

Pirate Academy 2022

# PLAY GUIDE

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# Intro

**Pirate Academy** a pirate-themed **larp** by **TERRE SPEZZATE**, for 28 players, set aboard *La Grace*, the replica of a 18th century tall ship. It will take place in Tuscany in May 2022.

## WHAT LARP IS ABOUT

**Larp (Live Action Role-Playing)** is like being on a film set without any script. This means that the outcome is determined solely by the choices and actions of the players. Let's say it's a more sophisticated and more grown-up version of let's pretend... where you are the main character in your own pirate saga, and at the same time the friend, nemesis or comrade of other players' characters.

## COME ON BOARD!

**Breathtaking adventure Around Elba Island:** take the opportunity to relive the emotions, the sensations of the explorers of your favorite novel! Will the *La Grace* and its crew be able to transform a group of inexperienced sailors into the best pirate scum that sail the seven seas? What route will your destiny take?

**You're on a real Tall Ship!:** the game will take place on a vessel sailing around the beautiful Tuscany Coast. You will live the story of your character, sleep and eat aboard the tall ship; but there will be landings to carry out missions, or simply to revel!

**Crewing a Ship:** seafaring is not only about harsh life. If you are bold enough to step aboard, you will experience the romance of the Age of Sail. You will have the chance to actually crew the ship assisted with experienced masters, choosing courses,

taking the helm, trimming the sails, exploring faraway shores and much more.

## THE THREE GOLDEN RULES OF LARP

**1) Always stay in character:** in your words, actions and thoughts. Do not talk about anything else, avoid anachronisms: the game is fun and exciting if everybody makes it **real and brings it to life** for the sake of the other players.

**2) For every action there must be a reaction:** if another character tells you a secret, slaps you, appoints you captain of the guard, stabs you in the back... **react**. It doesn't matter what you do or say, but do something, preferably something appropriate, entertaining, dramatic. In a larp no action can go without having some sort of effect.

**3) Accept the actions of others:** in a larp everyone is their own director. Never doubt the actions or goodwill of others, and never expect a specific reaction from them. Always **accept the events or what others do to you as it happens** and play accordingly. In a larp there is no script, no rehearsals and no retakes. It's not that everything has to be perfect, but everything can be convincing if you decide to play along with it.



# Sailing

**Breathtaking adventure around Elba Island:** take the opportunity to relive the emotions, the sensations of the explorers of your favorite novel! Will the ship La Grace and its crew be able to transform a group of inexperienced sailors into the best pirate scum that sail the seven seas? What route will your destiny take?

**You're on a real tall ship!** the game will take place on a vessel sailing around the beautiful Tuscan Coast. You will live the story of your character, sleep and eat aboard the tall ship; but there will be landings to carry out missions, or simply to revel!

**Round the clock shifts:** a ship must be tended at all times; every participant will be assigned to shifts covering the whole day.

**Crewing a Ship:** seafaring is not only about harsh life. If you are bold enough to step aboard, you will experience the romance of the Age of Sail. You will have the chance to actually crew the ship, setting the course, taking the helm, trimming the sails, exploring faraway shores, diving in lovely secluded bays...

## LA GRACE, A REAL BUCCANEER SHIP

We will sail aboard of "**La Grace**", an incredible replica of a real tall ship from the second half of the 18th century. La Grace cruises the seas and oceans to bring sailing history to life. La Grace's crew arranges cruises on their historical ship for all interested people, together with training in marine crafts and their proud traditions.

According to available sources, La Grace was the name of the ship belonging to the first real Czech seafarer Augustin Heřman. He crossed the Atlantic several times in the service of the Dutch West Indies Company; later on, when out of service, he started his career as a privateer, raiding Spanish trade ships with La Grace. Eventually, he became the largest exporter of tobacco in America.

La Grace's Facebook page:

<https://www.facebook.com/TheShipLaGrace>

## LIFE ON A TALL SHIP

As well as the food, accommodation will also be an integral part of your "Pirate experience". All participants will have a spot inside common sleeping rooms with bunk beds or hammocks. There are also a couple of private cabins that will be assigned according to the character you are playing. The ship has five bathrooms and electricity.

As inexperienced mariners, all characters will have to fulfill their duties, like cleaning the bridge, preparing food for the cook, trimming sails and so on. Shifts will be assigned and you will have the chance to experience all the parts of the real life on a sailing ship. Obviously there will also be plenty of rest and free time.



## A SAILOR'S SACK

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Space in a ship is limited and vital: all sailors know they must keep only what's strictly necessary for a pleasant journey. But since you're still just novices, we did you a favour and put down a list of what you have to tuck in your sack. Note that this is not about your costume, but only a matter of space management. We want indeed to avoid the use of rigid trolleys, because on the ship it will be difficult to store and hide them. So we strictly recommend to use a backpack or duffel bag for travelling with your stuff, and mask it using canvas or burlap bags so that they don't look too modern. We'll provide burlap sacks to players who need them.

