

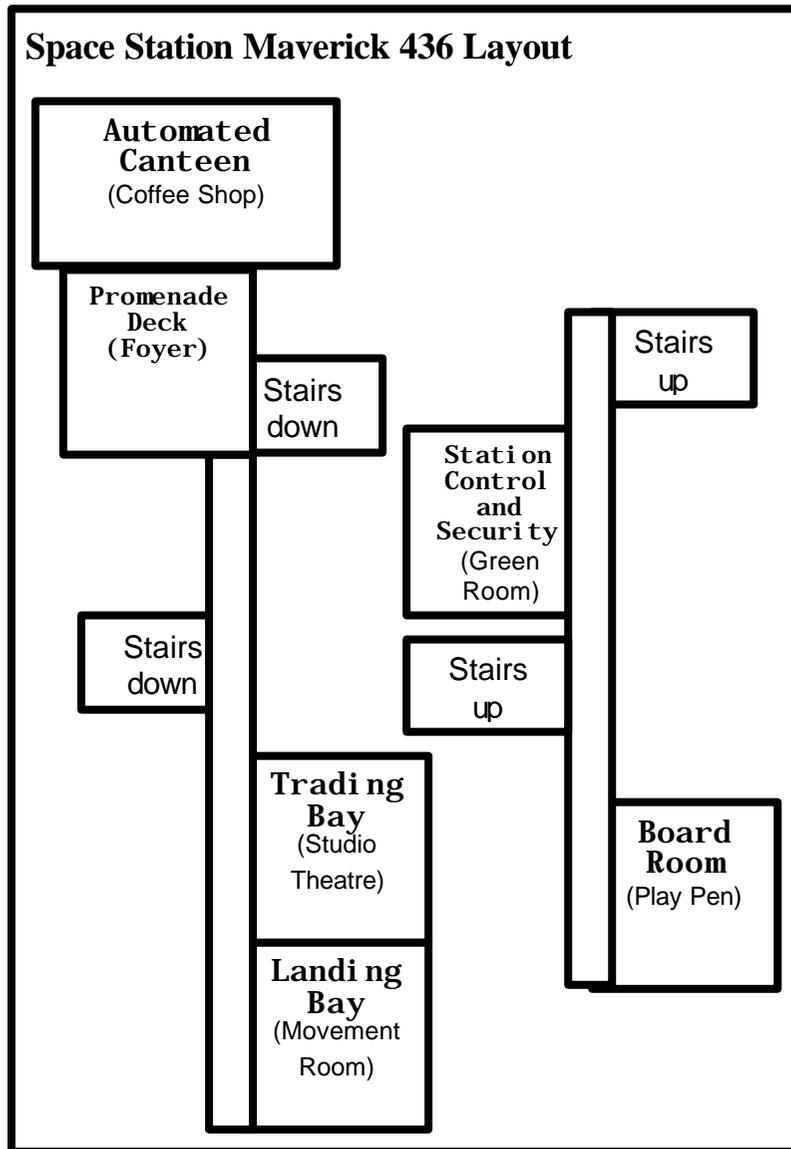
APPENDIX 1

Additional Material

1. Session 2: Uncompleted worksheet on <i>Unbreakable</i> (2001)	ii
2. Session 3: LARP - Rules of play	iii
3. Session 3: LARP – Examples of play sheets	
– Commander Chaplin (changed to Lena Saint): Station Personnel	iv
– Nurse Lilith: EECC	v
– Body Guard Dardi (Changed to Na): Dekamon Empire	vi
– Pirate Seth	vii
4. Session 8: Group brainstorms on meaning of Special Objects	viii
5. Session 8: Examples of completed Customs Clearance Form	x

CHARACTER ARC	THE HERO'S JOURNEY	UNBREAKABLE
Act One		
1) limited awareness of a problem	Ordinary World	
2) increased awareness	Call to Adventure	
3) reluctance to change	Refusal	
4) overcoming reluctance	Meeting with the Mentor	
5) committing to change	Crossing the Threshold	
Act Two		
6) experimenting with first change	Tests, Allies, Enemies	
7) preparing for big change	Approach to Inmost Cave	
8) attempting big change	Ordeal	
9) consequences of the attempt (improvements and setbacks)	Reward (Seizing the Sword)	
Act Three		
10) rededication to change	The Road Back	
11) final attempt at big change	Resurrection	
12) final mastery of the problem	Return with the Elixir	

Space Station Maverick 436 Layout



Meeting at Maverick 436

Rules of Play

1 Stay in Play:

Do not leave the play area (See Layout) without the knowledge of the Referee. Do not involve people that are not part of the Game.

