larp, both in and out of character. We ask you not just to focus on having fun yourself, but giving the student players a memorable experience.

Most teachers will be asked to speak in front of the school at some point, in assemblies, announcements, or dramatic moments, and all teachers will be asked to provide one or more lessons, which the organisers can help you plan for in advance.

You'll be given more details than the students on the events of the larp ahead of time so you can respond like a well trained team, and you'll be asked to help make sure that students get to take part in those events as they want to. Some of these briefings will be information sent to you before the larp, but we'll also give you updates during staff meetings each morning.

Playing a senior student

As a senior student, you've been at Mistry Academy for a while and you know the ropes. You've got a reasonable grasp on your powers and one day soon you might graduate and join the Marked Alliance - or maybe you're planning to make your mark on the world some other way.

Playing a senior, you'll be a driving force of the student body. Maybe you've got strong ideals and want to recruit others to your cause. Maybe you love guiding

younger students or holding them to high standards. Maybe you just want to run the school choir.

Whatever you choose, you'll be carving your own path, with the juniors looking up to you and the staff watching over you.

There is no firm rule about exactly how long senior students have been at Mistry Academy, but you feel as though you're established there.

Playing a junior student

As a junior student, your whole world was turned upside down not long ago when you developed your Mark, and your powers. You expected to be going to university or starting a job, but instead you've been thrust into a new world of terrifying persecution and astonishing possibilities.

Playing a junior is a journey of discovery - you might have just started at the Academy or have been there for a few weeks or even months, but everything is still extremely new to you. You're trying to learn to control superhuman powers that don't always do what you want, while the people who are supposed to be teaching you are busy arguing about what you should be doing with them.

You'll be fighting for control of these strange new forces that are trying to control your life: the pure humans, the teachers, your fellow students, and even your own body.

Practicalities

Marked takes place at the beautiful Ingestre Hall in Staffordshire in the English midlands, and lasts from Thursday afternoon to Sunday morning, 30th August to 2nd September. Food and accommodation are provided.

Transport

Arriving by bus

Our Bus leaves Heathrow airport Terminal 5 at midday on Thursday. Bus tickets cost £50 for a return trip.

Arriving by car

The venue is accessible by car at the postcode ST18 0RF. Parking is on the lawn to the side of the road leading up to the building. Neither the larp nor the venue can take any responsibility for vehicles parked there.

Arriving by public transport

Ingestre Hall is a 20 minute taxi ride from Stafford station, which is well connected from London, Manchester, Liverpool, and Birmingham. We advise you to look around and book in advance if you're taking a taxi, as prices can vary quite a bit.

Accommodation

You'll stay in shared dorms varying in capacity between 4 and 11 people. All the beds are singles (and you can't move them to make doubles).

Sheets, pillows and duvets will be provided so there's no need to bring sleeping bags - you'll be given everything you need to make your bed on arrival, or you can let us know in advance that you'd need help with that and we'll get it sorted.

There is a fully wheelchair accessible room with 4 beds and an adjacent carers' room. Please let us know on your application form if you would benefit from these facilities.

Most dorms will be "in-game": that is, you're assumed to be in character while you're in there (although we don't expect roleplay between 1am and 8am).

There will also be off-game dorms available that you can request a slot in, if you'd prefer to be sure the larp won't follow you to your bedroom.

There are shared bathroom facilities including showers on each accommodation floor, and toilets and showers with disabled access near the accessible dorm and the main play areas.

You can let us know about any specific accommodation requirements you might have.

Food and drink

The school cafeteria will serve three meals a day at set times, and we'll make sure there are snacks on hand in case you get peckish in between. You're also welcome to bring any food you like, though we ask you to eat it downstairs rather than in the dorms.

The practical questionnaire includes a question about dietary requirements and our catering team will do their best to accommodate your needs as long as we get your answers in time.

There will be tea, coffee, water and soft drinks available at all times, and we suggest that you bring a bottle so you can stay hydrated throughout the event.

Alcohol will not be provided during the larp and there will be nowhere to buy it on site. While you are welcome to bring drinks, we ask that you moderate your alcohol consumption carefully and excuse yourself from combat or physical activities after drinking. The organisers will ask you to step aside if they judge that you might be putting yourself or others at risk.