Here is a sample equipment list:

### MANDATORY

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- Sleeping Bag
- Bed sheets and pillowcase (pillows are on the ship)
- A heavy sweater
- A small towel
- A small sack containing your beautycase
- Two or three navy jersey/shirts with long and short sleeves (like Telnashka, Armor lux or other striped shirts)
- One or two pairs of simple historical pants
- An adequate amount of socks and underpants
- Boots or other historical shoes; note also that you can always stay barefoot on the ship.

### OPTIONAL

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- Historic Gloves for working with the ropes
- Thermal underwear
- A warm and long coat
- Warm simple hat

Note that every dress on this list can be adapted/modified for your character. So it is only a general reminder of what is necessary on the ship. For international players only, we will provide an option to get a warm sleeping bag from us, if you can't carry it by plane. You may either buy a brand-new sleeping bag from us (for €25), or rent a used one (e.g., used in a couple of larps in the past) for €10. In both case it will be a "10° C or more" sleeping bag.

## WEATHER AT SEA

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The sea may look quiet and beautiful from the coast, but every brave seaman must be ready to challenge its fury anytime. For this reason we recommend that every participant is prepared and aware that we aren't in control of the weather. April in Central Italy is quite warm, but there may be some rains, or a cold Spring. In any case the temperatures will likely range from 10 °C (50 °F) during the night, to 20 °C (68 °F) or more during the day; in full sun, it may feel considerably warmer than this.

A useful tip is wearing layered clothes so that you can decide at any time to remove layers or add them. If you think you are sensitive to the cold, take a warm sweater to wear under your costume; bring some water repellent piece of clothing and an extra blanket for sleeping.



# Fiction

*"I am not a pirate, but I long to be,  
Sailing by the stars across the seven seas,  
Living with no earthly cares, my mates and me  
The envy of all worldly men, who are not free."*

## PLAY STYLE

**Pirate Academy** is a larp focused on role-playing and living within the experience. You can imagine being a character in a pirate movie, with all ensuing feelings, goals, action and adventure. But unlike a movie, a larp is a 360° experience where "What You See Is What You Get". Our goal is to create an event that is as immersive as possible. There will be a few soft rules to simulate fencing, fighting, shooting a gun or a cannon, poison and drugs, but the rest will seem, and be, as real as possible.

**Pirate Academy** can be described as an easygoing and collective coming-of-age story about soon-to-be heroes learning how to act like pirates and becoming a real crew, to get to the risky mission that will make them rich and famous! **The mood is light-hearted:** comical and funny, but not farcical or ludicrous.

There will also be **drama, secrets and conflicts between characters**, but conflicts aren't there to pursue some sort of personal "victory" but to explore and develop relationships between each other, to one goal: the collective building of an exciting story.

**Keywords:** sailing, adventure, secrets, mystery

**Inspirations:** Treasure Island, The Curse of Monkey Island, The Princess Bride, Galavant, Black Sails, On Stranger Tides, Dodgeball.

## CHARACTERS & STORY

**Pirate Academy** features 27 characters, all written by the authors and introduced by a brief and public textual outline, which will be available for everyone to read in advance on our Portal. In line with the "movie-like" style of Terre Spezzate, we will call this brief introduction a "teaser".

The teaser will only reveal enough of a character to get a general idea of it, providing enough interesting details to make an informed choice about what character you want to play, while staying spoiler-free.

The public information represents just a fraction of a character's life and there is much more to discover, such as compromising secrets, feuds and friendships, hidden agendas and goals. After choosing characters, players will be granted access to the full description. No other player will be able to read this information: it will be your secret until the larp.



**Let's take a look at a couple of character teasers:**J. LAFITTE, THE PIRATE'S CHILD IN SEARCH OF ADVENTURE AND REVENGE

*"So you think I will never become a real pirate? Watch me, you filthy bilge rat!!"*

**THEMES: blind enthusiasm - adventure - revenge - dream**

Some might define J. Lafitte as an enthusiastic, courageous and persevering person who has pursued the dream of a lifetime since childhood. But those would be very few, in fact... most people on Melee Island would rather say: "a pain in the ass", childish, stubborn and cheating. Everyone agrees that Lafitte is like that because of the legendary corsair Lafitte, who was killed in mysterious circumstances leaving behind two orphaned children; the desire for revenge and to follow in their father's footsteps shaped J's personality. The whole enterprise of posing as Captain Phoenix and his crew is actually Lafitte's idea.

