

**WELCOME TO
RENEGENE
67**

[a cyberpunk larp]

INTRODUCTION DOCUMENT

v.1

WHAT IS IT?

Tenement 67 is a larp focusing on the struggles of the people who live, love and die in an abandoned slum in the year 2040. It will be a turbulent time for the residents as a new police unit is sent in to reassert law and order which has not been present for some time.

Familiar tropes of cyber punk pop culture will be common themes as well as some of the harsh social disparities which affect our modern day lives.

Expect striking unions, sinister corporate stooges, fugitives, illegal data runs, gang violence, underfunded police officers, digital religion, raves and organised crime.

Reading the setting supplements found at the web address below will help give you a scope and better idea of the setting and mechanics.

We have broken them up into smaller documents for ease of reading and they can be found at

[HTTPS://JROBB153.WIXSITE.COM/TEN67-TABLES](https://jrobb153.wixsite.com/ten67-tables)

WORKING...

There is no “one percent” anymore, it’s more like “nought point four”, now having taken advantage of new technologies and diminishing employee rights.

In the midst of corporate greed and Gov¹ pay offs, amongst the automated machine farms and factories you find the “enslaved” work force. Those who want to survive making an honest living and carve out some sense of living in the hell which is 2040.

With very few job roles available to pure², the poverty stricken find themselves entering into the “enhancements for workers” employment scheme. This heinous but essential practice see employees provided with cybernetic implants required to perform their jobs roles at no cost.

The catch is that the corporation maintains the ownership of the technology unless the employ uses a percentage of their meagre salary to purchase it. Upon termination of employment, redundancy or retirement employees are contractually and thus legally bound to return the property.

Returns as they are known are not pleasant, removing implanted cyber technology without damage is extremely difficult and often leaves the body covered in painful scars and other disfigurements.

¹ Gov [pronounced Guv] is a slang term adopted in 2040 and refers to any branch of government including health and welfare services.

² Pure [pronounced Pu'er] is a slang term for a person with no cybernetic implants.

It leads to runners³, in hiding they struggle for work and it is common for them to turn to a life of crime with gangs who promise to keep them safe from Fixers in exchange for services rendered.

It is these conditions which the Humanitarian Workers Union wish to overturn by calling for a dangerous but necessary general strike.

In Tenement 67 there is a strong union presence with rough justice being dished out should anyone turn “scab” and think about returning to work.

³ Runners are persons who after termination of employment do not attend a returns surgery for extraction.

...LOUING...

Whilst some aspects of life have sunk to new lows other areas of society have evolved.

There is no discrimination based on physical or mental disability, gender (or lack of), skin tone or sexuality (or lack of). Sexual assault and harassment were left behind long ago in the past where they belong. The exclusion of these concepts from daily life are so engrained that they have become “street laws”⁴.

With that in mind these themes will not be a part of your experience, they are not experiences we permit at the event and so ask that you do not undertake any such role play or activity. Life in the Tenement will be harsh and dangerous enough without having to bring in these unsavoury and triggering themes.

So love changed, there is no “normal” by societies standards, people are free to love, marry and divorce as they please without any intervention from the Gov or anyone else.

⁴ Street laws are used to flag up or identify behaviours which will not be permitted. We have used this term to help transcend the in character and out of character boundary to assist with maintaining immersion. No character will be permitted which would ignore these rules.

...AND LIVING IN TENEMENT 67.

Built in 2022 the affordable tenement block program was intended to solve the housing crisis faced by the poor and the under employed. Little more than blocks of cells these affordable units resembled prisons rather than homes.

Funding became more and more stretched as the project progressed, texters⁵ claimed it was due to embezzlement and greed. Corners started to be cut and it wasn't long before existing derelict locations were being converted for "residential" use.

Predictably social welfare and standards fell drastically in short order, like the council estates of old they became a haven for crime and social disorder, a place where the strong rule over the weak.

Tenement 67 also known as 'Winston Churchill House' is the worst. Some of the wise⁶ even claim the place was cursed from day one.

It is now 2040, power is off in most of the buildings, water is shipped in by a charity once a week and worst of all the Syndicate rule.

What little power that comes into the tenement is controlled by the gangs who have taken up residence in 'E Block'. Whilst it does still contain a number of residential units, the block areas

⁵ Texter is a slang name given to someone who writes the truth of things, normally in the form of short stories, they are unlicensed and uncensored and so break many repressive media laws in place by 2040.

⁶ Wise, pronounced as it is in modern English; a person who has reached the age of 45. It came about as a result of the poor life expectancy of the average tenement resident falling to around 40.

have now been converted into a bar and night club.

With such basic amenities in the apartments the only hot meals available are from the makeshift and unlicensed street food stands. So vital is this source of food that there is an unwritten "street law" that no trouble is caused in either place unless you seek to be barred for life and end up of starving in some gutter.

PRACTICAL BITS

The larp will take place @

+ **THE GAOL**, Oakham, UK LE15, 7TU +

The venue is a prison closed not too long ago, we plan to turn it into a cyberpunk slum populated by around 150 people. With your help we will turn the cells into mini apartments and turn the walkways and drives into streets.

++The **TICKET PRICE** will be confirmed when sign up opens++

You will be able to **ACCESS** the venue from Thursday night to get setup and settled.

The larp will begin on **FRIDAY** afternoon and end at **MIDNIGHT ON SATURDAY** with an after party and debrief on Sunday morning. Please arrive on site and be ready for pregame workshops by **MIDDAY ON FRIDAY**.

For **INTERNATIONAL PLAYERS** we will offer subsidised coach transport from Stanstead airport and also offer a service where by you may purchase a matt and sleeping bag for your "apartment".