The GM Room

The GM Room is on the ground floor next to the diner. Come and talk to us if you need an organiser: for example, if you have plans that you need a GM for or if you need a GM for the Virtual Room.

You are also welcome to come here if you just want a break from the game or if you want to talk to someone (see "Accessibility" below).

Timetable

The timetable here contains the basic practical timing information you can use to plan your days around, noting the times for things that you'd know in character. There are a couple of places marked *Spoilers*, which tells you there's something big going down then that your character wouldn't know about in advance. This information is freely available on the website if you prefer to play with more visibility of what's coming up, but if you want to be surprised just don't follow this link: <https://www.markedlarp.com/timetable-spoilers>

Thursday

Act 0 - Welcome and workshops

- 12:00pm - The bus leaves the airport
- 2:45pm - Arrive at Ingestre Hall
- 3.30pm - Pre-game workshops, including breaks.

Act 1 - Welcome to Mistry Academy

- 7:00pm - Welcome assembly
- 7:15pm - Dinner**
- 8:30pm - Training Team building
- 9:30pm - The Official Welcome Reception
- 10:00pm - The Unofficial Welcome Party
- 11:30pm - School lights out
- 1:00am - Off-game sleep period

Friday

Act 2 - Our lives in their hands

- 8:00am - Breakfast**
- 8:30am - Staff meeting
- 9:00am - Morning assembly
- 9:15am - School photo
- 9:30am - Lesson 1

Virtual Room: S. McDonald, P. Mukherjee | Sunburst, Tempest
Power Ethics: K. O'Reilly | Lightning, Blizzard
Power Control: B. Mahelona | Drizzle, Monsoon
Technician's lesson: Q. Oliviera | Heatwave, Hurricane

10:30am - Break
10:45am - Memorial service for Dr Mistry
11:15am - Lesson 2

Virtual Room: R. Haley, H. Ruan | Drizzle, Heatwave
Combat Strategy: R. Blum | Sunburst, Lightning
Marked Biology: O. Watson | Tempest, Blizzard
Groundskeeper's lesson: F. Dias | Monsoon, Hurricane

Act 3 - Play by their rules...

12:15pm - Lunch
1:15pm - Special assembly
2:00pm - Lesson 3

Virtual Room: B. Mahelona, K. O'Reilly | Lightning, Monsoon
Marked History: P. Mukherjee | Sunburst, Blizzard
Combined Power Use: S. McDonald | Tempest, Heatwave
Librarian's lesson: B. Asumang | Drizzle, Hurricane

3:00pm - Break
3:30pm - Lesson 4

Virtual Room: O. Watson, R. Blum | Blizzard, Hurricane
De-escalation and no powers self defence: H. Ruan | Sunburst, Drizzle
Survival: R. Haley | Tempest, Lightning
Medic's lesson: M. Novak | Monsoon, Heatwave

4:30pm - Break
5:00pm - Clubs

Act 4 - ...Or suffer the consequences

7:15pm - Dinner
8:30pm - *Spoilers*
11:30pm - School lights out
1:00am - Off-game sleep period

Saturday

Act 5 - Ready for anything

8:00am - Breakfast
8:30am - Staff meeting
9:00am - Morning assembly

9:30am - Training Team time
10:30am - Break
11:00am - School defence training

Act 6 - Take a stand

12:15pm - Lunch
1:45pm - *Spoilers*
5:00pm - Set up for the ball

Act 7 - United / Divided

7:00pm - The Mistry Ball
7:15pm - Dinner
9:00pm - The larp ends

9:10pm - Optional debriefs

9:45pm - 2:00pm - AFTERPARTY

Sunday

9:00am - Breakfast
10:00am - Packing and teardown
10:30am - The bus leaves

What to pack

Bring enough clothes for your character for the weekend. There is no formal school uniform, so wear what your character would like to wear. Whatever you wear, make it comfortable and practical - you need to be able to move comfortably, and not be wearing anything particularly hard or spiky that might hurt you or others if you fall down or collide.

