

# EVENT HORIZON: NEW GYR

## GAME DOSSIER

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### EVENT HORIZON LLC

Event Horizon is a company that runs seasonal, destination live action role plays (larps) set in an original scifi universe. Our main events last for four days and typically involve 2.5 days of “in-game” time. Each game is a unique experience set in a different place or time in the galaxy, tackling different subjects, and with no character-continuity between games. The decisions that players make in every game will affect the universe in a major way and shape the games to come!

### GAMEPLAY STYLE

Our style of larping is called integrated larp, and you can read more about it on our [website](#). This is a blend of the best of other larp styles, with a focus on storytelling and cooperative play, and employs minimal mechanics. There are no GMs walking around arbitrating rules, nor a single number to memorize.

[Combat](#) is very optional, mechanics light, and cooperative. It is meant as a scene-making tool. In the world, dueling with swords is a legal form of conflict resolution so long as it doesn't result in death. Besides dueling, violence is uncommon and illegal, and there will be consequences for it in game. There are also no guns! (Scifi with no guns? Wild right? Find out why [here](#).) Similarly, character death is optional.

Our games are meant to accommodate a range of play experiences. We facilitate:

- Interpersonal drama
- Intrigue, secrecy, and crime
- Politics and social issues
- Exploring, science, and puzzle-solving
- Swordfighting

Our larps are for the most part in the “Nordic” style, which means the story is largely driven by character interactions and gameplay is non-competitive. The stories are created by you -- we just give you pieces to play with. We aim to foster a community of players that help each other tell the most interesting story possible!

There is one notable exception to the low-violence, character-driven plot style that you will experience for most of the weekend: the last half-day of the larp (Sunday evening) features a larp-wide crisis that must be solved. This climax is our way of raising the stakes to create an interesting conclusion to the characters' story. At this point it is possible for characters to die, and there is an increase in violence. We tell our players this so that they know what to expect, and can wrap up their personal arcs before the big finale.

## SUBJECT MATTER

In New Gyr, the following are the main subjects players will be dealing with. Some players go for a light-hearted and casual experience, while others dive in to politics, drama, and life-altering situations.

- Improving the development of your new planet and home! OR Capitalizing on the planet's development for your Megacorporation!
- Campaigning for the rights of androids or augments! OR Capitalizing on the labor of androids or augments for profit!
- Fighting and manipulating secret underground Megacorp wars! OR Exposing the truth about said Megacorp wars!
- Getting in debt! OR Collecting on others' debts!
- Crime-doing! OR Crime-busting!
- Restoring culture and recovering from diaspora!
- Making ethical decisions about use of technology!
- Graduating from psychic school!

## CHARACTERS

There are a variety of characters to play, and we custom write characters to match our players. Here are a few examples of the kinds of characters that will appear in our game. You can also read a sample character sheet [here](#).

### **Local Government**

As a member of the Silent Conversation, it's your duty to nurture the development of the newly established planet New Gyr. While the planet ostensibly belongs to the Gyra people, the Enterios Corporation has funded many of the established cities and has control over the Ancient technology found on planet. This should be an era of rebuilding culture for your people, a population devastated by the destruction of the original Gyr planet -- but your dependence on Enterios is stymying your ability to support your people.

## **The Innate Students**

You are the first class graduating from the Innate Academy! After the Homeworld War, fear of psychic powers lead to the prosecution of Innates throughout the galaxy. But on New Gyr, Innates have found sanctuary and finally have a place to learn how to control their powers. Besides, fear of Innates is so antiquated -- it's not like you're going to blow up a planet. That happened once. And you're just a young adult, ready to make your way in the world, and use your powers for good.

## **Space Pirates**

The great galactic governments are fading into obscurity. Agerre is land-locked by a civil war, Baryos grows irrelevant, and the Megacorps have become galactic powers in their own right. With the different settlements across the stars growing more and more independent, there's a constant demand for shipping and supplies -- and when those in power can't deliver, you do. With your independent ship and the tacit support of the Rogue Agerran Fleet, you make sure the outback colonies have the food and supplies to keep going, even if you have to steal said supplies. What you do is neither noble nor criminal -- it's redistribution.

## **Enterios Representative**

You work for one of the most powerful organizations in the galaxy, the Enterios Corporation. It's not simply a job for you -- it's your entire life. After all, Enterios gave birth to you. As the leading developers of Artificial Intelligent Androids, Enterios didn't simply make you, it is championing for your rights. Other corporations use androids as disposable tools, capping their intelligence and showing them no other life but work in the quarries and remote space stations. Enterios gave you a life, a purpose, and then: freedom. Freedom to chose the life you wanted to live. You decided to return to the source of AI -- the Ancient Technology on New Gyr, to both serve an organization you believe in, and also discover yourself.

## **Other Characters:**

- Local police / Megacorp security
- Gyra Refugees / Locals
- Reporters
- Megacorp Representatives
- Activists (Gyra, Augment, Android)
- Peacekeepers (Order of the Dawn)
- Criminals

## MAJOR THEMES

Who do you choose to prioritize when everyone's needs cannot be met?

The personal and global impact of unchecked capitalism.

Artificial Intelligence and labor rights.

Restoring culture.

The ocean.

## PLAYER EXPERIENCE

So what can you expect to experience at *New Gyr*?

### **A Character Made Just for you**

We write characters to match the interests of each player. Shortly after you purchase your ticket, you will receive a character survey to fill out that will help us cast you in a custom role. If you're interested in a high tension activist experience, we will give you a character for that. If this is your first time larping, we will put you in a group with experienced players who can help facilitate your game. If you are assigned a character that really doesn't work for you, we will work with you to make changes.

### **A Rich and Unique Setting**

For those players that love diving into the setting of the game, we have a detailed and multifaceted universe. You can read our setting overview [here](#).

- 6 unique home worlds
- No aliens, but there are human variants: innates, augments, evos, and androids
- The Ancients -- humanity's forbearers who were wiped out all at once in a cataclysmic event known as the Eschaton. They left behind advanced technology that allowed humans to travel to the stars.

### **A Team of NPCs to Bring your Story to Life**

Our crew is ready to jump into game as any side-characters your story needs. Our NPCs (non-player characters) are team of volunteers whose sole job is to support stories. You can request NPCs throughout the game, whether you need a shady "debt collector" to come stir up trouble for your character, or a long-lost friend to show up with surprising news, or a broken Android to fix using your mechanic skills.

## Epic Production and Integrated Technology



We strive to blow our characters away with our sets, props, and NPC costumes. For our first game, we built a 6 foot tall interactive metal sculpture known as the Obelisk or Orb. This year, we are bringing so much more to the game, including: a laser turret, a scifi art car, a custom app with in-game currency, and a secret wearable technology that is in development.

There will also be an in-game concert featuring two performers! Come party in SPACE!

## Fully Catered Lodging at the Beautiful NatureBridge Retreat Center

We're thrilled to return to the NatureBridge retreat center in the Marin Headlands, just north of San Francisco and on the Atlantic ocean. The Marin Headlands will serve as a spectacularly beautiful backdrop for our adventure. There are towering cliffs, a beautiful lagoon, a lighthouse, numerous fully-explorable ruins of WWII bunkers and gun emplacements, and much more. Players will sleep in the dorms at NatureBridge, with both open-plan and semiprivate rooms available. We'll be eating together in NatureBridge's world-class dining hall, with plenty of vegan, gluten-free, and other food options available. Food and housing will all be included in the ticket price.



[Find out more by exploring our website.](#)