2 Stay in Character:

Be transported to another world of make-believe and stay there. Do not return until the end of the Game.

3 Stay true to Character:

You are only given the information on this sheet. Nothing given may be changed. Play the role. Anything not given may be improvised. Play the role creatively.

4 Handle a Physical Contest in the following manner:

- Touch an opponent and call "Physical Contest".
- Play Rock/Paper/Scissors (You can only play what is not crossed of on your Character Information).
- Winner subdue loser.
- Same sign, play again.
- In case of surprise attack also call "Surprise".
- In surprise attack victim show hand first then challenger.

5 Handle a Mind Contest in the following manner:

- Touch an opponent and call "Mind Contest" (You can only initiate Mind Contest if you have two or more mind powers).
- Play Rock/Paper/Scissors (You can only play what is not crossed of on your Character Information).
- If challenger wins then control victim.
- If victim wins then resist control and no effect.
- Cannot surprise attack in Mind Contest.

6 Have Fun:

The aim of the game is to have fun, so remember to have fun. The more fun you have the more fun everybody else will have.

Meeting at Maverick 436

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Character Information (1)			
Name:	<i>Chaplin</i>	Rank:	<i>Commander</i>
Attitude:	<i>Stern but fair</i>	Affiliation:	<i>Maverick 436</i>
Background:	<i>You have recently taken over as Commander of the Space Station Maverick 436. It is a very remote station and discipline has been very lax. You will not let things continue like this under your command. You especially have problems with your second in command, Security Chief Baily whom you suspect to be an alcoholic and an incompetent fool. You're wife was killed a couple of years ago in a pirate raid and you have not overcome your grief yet.</i>		
Motivation			
Orders:	You are responsible for everything on Maverick 436 <i>You have received orders to set up a secure meeting between the EECC and the Dekamon Empire.</i>		
Personal Goals:	<i>You are proud of your command and will not tolerate idiots.</i> <i>You are looking for revenge on the Pirate who killed your wife.</i>		
Secret:	You are the only one on Maverick 436 that knows that the EECC actually owns and controls this supposedly independent station		
Powers			
You have the Physical Powers:			
	Rock	Paper	Scissors
<i>Use these powers to subdue an opponent</i>	Brute Strength (subdue Martial Arts)	Martial Arts (subdue Micro Weapons)	Micro Weapons (subdue Brute Strength)
You have the Mind Power:			
	Rock Mind (control Scissor Mind)	Paper Mind (control Rock Mind)	Scissor Mind (control Paper Mind)
<i>Use these powers to control an opponent</i>	<i>Stun an opponent – similar to physical subdue</i>	<i>Ask one question – opponent must answer</i>	<i>Give one command – Opponent must obey</i>
<i>Meeting at Maverick 436</i> © 2003 G Janse van Vuuren			

Meeting at Maverick 436
<i>Apologies to Star Trek, Star Wars, Babylon 5, Farscape and Firefly</i>
This is a Space Drama set in the future of Earth space expansion in the year 2365. The Earth Exploration and Colonisation Company (EECC) have been expanding human occupied space for almost 200 years without any opposition. Recently the EECC have met the Dekamon Empire, an alien race also colonising space. Negotiations and actions between these two groups have reached a stalemate. This adventure takes place at a point in time when representatives of the EECC and the Dekamon Empire meet on the remote space station Maverick 436 in order to negotiate a treaty. The following groups are involved in the story:
Space Station Maverick 436
A remote and slightly neglected space station. It is close to the border where EECC and Empire space meets. The Space Station is staunchly independent.
EECC – Earth Exploration and Colonisation Corporation
The powerful corporate government of Earth. Responsible for Human space exploration and colonisation. Controls Earth space through heavy regulation.
Dekamon Empire
An Alien Empire similar to the EECC but ruled by an Emperor. Fiercely expansive and in opposition to the EECC. Brutal slavers and merciless imperialists.
Space Pirates
Criminals that prey on unprotected and vulnerable space ships and stations. Vile murderers and plunderers. Suspected affiliation to the Empire.
Free Agents
Drifter, traders, protestors and freeloading civilians. Nobody knows what they are up to and they should be controlled.
<i>Meeting at Maverick 436</i> © 2003 G Janse van Vuuren

