

Session	Title	GM	Description	Intensity	Content Warnings
1	Bethrothals and Betrayals	Imogen Bilbrough	Lady Bathurst has invited a number of eligible young ladies and gentleman to stay at Albion Hall, in the hope of finding a suitable match for her only daughter. However, behind the polite conversation and pleasant surroundings lurks many a dark secret and hidden agenda... Fantasy mixed with Regency era	5	
1	Final Hours to Save!	Wren	Welcome to AÛRHAUS, your local "family-owned" big box retail conglomerate chain taking Aotearoa New Zealand by storm! It's an average day working at AÛrhaus Sylvia Park. Supervisors are annoying, upper management keeps sticking its nose where it doesn't belong, and someone keeps leaving the break room in a mess after closing. But all isn't exactly as it appears. Scores of night fill staff are jumping shift to day shift with stories straight out of a Stephen King novel, and it seems management is trying to cover something up. Something unnatural. It's a mystery you and several of your fellow low-level employees intend to figure out. And all the while, you still have to do your job. Unfortunately, the customers are the least of your problems. Retail hell has just gotten a whole lot more literal. Final Hours to Save! is a retail comedy-horror LARP for up to 13 players inspired by Horrorstör by Grady Hendrix.	2	Triggers may include: Untimely death of characters, weaponised capitalism, workplace drama, sudden tonal shift, and gaslighting.
1	The Specter of Demeter	Sam (& maybe Jay)	The year is 2409. On a routine mapping mission to an unexplored sector, The SS Bahram comes across a listing vessel, adrift in space, millions of miles away from any known spaceports. On a frequency that hasn't been used since 2304 comes a strange distress signal. The distress signal identifies the drifting ship as the SS Demeter. Once the flagship of Earth's fleet, Demeter was decommissioned in 2251 after 53 years of service. Is this a ghost ship like the legends of old? Is it pirates faking distress to lure you in? Or has something gone very, very wrong? It's up to the crew of the SS Bahram to find out. The Spectre of Demeter is the fifth game in the One Giant Leap Series.	8	Content Tags: Lost in space, becalmed, Relationship shenanigans, Android rights, depersonalization, hypervigilance/anxiety, uncertainty, things that cannot resolved within the larp, ambiguous ending, chronic illness, nonheteronormative relationships, queer platonic relationship.
2	Fool's Gambit	Matt Swain	Helsinki, Finland: August 1968. The Strategic Arms Limitation Talks (which history will remember as the starting point for the SALT I treaty) are concluding. High level diplomats from the Soviet Union and Eastern Bloc have met with their counterparts from NATO and have signed an historic accord which will alter the face of the Cold War. Not everything or everyone are as they seem, however. There are spies, suspected double agents, and under the table deals to be done. In addition, no less than four submarines in the last 8 months have mysteriously disappeared, from all invited nations. But tonight is a celebration gala - the negotiations are over, and the festivities can begin. There will be wine, whiskey, and song, and maybe, just maybe, some fireworks - literal and figurative. A larp in the vein of the spy novels of John Le Carre (Tinker Tailor Soldier Spy, A Most Wanted Man, the Night Manager) and movies such as "Bridge of Spies", "The Recruit" and "Spy Game". A slow burn game of immense personal risk, set in the bleakness of the Cold War.	8	
2	Love is All You Need	Autumn Graham-Walker	The most important thing to a fey is what they love, and each one loves differently. After endless conflict between two minor courts, a marriage between the Moonlight and Sunlight courts are taking place to unite all under one. But not all is what it seems, the twisted definitions that some fey have of love will more than certainly ruin their reputation, or even the reputation of their own court. When faced with listening to your heart, will you choose to hear what you want to hear?	4	
2	Prometheus: The Lower Decks	Sam (& maybe Jay)	You've heard of the Final Voyage of the SS Prometheus? Well what about the rest of the crew who weren't invited to the party? While the officers were getting drunk, causing intergalactic diplomatic incidents, and having existential crises, the rest of the crew had to keep the Prometheus running smoothly. Welcome to a snapshot of what those crew experienced as the Prometheus came back from her last Voyage. Prometheus The year is 2198. Humans have been traversing the vast expanse of space for 50 years. The pride and joy of the United Earth fleet were the Titan class space vessels. Primarily designed for research and diplomatic missions, these elegant yet dependable craft are easily recognised across the galaxy. Bringing aid to those in need and continuing Earth's mission to explore new worlds and new life. For 20 years the SS Prometheus was the most advanced Titan