Everyone at the Academy, both staff and students, should bring something that they can wear during powers practice and, should the need arise, clandestine superhero missions. This might be your normal clothes or it might be a separate active kit or superhero costume. Feel free to bring spandex if that's your jam, but we're expecting something more casual. We'll be providing an Academy T-shirt to every player to build your active kit around if you want to.

There will also be a school ball at the end of the larp, so bring something special to wear for that if you think your character would, and consider in character pyjamas if you're going to be in an in-game dorm.

Play will be both indoors and outdoors, so you may want to bring a jacket. This being England, temperatures could be anywhere between about 15 and 35°C and may be cooler in the evenings, and rain is sadly always a possibility.

You should bring sensible shoes for going outdoors, though the grounds are well-kept lawns and not wilderness. There are some areas inside where you won't be able to wear heels or outdoor shoes, so you may also want to bring a pair of slippers or dance shoes.

Make sure you have toiletries, including ear plugs and eye masks if you're a light sleeper. You'll need to bring your own towels and shower supplies.

Bring supplies of any medication or medical equipment you need, and please let an organiser know if you're bringing anything prescription, or anything that you might need in an emergency.

There are few power points at Ingestre Hall, so please don't bring lots of electronic devices that need charging.

Lastly, bring any food and drink you want to have on hand throughout the event. Remember there is nowhere on-site to buy alcohol, and that we ask you to consume in moderation.

Harassment

Everyone participating in the Marked community including, but not limited to the larp itself and its associated Facebook groups, is required to agree to the following code of conduct. This includes all players, volunteers, suppliers, GMs, and organisers. We expect cooperation from everyone to ensure a safe, diverse, and welcoming environment.

Marked is dedicated to providing a harassment-free experience for everyone. Harassment includes offensive verbal comments related to gender, age, sexual orientation, disability, physical appearance, body size, race, religion, sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of events, inappropriate physical contact, and unwelcome sexual attention.

Sexist, racist, discriminatory, or harassing behaviour, language and imagery is not appropriate in the Marked community, in person or online. Participants violating these rules may be sanctioned or expelled from the larp, discussion groups, and all future events without a refund at the discretion of the Marked organizers.

If you are being harassed, notice that someone else is being harassed, or have any other concerns, please inform a member of the safety team in the off-game room as soon as you are able. If you can't or don't wish to speak in person, or prefer to talk privately or electronically, contact us at markedlarp+safety@gmail.com. All reports will be handled in the strictest confidence.

Negative comments about real world characteristics like someone's physical appearance, running speed, or level of English are never okay, in or out of character. We don't actively play on racism, sexism or religious discrimination (although some characters have this in their background). Always stick to fictional details if you reach the point of insults.

If you do want to play a story about bullying, agree it in advance with the other players involved, and follow the rules above.

Accessibility

If you have a disability, medical condition or anything else we should know about, let us know and we'll do everything we can to accommodate it.

Here are some of the ways we're trying to make Marked accessible to everyone. That said, we know that people's needs are individual, so talk to us about what we can do.

Physical access

There is step free access into the building and to a dorm containing four accessible beds, along with an accessible bathroom. There is an additional accessible bathroom on the main play level. Some play areas, both indoor and outdoor may not be accessible to individuals who use mobility aids, but whenever organiser-run activities take place in these areas there will be alternate, equally important events elsewhere for people to participate in, and we can make sure you have a character suited to those more accessible events.

Visibility

There will be some written materials handed out during the larp which can be provided in larger font sizes if needed. We can also arrange for you to have longer to read written materials, so let us know if that is useful.

Some of the play areas will be dark, especially outside at night. Lighting effects will be used, but these will always be accompanied by audio cues if they convey important information, and we can warn you about them ahead of time if you let us know you need that. If you need to be closer to see something that's going on, or need something described, let an organiser know and they will help you.

Audibility

Some important information will be conveyed audibly, possibly in loud situations, but there will always be a visual cue that this is happening. If you need to move in order to hear, or need something repeated, let an organiser know and they will help you. There will be music played at the party at the end and at some other points during the larp, which we can warn you of if you tell us this may cause you difficulty.

Activity

Off-game areas will be available at all times. Players can request a bed in an off-game dorm to ensure they have a space they can always return to. The times for and details of organiser-run events are available on request. Participation in organiser-run events will never be mandatory, and the organisers will do what they can to bring anyone who misses an activity up to speed.