J. A. MARTINEZ DE SOTOMAYOR. THE INNOCENT CONVICT ON THE RUN

*"Moral wounds may be hidden, but they never close; always painful, always ready to bleed when touched, they remain fresh and open in the heart."*

**THEMES: freedom - revenge - treasure hunt**

Once upon a time, on Lucre Island, there was a wealthy and honest merchant, without an ounce of desire for adventure. Martinez's life was perfect and planned: good family business and a wedding looming, until the scion of the Sotomayor family was falsely accused and thrown in jail to rot forever. Strange friendships are made in prison, and thanks to a lucky acquaintance, Martinez ended up escaping from jail and obtaining

secret information to find the richest and most legendary treasure in the Caribbean.

How J.A. ended up disrupting the lives of unsuspecting strangers on Melee Island and boarding La Grace... well, that's another story.

E. COWMAN, THE STRANGER

"God, your vengeance may sometimes be slow in coming, but I think that then it is all the more complete."

**THEMES: revenge - investigation - lies - finding a new purpose**

When newcomers arrive to Melee Island, usually nobody cares... except for innkeepers and brothel workers looking for new customers.

When Cowman set foot in town it was no different. While the Stranger surely managed to get some information on the islanders, nobody could guess a damn thing about who that mysterious English traveller actually was. "Nobody, for now..." was the baffling answer that Cowman gave to everyone who asked. One thing is sure, judging by the cautious behaviour and the elusive nature of the newcomer, it is clear that Cowman is hiding something, and either looking for or running from something, maybe someone. That might be the reason this outsider joined the crew; in fact even the circumstances of the Stranger's recruiting are confusing...

Actually, it's hard to tell who exactly asked Cowman to join them.

**CHARACTERS GALLERY**

Here you may read the "public description" of every character. Who will you be?

**Italian run - English-language run**  
characters



The characters for **both runs are identical.**

### ORIGIN & LANGUAGE

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While all the characters live in the same fictional island where our story begins, they will be originally from several different European Countries, and nationality will influence some relations. The language gap is not relevant, since in the English-language run everyone will speak English, and in the Italian-language run everyone will speak Italian, regardless of the character's (or player's) nationality.

### GENDER-NEUTRAL CHARACTERS

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We want to offer every participant the chance of playing a character they will love, therefore the characters will be written as neutral; their names will be like J. Lafitte, W. Barker or R. Pulling and every player will choose for the character a given name of their own liking. There will be love, friendship, romance and family bonds. While relationships are binding and players are expected to play them, their actual nuances are open to a more detailed characterization by the players involved. Meaning that a strong bond could be portrayed as friendship or romance, or even as one-sided love.

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## SETTING AND INTRODUCTION

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**Pirate Academy** is a larp about adventure. Although it is set in the Caribbean during the Golden Age of Piracy it is **not an historical larp in any sense.** To make it even more obvious, our story begins in a fictional place: Mêleé Island, home to the characters and setting of their background story.

Mêleé Island is currently ruled by a **British Governore**, Horatio Tiberius Marley, but it was previously controlled by the Spaniards and theater to continued disputes between the two kingdoms over the previous years. Despite the presence of the present and former Governor, the small port has always been a safe haven for scoundrels, bootleggers, buccaneers and pirates. The town is inhabited by all sorts of people, honest good-working ones along with more shady individuals who arrived there to hide from their troubles. Rich and poor, nobles and peasants, naive dreamers and callous criminals, all the inhabitants of Melee Island share a common background, but a bunch of them (the characters of our story) are about to leave for the adventure of a lifetime.

The protagonists of **Pirate Academy** live on the island and the majority of them all know each other, for good or for bad. After finding a **Letter of marque** on a pirate's dead body, granting a ship and a mission worth a fortune to a **Captain Phoenix, now dead**, a small group of dreamers decided to take the odds and find enough fellow citizens willing to enroll for a risky adventure in order to claim the mission and crew the ship. One of them impersonates Captain Phoenix, while the others pretend to be the experienced corsairs following the Captain. That's how a bunch of debatable, to say the least, group of people, managed to trick Governor Marley and obtain the majestic ship called La Grace to embark on the privateer mission that will make them rich and famous.

Some for glory, some for freedom, some for gold, some for adventure, they all accepted the impossible mission to **become real pirates in just four days** and change their life forever.



# Fighting

In **Pirate Academy**, combat is never intended to be a competition, or an athletic challenge. It's meant to be **fun** and **dynamic**, like in the movies: brawls, duels and assaults are opportunities to create epic scenes, or ridiculous scenes (or epically ridiculous ones). Fights will not be staged in advance, but **they should be played out as if they were happening on a stage**. Thinking about "What do onlookers think of this fight? Is it cool to watch? Is it believable?" is a very effective guideline for creating physical confrontations that are playable and run smoothly.



## SKILL LEVELS

There are no skills or levels in this game. Instead, a few specific characters are recognized "masters" in their fields. The other characters must always represent this, by showing how much the master is stronger, faster, more accurate etc. than them. The three "masters" are:

**E. Aguilar Garcia De la Santa María Juana**, *the former-fusilier, deserter soldier & master of firearms*. They never miss, no matter the distance. If they say they will shave off your left mustache with a bullet without harming you, so they will. They are always the quickest to draw.