class science vessel. Her crew were welcomed across all known corners of the galaxy. With Captain James Robinson at her helm it seemed Prometheus could do no wrong. Now with the unveiling of the top of the line O-class craft, Prometheus's glory days must finally come to an end. Off-world when the news of her decommissioning reached, Prometheus is given one last task; bring home a group of Earth Ambassadors and give the Prometheus a send off worthy of her years of service. Prometheus and her crew are due to dock at Earth's space port at 0900 hours in three days. From there her crew will be shuttled down to a United Earth Air Force base in Wales and reunited with their families. For Veteran Captain James Robinson this will be an historic moment as he becomes the longest serving and most loved Captain in the force. He shares this moment with his crew and his sister Commander Olivia Robinson. As for the Prometheus? She'll be disassembled in space and slowly shuttled down to earth and rebuilt as a teaching aid and museum for the next generations of space explorers. Rumour has it that her crew will be getting new postings on the SS Demeter, the new Olympian class flagship.	7	Content tags: mystery illness, the black spot, character death?, ethical dilemmas

3	Carpe Noctem: Parentes Absunt	Ben Heaps, Jayden Rumples and Nicole Harnett	To: night.class@westbeacondalehigh.edu From: VladimusMaximusJr@outlook.com Subject: BE THERE OR BE SOCIALLY OSTRACISED Tonight is the night: father and the other parental units are away dealing with "Council Business", so you know what that means... Castle Rager @ mine! Bring yourselves and some drinks; the "snacks" and entertainment will be provided by some ppl from East Beacondale High ;), make sure to dress up and enjoy the aertunem luna! And of course: NO WEREWOLVES! Address: If you don't know where my castle is, you're too lame to come... (Don't worry about the Hounds, Paul will take care of them for the night). - Vlad Jr. (sent from my iPhone)	4	
4	Pan: Plain Sailing	Sam (& maybe Jay)	The year is 2217. All across known space United Earth Airforce (UEAF) vessels are engaged in scientific and diplomatic objectives. Tucked away in an unpopulated, rarely traversed sector the vessel Pan has been isolated for many years carrying out top secret research. The aim of Pan's work is to develop new technology that will carry humans further, faster. Finally, Pan is ready to test their new method of travel. Success means faster than light travel becomes more than a dream. Success means the years of isolation from the rest of the fleet will have been worth it. Let's hope nothing goes wrong. This is the 6th game in the One Giant Leap Series. Knowledge of the other games is not required.	8	Content tags: Disaster, Hopelessness, Science, Stranding.
4	Scry News	Nicole Harnett	"The Chromatic News Network presents: Scry News - the best source for dastardly news in Faerûn (and beyond!). It's your job to put together an entertaining and informative broadcast, working with (or against) your colleagues, interview guests and a couple of the big wigs from corporate. They say this is a cut-throat industry - make sure to prove them right!" This game is a dark comedy set in a fantasy newsroom run by (and for an audience of) iconic D&D villains and monsters. You'll decide which stories make the cut and who gets their time in the limelight, trying to avoid (or cause) mishaps along the way.	3	
4	Ulysses	Jayden Rumples	Smite the sounding furrows; for my purpose holds. To sail beyond the sunset, and the baths. Of all the western stars, until I die. —Alfred, Lord Tennyson In the year 3029, Star Seeker Ulysses returned to Habitat Ithaca after twenty years of journeying, slew the many suitors of his faithful wife Penelope, and restored himself to the throne and obligations of ruler, spouse and father. Now he calls to him the comrades who were left behind on his long journey home; to set forth on one last expedition, beyond the Western Stars of the Spiral Arm: to strive, to seek, to find, and not to yield. Will you join him? Or will you remain in the world of women: the housekeepers and wives, the daughters, the thought-sibyls, the goddesses, the technomancers... Do you want to? Will they let you? Ulysses is a classical Greek tragedy IN SPACE!!!, written by Stephanie Pegg. Much of the game is thinking about what life is like living in a different time, what it means to be transgressive, and dealing with the consequences of your actions.	7	Ulysses is a larp inspired by ancient Greek epics—there are a lot of big feelings, like rage, love, and hate, and family disputes typically don't end until someone is bleeding on the floor. There is a strong gender divide, and the game has no gender-neutral or ambiguous characters. The game has cultural norms consistent with the canon, such as slavery, violence, and a sexual double standard. There are some background non-graphic incidents of non-consent or dubious-consent sex that may be discussed in the game, but not roleplayed.
