

Dear Facilitators,

You have in your hands a step by step manual that will guide you through the process of organization and facilitation *The Price*.

THE PRICE

Number of players:

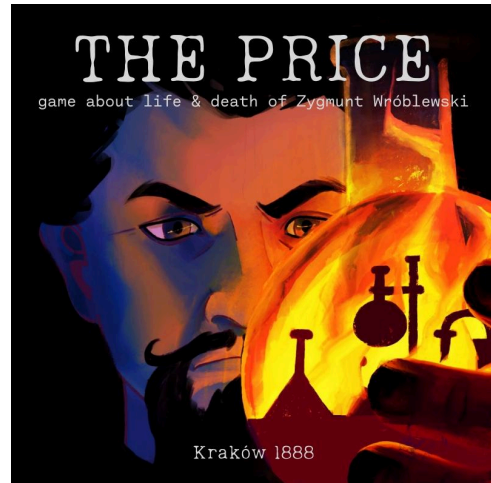
4-8 people

Length:

2,5 - 3 hours

Plot:

One March Sunday night in 1888, the peaceful life of the Jagiellonian University community was interrupted. A tragedy occurs: a fire breaks out in the laboratory of Zygmunt Wróblewski and, as a result, the professor is heavily burned and dies after a long hospitalization.



Although it might seem that the fire is an accident at work, many clues indicate that the scientist's death may have been planned. The public is moved, and voices are raised demanding an investigation. The University is not comfortable with the vagueness of the situation – the scandal could damage its interests and reduce funding from Austria, under whose rule it is located. In addition, the University's graduate, Kazimir Badeni, is trying to obtain the position of regent of Galicia, which is of great importance to the entire academic community. The situation needs to be resolved urgently, especially since the Austrian authorities have announced the arrival of representatives who will demand an explanation.

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Co-funded by the European Union, Erasmus+ Program, project nr. 2022-3-PL01-KA210-YOU-000099710



Co-funded by
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HOW TO READ THIS MANUAL?

Dear Facilitator, we have written this manual to make it easier for you to organize and run this game. The document contains tips that will guide you step by step through the subsequent stages.

In the chapter **Basic information about the game** you will find data indicating the the vibe and content of the game and the target group, such as the number and age of Players, game time and formal information regarding the creation and possibility of using the game based on copyright. In later chapters: **Educational purposes** and **Safety** you will deepen the knowledge that constitutes the basis for preparing and facilitating a valuable game.

In the following parts of the manual you will find practical information regarding: **Game structures, mechanics** and **Game preparations** — technical elements that determine the course of the game, helpful during the process of preparing and explaining the rules of the game. The last part, that is **Instructions for the Facilitator** is a step-by-step description of the entire game, helpful during gameplay.

EDUCATIONAL PURPOSES

The Price is a game that allows you to play a role of a group of academics employed at the Jagiellonian University in Kraków in the 19th century and learn about their mentality and values. The plot was written in the convention of a detective story. The task of the players is to play the role of detectives using erudition, the art of argumentation and critical thinking.

LARP (live-action role playing) involves playing pre-prepared characters and then improvising specific statements so that a story is told. By using the LARP methodology, the game makes it possible to step into the role of 19th century characters and experience a unique adventure, while taking care of the well-being of the players. Moving into the world of the game allows not only to remember information better, but also to create an emotional bond with the subject under discussion (in this case, with the historical events that inspired the game's plot).

By creating a safe space for them, players can develop soft skills such as communication, cooperation, drawing conclusions, critical thinking, problem solving.

SAFETY

The Price is a narrative game that engages emotions. It raises a topic death of a famous scientist. It requires talking about the deceased with witnesses who are not always willing to cooperate. Players may encounter slander and gossip, and they will discuss political and religious issues. During the game, conflicts, quarrels and misunderstandings may occur – which can lead to difficult emotions. Therefore, it is extremely important to follow a few basic **safety rules**.

The important point is to emphasize **larp convention**, i.e. drawing the attention of the players to the fact that they have created characters: all conflicts take place between fictional people in the game, not between individuals playing a given role.

If, for any reason, a player feels unable to participate in the game, they should be able to leave the room and rest. They should be able to talk to a **Safety Person** – a person who is not participating in the game but is nearby. Their job is to listen and care about physical well-being, not to be giving advice. This role should not be confused with therapy. The person who left the game can return to it at any time.

During the game, the facilitators and all players should respect each other's mutual **boundaries** so that everyone can feel comfortable. Therefore, you should not touch other people without their express consent. It is allowed to enter into conflicts, but remember to respect the other person.