**I. M. Escudero Cortéz**, *the duelist dandy & master of sword*. They never ever lose a duel. In fact, their fencing technique is so advanced, that their opponent *must* always aim their weapon for Escudero's sword. This applies to duels only: in a proper, chaotic battle, anything could happen.

**A. Walsh**, *The fighting pits fighter*. This guy is huge and remarkably strong. Or perhaps they are short, but even more remarkably strong. No matter their height, they are unbeatable in unarmed combat, arm wrestling, tug-of-war and so on. At least three opponents are needed to overcome A. Walsh in a brawl, and even then, they will probably get hurt in the process.

## BRAWLS

Unarmed fights are mostly **for show**: they should rarely have in-game consequences but for a momentary headache. Still, a brawl could have many interesting consequences, from being punished by your captain, to unleashing a series of revenge, or sow discontent among men. Before the game, we'll try out some "stage fighting" to make everyone comfortable in safely simulating



unarmed fights. In short, the main principles are:

- **Play along with your opponent**, like in a dance rather than in a sport. Think ahead of how they will “hit” you and how you will react.
- **Use common sense and be believable**: if you’re outnumbered, less trained, worse equipped, significantly smaller than your opponent, your character should probably “lose” the fight
- **Do not assume that females are automatically weaker than males**: female players will tend to be smaller than male players, but let’s try to compensate for this by overestimating a bit the strength and fitness of female characters.
- Grabs, slow fake punches to the body, slow fake kicks to the legs and weak slaps are acceptable. We do not encourage fake punches to the head.
- **Start slowly and safely** (minimal, and not annoying, physical contact), then gradually step it up if the other player seems OK with that.
- **Be aware of Safewords**, and don’t be afraid to use them, both “Lay off” and “Is that all?” (See the *Safety* on p. 15)
- If your character gets a severe beating, they will need to see a doctor (see *Healing* on p. 11)

## MELEE WEAPONS

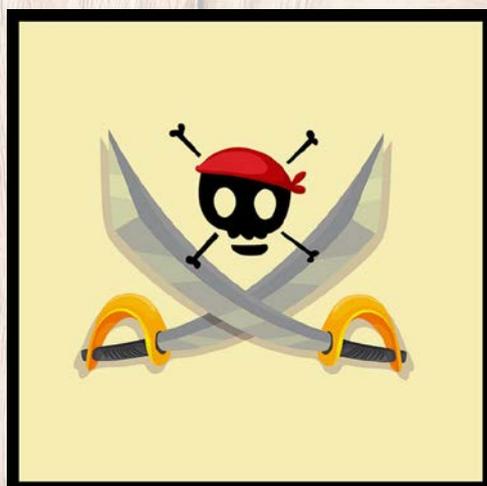
In *Pirate Academy* we will use the typical “larp weapons” to represent sabers, knives, axes and so on. Those are harmless, detailed foam replicas of historical weapons, specifically **built for larps**.

All weapons need to have a “pirate” look: yes to sabers, no to greatswords or spears.

Be careful when using melee weapons: **never hit with your full force** (a mere touch is enough), never hit to the **face** or groin, never swing your weapon wildly, never hit with a thrusting motion (ie, with the tip of the weapon) since that’s painful.

Moreover, always give an opportunity to your adversary to **react properly** to your blows. Quickly repeated blows “count as one”; in fact, **you can deliver only 1 successful hit per each “assault”**.

Finally, remember that characters can die if and only if their player so decides (see *No Death* on p. 12). To avoid inconsistencies, please do not use melee weapons in ways that would clearly kill your opponent. Never slit anyone’s throat, no repeated stabs to the heart, and so on.



## FLINTLOCK GUNS

**Pirate Academy** is not a shoot-em-up kind of larp; however, there will be some situations that can or will have to be resolved with a good artillery exchange.

In the game there will be numerous replicas of flintlock pistols or rifles, that are basically **toy weapons with fulminant caps** (ie, a tiny amount of explosive that goes BANG! when crushed by the gun's hammer). A few of such weapons can also be found during the game, but as with melee weapons, we encourage all participants to bring their own or rent them.

Caps, and their availability, will be **managed by organizers**. Feel free to bring your own caps if you so desire, but keep in mind that organizers will decide how many you can use in the beginning, how many more (if any) you may find during the game, etc.



## RULES OF ENGAGEMENT

**Flintlock Pistols:** a shot fired within 5 meters is always a hit, above that distance is always a miss.

**Flintlock Rifles:** a shot fired within 10 meters is always a hit, above that distance is always a miss. Moreover, rifles are far more deadly: a single rifle hit is enough to **Defeat** a character (see *Defeated*, on p. 11)

The player is left free to decide, if in doubt on the distance, whether to suffer the blow or not (in these cases you should at least simulate being grazed by the bullet, losing your hat, ducking for cover or the like).