Assistive technology and medications

Let us know your needs in advance we'll do what we can to meet any charging or storage needs or similar that you have. If your devices rely on the internet, be aware that connection is unreliable in most areas of the venue.

Food

We will endeavour to accommodate all dietary needs that we are informed of before August 1st. Meals will be at set times each day so you can plan around them.

The Quiet Room and the GM Room

We have a Quiet Room, which you can go if you need a break from being around others. It is on a lower level, next to a bathroom.

We also have the GM Room, where you are welcome to come if you want to talk to someone or just need a break from the game. It is on the ground floor next to the diner. There are always organisers on hand to report any issues or talk through any problems you are having with your game.

Tickets and sign up

Marked has 60 player places that will be assigned by weighted lottery. There are some scholarship tickets available.

Initial sign up

There are 60 player places at the larp. Sign up for these places will go online at 8PM GMT on Thursday 1st March and will stay open for 72 hours, closing at 8PM GMT on Saturday 3rd March.

Once the sign up window closes, player places will be assigned by a random draw, which is weighted to support a diverse mix of players.

We'll inform everyone of whether they have a player place by Sunday 4th March, and everyone who was unsuccessful will be added to the waiting list.

To confirm your place, you'll need to purchase a ticket or put down the first payment within 4 weeks, by Sunday 1st April. Any tickets not purchased by then will be opened up to the waiting list on Monday 2nd April.

Tickets cost £300 in one sum, or two installments of £165. Final payment for those paying in installments is due by Sunday 1st July.

Waiting list and additional tickets

If there are more sign ups than player places, those who didn't get a place in the first lottery will be put on a waiting list and will be invited to buy tickets on a first come first served basis if places become available. Once the waiting list is empty, or if any tickets are still available 48 hours after being offered to the waiting list, they will be put on general sale.

Scholarship tickets

5 of the tickets available will be scholarship tickets, costing £150. Players will be able to indicate in the questionnaire whether a scholarship ticket would be helpful or necessary for them to be able to attend, and the players who receive scholarship tickets will be selected by the organisers.

It will also be possible for other players to become sponsors, allowing us to assign more scholarship places to people who need assistance. These donations are completely optional and can be of any size. Donations don't translate to anything in game terms - just the good feeling of knowing that you've helped out someone who couldn't have attended otherwise.

Refunds and cancellations

If you have to cancel your ticket for any reason, we'll do our best to find a replacement player so we can refund the price of your ticket and still cover the costs we've incurred. If you cancel before August 1st 2018 and we are able to find someone else to purchase your ticket, we'll give you a full refund minus a £30 admin fee. If you have to cancel after August 1st we will not be able to offer a refund unless you provide a replacement player to take on the ticket cost, as we may need to give away the ticket for free to ensure the larp can be filled.

About the organisers

Joanna is a larp designer and organiser whose short larp *Unheroes* won a Golden Cobra in the awards' first year, and her larp-tabletop hybrid *Before the Storm* is part of the IGDN Game of the Year-winning *Seven Wonders* anthology. In 2017 she ran *Dawnstone*, bringing larp styles from across the world to the UK.

Graham is an award-winning designer of both larps and tabletop roleplaying games, who has won a Gold Ennie and a Golden Cobra. Graham recently published *Cthulhu Dark*, a game of Lovecraftian horror. He has also worked on *Doctor Who: Adventures in Time and Space*, *The Laundry* and *Trail of Cthulhu*.

Our writers are Jared Axelrod, Nickey Barnard, Jake Cyriax, Kol Ford, Helen Gould, Mia Kyhn, Jason Morningstar, Will Osmond, Michael O'Sullivan, James Stuart and others who wanted to stay anonymous. The characters are edited by Jenn Martin and John Stavropoulos.

Special thanks to Elina Gouliou, our lead editor, who drove the character writing forward and made sure everything happened.

Questions

If you have any questions, get in touch by email at markedlarp@gmail.com, or on Facebook at <https://www.facebook.com/groups/markedlarp/>.

We'll update the design document as we get closer to the larp to cover off all the key points.