In a borderline situation, when someone is seriously harmed (mentally or physically), there is a possibility to say **stop the game**. When said at loud, it stops the game and the moderator's attention should be directed to the person who said these words. If the problem is solvable, you can continue playing once it has been alleviated; however, if an event prevents you from continuing the game, you should end the game and go to the Debriefing.



*The first seminar of Time Dive in Kraków on which *The Price* was firstly designed.*

GAME STRUCTURE AND MECHANICS

Game structure

Here we briefly present the proposal how the game should be run, detailed descriptions and tips can be found later in this manual.

WORKSHOPS [60 minutes]

During the workshops, players will become familiar with the world and rules of the game. The Facilitator's task is to present them. Then players will have the opportunity to choose and develop their characters. The workshop ends with a break, followed by an explanation of the mechanics and entry into the game world.

GAME [70-100 minutes]

During the game itself players take on the role of characters and interact with a gameworld based on mechanics and rules.

Game flow *ThePrice* was divided into three parts:

PART I Rector's speech – 10 minutes;

PART II Conversations with witnesses – about 50-80 minutes;

PART III Presentation of the investigation results, endings – 10 minutes;

Debriefing [20 minutes]

The debriefing serves to end the characters' personal stories, de-roling and a conversation about emotions and reflection.

During the summary, the players return to everyday life. Based on the decision made during the game, they create epilogues regarding the development of their characters' lives and participate in a conversation during which they share their thoughts, emotions, possible fears or hopes related to the game experience.

Mechanics

Players play the role of a group of academics conducting an investigation for the Jagiellonian University. They play as one group, moving together around the map of 19th-century Krakow – also they cannot separate within the game world.

The Price is a game with a simple goal: to obtain as much information as possible and, based on it, indicate which of the four explanations for the cause of the scientist's death is the most probable: personal, political, academic or mystical. We do not assume that any of the reasons are correct. The point is not to solve a mystery that remains historically unsolved. What is more important is learning about the realities of an era and team work.



A map of Kraków from the 19th century, showing the locations where witnesses can be found.

Each Player plays as a Character associated with the Jagiellonian University in the 19th century. During the Workshops, Players receive **Professor Cards**. They are written in a gender-neutral language - even though the game takes place in the 19th century and only men could work as an academic at the Jagiellonian University at the time. We decided to do this to make it easier to play the character and ensure greater comfort of choice. Each Card consists of the academic title, name, specialization of a given researcher and information related to the investigation. What may catch your attention is the fact that there are no names or character traits on the Cards. Each Player can choose their own name, and the character is determined by the selection of Tokens. Naturally, your own ideas for playing the character - apart from Tokens - are needed. Additionally, during the Workshops **relationships between Characters** will be defined.

In order to collect testimony regarding the circumstances and probable causes of Wróblewski's death players go one by one to the witnesses selected from among the proposed profiles — marked on the map of Kraków and presented on business cards lying on the table. Players inform the Facilitator to whom they go to. Facilitator reads **Intro** to a given character and then play a role – using only information found on the card **Biography** (Information about the Witness and General testimony). If players who would like to obtain more information must use tokens.

Tokens containing character traits, selected by players when creating a character. Each card has one of four symbols next to the inscription:



The person playing can use a token during a conversation with a witness, acting out one of four behaviors: threatening, showing empathy, bribery or erudite speech and giving the facilitator a token. A picture on the token is matched to one of the four witness testimony cards – the facilitator should read the text on a given card slowly and clearly so players could remember this information. After reading, the facilitator hands over the testimony to the players.

EXAMPLE: Kuba playing the role of prof. Zyberta among character traits, has a "Anger" card with a fist symbol; wanting to obtain more information from the witness, acts out a threat against him and then gives the token to the facilitator; they then reads the testimony with the fist symbol belonging to the given witness and hands the card to Kuba.

Each token can be used only once, each character starts the game with two tokens. Players can use any number of tokens for each witness, the limitation is the actual game time and number Tokens in the game. It is possible to return to a previously visited witness to obtain further testimony. Players can discuss the use of given tokens.

At the end of the game characters meet with the rector and talk about the results of the investigation. They have to choose **one of four paths** as the official answer to the investigation: personal ending, political ending, academic ending, mystical ending. Additionally, they supplement with their own letter **dedicated to the Austrian authorities**. Finally, they close their eyes and listen to the **epilogue**, thanks to which they will learn what consequences their proposed solution had for the university.

