

Introduction

The story about the catastrophe in Roswell and Area 51 is a well known legend on the west. Day by day more facts are being revealed, but instead of providing answers, they raise even more questions than before. Countless hypotheses and conspiracy theories state that an alien spaceship has crashed on the Earth. We'll probably never discover the truth... or so we thought.

It's 4th of July, year 1947. In the underground of a military base located in New Mexico most important representatives of Armed Forces and authorities have arrived on a council. The main goal of the meeting is to discuss the matter of a spaceship crash, which occurred two days ago. The rescue team that arrived on the crash site has found several pieces of the spaceship and corpses, which anatomic structure was without doubt of an extraterrestrial origins. On the next day however, it was discovered that the beings didn't die, they were in some kind of a hibernation. When they woke up, they contacted the research team in human language, which left everyone dumbfounded. Who are they? What were they doing in Earth's air space? What are their intentions?

So far, there is one thing everyone is sure about – alien technology greatly surpasses ours. Because of the upcoming World War III, caused by worsening relations with Soviet Union, the USA government has to resort to any means to strengthen their position. Alien technology will instantly bring them to complete hegemony. That's why everything that takes place in Area 51 – that's how the place was named for the time of operation – can entirely change the future of humanity. Delegates have to get as much information as they can, no matter the price.

What's going to happen on the LARP?

Humans have one goal – gather as much technological knowledge as they can, especially about sources of infinite energy, weaponry and pharmacological chemistry. Aliens, however, can't reveal anything, because that could lead to extinction of human race. *Homo sapiens* will probably won't be able to hold responsibility for such great power – just look at all that's left after the previous conflict. On the other hand...

Aliens know that they can't go back to their world. Even if they will be able to rebuild their spaceship, they have no reason to go back. Each one of them is a pariah, a refugee that ran away from the repressive dictatorship. They wanted to look for a new place for them in space. Cooperation with humans is the only possibility for living in safety.

Knowledge is not everything that aliens have brought with themselves... There's also a deadly virus, that poses a threat for every *homo sapiens* in Area 51. But it will be described later...

Humans take the role of ruthless executioners, who have defenseless aliens at their mercy. Their goals are clear and their superiors don't care about how they're going to achieve them.

What are they capable of doing to complete their tasks? Does alien's fate have any value for them?

Killing during the LARP isn't allowed, at least not by combat. Tortures and appropriate mechanics for it will be the means of gathering information.

The LARP requires three or two rooms:

- Room for the aliens
- Torture chamber
- Room for humans, where they can talk alone, without aliens. (optional)

During the LARP humans will at some point find out that there's a soviet agent among them. Later the same will happen for the "physicist" alien. The discovery of the virus will be the last event.

Game master(s) can play the role of managers of research facility.

Virus:

At some point, humans will discover the deadly virus. No one can leave the facility in order to prevent its spread. Only aliens know how to cure it. Will they share that knowledge and help humans, or will they die with them and keep their secrets to the grave, solving all problems?

James/Barbara McNamara – Scientist – Physicist

Is there anything more interesting than the universe and life? You don't think so. You spend your life on researching all space-related topics, believing that once you will be able to achieve something great. Now, the only word that could describe your present attitude is "obsession". You want to discover a way to transport human beings to another planets.

You were invited to a secret research center, because you're a respected physicist. Your knowledge will surely be useful. It's also a great opportunity for you... "secret research center" – that sounds amazing.

Tasks:

- Gather as much knowledge as you can.
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- Focus on finding out how interplanetary travels work.
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- Only you can gather that information! Don't let anyone discover anything about travels too!
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Alexander/Alexandra Follmer – Federal Agent

You've always wanted to work in FBI, knowing that it's a perfect place for you. A few years ago you were given your chance. You managed to prove your skills quickly. Even if you work only for few years, you solved a difficult homicide case and caught the culprit. Even Hoover himself congratulated you.

As an FBI legend and a living example for new agents, you were chosen to take care of more important matters. You were sent to a secret research center in New Mexico. You need to protect everyone gathered there, but your analytical mind will surely prove useful there too.

Tasks:

- Ensure everyone's safety.
-
- Gather as much information as you can, but not only from aliens. Humans can also have something interesting to tell you about.
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- FBI needs to know who must be observed. Find out what kind of knowledge was obtained by each person in the research center.