5	Am I the Drama?	Ana	Ever wanted to escalate a problem but didn't know how? Know how to keep a secret but sad no-one asked about it? Found out that your character is nice but you, the player, want to increase the sadness/anger of another character? Join in for some fun ways to engage and interact in LARP to make terrible decisions in the best way.	1	
5	Martial Combat	Ben and Chris	Boffa combat is often something talked about, but no necessarily run down south - let's all work on our sword fighting skills together!	6	
5	Socialise, Nap or Explore	N/A	LARP is tiring, Join this workshop and spend your morning doing some low energy activities. You can regain some energy bars by getting some well needed sleep, or you can meet up and just hang out with your fellow LARPer and talk. There are also a-lot of fun activities around the campsite including a confidence course or a 1 hour trail into the bush. You can even venture out into Mosgiel and experience the all the sights and wonders of a small town in the South Island.	0	
5	Unheroes	Meadow Bush	You're all normal people. You're here, in this normal place, doing whatever normal thing you're doing. Everyone around you is getting on with their lives – they're perfectly normal, just like you. Except that you weren't normal before. You were superheroes, the saviours of Herotopia, though you don't remember it. No one does. The whole world was changed, and the history that you used to know no longer exists, and never existed. But it's trying to reassert itself. What happens if it does? Why did everything change in the first place? You're the only ones with the answers. Unheros is an impov LARP by Joanna Piancastelli. Players will create their characters on the day based on prompts. This game runs for roughly two hours, which actual play taking around an hour and a half.	6	

6	Brinksmanship Tirohanga Summit	Evelyn Robertson	Detente is going well, it's 2026 and global war hasn't erupted yet. That said things are getting dicey, with the election of GIPPERgpt as President in 2024 escalating already high tensions. As the list of neutral countries to host runs dry, this years conference was supposed to take place at the prestigious Blanket Bay resort. Substituted at last notice to the somewhat more humble Tirohanga Presbyterian Camping Grounds in Dunedin. The world stands on the brink of WW3, with Soviet and American forces staring each other down over the Kapuas and the fate of humanity rests on the outcomes of that cabin in Mosgiel, where President Tereshkova and President GIPPERgpt face each other for the first time. You however are not in that Cabin, you are in the lounge next door where the staffers, sherpers and journalists awkward share a workspace and try desperate to keep the wheels of peace turning, chase whatever schemes drive them, and most importantly, look after Soviet President Tereshkova's dog. Sci-fi/spycraft/light-unserious politics.	4	
6	Death of an Emperor	Autumn Graham Walker	They say that Rome was not built in a day, but they never say in how many days it fell. Decadence and hedonism began to rule over the Empire under every last great roman who ruled the land, now with the unexpected death of the feared emperor Cassius Alimentus, the senate struggle to find a replacement who could combat both the internal problems of the empire. The army is showing its disloyalty, the people showing its uneasiness, and with the barbarians at the gates are inching ever so closer. We must do everything to save Rome.	4	
6	Dinner with the Hausers	Wren	Dinner is tradition, even in the future. You come to the table at 7pm on the dot ready to spend time with your family and talk about your day like you always do. Brother aced a test, sister got that business deal she wanted, and dad avoided a politically-motivated car bombing thanks to the new bodyguard he hired. Mom's talking about getting that new brain implant that will let the security company know how frightened she is at any given moment. Tensions are high outside these four walls, but in here, you're family. You're safe.	9	Trigger warnings - Weaponised nuclear family dynamics - Gaslighting - Politics - Bombs and weapons (mentioned and possibly present in the space) - Yelling/raised voices (at the discretion of players) - Potentially traumatic sexuality - Potentially traumatic sex (not on screen, but present in the story) - Decisions made on behalf of your character between scenes and adapting to new character information/your character changing throughout the LARP - Your parents being disappointed in you - Purposeful confusion from asymmetrical information distribution
6	Persephone's Choice	Alex Cheetham	Humanity developed intelligent robots capable of a vast array of skills, that obey Isaac Asimov's Three Laws of Robotics. With the help of these benevolent servants, they settled fifty worlds. The Spacer worlds were paradises, free of war, free of disease, free of want, their citizens' every need cared for by an army of robotic servants. Earth became an overpopulated hive, its population huddling in their caves of steel, rejecting robots and the higher living standards they could provide. But a century ago, after a thousand years of looking inwards, Earth established new colonies — without the use of robots. These new "Settler" worlds have sparked a technological and economic boom, and are already challenging the might of the Spacers. War could follow. But there is also a chance for peace. Environmental collapse on the Spacer world of Persephone will force its population to relocate within decades. An economic crisis on the Settler world of Echo means that it needs more people for its terraforming project to succeed. Can Spacers and Settlers overcome their differences and find a way to work together? Or will both worlds have to be abandoned? Persephone's Choice is a retro-SF larp for 13 players, The players will portray diplomats, scientists, and robots as they debate Persephone's — and humanity's — future. It is inspired by the larp Persephone's Gift by Daniel Kane and the MIT Assassins Guild.	5	