PREPARING THE GAME

The Price can take place in one room. Prepare: **two tables** (one large, the other small – see preparing the space), **chairs** for all people, **download audio and visual files, printed materials** needed in the analog version (see below), **string** (needed to conduct the proposed workshops on the development of relationships between characters), additional **sheets of paper and pens** for taking notes, (optional) **speaker and projector**.

The game can be facilitated by one person or a team. In addition to the facilitator, there should also be a Safety Person in the area (chapter Safety).

Preparing the space

The first table will serve as a place for the facilitators's materials. The second one should be large enough to accommodate the materials for all participants and for everyone to be able to sit around it. If this is not possible, you can use a carpet instead of a table (sit in a circle with the materials in the middle)

It is important to carefully state where a playing space is - this is one of the most important LARP rules. Role-playing takes place only in a fixed space of one room – in which the players and the facilitator should be able to move freely. If someone leaves a room, they are no longer in a gameworld, they do not play the role. It is important to ensure that outsiders do not enter the room during the game, as they may disturb the immersion and cause discomfort to the players. Additionally, it is worth remembering that players should have access to water and the ability to go to the toilet.

Preparation of materials

FILES TO BE DOWNLOADED

The projector and speaker serve as an aid in playing the game. A projector may be useful for displaying a presentation serving as a historical introduction. In turn, the speaker will be used to play the introduction to the game, the rector's speech and epilogues.

Before playing, download audio materials and a multimedia presentation: ***The_Price_Presentation_historical_Introduction***, ***The_Price_Audio_Intro_to_the_game***, ***The_Price_Audio_Rectors_Speech***, ***The_Price_Audio_Epilogues*** (download all four; play the one that will be indicated as the solution by the Players).

You will find them: www.nausika.eu/timedive

If you do not have the opportunity to use speakers and/or a projector, you can read the prepared texts yourself. You will find them in the file ***The_Price_Additional Materials***.

TO PRINT

The Price requires printing materials for Players and Facilitators. Below is a list of materials, including formats and special requirements such as double-sided printing.

We recommend printing Professor Cards, Witness Cards, Sample Letter and Map in color on harder paper, but black and white printing will also be sufficient.

What and how to print?

The_Price_Instruction – A4, single or double sided to save paper

The_Price_Additional Materials – A4, single or double sided to save paper

The_Price_Letter – A4, in color

The_Price_Character_sheets (in this file you will also find **Tokens**)– A5, double-sided, in color

The_Price_Witnesses_cards (in this file you will also find **Business cards**) – A5, double-sided, in color

The_Price_Map – A3, in color

Materials are divided into three categories:

1. Materials to lay out on the table at the beginning of the game: Map of Kraków, Witnesses' business cards (and blank sheets of paper and pens); these are visual elements that players can use at any time;
2. Materials to be distributed to players during the Workshops: Professor Cards, Tokens;
3. Materials of the Facilitator, lying on a separate table: Instructions, Additional Materials, Witness Cards, Letter.

INSTRUCTIONS FOR THE FACILITATOR

Before you start the game, read the whole instruction, and all the materials. Remember that if necessary, you can modify the plot and mechanical solutions we propose.

ROLE OF THE FACILITATOR

The facilitator's task is to guide the players through the entire experience: introduce them to the gameworld, play subsequent characters and provide assistance, and finally facilitate a debriefing in such a way as to ensure safety and raise the curiosity of the participants.

If the game is facilitated by one person, their task will be to play each character. When there are more facilitators, the roles to be played can be divided between them.

Rector

At the beginning of the game, the Rector is only a recorded voice, he does not reveal himself. You only take on this role in Part III. The rector is serious and speaks in a solemn tone.

Witnesses

In the second part of the game, the facilitator plays each witness. When the players are ready to go to one of the five locations (visible on the map), they inform the Facilitator, then they read an **Intro** of one of the characters and play them while talking to players; as one of the Witnesses, you should improvise a discussion based solely on what is on the card **Biography** (*Witness information and General testimony*).

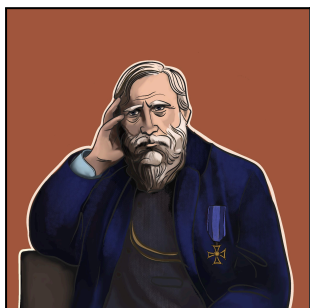
If players persistently ask questions, you should repeat the same thing, you can act out your concern or irritation. To obtain more information, players must use **Tokens**.



Player can use the Token during a conversation with a witness, acting out one of four behaviors: a threat, showing empathy, bribery or an erudite speech, after which they shall give a token to the Facilitator. The symbol on the Token matches one of the four witness testimony cards – the facilitator should slowly and clearly read the text on a given card so that the players can remember this information. After reading, the facilitator hands the card over to the players.

