

SPACE DATE

by
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SPACE DATE

An online larp over Discord for 6 - 20+ players
Three hours

CONCEPT

In this game, we play space haulers on long trips through the black looking for a little company on an app called Space Date. We are in a future where there are humans living on many different planets, with different cultures and norms. Most people never leave their home planet, but people who work the space lanes might see all kinds of people and places. But space is big, and some flights can take months. If you're getting lonely out in the black and you're open to trying your luck with other lonely spacers out there, you can use Space Date to connect.

Space Date is used to chat with other spacers and make new friends, go on virtual dates, plan hookups for the next time you're in spacedock, or have "brain sex" - a kind of virtual sex you can have by connecting your mind to your computer and to someone else's mind via a brain-jack so you can stimulate each other's pleasure centers.

Space Date is set in a future where humans have spread throughout our sector of the galaxy. Faster-than-light travel exists, but it is difficult and expensive, and most people never leave their home planet. Contact with aliens is rare but not unheard of. There is no unified human government; different solar systems, planets, and space stations govern themselves in various ways.

STRUCTURE

1. Read "Concept" (above), then use the [random character generator](#).
2. Go through the character development questions (below).
3. The game-master reads the Safety and Brain-sex sections (below).
4. Game begins.
5. After one hour, the GM announces a one week time skip. Players decide if they went on any dates "off-camera", and what has happened on their ship.
6. After two hours, a one month time skip happens, same as above.

GAME REQUIREMENTS

You will need a Discord server with text channels and voice/video channels. Make sure that there are enough text channels and voice/video channels for people to hang out in without getting overwhelmed. A good rule of thumb is one text channel per five people, and one voice/video channel for every two people.

NOTES FOR GAME-MASTERS

Players may join the game late or leave early. You can have a voice channel for latecomers to the server where you can guide them through character creation and how the game works.

Start the players out by having them chat in the text channels. If they want to, they can hop on a voice or video channel in a pair, trio, or larger group for “space dates.” Encourage players to message each other to arrange virtual dates and decide on their boundaries. Players can use voice/video channels for any interactions they want, not just dates.

As the game-master, you play a moderator of the app Space Date. You can help encourage interaction in the text channels by asking questions, pointing out pairs of people who they think might spark in an interesting way, or posting in-character polls and mini-games.

SAFETY

Players can always DM the game-master if something in the game makes them uncomfortable or upset. Please do not DM the game-master in character, so they know that any concerns are coming from the player, not the character.

To facilitate safety and comfort, we use flags to indicate what kinds of play we are comfortable with. We flag for interest in sexual play, romantic play, and prejudice play. (this can happen using roles in Discord or letters in the username.)

If players have boundaries they need to communicate to other players, we encourage everyone to send out-of-character DMs.

BRAIN-SEX

Brain-sex is a mechanic that is available for you to use in game, though you don't have to use it. In the fiction, it's a kind of virtual sex that works by the characters connecting their brains to their computers and forming a neurological link they can use to stimulate pleasurable sensations.

Out of game, the way it works is that you have to be on a voice or video call. First you take five deep breaths together, moving your hands with your breath to add a visual cue of the rhythm of your breath. Then you take turns saying one word that describes your feelings/experiences in that moment. Your words are not performative, but genuine; you are sharing your true perspective with the other person. When one of you is ready to stop, start humming. The other person joins in the humming and tries to match the sound as closely as they can. When both people are humming more or less the same note, the brain-sex is over.

DEVELOP YOUR CHARACTER

First, generate your character (<https://perchance.org/space-date/>). Refresh the page to generate a whole new character, or click on an individual trait to regenerate just one part of the character sheet.

Once you're satisfied with the result, answer these questions about your character.

1. What kind of person or experience is your character hoping to find on Space Date?
2. Have they used this app before, or dating apps in general? If they have, was it a disappointment they're hoping to turn around, or a great experience they want to repeat? If they haven't, are they excited or terrified?
3. What is your character's ship like? How have they been getting along with the other people on it? How has your character's space journey been going so far?

Before we play the game, go around your house and find some item that reminds you of your character, and either wear it or put it near or behind you so it is visible when you're in a video call.

ABOUT THE AUTHOR

July Pilowsky (any pronouns) is a Chilean-American larp designer and scientist. You can find zer other games at <https://larp.pilowsky.me> or <https://chaoticbutch.itch.io>.