PRICES TBC

FOOD

Food will not be included in the ticket price. We will have a number of caterers on site who will take real world currency and we hope to have a system in place for pre-booking meal tickets with them.

Alternatively you may wish to self-cater using the community kitchen which will have microwaves and hot water. If you wish to self-cater in another manner please get in touch so we can discuss set up and arrangements.

More details on caterers and food will be available as arrangements are clarified.

SNACKS

The bar will have a number of snacks which will be available with drink purchases or on request free of charge. These are not intended as a meal replacement so please ensure you have a food plan in place.

DRINK

There will be a small in character bar with alcoholic and soft drinks. All characters will start play with an amount of in character money. Should your character find themselves with no money please inform a member of the games team.

Please bring some of your own drinks if you like too, there will be water, tea and coffee available.

Note that **EXCESSIVE ALCOHOL** consumption will lead to you being removed from the larp until sober.

SLEEPING ARRANGEMENTS

As mentioned above the venue is a prison abandoned in the early 00's. There are cells which will be used as accommodation and in game will represent your characters apartment. In some places these will be individual however some may be to share.

You will need to provide a sleeping mattress of some kind for you bed and suitable bedding.

ACCESS

Ramps will be in place in ground level areas, providing access to the majority of the venue and suitable bathroom facilities will be made available.

Some of the cells have power and these will be prioritised to those who require it.

Unfortunately around 40% of the indoor venue space will not have step free access, however all in game areas of significance will be based at ground level and step free accessible.

All texts will be made available in large print, easier to read fonts.

Seating will be available in all areas of significance.

Please note that in some areas there will be flashing lights and significant sound levels emulating a night club environment.

If you have any other requirements or queries regarding what we can do to facilitate your attendance please get in touch.

SHOWERS

The venue does not have showers however we will be in contact with a local sports club to hopefully arrange access to their showers on Friday and Sunday morning.

RESPECT

As part of our policy on respect we ask that you adhere to the following rules and principles.

1. Closely read the other material available regarding in character behaviours which are and are not appropriate. These can be found in the mechanics primer and world books.
2. As you may have guessed these behaviours will not be tolerated out of character either. Anyone engaging in behaviours considered to be bigoted or exclusionary regarding physical appearance, race, gender, sexuality, non-binary sexuality or physical/mental abilities will be asked to leave. This includes crew.
3. During pregame and post-game sessions do not SHOUT, this includes shouting for quiet. In these instances if a member of crew or a player raise their hand you should stop talking and follow suit. This will allow people to be heard without the need for shouting "SHUT UP" and other associated methods of getting the attention of the room. Secondly this will give those struggling with noise and hearing an opportunity to calm things down/make people aware they are uncomfortable.

WHAT CAN I EXPECT FROM THIS LARP?

We aim to provide a unique immersive cyberpunk themed experience where the focus is on personal character stories rather than a globally affecting meta plot. The focus will be very much on the characters around you who will be predominantly “player characters” like yourself.

The mechanics have been stripped back, there are no skills to choose or numbers to remember, bringing a focus on character decisions and the resulting actions from a story perspective rather than trying to “game the system”.

For the most part what you see is what you get, there are some unique mechanical effects which are not covered in the mechanics primer which will be addressed using laminates (lammies) on some items or on a person’s possession. This will allow for character led investigations and discoveries without the need to interact with the games team, which could lead to constantly dropping out of character to ask questions.

WHAT WILL HAPPEN DURING THE LARP?

The briefs and allegiances will be set so that there will be some potential clashes of ideology, where this goes is up to you.

Keep your eyes peeled and interact with as many people as possible, do not wait for “monsters” to attack or for your named NPC to arrive. If you do this you will be disappointed.

A COLLABORATIVE EXPERIENCE .

It is important that you read any brief you have been sent plus the mechanics primer and the world books which will provide you with enough information for any character.

INTERACTING WITH THE WIDER WORLD?

The intention for events is that the game will take place where it is set in character for the entirety of the game. With the exception of limited scenes there will be very few times when your characters leave the immediate area.

In instances where these may occur they will only be instigated by a specifically briefed character. Please do not approach the games team or NPC's asking for a way to visit other locations.

There are methods of delivering items away from the area using Deploy operatives, you will have to pay for the service using in character currency and either track one down or make a call to Deploy using the public phone.

INTRODUCING THE CAST

There is a vast array of characters to play in this larp, each with unique motivations and goals to be explored. To balance the tension and political sway of characters there will be limited places for each character archetype detailed in the event guide.

When completing the booking process you should list them in order of preference and these will then be assigned on a first come first serve basis.

In the event guide you will find a brief introduction to each of the available character types available in the opening of the larp. These basic frame works are intended to be a starting point for you to build upon and collaborate with the design team bringing your character to life. These introductions are intended to give you an idea of which character will suit your style of play.

In the event of characters demise there will be a significant number of pre written character available. These will represent new factions, plots and background linked to the narrative as it is at the time.

IS THIS A CAMPAIGN?

T67 and Tales from the Tenements are not a linear time campaign game in the sense that each event will lead directly into the next with the same characters.

All events will have slightly different (and sometimes very different) themes and occurrences. This means some characters will not be available at every event, a corporate board party for example would not allow for ganger characters.

Whilst these events are not in a traditional campaign style the timeline will remain a constant in most circumstance and there will be a suitable number of events so that you can play the character you love multiple times.

Note that you are welcome to attend any event if you are willing to switch to a different character for that specific event or your character has moved in a suitable direction.

WHY...

The reasoning for this is that we want to explore the setting on different levels, interlinking various scenes like in books and films. It will also allow you the player, should you choose, to play a different character each time without penalty or feeling like you are losing out.

THE TEAM

The team behind this larp experience are:

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SAFETY CONCERNS OR QUERIES

If you have any queries or concerns please
contact us via email;

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