Tokens are single-use, each character starts the game with two tokens. Players can use any number of tokens for each witness, the limitation is the actual game time and the number of tokens in the game. It is permissible to return to a previously visited witness to obtain further testimony. Players can confer/discuss the use of given tokens.

We encourage you to play the role of witness by changing small details in the outfit (hat, scarf etc.), intonation, voice and gestures.



CHARACTERISTICS OF THE WITNESSES:

Piotr Pisklę – veteran of the January Uprising. Nervous, emotional; an elderly, poor man; it's not easy to get along with him - he doesn't like intelligence, although he appreciated Wróblewski very much.

Julia Konopska – journalist, member of the women's emancipation movement, polyglot, traveler. A confident, intelligent, young, educated, influential woman living in England.



Róża Kowalska – nurse, nun. Not young anymore, God-fearing, caring, strict; judges other people through the prism of faith, reminding them about all their sins.

Benjamin Rosental and **Alojzy Fikalski** – students, Wróblewski's assistants. Young, foolish, scared. Benjamin comes from a Jewish family and tries to follow the rules of religion and culture. Alojzy is a member of many associations and student unions, and sympathizes with socialist ideas and literature.



Marian Bułka – supervisor. Calm, helpful, slightly rude, uses simple language; he considers academic science unimportant and does not respect people involved in science.

PLAYING THE GAME STEP BY STEP

WORKSHOPS – [60 minutes]

1. What is LARP?

When starting the workshop, explain what a LARP is and ask questions about expectations. Thanks to this conversation, you will learn how to work with a group, and the Players themselves will feel that their needs are taken into account during the game. You can use the following formula:

LARP is a type of improvisational game in which the players take on the role of a designated, specific character. During the game itself, in which time and space are clearly defined, the task of the players is to speak and behave like the character. In a moment we will talk about the rules that will allow us to play an interesting and safe game.

2. Game structure

Tell me players about the schedule of the game, taking into account the time of subsequent elements.

GAME TIME: 2.5-3 hours

WORKSHOPS INTRODUCING THE GAME [60 minutes] - players will become familiar with the world and the rules of the game. The facilitator's task is to present them in accordance with the instructions. Then, players will have the opportunity to choose and develop their characters.

GAME [70-100 minutes] - the main element of the game, during which players take on the role of characters and interact with a gameworld. It consists of 3 parts:

PART I Rector's speech – 10 minutes;

PART II Conversations with Witnesses – approximately 50-80 min;

PART III Presentation of the investigation results, conclusion – 10 minutes;

Debriefing [20 minutes] - serves to end the characters' personal threads, de-roling and a conversation about emotions and reflection.

3. Historical introduction

You can use a presentation (*The_Price_Presentation_historical_Introduction*) or read the prepared text (*The_Price_Additional_Materials*).

4. Game introduction

Ask players to close their eyes and play an audio file (*The_Price_Audio_Intro_to_the_game*) or read the prepared text (*The_Price_Additional Materials.*).

5. Character creation

Go through 3 stages of character creation:

CHARACTER SELECTION: facilitator reads the characters' specializations, based on specialization, players choose who they want to play. They receive a Character Card and read all the information.

ATTENTION! People playing characters with a given scientific specialization do not have to have knowledge in a given field. The cards are written in gender-neutral language to facilitate role-playing and provide greater comfort of choice. Each player can choose their own name.

CHARACTER FEATURES: In the next step, the facilitator will spread Tokens with character traits on the table, each Player chooses two among them. Players should be encouraged to build their improvisation on character cards and tokens and add more.

ATTENTION! At this stage, players should not yet know about the tokens' mechanics.

RELATIONSHIPS: As the facilitator, ask everyone to stand in a circle and briefly introduce their characters – in the first person, including name, surname, academic title and specialization.

Example: „My name is Łucja Frampol and I have a PhD in law.

After everybody presents their characters, it's time for a exercise that creates a relationship between the characters:

Ball of yarn is about creating relationships between characters. Players will pass between themselves (not necessarily in a circle) a ball of wool or other string and with each pass to the next person they will indicate what emotions they have towards a given character: whether they value or envy him or her and why. In this way they build relationships positive or negative. The remaining people have neutral relationships with each other.