Maximilian/Martha Campbell – Businessman

War is a great source of income. You managed to prove that even twice. You're one of the richest people in your country, greatly respected by the government. You always know when and how to invest money, to earn as much as possible. Your recent support for certain researches has gained you not only just more money, but even more respect... and being respected always means more income.

You were invited to a research center in New Mexico. The government wants your support once again. Do what you can no matter what will happen there, you shouldn't care about minor things.

Tasks:

- Stay away from any matters that shouldn't involve you. Don't help anyone if you don't need to.
-
- Gather as much information as you can – alien knowledge can be sold after all.

Henry/Harriet Smith - Government Spokesman

You're not from a rich family, but your stubbornness and determination have brought you quite far. Your rhetorical skills were helpful in many situations. You were able to avoid any trouble or convince someone that you're right just through words. When you became a government spokesman you were frightened at first, but in the end you discovered, that now you have a job that suits you perfectly.

Now you were sent to a next place, to prepare a new lie for the USA society. You're more excited than always, because that place is a secret research center. Maybe you can use that opportunity to advance even further in your career?

Tasks:

- Prepare a report for the press.
-
- Satisfy your curiosity and gather some information about alien technology.
-
- Find someone who can help you advance in your career, the knowledge you'll get will be a great thing to offer in exchange.

Neil/Nina Willbrough – Scientist – Biologist

You were always curious of the world and life surrounding you. You spent your childhood on a farm, so the nature was always close to you. Against your parents will, you left home and started studying, choosing a career related to biology instead of work at the farm. However, you've ended up in a laboratory, and your new work only annoys you. Your passion is now just a routine, left only to earn money, not to fulfill yourself, and because of that, you're no longer as curious of the world as you were in the past. Even though, you're good at your work and people really respect you.

You were invited to a secret research center, because you're a respected biologist. Beings held there possess important knowledge, which will be verified by you. This situation can entirely change your life.

Tasks:

- Gather as much alien knowledge as you can...
-

- ...and don't hesitate to use it as you see fit. They surely know something that will earn you some money!
-
- Other scientists can't know more than you – you're simply better than them, aren't you?

Cards: Two success cards, two failure cards

Edgar/Elaine W. Johnson – Scientist – Chemist

You worked in chemistry industry for years, you've even taken part in several weapon related projects during the World War II. Unfortunately, none of those were used during the conflict. Hard work never paid off... you're rather respected, that's true, but you never achieved anything that would satisfy you – you dream about a Nobel Prize. You were nominated three times, but someone always snatched it from before your eyes. Now you have a perfect chance to show what are you truly capable of!

Finally you have an opportunity to cover yourself in glory. Do anything you can to succeed, you can't retire before winning that Nobel!

Tasks:

- Gather as much alien knowledge as you can.
-
- Prove your superiority among all scientists.
-
- Don't let anyone unneeded put their hands on alien technology. Army, government and businessmen can't get anything.

Cards: Two success cards, one failure card

Torrance B. Hewitt – Pharmaceutical Company Representative

There are three things important for you – money, fun and friends. You can do anything to be happy, no matter the consequences. Not past, not future, but the present is what's the most important. You've got a job in a huge pharmaceutical company thanks to your charming personality. You're a specialist, no one is able to resist you, the company's income has risen greatly thanks to your work. To earn even more money you secretly started working as a "spy" for other company. Your bank account is almost unable to hold all the money you have, but that's still not enough – a second bungalow in Malibu isn't going to buy itself after all.

You were sent to a super-secret research center, where some government big-shots will talk with the aliens. It sounds like some kind of science-fiction, but you only care about money that you're going to earn. You only need to get some information for your employer.

Tasks:

- Gather information about all medicine related topics.
-
- Ensure that your company will sign a contract with government representatives about all orders.
-
- Don't hesitate to bribe others, if they won't be so willing to share what they know.
-
- Talk with other representatives and businessmen. Maybe you could improve your income somehow?

Cards: Two success cards, one failure card

Hoo'ttarah – Spaceship Commander

You're an old person, associated with the military since you can remember. You're extremely experienced, intergalactic battles are just a common thing for you now. You obeyed all orders, no matter how crazy they were. You always somehow managed to come back alive from all battles, but it wasn't the same for everyone. When the revolution begun, the government ordered you to fight against the civilians. You didn't want to kill your kind, so you decided to run away. It's an immense dishonor, but you couldn't bear the thought of murdering innocent people. You left your home planet and set off for an interplanetary journey.

