

LA SIRENA VARADA

*Madness is a beautiful lie
that I won't trade for any truth*

25-28/MAY/ 2017

AL JATIB CAVES
GRANADA, SPAIN



LA SIRENA VARADA

DESIGN DOCUMENT

Have you been tempted by the open sea?

You feel it: passion unbridled with no dull excuses.

*The world outside is a faraway grey street
where words are blades that hurt.*

This is our utopia of intellect and illusion:

*we are the dry-mouthed seafarers,
as wounded as proud, as mad as holy.*

A larp about Mediterranean dreams and red-blooded delusion.

About waking up late and enjoying life.

la sirena varada is an immersive and narrativist larp event with surreal elements that seeks a balance between the naturalistic and the symbolic. We remind you of the vision for the larp that you can read at: <http://somnia-larp.wix.com/lasirenavarada#!vision/cljo3>

1. SYNOPSIS OF THE ORIGINAL THEATRICAL PLAY 'LA SIRENA VARADA'

SPOILER WARNING: This section includes spoilers regarding the theatrical play by Alejandro Casona. If you wish to read it, please do so before this part.

A group of individuals wish to escape reality and found a republic free of the common sense under the auspices of Ricardo, a bored young gentleman (and the basis for the Seafarer archetype). He uses his wealth to sustain the community in the Spain of the Thirties.

Their aim is to have a place in which one is able to create a new life without rhyme or reason, without obligations or compromises, obeying just inspiration and imagination.

Soon he is joined by Daniel (basis for the Drowned archetype), a painter with wilfully blindfolded eyes that prefers to rediscover colours in his blindness with the help of his imagination. This is nothing but a façade intended to hide from the truth of being truly blind.

They uncover a squatter that feigns to be a ghost (basis for the bound archetype) to chase them out from the house. He is forced to play the part of the ghost but he would rather be the gardener.

Ricardo sends a letter to a circus clown, seen by him as full of wisdom and excess, Samy (basis for our Tainted). But as discovered later he is nothing but a drunk and a coward and his strength is just a facade.

A girl who pretends to be a mermaid - Sirena - joins them unexpectedly, amplifying their pretences and games (of course, she is the basis for the Mermaid archetype).

An old friend of Ricardo's family, Don Florín (basis for the Anchor), tries to dissuade them and to put some sense into them, while he searches for the truth about Sirena.

As the play advances, the pressure of real life and the past tragedies of the characters erode the community and break their solace, forcing them to face the harsh realities or to run into complete madness.

2. WHAT IS THEN 'LA SIRENA VARADA' INSIDE THE LARP?

For our larp, Casona's theatrical play is a literary work that mirrored a real situation from the past. In our fiction Casona was inspired by a real experience and changed names and some other details. So your characters can know - if you wish - about the theatre play, but also that it was inspired in some vague real experience of a community. However, the specifics are beyond you - you don't know anyone involved back then, nor the way the true story went.

"When I return to the sea, we will go together. It is a different life, that one, more blue and better than life on the hill."

Mermaid, 'La sirena varada', Alejandro Casona.

3. CHARACTER ARCHETYPES

A character's Archetype is a narrative orientation for a character and not something that the characters themselves are aware of. Their purpose is to give direction and purpose to interactions during the larp, not to suppress your creativity or freedom.

- 3.1. Anchors restrain chaos in a failed attempt of saving others, although they are also slowly dragged to the Abyss.

- 3.2. Tainted are weak and broken inside. They appear wise and bright but, suddenly, they flee and lose themselves.
- 3.3. Seafarers are the offspring of the stiff shadow of their past, looking for wonders, seduction and madness.
- 3.4. Drowned willfully conceal a painful loss with the blindfold of their delusion.
- 3.5. Bound are trapped in nonsense and their state causes a loss of their selves, but they are not willing to go away.
- 3.6. Mermaids are tragic slaves to their delusions, and the waters from which the rest of the characters drink.

"I don't foretell anything good in this haunted house where there are ghosts inside chests, men who live blind to create colours, and mermaids that enter during the night through windows. I am afraid that you have risked the best of your soul for a dangerous game".

Florin, 'La sirena varada', Alejandro Casona.

4. BEFORE AND AFTER THE LARP

4.1. Basic information

You can find more information about the caves in: <http://www.aljatib.com/>

The location includes bedsheets, cutlery, dishes and glasses.