In addition, we advise you to **avoid surprise shots at a distance or from behind**. In case of ambushes or similar situations, consider calling your victim or screaming to draw attention before shooting: if the player cannot realize you are shooting their characters, they won't be able to react appropriately.

## GUN SAFETY

Please note that these guns are different from, and much safer than, the "blank-firing" guns that we use in our modern-day larps. The explosion is so tiny that it cannot lead to hearing damage even if one is really close. For these reasons, there is no minimum engagement distance for firearms, and they can also be used indoors.



# Healing

There is nothing “realistic” about injuries and healing in **Pirate Academy**. Still, let’s try to keep it “genre appropriate” and somewhat believable.

## INJURIES

If your character gets hit by weapons or other accidents, their condition will worsen like this:

### **BRUISED EGO -> INJURED -> DEFEATED**

*Exception: a single hit with a rifle will be enough to immediately Defeat a character.*

### BRUISED EGO

The **first, clear hit**, either with a melee weapon or a gun, will render your character **BRUISED**. Or more precisely, with a **bruised ego**. Your character is not necessarily physically wounded: you could be just humiliated, scared, disarmed, forced to duck for cover, lose your hat, trip to the ground and the like. The important thing is that you clearly acknowledge that you have been “hit”, giving to their opponent the opportunity to decide whether that’s enough, or they want to go on and make things serious.

Many, or most, fights in **Pirate Academy** won’t be serious at all, so please remember that it is perfectly fine to end a fight when the first combatant gets **Bruised**. In any case, a Bruised character can act normally, they suffer no impediment whatsoever. After about half an hour, their ego will heal and they won’t be Bruised anymore.

### INJURED

The **second, clear hit** will cause an actual **INJURY**. Of course, it’s just a flesh wound and your character will not take long to recover once they see a doctor. For now, though, you are **Injured**: you could scream in pain, hesitate, try to flee, pretend you can’t use their arm or leg, or that blood loss is making you feel weak. Once you have acknowledged your hit, you can resume fighting if you so desire, but you have to portray some sort of impediment due to your wounds, as explained before.

### DEFEATED

The third, clear hit will actually **Defeat** the character, at least for this combat. Defeated does not mean dead, in fact it does not even mean unconscious. **DEFEATED** characters must, however, clearly communicate their condition to other players. You could lay down, beg for mercy, be exhausted, try to flee (in vain, though; your character is too scared or too weak to manage to flee). Playing an unconscious character is boring (usually), so we trust you to come up with funnier alternatives!

*Important: a single hit by a rifle will be enough to immediately Defeat a character.*

**Injured** and **Defeated** character will **not** get better until they see a doctor.



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## DOCTORS & HEALERS

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This larp includes two characters proficient in treating the ill: **W. Barker**, the *British doctor*, and **Guamá**, the *Voodoo Healer*. Even though they have wildly different medical philosophies and training, in rules terms both characters have the exact same capabilities. The text uses “healer” or “doctor” interchangeably.

If you get hit by any kind of weapon, you need to be treated as soon as possible; only a doctor can tell you **when and how you will get better**.

The healer will quickly “examine” your wounds, possibly asking you how and where you were hit, where it hurts, etc. They will use appropriate “medical tools”, bandages, herbs or pills to portray their job, and spend at least a couple of minutes attending your wounds. We will provide medical props to both Barker and Guamá to represent their tools, but they are free to bring more of their own obviously!

Then, the participant who is playing the doctor will have **the responsibility to decide how severe are your wounds**, and explain to you how much time you will need to heal, and what limitations you will endure in the meantime. To do so, they will take into account what happened in the game, and they will follow these guidelines:

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### HEALING GUIDELINES

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- **Injured** characters must suffer some kind of **slight impairment** until their recovery is complete. **Defeated** characters may suffer a more serious, possibly **incapacitating**, limitation.

- The recovery time for Injured characters must be **at least 10 minutes**, and never more than half an hour.
- The recovery time for Defeated characters must be **at least 15 minutes**, and never more than one hour.
- Avoid things that are **hard or impossible to portray** in a larp. So, no leg amputations, but rather: “your leg is broken, you’ll need a stick to walk and it will be slow and painful”
- **Allow players** to keep on playing the larp and enjoy themselves, albeit with some temporary impairment.
- **No Death**: never say that a wound is lethal!

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## NO DEATH

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Since we will all be stuck on a ship for four days, and the mood of the larp is light-hearted, in **Pirate Academy** there are no rules for death.

**No player character is expected to die**, all wounds are “flesh wounds”, and so on. This also means that players are expected to never *kill* other player characters. So please just avoid doing stuff that should be unequivocally lethal. You can (and will!) stab your fellow pirate, but please avoid stabbing them 10 times in the neck, and so on.