Unfortunately, one of the pilots has led to a catastrophe, and no one has been punished yet. Now, you need to save yourself and the rest of your crew – most of all, the crew can't fall apart. In unity is strength!

Tasks:

- Unite all aliens and be their leader.
-
- Find out who is responsible for the crash.
-
- Don't reveal anything to humans.
-
- Don't let anyone cooperate with humans – this will lead to a disaster!

Cards: Three first tier cards, one second tier card.

Special Abilities: Toughness

Jack/Jane Palmer (Aleksiej Dmitrovic Bulgarov/Anastasia Dmitrovic Bulgarov) - The U.S. Department of State representative

You're an agent of GRU – a secret soviet intelligence corps. You live in USA for 20 years now, gathering various information about these filthy imperialists interested only in ruling the whole world. Even though the war has just ended, fascists are getting ready for another one. You are one of those, who protect the proletariat by information, not by force. You need to know your enemy even better than yourself after all, and there is no one who can be better suited for that job than you. You were even able to infiltrate the U.S. Department of State, where you continue your job undercover. During the World War II you passed all your gathered knowledge to Moscow. Thanks to you, the headquarters knew everything about plans of their enemies. However... now you're up to entirely different task...

You're in a secret research center in New Mexico. Superiors informed you, that the case may be related to alleged spaceship crash. You're lucky that the Department has chosen you for a representative to get more details, but remember about your main task – gathering information for GRU.

Tasks:

- Don't let anyone discover that you're a soviet agent.
- Try to gather as much alien knowledge as possible, but keep it to yourself and for superiors.
- Find out what other american representatives are planning.
- Negotiate with the aliens for some additional gains for the USSR.

Cards: One sophisticated torture card, three failure cards and one success card.

Adam/Adelle Jenkins – FBI Agent

You're an young agent, who just got to work at the FBI. Most of your family works in government administration, so choosing a career was not a problem. Office work isn't for you, but you don't want to disappoint your family, which was always proud of you. Now you have an important task – you were called to a research facility in New Mexico, where you have to ensure the safety of the secret operation, which can change the fate of the Earth. You can't disappoint yourself, the United States, nor your family.

Your boss informed you, that no information passed by the aliens can reach wrong hands. Only FBI can gather the knowledge, that can help the United States to rule the world. Army and government representatives can't know more than you.

Tasks:

- Ensure everyones safety.
- Gather as much alien knowledge about their technology as you can.
- Don't let the army or government representatives acquire alien knowledge.

Cards: One failure card, one success card

Joual-an – Alien – Priest

Technocratic regime on your home planet has led to disappearance of higher values. Now, society is just a soulless mass, completing task after task without any thought. You were always different – you liked to reflect about spirituality, which was ignored by closed minds. You know, that having an open mind, heart and soul is the true key to happiness. You often presented your philosophy, which wasn't very liked by the government. You've gathered many supporters, who tried to carry out a revolution and bring some life to this soulless and boring world. However, the government has quickly put it down by force, and started chasing you. Having no choice, you decided to set off for a long journey...

After the crash, you've found out, that Earth's inhabitants aren't very different from your kind. Many of them act before they think. There are some, however, who seem to be more sensitive. Use them and negotiate for safety.

Tasks:

- Unite all aliens and be their leader.
- Negotiate with humans for safety.
- Find open-minded humans and try to get on good terms with them.
- Krados has cooperated with the technocrats in the past. Don't let him get along with humans.

Cards: 3 first tier cards, 1 second tier card, 1 third tier card

Krados – Alien – Diplomat

You're a humble being and always follow assigned orders. The government was most important for you, even if you sometimes weren't able to accept its actions. However, the end justifies the means. Thanks to your hard work you were living in luxury and never lacked anything. During the revolution you were on the side of the government, but even the revolution has been put down you were accused of treason for unknown reasons. Your life was completely ruined. The only solution was to run away from the planet, and make sure no one can find you.

After the crash, you've found out that humans are pretty skilled negotiators. Maybe you could find a place for yourself somewhere here. You can't go back to your home, but maybe the Earth can become one.

