

# iFoL - it's Full of Larps

## Do you like playing short larps<sup>1</sup>?

We do! And we would like to play more of them. But then, just for one game time is usually either too short (one night) or too much wasted (a weekend). For a short larp, you don't drive through half of the country, especially if you can also play them at the Festivals<sup>2</sup>. At the conferences again, there are so many other great things to do and the scenario festivals usually are too far away.

## The Idea

Get together and play short larps. Use the synergetic effect of multiple games offered at once to ease participants into traveling to an event.

## The Concept

An ifol can be as short as one day or as long as an extended weekend with four nights. All you need is a location which offers an environment safe enough to let you immerse in the games offered.

It can be indoors or outdoors - or maybe in a tent? Accommodation should be a part if the event lasts overnight, otherwise it is optional. Every participant can be self-catered or food can be offered - from a professional caterer or restaurants nearby or also as part of the event by participants who like to cook.

## Be Co-Creative

Ifols are always participant driven. Everybody should be seen as a participant and every participant should contribute to the overall event - be it those who organise the location, food or registration or those that offer games to play or other events to participate. Every single piece of work is part of the co-creative process of making an ifol happen.

Besides the organisational parts, there are kitchen duties, cleanup, schedules and so on. But most importantly for ifol to work, the participants' creativity is needed. Everyone should feel empowered to create and present their own work or borrow someone else's work and present this.

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<sup>1</sup> MiniLarps, Chamber games, Freeform, Jeepform, Drama Games, Blackbox games et.al.

<sup>2</sup> Knutepunkt/Knudepunkt/Knudpunkt/Solmukohta, KOLA, GNiales, Mittelpunkt, Fastaval, Prolog, Stockholm Scenario Festival, BlackBox Horsens/CPH/... and so on

Every participant contributes to the event. It does not matter if one brings cookies, a game, offers Thai massage or cooks a meal. Participation can be by organising beforehand (like the venue, buying food, womanning the registration desk etc.) or after the event (cleanup, collecting photos and publishing them on a website et.al.) as well.

This also means that every participant pays the same price and responsibility is shared as well. It's not about US vs. THEM. Ifol is about We.

## Games only

Ifol is about playing. It is not about theory, academia, panel discussions<sup>3</sup>, presenting how cool you are or other interesting aspects of playing short larps. The one exception is co-creative workshops to write games. These games should be test-driven at the same event if at all possible.

## The People

Every ifol is an including event and everyone is welcome. There are no restrictions by gender identity, ethnicity, age or ability nor by religious, political or other views of the world.

## The Guidelines

The ifol concept is open to use by everyone. The only requirement is adherence to these guidelines.

1. Open to any participant - be inclusive
2. Every participant contributes - however small or big
3. Games only - no presentations
4. Announce the event at the soon-to-be-announced-ifol-homepage
5. We dare you to make your to make your games publically available after the event. You can opt out here for whatever reason - but please consider this for a moment.  
Spread the idea - talk about it!

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<sup>3</sup> except if your panel discussion is a larp in itself...