In **Pirate Academy**, your character can die if and only if you want them to die. And even then, we have no replacement characters to offer, and we will be stuck in the same ship for the whole larp, so we expect that self-imposed character death will be a very rare occurrence, best reserved for the very end of the larp.



# Poisons & Curses

This chapter details a few “special powers” that your character may meet, or use. Poisons will be provided by organizers, and anyone can use them. On the other hand, only some specific NPCs (character played by organizers) will be able to use Curses.

## POISONS

We have two different “poisons” in **Pirate Academy**, and they are identified by their **taste**. If, while eating or drinking something, you feel a very strong taste of **vinegar**, or of **salt**, this means that your character has been poisoned! Your character is **not** aware that someone poisoned them (and even if told so, they will be unable to accept, or understand, the fact). Just go on playing as normal, and in 3-4 minutes or so, start to gradually portray the specific effects of the poison.

Poisons will be provided by organizers, and will be contained in small glass flasks with corks. Each flask is a **single dose** of poison, and must be used **entirely**.

### DURATION OF POISONS

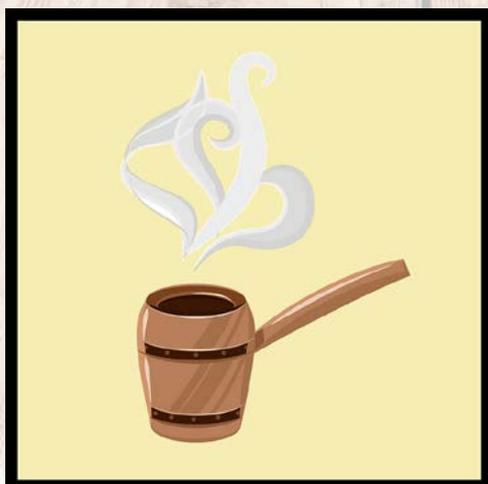
Once assumed, a poison will take a few minutes to gradually take effect, and then it will last for about 10-15 minutes before wearing off. At that point, you will get better and you will even **forget that you have been poisoned**. But, the next day, you may decide that your character actually remembers everything. Or not: it's your choice.

## TRUTH SERUM

**Taste: vinegar.** The truth serum is represented by a flask full of vinegar. It can also be added to a food or beverage (except red wine: to avoid any risk of ambiguity, never use this poison in red wine).

When the truth serum takes effect, it will make its victim extremely talkative, confused, and ultimately unable to resist the urge to answer questions. If you are poisoned with it, and someone interrogates you for a couple of minutes, you will have to answer honestly to his questions, and spill your secret (or, if you happen to know several important and unrelated secrets, spill at least one or two of them).





## FRIENDSHIP POTION

**Taste: salt.** The friendship potion is represented by a flask filled with half a teaspoon of salt (which is a lot). It must be added to a beverage or food to be consumed.

As soon as you feel the strong salty taste, look around and identify the person closest to you, or the one right in front of you. In the following few minutes, your character will develop a sudden yet deep admiration for that person. They are your best friend and you're eager to impress and help them. More than that, they are a precious and delicate gift to the world; it's your duty to protect and cherish them.

You will defend them at any cost, and you will try to satisfy most of their demands, even risking your money, your reputation, or your friends' skin. If you want, you can play this admiration as a romantic attraction ("love potion"). In any case, you will be stupidly devout to the person you admire or love, but you won't become a mindless robot, and you won't obey unreasonable orders (unless you find this funny of course).

## CURSES

A few NPCs (characters played by organizers) may master the long-forgotten art of casting curses. A **curse** is just a sentence that is magically true, or destined to become true, under certain conditions.

Two examples:

***"By my long-forgotten powers, I curse you!***  
*You will speak using solely profanities and obscenities, until you will have found true love!"*

***"By my long-forgotten powers, I curse you all!***  
*Your hands will tremble and none of you will be able to wield any weapon, until the sun sets down"*

The first part, **"By my long-forgotten powers, I curse you"**, is always the same for every curse, and works as a code which basically says: "This is a curse, listen to me and be ready to obey". It can end with "I curse you" if the curse has only one target, or with "I curse you all" if it affects everyone in the area.

The second part clearly describes this specific curse's effects, which its target(s) must follow to the best of their abilities. They know they've been cursed, but they cannot do anything about it.

The third part, "...until something happens", defines how or when the curse's effects will wear off. It could just be a specific time ("until sundown"), or it could be something that the cursed person(s) must do in order to break free.



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# Safety

As a participant in **Pirate Academy**, you **agree to avoid performing any action which could be dangerous or excessively annoying** for you or other players.