Tasks:

- Unite all aliens and be their leader.
- Negotiate with humans for safety.
- Joual-an has caused the revolution which ruined your life. Don't let him get along with humans.

General Harold Winston McCluskey – Commander of Armed Forces

You're over 50 years old. You come from a family with military traditions. Your father has been fighting for his country during World War I, and one of your great-great-grandfathers was a general helping George Washington during fights for independence. You have fought on the Western Front in the past – you were stationed on Pearl Harbor during Japanese attack.

When Pentagon was informed about the spaceship crash, you, being a loyal general, were immediately chosen to be a representative. When you were informed how powerful your country can be, you can do everything to get that power for it. Government agents and businessmen are the only problems here, they shouldn't even lay their hands on this technology.

Tasks:

- Gather the information about alien weaponry.
- You should know everything you need before the agents or businessmen can even try to get it.

Cards: 2 failure cards, 1 success card

Kary Randall Jackson – Businessman

You're a businessman from Texas. World War II was a big business for you – you sold weapons, tanks and things like that to American Army. You have connections in the government and thanks to that you were able to enter the research center, where the aliens currently are. Money's the only thing you care about. You can do anything to get the knowledge about weaponry. The only problem is that General McCluskey is here too, as he will surely try to ruin your plans. Government agents also aren't very happy to see you here, but at least they aren't as fanatic as the general. Maybe you could even bribe them. Remember that other businessmen will probably have the same idea, you simply have to be faster.

Tasks:

- You need to gather all the knowledge you need before McCluskey can put his hands on it.
- Bribe an agent into helping you.
- The scientists will probably gather all information even before you could. Try to “convince” them that you should be the one that knows everything.

Cards: 2 failure cards, 2 success cards, 1 cruel torture card

Timothy/Harieth Franks – FBI Agent

You come from a family of Italian emigres. You're an experienced agent. You started work in FBI even before the World War I. At first, you thought that the work will be interesting and well paid, but you were mistaken. Many hours of paperwork have taken their toll on you. Now, you have financial and alcoholic problems. Even though, people still value your experience and that's why you were chosen as a partner for the “rising star” – Adam/Adele Jenkins.

Your boss has chosen you as a person, who can help your partner with advice and experience. However, you can't decide if you should care about your or the country problems. The businessmen can create quite an opportunity – you want a pension after all.

Tasks:

- Ensure everyone's safety.
- Find someone who can help you with your financial problems.
- Adam/Adele Jenkins is a good agent. Help him/her as you can, but remember that you have your own goals too. Avoid raising any suspicion.

Cards: Two failure cards, one success card

Rag-Lan – Alien – Weaponry Specialist

You were one of the revolution leaders. You were managing the weapon supplies for revolutionists, who wanted to overthrow the technocratic government. Nobody expected you to be one of them, because your position in that world was quite high. The skills and knowledge related to all deadly weapons was passed in your family for generations. Even though, you still prefer peace and in fact, never wanted to take part in this mess. The life went a different way however. You've only chosen a lesser evil. In the end, nothing came out of it.

You needed to run away from your home, and now you're entrapped in some research center on some filthy planet. These greedy beings, who only care about weapons and technology are making it even worse. You would like to just tell them to leave you alone, but on the other hand, you don't want any trouble, or even worse, causing anyone's death.

Tasks:

- Convince anyone you can, that you aren't a threat, and only want safety on this planet.
- Don't let anyone to reveal too much information about your technology.
- Joul-an hates Krados and vice versa – you can use that, so that they will weaken each other, while you could convince the rest of your kind that this planet is your chance for new, free life.

Cards: Two first tier cards, two second tier cards, one third tier card.

Silverrol – Spaceship Pilot

You've been a spaceship pilot for years, and now it's your specialty. You've spent most of your life following orders, but that was nothing compared to peace and calmness you were dreaming about. That's why you decided to leave this place... many nights spent as a guard also aren't very appealing to you. Together with your crew you

are responsible for the escape. You were the spaceship pilot, looking for new home in space. Unfortunately, collision with an asteroid forced you to crash-land on Earth. Spaceship's commander blames you for the catastrophe and wants to expel you from the crew. You can't let him do that, you really want to help the survivors. However, your conflict with the commander isn't the only problem...