Character Information (8)			
Name:	<i>Lilith</i>	Rank:	<i>Nurse</i>
Attitude:	<i>Dutiful</i>	Affiliation:	<i>EECC</i>
Background:			
Motivation			
Orders:	To assist Doctor Quinn <i>Your main target is the Chief Negotiator Carlton (see secret)</i>		
Personal Goals:	<i>Do not get caught out for lack of medical knowledge.</i>		
Secret:	Being a Nurse is a cover – you are a saboteur. You have been hired by a Pirate Captain (Amber) to disrupt the meeting and sabotage the negotiations.		
Powers			
You have the Physical Powers:			
	Rock	Paper	Scissors
<i>Use these powers to subdue an opponent</i>	Brute Strength (subdue Martial Arts)	Martial Arts (subdue Micro Weapons)	Micro Weapons (subdue Brute Strength)
You have the Mind Power:			
	Rock Mind (control Scissor Mind)	Paper Mind (control Rock Mind)	Scissor Mind (control Paper Mind)
<i>Use these powers to control an opponent</i>	<i>Stun an opponent – similar to physical subdue</i>	<i>Ask one question – opponent must answer</i>	<i>Give one command – Opponent must obey</i>
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Meeting at Maverick 436
<i>Apologies to Star Trek, Star Wars, Babylon 5, Farscape and Firefly</i>
This is a Space Drama set in the future of Earth space expansion in the year 2365. The Earth Exploration and Colonisation Company (EECC) have been expanding human occupied space for almost 200 years without any opposition. Recently the EECC have met the Dekamon Empire, an alien race also colonising space. Negotiations and actions between these two groups have reached a stalemate. This adventure takes place at a point in time when representatives of the EECC and the Dekamon Empire meet on the remote space station Maverick 436 in order to negotiate a treaty. The following groups are involved in the story:
EECC – Earth Exploration and Colonisation Corporation
The powerful corporate government of Earth established for the progress of all humanity. Responsible for Human space exploration and colonisation. Controls Earth space through efficient administration.
Dekamon Empire
An Alien Empire similar to the EECC but ruled by an Emperor. Fiercely expansive and busy invading EECC controlled space. Brutal slavers and merciless imperialists.
Space Pirates
Criminals that prey on unprotected and vulnerable space ships and stations. Vile murderers and plunderers. Suspected affiliation to the Empire
Free Agents
Drifter, traders, protestors and freeloading civilians. Nobody knows what they are up to and they should be controlled.
Space Station Maverick 436
A remote and slightly neglected space station. It is close to the border where EECC and Empire space meets. The Space Station seems staunchly independent but is rumoured to be controlled by the EECC.
<i>Meeting at Maverick 436</i> © 2003 G Janse van Vuuren