All food from Thursday evening till Sunday morning will be provided by the organizers (breakfast, lunch and dinner), but feel free of bringing additional food if you find it necessary.

Some alcohol is included in the price to be served during parties. But the quantity will be small (alcohol is expensive and since there are some abstemious participants it did not seem fair to spend most of the budget on it), therefore feel free to



bring additional alcohol to drink during the larp. Remember that all participants are responsible adults and even if alcohol consumption will not be controlled, and while a little bit of alcohol can be nice and even help with the play, getting drunk can be a danger to the play of others and will not be accepted by the organizers.

Any participant who wishes to spend an extra night at the caves can contact the organization and we can try to put them in contact with the cave owners.

From the moment the workshop starts until the end of the larp all mobile phones should be off. They can be used in private far from other participants for emergencies.

The whole larp including the workshops will take part at late hours. Therefore it is recommended to take an extended nap prior the workshops. **Remember:**

A larp about Mediterranean dreams and red-blooded delusion.

About waking up late and enjoying life.

4.2. How to dress

The larp is a contemporary one, so good clothes are those which your character could wear according to lifestyle and status. Remember that you perform the part of classy and sophisticated people.

However, your character eschews normalcy and embrace fantasy and the strange, so don't be afraid of being a little atemporal or showy. The key here is "a little". If you are going to display a full fantasy costume, it is better to leave it for the night time parties/celebrations and not wear it all the time.

NOTE: Bring also a swimsuit for the pool and the hammam!

4.3. Arrival

Participants need to arrive on Thursday, May 25th before 15:00 to distribute the accommodations.

The workshops start at 16:00 or 17:00 (exact time being decided). Any participants that suffer a delay have to inform the organizers by phone. On arrival they have to wait at the

entrance of the complex for the organizers. They will be added to the workshop when possible (not to disturb other participants)

4.4. Leaving

The time for leaving the room is 12:00 on Sunday 28th. The caves have some common areas for those that wish to stay a little longer. We have not hired any cleaning service, therefore during the morning together participants and organizers will let the caves as we found them.

4.5. Character stages

Your character is a dynamic process consisting in five stages:

- First stage: Questionnaire, interview and online communication with the organizers.
- Second stage: Careful reading of the character guideline.
- Third stage: By the online interaction between the participants.
- Fourth stage: During the workshops through the character immersion.
- Fifth stage: Character evolution during the larp.

4.6. Character triangle

A character triangle will be developed during workshops. Of utmost importance is to prepare the personality triangle of your character before attending (using the Character Guide that you receive soon) and have it easily accessible on your mind. You can read about this method in the following article:

http://knutepunkt.laiv.org/2009/book/CreatingACharacter/kp09_CreatingACharacter.pdf

4.7. English language larp with a multicultural taste

All communication will be in English language, but we will not deny the different cultures or languages, using them as advantage instead. For example, it is allowed to curse, plea, scream or recite poetry in your own language. If it has sense, repeat it in English afterwards. Do not abuse from this possibility.

"(...) I remember my mother as a stiff shadow, full of devotion and of fear from Hell. She never spoke, she did not know how to kiss. And my father, buried in his business and his books. Dry, with an iron authority. It was impossible to play in that house. I lived always



locked as in a prison, peering the free kids in the streets while in tears.

(...)

And then this world with its pleasures and pains... so boring. (...) I am happily disappointed, nothing else. (joyful) It is my child soul that resurrects".

Ricardo, 'La sirena varada', Alejandro Casona.

5. LARP SCHEDULING STRUCTURE

Once the lodging for the participants is complete a basic explanation regarding the larp and the caves will take place.

It will be followed by the pre-larp workshops. This will take several hours and include a dinner break.

The larp opens with a party on Thursday night, as a final transition into character.

It is intended to play in an uninterrupted and fluid fashion, with no out-of-the-fiction places apart from a safe space in which you can relax if you really need it.

The larp closes after a short play done by the participants during the final party. Once its consequences are over the organizers' characters will make a last toast while the song 'The End' by *The Doors* plays in the background. With it the larp will officially finish.

After the post-larp workshops, we will discuss the experience, talk and party free from our characters.

"Don't be afraid. The sea await us. There we will be together, forever!"

Ricardo, "La sirena varada", Alejandro Casona.

6. WORKSHOPS

Each element from these workshop follows a purpose.

Some modifications can be expected during the larp.