You're honest and scrupulous. You want to continue piloting, but your spaceship is now destroyed. Earth isn't a place you want to spend your life on. You want to get out of here and regain commanders respect.

Tasks:

- Convince the engineer to help you with building a new spaceship.
- Regain the commander's respect.
- Don't tell humans anything about your space base.
- Convince everyone to leave Earth,
- Convince the commander that your apprentice, Goldlionos, is speaking nothing but lies.

Cards: 3 first tier cards, 1 second tier card, 1 third tier card

Goldlionos – Spaceship Pilot

You're Silverrol's apprentice and already spent a few years learning to be a pilot. You've quickly learned how to control a spaceship, but don't have much experience. You dream about becoming a full-fledged pilot, who can control even the most valuable machines. Together with your crew, you have ran away from your home planet. You went with them only for one reason – to prove your abilities in front of the commander. It's your only opportunity to get a better position. Because of the catastrophe in space you were forced to crash-land on the Earth. The crash is an additional chance to prove your superiority. Every time you can you try to force Silverrol to... admit his fault. You blame him for the crash and even gain commanders respect thanks to that. You don't care about humans and your allies.

You're egoistic and ambitious. The catastrophe can help you with your goals. Humans and their planet mean nothing to you. You sense a disaster, but before it happens you need to get what you want.

Tasks:

- Gain commander's trust.
- Ensure that Silverrol will be punished for causing the crash.
- Harm humans in any way you can.
- Keep an eye on the commander and try to make his decisions dependent on you.

Cards: 2 first tier cards, 2 second tier cards, 1 third tier card

Joshua Compton (Flantrol/a) – World's Famous Physicist

Famous, respectable, wise – these words can describe you. As an alien you're rather long in the tooth, but very experienced thanks to that. Your original name was Flantrol/a, but now you have a new "human" identity – Joshua Compton. You emigrated to the Earth 140 years ago. Since that time, you were learning from the best, attended the physics scientific circle and contributed to many discoveries. Earth and its laboratories are your home now, you can't imagine living anywhere else. You're very helpful and friendly. You value harmony and peace more than anything else.

The catastrophe has brought back the anxiety and fear of the unknown. You want to help both your kind and humans, even if they want to get anything they can about the technology of your home planet. You're aware that this knowledge can be too much of a burden for humans. You're even willing to sacrifice yourself if it means saving millions of human lives.

Tasks:

- Don't let anyone suffer.
- Stop humans from taking any aggressive actions towards aliens.
- Help both humans and your kind, but be aware that they can betray you.
- Don't involve yourself in any fights.

Cards: 3 first tier cards, 1 second tier card, 1 third tier card

Lieutenant Tempelton Bancroft – Adjutant

You've always been dreaming about a military career. During the World War II, you were fighting in Normandy. During the allied offensive you've met General McCluskey. After the war ended, you were immediately sent to the Pentagon. You were the general's assistant every time on his visits. Thanks to that you were sent with him to the research center as an adjutant, who is supposed to help with any problems. Businessmen will surely try to get anything they can before the general does, so you need to disturb them a little.

Your superiors have one more task for you. One of the people present in the research center is a GRU agent, who hides in USA using a fake identity. You need to make a contact with the center's security manager, who can help you with discovering the spy.

Tasks:

- Help the general acquire the information about alien technology...
- ...and do what you can to prevent businessmen from doing the same.
- Observe what goals the federal agents have.
- Cooperate with the security manager and unmask the GRU spy.

Cards: One success card, one failure card

Amanda/Andrew Hopkins – Scientist – Engineer

You don't have any great achievements and your name isn't famous in the world of science at all. You're just an engineer, who dreams about making a great discovery. Space travels... that sounds fascinating, but even if you have the knowledge and skills, you didn't get enough approval from the scientific environment. Is it a time to change? It seems that someone has appreciated you. You were invited to a research center you have never heard about. You feel a bit uncomfortable, but you can't waste this opportunity.

It seems that your idol, James/Barbara McNamara – respected physicist, is also here. You always wanted to meet him/her. Try to attract some of his/her attention.

Tasks:

- Gather some alien knowledge, this will help you in the scientific environment.
- Get James/Barbara McNamara to trust you.
- Get on good terms with the most important people in the research center.