At the same time, you agree to:

- be **generally comfortable** with the kind of verbal intensity and body contact you would experience if you were a theater actor
- **tune the intensity** of the game to your own accord, using the safewords described in the next paragraph
- **avoid or walk away** from in-game situations you find uncomfortable as a player, before they become unbearable
- **respect other players** and their choices, and care for their experience
- use physical contact to create interesting larp moments, **not to assert yourself** on other players

During the game you could be hugged, grabbed, insulted, carried, kissed, frisked, threatened, tied, hit with rubber replicas of sabers and clubs, and even (perhaps most humiliatingly) be shot at with toy guns like the ones used by 10-year-olds.

Still, all of the above shall always be performed with appropriate caution and respect for everyone's safety and dignity. And most importantly, you can opt-out of anything you find uncomfortable. Actually, **you have the responsibility to do so.**

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## SAFEWORDS

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We'll use two safewords to set the intensity of scenes: "**Lay Off!**" and "**Is that all?**"

You'll find them described here, but the most important thing is: never be afraid to use **safewords**, never **question or judge** others who use them.

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### "LAY OFF"

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This safeword is an **order** that must be immediately obeyed (without breaking the game), and it means something like: **I am not enjoying this / lower the intensity / give me some room / do not annoy me** and so on.

Remember that there's nothing wrong with using this safeword. On the contrary, it helps keeping the experience nice and comfortable for everybody. Everyone has their own level of tolerance and it must be respected at all times.

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### "IS THAT ALL?"

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This safeword is an **advice** that can be followed or ignored, it's not an order. It means something like: **I have no problem with this / feel free to make this more intense or realistic / You're being overly cautious.**



This signals to the other player that, if they want, they can play the scene in a more authentic or more physical way.

#### EXAMPLES OF SAFEWORD USE

Jane has captured Bill and is restraining his wrists. The rope is a little bit too tight for Bill's liking and he says "lay off!". Jane quickly loosens up the bounds a bit.

Jane ties Bill's wrists with a very loose bow. Bill says: "Is that all?" Let's say Jane agrees: she makes a more realistic knot.

Jane is eating and Bill confronts her harshly about some issue. Jane is very tired, though, so she says "Please, lay off while I eat" and Bill lets her finish her meal in peace.

Jane accuses Bill of being an impostor, because apparently he can't remember the town he's from. Actually, Bill forgot the town's name off-game, so he explains "I am just nervous, lay off" hoping that Jane will change subject.



## "SENSITIVE" ACTIONS

Please be especially considerate when performing the following actions!

#### HIDING & SEARCHING

Since we expect that no player will touch "forbidden" parts of body like breasts or butt while searching someone else, it's also absolutely forbidden to hide game objects in such areas. Game objects must be strictly **carried into your pockets, handbag, suitcase and the like.**

More in general: hiding an object is very easy, finding it is much difficult. However, in a larp secrets only make sense if they can be discovered; only when discovered an hidden object can be interesting for the game. If you hide something, try to do it with the perspective that it could be found by another player. **Do not try too hard to hide** something, otherwise nobody will find it and it will be useless for the larp.

#### PROPERTY RESPECT

If your character steals, for example, the jacket or the pipe of another player, you'll find yourself with a costume or a scene object belonging to another player, or to the Staff. In these case always remember to have the **utmost respect** for the property of others and of all scene objects, and to use them with particular attention. Common sense obliges not to lose neither to ruin costumes and props from other players and to avoid that someone thinks to have been "really" robbed.



### TYING, BLINDFOLDING, CARRYING

Like many other potentially dangerous or unpleasant actions, these are regulated by the safewords "Lay Off!" or "Is that all?". Anyway, however masochistic the "victim" player is, you must not, in any case perform **objectively dangerous** or unpleasant actions (like carrying someone behind down a steep flight of stairs, tying someone with their wrists behind the back, climbing the masts of the ship without proper rigging...).

### GETTING DRUNK

There will be alcoholic beverages at the event, but be careful to **drink responsibly**, like if you have to drive or if you were at dinner with your in-laws. If you notice you're tipsy, avoid any situation with physical contact. If the organizers notice you're drunk, they will send you to clear your mind out of game, for a couple of hours or till the next day.

### PRISONERS

If, for some reason, you take someone prisoner, always follow these directions:

- Do not tie anyone with their hands **behind the back** or around their neck, and avoid tight knots. If you blindfold someone, you're responsible that he won't crash somewhere or fall in a ditch.
- Do not leave the prisoner **alone**, unless you're preparing an escape scene (in which you, as a player, decide that your character is "letting the prisoner escape"): playing by yourself is boring. Make sure the prisoner receives water and food.
- If prison is becoming **boring**, or it is lasting for **one hour** or more, the prisoner and the jailer should find a credible and dramatically appropriate way to end the scene and carry on with the story. If you have doubts, talk to an organizer.

### HOW TO SPILL YOUR SECRETS

In larp it can happen that secrets stay secret for the whole event, and that's a pity, a lost opportunity.