The workshops will be performed from the participants' perspective and gradually moved to the character's' perspective until it is the character itself the one carrying the action. Apart from explaining the different mechanics it seeks a gradual immersion into the character.

Pre-larp workshops

6.1. Explanation of Vision, larp mechanics and guidelines

Short explanation and questions reply. Reminder of the Vision, with a focus on the guidelines and the '*Play to flow*' concept. We want you to play not to win, neither to lose, but to flow. Flow along the actions and reactions of other characters, flow along whatever is coming. Don't stop anything. Don't block anything. Don't attach yourselves to any expectation in your mind.

6.2. Small tour

Short walk around the caves to show the different locations.

6.3. The Waters Divine

Although we will explain this workshop outside of the the Arab baths - *hammam* - we will give the principles for it. They are a place for renewal, divination and consciousness alteration. The waters are a force that change those who enter and experience them. Whatever happens in The Waters Divine, the rule is that your character emerges changed from them in a meaningful way.

6.4. Meditation-leaving the Self

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

We will focus on the breathing (4-2-4-2 tempo) not the relaxation of the limbs. It is intended to reach the emptiness that will allow the creation of a new personality from zero.

6.5. Ordeal

Short explanation and examples regarding conflict resolution inside the community by the use of ordeals.

We will show the process that consist on:

- Raise of conflict.
- Resolution method.
- Selection of judges.
- Ordeal.
- Judges' verdict.

6.6. Intimate and physical contact



We will use an escalation mechanic guided by safety words.

Being possible to touch the whole body (except the erogenous zones).

Intimacy will be diegetic until a certain point. Any activity that could not be simulated is non-diegetic and needs to be performed in private. Characters will continue the simulation and the sexual act would finish when one makes a question or makes an assertion regarding the moment their characters enjoyed (e.g. It was so good...)

6.7. Departing the Free

In this workshop we will deal with the celebration required before leaving the community temporarily or definitely. We will also present the available ways for achieving death and the mourning process (Mourning-Celebration-Life carries on)

It is possible to leave the community temporarily, taking into account that fluid time also applies and many things have happened both in the external world and the community.

A character can abandon the Free definitely either by escaping or by dying. Characters' death or departure is voluntary, but it is not the end of play for the character. Those characters can stay in the larp through Deathplay (explained in the next point)

Characters that left permanently will be considered as dead by the remaining Free. No matter if they promised or intend to come back (as the real world will trap them forbidding them to come back)

Remember: Some dead characters may generate drama, but too many will affect negatively the larp.

Group departures and mass suicide are only allowed at the very end of the larp.

6.8. Deathplay

In Deathplay we will show a way to interact after you character's deaths.

Dead characters may walk around and linger as memories of their own selves, and even talk with other characters, provided they are talked to first. Although the rest of the participants see these dead characters, their characters cannot. This is not considered a supernatural phenomenon, but a living character having a monologue with the memory of the dead one. Dead characters cannot initiate interactions by their own or use their half-invisible status as advantage to generate expectations about the supernatural.



6.9. Basic expression and character exercises

Intended to reduce shyness and refresh the personality triangles. We will deal also with the character evolutionary process.

6.10. Breaks

From this moment on all breaks will be on character.

6.11. Tandem

Intended to strengthen the character relations. The participants rotate between tables and maintain a short talk to give information about their characters, enforce existing relations and create new ones.

The conversation will take part both between participants and characters (It is necessary to indicate which one is speaking each time)

6.12. Flashback plays

Flashbacks of the last couple of months will be played to add full memories of their short time together.

Participants will be divided into groups. They will start by explaining the main points they wish to deal with, adding basic details of their characters.

Participants will take turns directing the flashbacks. Scenes will be start and cut under the director control to enhance the creation of relevant situations.

Once finished the flashback a participant can request to modify the result of the flashback if there is a mayor problem with it. Also participants can decide to have opposite memories of the same situation if the conflict will enrich the larp.

6.13. Time flow

This workshop is composed of two parts: children's eyes and fluid time. During this exercise we will use the relations previously created or enforced.

6.13.1. Children's eyes

The characters pretend to be slightly mad, and the atmosphere is playful - wrongs are taken to extremes and then quickly forgotten. Pleasant things done are cherished and celebrated for instants and then discarded and forgotten.

Like children often do, any interaction between two characters is a new interaction. When any character interacts with another after a short while, their relationship enters a new stage in a cycle. It would be as if these characters have not met in quite a lot time.