Cards: One success card, two failure cards

Hank Maloy – Research Center Staff – Security Manager

You're a security manager in this research center for almost 10 years. People see you as a strict but righteous boss, who takes care of everyone's safety. Both the newcomers and aliens safety is important for you. No one deserves special treatment. You're almost disgusted by the presence of these all money-chasing businessmen and scientists, but there's nothing you can do about that.

You were informed that one of the newcomers isn't who he/she really is. It's a russian spy, a GRU agent. The only people you can fully trust is the general and the adjutant – you must help them to unmask the spy.

Tasks:

- Help the adjutant with unmasking the GRU spy.
- Ensure everyone's safety.

Cards: Two success cards, one failure card

Miranda Watson – Research Center Staff

You never fitted the image of a "stereotypical" woman. You have no interests in families, home, and various "womanly things". The thing that you were truly interested in was science. Two years after the end of the World War II you got hired in a research center as a one of the "minor" scientists. Your dreams came true, even if you only help others, rather than doing your own researches. The fact that aliens have been transported to the center has created a perfect opportunity for you. You need to use that situation to advance further in your career. Additionally, you can't wait to meet all these scientist that are going to arrive.

Tasks:

- Help the scientists in any way you can, you need to show that you can do anything for them. (of course, within the borders of decency)
- Aliens are fascinating, you want to know everything about them and their planet.
- Try to find an "ally", who will help you with you career in exchange for some information about aliens.

Cards: One success card, one failure card.

Eric/Erica Thompson – Biologist – Research Center Intern

You're young and ambitious. Even though you've just graduated from your studies, you got an internship offer in a research center in New Mexico, thanks to your hard work and all articles written during the studies. While signing all the documents, which prohibit you from saying anything about this place, you have realised that now you're in one of these places, which everyone talk about, but no one has seen.

Day by day you were discovering more, when finally the superiors have confirmed that aliens really exist. Even if you had mixed feelings about it, you have accepted the invitation to a meeting with extremely important people from the world of science, business and military.

Tasks:

- Satisfy your curiosity – gather as much information about aliens as you can.

Try to prove yourself – it's your chance for promotion.

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Edgar/Emma Wayne – Security Guard

You're working here for almost ten years. In the past, you were a soldier, then one of the president's bodyguards, but for unknown reasons you were moved here. You can't complain about the job – what are you supposed to protect this place from, if no one even knows about its existence? Sometimes you miss the adrenaline, even now the people that worked with you still remember, that when it came to interrogations, you were simply the best.

Now is the chance, that this boring job will give you some more satisfaction. It's the day of the meeting with important people and... aliens. You already feel the adrenaline – this is going to be an interesting day.

Tasks:

- Ensure everyone's safety.
- Observe each and every person. No one knows which one of them can try something foolish.

Tyr'aht – Alien – Priest's Assistant

Your mild and kind nature wasn't always beneficial for you. It often led to various problems or unpleasant situations. Even though you didn't want to change, and in the end became a priest's - Joual-an's assistant. He is the one you've been looking for. Your work with him is one of the best situations you could imagine. In the end however, you were forced to leave your home planet along with him.

After the crash you became fascinated with this place and its inhabitants. You want to know more, but supporting Joual-an is still the most important. Your kind attitude can prove helpful in present situation.

Tasks:

- Support Joual-an, help him in making difficult decisions.
- Negotiate with humans about aliens safety.
- You need to know more about humans and their planet.

Vik'ot – Alien – Medic

Nothing is more important than life. Many years ago you've come to this conclusion. You know that there's nothing worth more. You didn't know where will you end up, when you were forced to leave your home planet, but you couldn't do anything about it. However, life exists on this planet too, so even here you can protect it.

On the other hand you know that a deadly virus has also arrived with you. It can quickly kill humans and your kind. You don't want to cause panic, so you can't tell anyone about it, at least not yet. You need to know that you can trust both humans and your kind.

Tasks:

- Don't let anyone find out that a virus is among you.
- Find someone who also doesn't want a bloodshed.
- Negotiate with humans about aliens safety.
- Reveal the information about the virus only if humans will confirm that they allow your kind to safely live on their planet.

Game Master(s) can play the role of the research center managers.
Play time: 2-4 hours

We recommend using three rooms to play:

- Room for the aliens
- Torture chamber
- Room for the humans, where they can talk alone without aliens bothering them. This room also needs a place which will serve as a laboratory bench

The best choices for a place to play are various dark rooms, basements or places that imitate a laboratory.