Example: Ania plays Łucja Frampol and volunteered to be the first to pass the string. She gently wraps the string around one finger twice and then says to Jacek, who plays the professor. Abramowicz: "I appreciate Prof Abramowicz for promoting the latest solutions in medicine. Then Jacek takes the string, wraps it around one finger

and turns to the next person. And so on, until everyone passes the string to at least two different people.

6. Safety:

This is a very important point that cannot be omitted – it should be carried out with due care, making sure that each Player understands all safety rules.

A description of the subsequent rules can be found in the chapter *SECURITY*. Remember to mention: **larp convention, Safety Person, respect for boundaries** and a ***stop the game*** rule.

7. Dressing up, break

We encourage you to ask players to bring items that might resemble a period costume with them or, if possible, provide costumes and props. Items are not mandatory. Leave a few minutes for a toilet break.

GAME - three parts: [70-100 minutes]

Before you start the game, discuss the game mechanics with the players - 5 min

A description of the mechanics can be found in the chapter *INFORMATION ABOUT THE GAME* → *Mechanics*. The most important elements to discuss are:

1. They are playing as one cooperating team.
2. Goal of the game: to obtain as much information as possible and, based on it, indicate which of the four explanations for the cause of the scientist's death is the most likely (personal/political/academic/mystical).

ATTENTION! We do not assume that any of the causes are correct - the point is not to solve a mystery that also remains unsolved historically.

3. An explanation of the locations on the Map and the Witnesses located there, information about which can be found on the Business Cards.
4. How a conversation with a witness looks like. What do Tokens do? (symbol→ token action; token of threat, empathy, bribery or erudition).

IMPORTANT! Tokens are single-use, each character starts the game with two tokens. Players can use any number of Tokens for each Witness. It is allowed to return to a previously visited witness to obtain further testimony. Players can discuss the use of Tokens.

5. The last meeting with the Rector and the choice of one of the four paths to officially solve the puzzle: personal ending, political ending, academic ending, mystical ending.
6. Listening to the epilogue, thanks to which they will learn what consequences their proposed solution had for the university.

Guide the players through the next three parts of the game:

1. Rector's introduction - 5 min

Don't play the Rector. Leave the Players sitting at the table, move away from them, encourage them to close their eyes and play the recording (***The_Price_Audio_Rectors_Speech***).

If you cannot play the recording, ask you to close your eyes and read the text (***The_Price_Additional Materials***).

2. Conversations with Witnesses - [45-75 min, depending on needs and possibilities]

IMPORTANT! 15 minutes before time intended for the second part ends players should be informed about this fact.

Take on the role of Witnesses, follow the rules presented in the instructions, and use the knowledge on the cards.

Control the time and adjust it to the needs of the group [50-80 minutes]. Regardless of the distance between locations, we control the time in real time.

Between meetings with Witnesses players can discuss among themselves and ask the facilitator about the rules of the game.

3. Presentation of the results of the investigation - 15 minutes

As the Rector, ask the players to present the results of the investigation by choosing one of the four paths constituting the official solution to the case presented to the Austrian authorities. The players discuss among themselves and complete the letter template.

When the Players give you the completed Letter, ask them to close their eyes and go to the End.

DEBRIEFING [20 minutes]

End of the game – epilogue

When ending the meeting with the Rector, after receiving the Letter, ask the Players to close their eyes. Play the audio file of the Epilogue that was indicated in the Letter (*The_Price_Audio_Epilogeus*). If you are unable to play the file, read the appropriate text (*The_Price_Additional Materials*).

After listening to the epilogue, ask the players to open their eyes. Let them know that you have finished the narrative part of the game and are returning to everyday life. Conduct an exercise to help you get out of the role: each player gives their real name, what character they played and what their fate was.

Example: My name is Bartek, I played as Dr. Krantauer. After a group of professors indicated a personal end, the Jagiellonian University began to take care of the health of employees and students. Observing a significant improvement in the condition of all people associated with the university, Dr. Krantauer, who specializes in mental health research, wrote a paper on the impact of rest on the human psyche. Thus, he obtained a professorship.

Debriefing of the game – getting out of character, discussion

Ask the Players about their emotions and impressions and reflections (taking care of the educational segment of the game). You can use the questions below:

- How did you feel during the game? How do you feel after finishing the game?
- What was the most interesting? What was the hardest thing?
- What were you guided by during the game?
- What have you learned?

What is worth mentioning during the conversation? The game takes place in 1888, when Kraków was in Galicia under Austrian rule. The true ending of the mystery is unknown - the death of Wróblewski was called an accident, but the rumors about a political, academic or mystical conspiracy were true. The characters of the academics and witnesses are a work of fiction, but the plot background and the knowledge acquired are based on historical facts.