This is not a telltale of immaturity behaviour for the characters - it is just how the things are and no character would question it as off putting or weird.

6.13.2. Fluid time

Time is not the natural one for the larp. In two days of interaction we try to include a whole year at the community, so time and conflicts are accelerated and quickly pass through stages. This is intertwined with the children's eyes technique, so the two create a feeling of drifting impermanence.

6.14. The Shadow Space

There is a space, a space where we uncover our dreams. Those who enter the Shadow Space can decide to be themselves or just shadows. Shadows will play with senses and memories of present characters in a direction they will not be able to control.

Characters that enter in the room must take a piece of wafer. Then they sit and meditate at the entrance zone to let go any preconception of truth and reality. When they feel ready they break on through to the other side. Those who are now shadows must put the masks first.

In this workshop we will make a first entry into the shadow space. The organizers will play a shadow example, and in a similar way to a "first dance" the players will join and create their own situations when they feel ready to do so.

6.15. The Other Caves

There are several caves devoid of all comforts in the surrounding area of the community. They are symbolic and sacred places where one or several characters can go for a primal experience. Interactions in the Other Caves are devoid of civilized behaviour and sophistication. Inside those caves, the rule is Truth: physical actions are symbolic and must manifest the real emotions and feelings of those characters inside. Besides, no words can be used inside the caves, only sounds or exclamations.

This workshop is intended as an introduction for primal expression in the larp, as well as understanding this tool in case the participants want to use it.

6.16. Focused meditation



Final element from the workshop. A meditation focused in the feelings and gestures of the character that drifts to a guided visualization and inner working prepared by the organizers.

6.17. First party and sleep time

The workshop is over and the participants can play freely or with guidance. When they feel like it they can go to sleep immersed in the character.

7. End of the larp:

The characters organize a last show. E.g.: Theatrical play, cabaret, ritual, concert, collective storytelling, goodbye party, poetry reading, mass suicide, etc. (or their combination)

All characters, dead or alive are present.

Dead characters can contribute answering questions if asked, but never lead or give input by themselves.

Once this last meeting and its consequences are over, both organizers' characters will raise their drinks, while the song 'The End' plays in the background. With this last toast the larp will be over.

8. Debriefing

All participants sit together. The organizers make a short debriefing. Time to give our thanks and explanations.

After it the participants can ask unresolved questions.

The whole process should not take more than 10-15 minutes.

9. Post-larp workshops

After the last party we will do some simple workshops intended mostly to suppress or channel the emotions generated. We will focus on leaving gradually the character.

There will be a banishing of the character and some emotional cleansing to leave the character's concerns, affects and hates behind.

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

9.1. Anger management (5-10 minutes)



Intended to set aside any in-game dispute, by making it clear that it was caused by the characters. Forcing the contact between the persons behind the characters.

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

Then both participants show affectively their forgiveness by giving the hand or hugging the other.

9.2. Meeting groups (30 minutes)

Several meeting places will be marked in different spaces of the caves. Participants can move between spaces freely.

There are two kinds of meeting spaces:

9.2.1. Positive bleed spaces:

This spaces are set close to each other.

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

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

9.2.2. Negative bleed space:

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

9.3. The guides (30 minutes)

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

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

The guidance continues until the guided feels more tranquil.

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

9.4. A common people party (until your forces last)

After some time the organizers will turn the music on again. Those that wish to continue with the meeting rooms or the guides can do so.



But all those that feel prepared can have a drink and join the party, dance, talk or do as they please.

The music will be different from the one during the larp. The participants are welcomed to bring their own. Remember that this is a party and the music should be as such.

The larp is over, hope you enjoyed ☺

"Sanity... You want it now! You asked for madness before and, when you found it, you did not have any other instinct than to step back."

Florín, 'La sirena varada', Alejandro Casona.

10. COMMUNITY RULES

Rules for the community INSIDE the larp:

First rule of the free - The Republic of the Free

The Republic of the Free eschews common sense. We don't submit to outside regulations and others cannot abide by our rules.

Explanation:

We are a community. All brothers and sisters, therefore no one outside the community is more important than the ones that are part of it.

Common sense and its rules take no place here.

We discuss and decide. No theme is too big or too small for our minds. If anything is decided by majority it will be accepted by all, no matter how hurtful or impossible.

Second rule of the Free - We do not know our names

Dull names do not have power over us and we deny them. A newcomer does not exist for the community until a name of illusion has been taken.