Character Information (15)			
Name:	<i>Dardee</i>	Rank:	<i>Bodyguard</i>
Attitude:		Affiliation:	<i>Dekamon Empire</i>
Background:	You are the bodyguard to the Set family. You support the Emperor and will neglect your duty selectively. You suspect that Sing-Set is hiding something from Lark-Set.		
Motivation			
Orders:	<i>Protect the Ambassador. If the Ambassador fails get rid of him.</i>		
Personal Goals:	<i>Find out what Sing-Set is hiding</i>		
Secret:	<i>You like to know dirty secrets</i>		
Powers			
You have the Physical Powers:			
	Rock	Paper	Scissors
<i>Use these powers to subdue an opponent</i>	Brute Strength (subdue Martial Arts)	Martial Arts (subdue Micro Weapons)	Micro Weapons (subdue Brute Strength)
You have the Mind Power:			
	Rock Mind (control Scissor Mind)	Paper Mind (control Rock Mind)	Scissor Mind (control Paper Mind)
<i>Use these powers to control an opponent</i>	<i>Stun an opponent – similar to physical subdue</i>	<i>Ask one question – opponent must answer</i>	<i>Give one command – Opponent must obey</i>
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Meeting at Maverick 436
<i>Apologies to Star Trek, Star Wars, Babylon 5, Farscape and Firefly</i>
This is a Space Drama set in the future of Earth space expansion in the year 2365. The Earth Exploration and Colonisation Company (EECC) have been expanding human occupied space for almost 200 years without any opposition. Recently the EECC have met the Dekamon Empire, an alien race also colonising space. Negotiations and actions between these two groups have reached a stalemate. This adventure takes place at a point in time when representatives of the EECC and the Dekamon Empire meet on the remote space station Maverick 436 in order to negotiate a treaty. The following groups are involved in the story:
Dekamon Empire
The great Empire ruled by our benevolent Emperor. The Empire is busy solidifying the borders of Empire space and finding new places to grow in peace. All humans in the Empire were rescued and saved from EECC pirates.
Space Pirates
Criminals under the protection of the EECC that prey on unprotected and vulnerable space ships and stations. Vile murderers and plunderers.
Free Agents
Evidence of the mismanaged state of the EECC. Drifter, traders, protestors and freeloading civilians. Nobody knows what they are up to and they should be controlled.
Space Station Maverick 436
A remote and slightly neglected space station in EECC space. The Space Station seems staunchly independent and neutral.
EECC – Earth Exploration and Colonisation Corporation
The powerful corporate government of Earth busy to slowly invade Empire space. Responsible for Human space exploration and colonisation that encroaches on Empire space. A haphazard organisation that does not control its citizens.
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Character Information (18)			
Name:	<i>Seth</i>	Rank:	<i>Criminal</i>
Attitude:		Affiliation:	<i>Pirate</i>
Background	<i>You have murdered somebody called Chaplin</i>		
Motivation			
Orders:	<i>Stay out of trouble. Look for something to steal.</i>		
Personal Goals:	Make sure people know you are bad by boasting about the murder.		
Secret:			
Powers			
You have the Physical Powers:			
	Rock	Paper	Seissors
<i>Use these powers to subdue an opponent</i>	Brute Strength (subdue Martial Arts)	Martial Arts (subdue Micro Weapons)	Micro Weapons (subdue Brute Strength)
You have the Mind Power:			
	Rock Mind (control Scissor Mind)	Paper Mind (control Rock Mind)	Scissor Mind (control Paper Mind)
<i>Use these powers to control an opponent</i>	Stun an opponent —similar to physical subdue	Ask one question—opponent must answer	Give one command—Opponent must obey
<i>Meeting at Maverick 436</i> © 2003 G Janse van Vuuren			

Meeting at Maverick 436
<i>Apologies to Star Trek, Star Wars, Babylon 5, Farscape and Firefly</i>
This is a Space Drama set in the future of Earth space expansion in the year 2365. The Earth Exploration and Colonisation Company (EECC) have been expanding human occupied space for almost 200 years without any opposition. Recently the EECC have met the Dekamon Empire, an alien race also colonising space. Negotiations and actions between these two groups have reached a stalemate. This adventure takes place at a point in time when representatives of the EECC and the Dekamon Empire meet on the remote space station Maverick 436 in order to negotiate a treaty. The following groups are involved in the story:
Space Pirates
Freedom fighters of free space trade and exploration.
Free Agents
Drifter, traders, protestors and freeloading civilians. Nobody knows what they are up to but somebody amongst them will buy our loot.
Space Station Maverick 436
A remote and slightly neglected space station. It is close to the border where EECC and Empire space meets. The Space Station seems staunchly independent but is rumoured to be controlled by the EECC. It is a good place to unload stolen goods and recharge because security is bad.
EECC – Earth Exploration and Colonisation Corporation
The corporate government of Earth. Great places to attack and loot because Earth space is too big to police effectively. A haphazard organisation and stuck up organisation.
Dekamon Empire
<i>A bit better organised than the EECC, but still easy to loot.</i> A great source of valuable jewellery and other exotic treasures.
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