Even though a secretive character might want to keep their secrets to the grave, we as players have an interest in sharing those secrets, to get our characters into trouble and build a richer experience.

So, if no one finds out, **make sure to spill your secrets** at some point!

Even if it doesn't seem reasonable or plausible to reveal your, there are a lot of interesting and credible ways to do it:

- Getting drunk and accidentally saying too much to the wrong person
- Talking to a superior or a figure of authority (political, spiritual, social etc.)
- Confessing your trouble to a "trusted" friend
- Confessing your secret to someone you barely know, who is not involved at all in the issue
- Talking to yourself wherever you might think to be alone (while consciously knowing that you are not).



# Practicals

## TRANSPORTATION

The closest airport is Pisa (PSA), at less than two hours driving distance; Firenze (FLR) and Roma Fiumicino (FCO) airports lie at about two and a half hours driving distance.

The closest train station is Populonia, or Campiglia Marittima. From Populonia Station you can walk 3,2 km to Baratti Bay or take a Bus. From Campiglia Marittima Station you have to take a taxi or a Bus.

Here you can find the trip planner of the [bus service AT](#).

Here you can find the web site of the [Italian Railways Service](#).

You can of course reach Baratti by car; if you come from abroad you can easily rent a car in every airport. We made some simulations and got a total of €60-70 from Thursday till Sunday. See our research [HERE](#).

For the international run we'll provide a "larp bus" departing from Pisa Airport at a cost of around € 25-€30 per leg, depending on how many players will book the service.

## WHEN

There will be two runs of **Pirate Academy**:

**7 Sat - 10 Tue**, May 2022 - Italian

**11 Wed - 14 Sat**, May 2022 - English

## SCHEDULE

The time schedule for all the runs will be as following.

### FIRST DAY

- **11 o' clock:** (English run only) the Shuttle for the people coming from abroad will leave from Pisa Airport
- From **13:00 to 18:00**: Registration and embarkment from Baratti Bay. [Coordinates](#). Free parking available there. Don't be late! **Everyone must be there, in full costume, before 14:30!**
- La Grace shoves off!
- We will sleep on board

### SECOND DAY

- The La Grace will sail around the Elba island
- We will sleep on board

### THIRD DAY

- The La Grace will sail around the Elba island, then will return to the Tuscan coast. Special mission to the mainland
- We will sleep on board

### FOURTH DAY

- The game will end around **11:00**
- From **11:00 to 13.00**: after-larp-party, pictures and goodbyes
- **13:30**: (English run only) a dedicated bus will take players back to Pisa airport



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## FOOD AND BEVERAGE

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You can enjoy the food of real old salts, from dried meats to exotic fruits, from spicy and marinated dishes to Caribbean inspired recipes, all sprinkled with refreshing beverages and tasty grog, the drink of every buccaneer!

### MEALS

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The larp includes 3 meals a day, from a snack for lunch on day 1, to lunch on day 4. In-Game meals will be distributed to participants and will look like proper pirate food. Meals will include several vegetarian options; food may always include animal-derived products, though – we cannot guarantee a fully vegan menu. Unless you have any special dietary needs (please duly inform the staff if you do!) you're asked not to bring food of your own.

A moderate amount of alcohol will be provided during the event. We expect you to be considerate and behave like responsible adults: drunkenness (or tipsiness) during the larp will NOT be tolerated.

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## COSTUMES AND RENTAL

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Many players will bring their own costume, but if you need to rent one, we've got you covered! We provide several options for costume rental.

- **Standard Costume:** €60 rental, comprising a pair of pants, a long-sleeved jersey, a sweater, belt and some accessories.

- **Deluxe Costume:** €100 rental, comprising a pair of fine pants, a long-sleeved shirt or jersey, a sweater or vest, a sailor's jacket, weapons, belt and some accessories.
- **Discounted costume rental:** € 40 rental, it's identical to the standard rental, but reserved for players under 25 years of age.
- **Weapons only:** €30 rental, for latex weapons appropriate to your character.

All costumes will be large-sized, so you can wear them comfortably over your thermal underwear and sweater and they will fit a quite wide range of body sizes and shapes. We will not provide shoes, obviously.

### FLINTLOCK GUNS

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Aside from the costume rental it will be possible to buy or rent from us one or more flintlock gun/rifle replicas.

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## EXTRA NIGHTS

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Do you need to get in Tuscany the day before the larp starts ("Day 0"), and/or to leave the day afterwards? ("Day 5").

If so, and if you want a cheap-ish accommodation conveniently close to Baratti, you can ask for an extra night (on the mainland) when you sign-up. Each extra night costs €30, breakfast included; we will confirm this option and its details once we have some data about how many players will select it.



# Credits

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Marco Ascanio Viarigi

Francesco Serra

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## PLAY GUIDE

Francesco Pregliasco. Chiara Tirabasso, Francesco Serra

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