Explanation:

There are no common names inside the Republic of the Free. Birth names, surnames, et al are bonds of the outer world which do not matter anymore and the Free don't need to know them, and never



ask them. A name should be a meaningful celebration - not a burden.

Those without name don't exist and have to be ignored, except if they request one.

Third rule of the free - Imagination is creation

Everything declared from our imagination claims existence. Animate and inanimate objects appear because we want too. Do not deny their presence if desired by others.

Explanation:

We are only ballasted by the power of our own imagination.

Inanimate elements can come into being. Intangible souls can be seen or even traded.

And as this wave of unreality spreads we do not avoid or break it, but flow with it until it grows to a sea of sweet madness.

Fourth rule of the Free - Food is family

The Free eat among their own, never alone. We are brothers and sisters in freedom and as such enjoy food and drinks together.

Explanation:

Meals are social meetings. The Free don't have to be altogether to eat, but it is expected to be in the company of others when one eats. Eating alone or in a rush is what the grey people do. One takes time enough to eat and talk in a relaxed way.

Fifth rule of the free - Showing off

The Free show off any skills and abilities that they have. Reciting poetry on a table, dancing or playing an instrument in the middle of a room is the spark of life.

Explanation:

Why are we here if not to spread madness, beauty and art!

Let others hear you and feel alive. Silence and shyness are just a burden that kill our muse.

Do not fear!, just show your inner-self to the Free!

Sixth rule of the Free - Hear-Interrupt



The Free are not indifferent to each other. Action requires reaction! Art needs public and critics not a boring, grey herd.

Explanation:

Inside the Republic of the Free, there can be joy, derision or any strong emotion or feeling. What is not allowed is indifference! When someone has something to share with the others, the Free are clear in their emotional responses: they never ignore a performance, a speech or anything another of the Free does in public.

Seventh rule of the free - Bigger than ourselves

We are nothing but flashes of fantasy overlapped to create a majestic dream of madness. We subdue to the wishes of the all. Hail and respect for the collective imagination.

Explanation:

Have regard for group creations and activities. In gatherings the ones present decide by majority rule. In collective creations we join or leave, but never disturb. The only evil is a voice that silences others.

Eight rule of the free - Ordeal

Conflict resolution has a place between the Free in the form of the Ordeal.

The noble of spirit fight with their creativity, being the outcome for others to decide.

Explanation:

The parts in conflict agree how the ordeal will take place. Dance, poetry, singing, painting and other arts are common practices. Physical fighting happens only in rare situations and only when agreed by both contenders. Still this physical confrontation is depicted as brutal and low by the Free. Under no exception would a Free hit another without their consent.

Once agreed the contenders will look for judges, their number should always be odd. They, and they alone will be the ones to proclaim the victor.

The emotions of the contenders can be seen in the way they move, the way they speak to each other. It is a place to show, where friendly conflicts will be playful, while the ones in rage would be rough and hurt feelings.



Ninth rule of the free - Technology kills the inner-self

Phones, computers and other devices are products of the machine spirit of the modern age. And the Free are flesh and dream made manifest.

Explanation:

Technology kills our spirit, devours our creativity. Connect us but alas confines our inspiration. Makes us receivers of knowledge unable of opinion.

A future of unity where no free being matters.

Release yourself from the tyranny of the modern times. Set aside machines not built to create or inspire. Music, pictures and film can be art.

The rest just noise to the soul.

Tenth Rule of the Free - Thou Knowest The Tenth Rule And Thou Shalt Not Discuss It.

Explanation: the Free use the Tenth Rule to put weight into their discussions, or just have some fun citing it. It can be used for any purpose, as it is devoid of content, but do not dare to say so! (or abuse it, that would be tedious!)

Eleventh rule: We never just leave

Farewell is a bitter-sweet beauty. A hurtful but precious word. Goodbye to those friends who stay, to those friend who leave. So let's mourn the ones who depart. Let's celebrate the time together. Only fate knows if we will ever see them again.

Explanation:

Goodbye carries significance for the Free. An end where only memory remains. Even if it is not meant forever they drink, they sing, they celebrate, they weep. Because they know reality as a dull anchor of obligations. A trap for the dreamers, a call to a shore of daily absence.

"A republic (...) where common sense does not apply. (...)