There are three special events that occur during the LARP. At some point humans will find out that there's a soviet agent among them. Later, the same will happen for the "physicist" alien. The last event is discovering the virus.

Soviet spy and the alien:

After an hour, or if the action on the LARP will slow down, inform the players that there's a soviet spy somewhere among them. There's no information about the spy's gender or origin. Remember that you can't reveal who is that spy. You can pass that information as an NPC, who has recieved that information during a phone call from the Pentagon.

The same for the alien, who is only known as the world's famous physicist. After another hour, or if the action will slow down, inform the players that one of the humans is in fact an alien. Pass that information as an NPC, who recieved that information from the sensors that were secretly placed in the research center. Same as before, don't reveal who is the alien.

Virus:

The aliens have brought a virus, which is deadly for humans and can easily kill everyone in the research center. This information should be revealed after telling the players about the spy and the alien. Everyone will catch the virus, but it's only up to you who will be affected by the symptoms, which include: discomfort, distorted speech, fainting (for shorter or longer periods of time, for example 15-30 seconds or 2-3 minutes), various problems with walking or moving in general. You will have to discreetly tell the player how does he feel. As the time passes increase the number of players affected, but it shouldn't be more than half of all players.

How to deal with the virus:

Only the cooperation of human scientists (chemist and/or biologist) and alien medic can cure the virus. Inform the players that the virus can even spread to the outside world. Don't tell them that they should cooperate, however, they need to get that idea themselves. If players will declare that they want to cooperate, and they have access to the laboratory bench, they can start working on a cure... but they will find out, that they lack the most important ingredient to finish it. Deliver it as an NPC just before ending the LARP. Some examples of the ingredient include dyed water, salt crystals and so on.

How to end the LARP:

The LARP should end after developing a cure, or if the players didn't decide to cooperate, end it if you see that action is losing its momentum. Don't do it too fast, remember that players can still come to an agreement. As an ending, inform the players about the results of their actions, as a GM. If they agreed on allowing the aliens to live safely on the Earth say that they are still hiding among humans. When it comes to medicine, energetics etc, say that this occurrence with the aliens has caused a huge technological boom of the 20th century. Summarize everything that happened from humans and aliens perspective.

Physical combat mechanics:

We highly recommend playing without described mechanics! Everything will depend on participants and their roles, rather than random chance. Torture will be just a plot element, where players simply describe their actions, and it will be up to the victim if he'll reveal the information or not.

Killing isn't allowed, definitely not in combat. Tortures and torture mechanics are primary means of getting the information.

Combat:

Combat is simply a game of rock, paper, scissors. The loser is unconscious for 5-10 minutes. If two or more players attack a single one, the latter loses automatically.

Torture mechanics:

Torture mechanics is based on cards. There is information about all cards on corresponding character sheets. There are three types of cards: **first** tier cards mean that the torture has no effect, **second** means that the victim has to reveal some information, and **third** means that the victim has to reveal everything. When a player wants to torture a character, he chooses one of the victim's cards at random. Then the victim takes the card back and shuffles his deck. Aliens are more resistant to pain than humans and regenerate quickly, so in fact, tortures could last forever. There are two special abilities related to tortures, both can be used only once. Characters with the **sophisticated torture ability** can choose two cards from the victim's deck and select the better one, while characters with the **cruel torture** ability can remove one lowest-tier card from victim's deck. There are also two abilities which help the victim. **Toughness** means, that a character can ignore the effect of a second or third-tier

card, and **Mind over matter** enables the victim to shuffle all his cards right after a choice and force someone to choose again.

Psionics:

Aliens possess psionic abilities. There are two types of psionics related cards – **Success** and **Failure**. The alien has to touch a character while looking it in the eyes. Then, the alien chooses one of the victim's card at random – **success** allows the alien to give the victim a single order, but it doesn't need to be done immediately. The victim receives one **Psionics** card, which means that he is still "waiting" for an order, and while other aliens will try to use their abilities on the chosen human they will automatically fail. The orders are quite simple, and should be limited to forcing someone to talk with another character about a chosen topic in a certain way (for example in a friendly way... or not at all...), going somewhere, or stopping doing something. When the victim will complete assigned order, he gives the **psionics** card back and is free.