I find that life is boring and dull due to lack of imagination. Too much reason, too much discipline in everything. I have thought that in any given corner there are half-a-dozen interesting men, with a lot of fantasy and with no sense, that are rotting among the others. So I am going to take them into my house, free and crazy, to make up a new life, to dream things impossible.

(..)A sanctuary for orphans of common sense".



Ricardo, "La sirena varada", Alejandro Casona.

11. COMMUNITY ACTIVITIES

This routines are intended to reunite the inhabitants of the community to activities that will serve as personal interaction/madness enhancer.

They will not have a fixed hour, but an approximate time during the day. The assistance is not mandatory but advisable, as they can give your character new insights and shifts on its relations.

Any participant that wants to prepare its own activities can contact the organizers and a spot inside the broken schedule will be found.

11.1. Activities

11.1.1. Short film projection

Short films intended to inspire the members of the community. The selection for the first run included the following, but they could be changed:

Meshes of the afternoon - Maya Deren

Le chien andalou - Luis Buñuel

Inauguration of the Pleasure Dome - Kenneth Anger

11.1.2. Improv/happening

Theatre and improv are important ways of expression for the community. The characters often reunite to improvise situations between them. These happenings can be inspired from real situations between them or just fabricated (that afterwards will turn into real).

11.1.3. Visualization and meditation

One of the organizers' characters will undertake visualization and meditation exercises. This helps the members of the community to free themselves from the dread burden of normalcy and to embrace the spark of sacred imagination.



11.1.4. Gatherings

Common issues and proposals should be discussed during an assembly as per community rules. The strange meetings create more messed up situations than they solve, but tradition is tradition.

11.1.5. Parties

These "celebrations" are just an additional excuse to drink and embrace craziness. No additional clothes are necessary, but some like to wear something special or better suited for their particular chosen madness for the occasion.

11.2. Broken schedule:

This schedule contains no exact hours and can be modified during the larp by the participants or organizers. Also remember that it is expected to go to sleep late and wake up late, so "morning" and "afternoon" are relative concepts.

Time	Activity
"Morning"	Visualization and meditation
Late "morning"	Impro/happening
After lunch	Assembly
Late "afternoon"	Film
Night	Party

"When I return to the sea, we will go together. It is a different life, that one, more blue and better than life on the hill."

Mermaid, 'La sirena varada', Alejandro Casona.

12. SUGGESTIONS OF ADDITIONAL ACTIVITIES

Any participant that wants to prepare its own out of schedule activities can contact the organizers.

Some suggestions are:

12.1.1. Speakers' corner

la sirena varada is intended to express as many artistic or philosophical elements possible. Participants are encouraged to display manifestations publicly. Standing over a chair or box to read poetry, or sitting in the middle of a room while playing an instrument are common practices.

12.1.2. Commedia dell'arte

An unmasked commedia dell'arte play has all the exaggerated and mad elements this community requires.

12.1.3. Poetry readings

Reading, admiration and discussion of poems composed by the Free or fragments brought from home.

12.1.4. Music concerts

A gathering of music. A moment to compose, play, sing or hear.

12.1.5. Collective writings/composition

Literary co-creation to carry the voice of the Free and make it eternal. Will the Free have a hymn?

I sometimes remember it. That, and other things, just as if I had dreamed them all. And I don't know how to separate what is the truth and what is a lie"

Mermaid, "La sirena varada"

13. HOW TO READ THE CHARACTER GUIDE

Your Character Guide will be composed of three stages and a relationship matrix.

The Shore

The Shore is Sanity. This part of the character guide speaks about the past of a character, the link to his/her former self before joining the republic of free souls. It contains the bonds to normalcy and seriousness, the things outside that await the character and the basis for an identity he/she has not chosen.



The Ship

Here are contained the motivations and the actual 'vessels' every character uses to travel the sea - each character's Ship is composed of the way he prefers to act inside the community and his short-term concerns.

The Sea

The Sea is madness. This aspect of the character describes the way that his/her subconscious currents create temptations, distractions and weaknesses to indulge in them and get lost. Easy and radical choices, usually destructive, to dance with passion and forsake entirely the boring outside world.

Here are also can be described some optional *Calls from the Sea* for the participant to undertake if the participant wants to listen to the Sea and its currents.

Others Who Flow Along

In this section, relationships with other characters are described. This does not mean they are exclusive - you can create your own bonds to others players before the larp - be it online or in the workshops.

"I gave you all the flesh and soul I had".

Mermaid, 'La sirena varada', Alejandro Casona.