

THE CROSSROADS SPACE STATION SWINGERS CLUB

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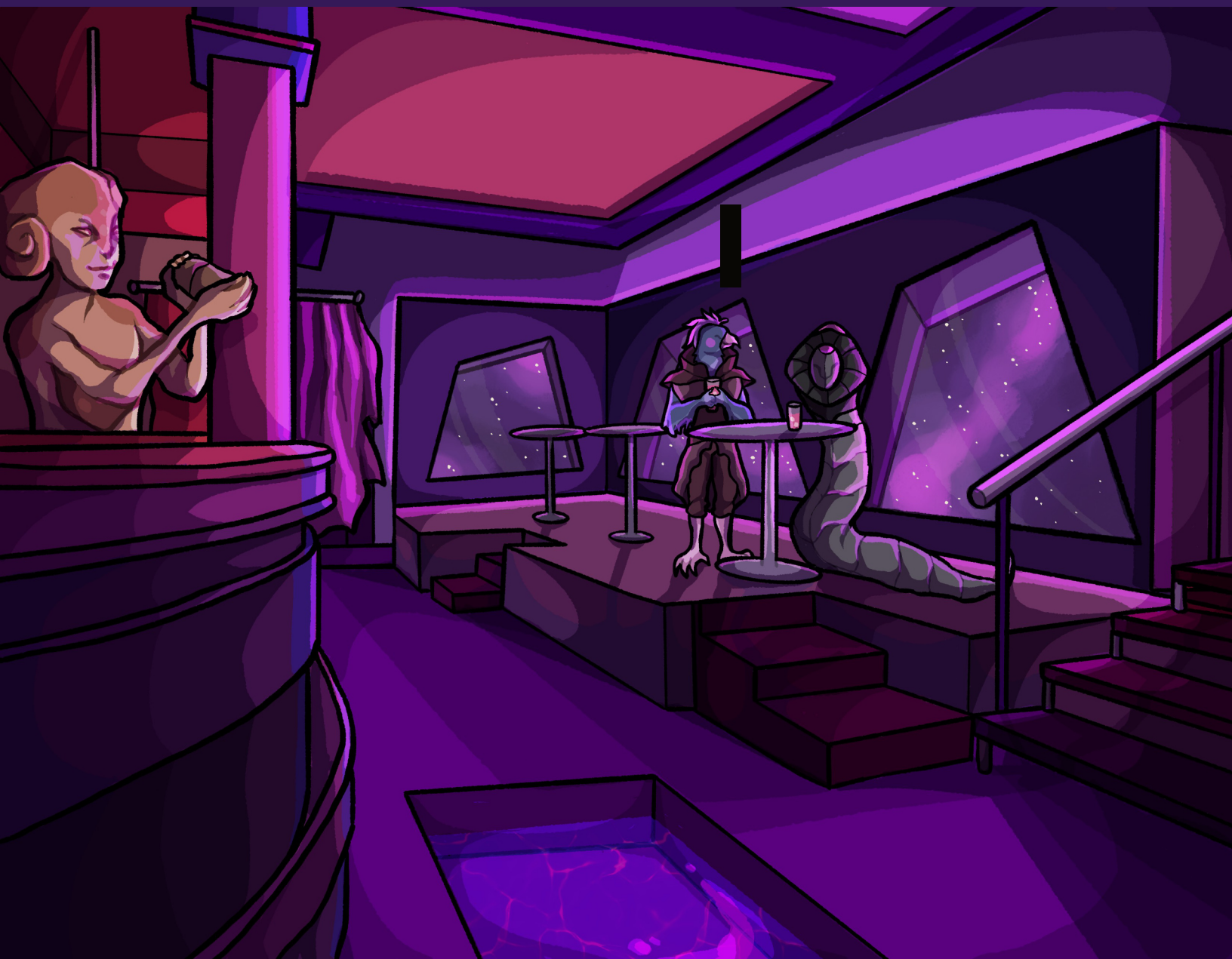


TABLE OF CONTENTS

Requirements	1
Summary	1
How Characters Work	2
Species Casting	
Character casting	
Character creation guide	2
If creating in advance	
If creating at the game	
Safety principles	3
Workshops	4
Game Structure	5
Act 1	
Act II	
Set design	6
Character creation sheet	7
Species	8
Credits	14

THE CROSSROADS SPACE STATION SWINGERS CLUB

Twenty-five years after First Contact, adventurous swingers of all species flock to Crossroads Space Station to boldly go where no swinger has gone before.

REQUIREMENTS

- 8 - 22 players
- Three hours
- Speaker (highly recommended)
- LED lights (recommended)
- Snacks (optional)
- Ribbons (optional)
- Body paint (optional)

SUMMARY

The Crossroads Space Station Swingers Club is a dramedy about first contact, sexual discovery, and interstellar conflict. The first act of the larp is a sex comedy, followed by a timeskip, and then a second act set amidst interstellar conflict where the tone gets more dramatic.

The various spacefaring species of the galaxy have only recently discovered one another's existence. One of the clauses in the fragile treaty that arose among the species established space stations in neutral space where everyone could meet, trade, and negotiate. Crossroads Space Station was founded twenty years ago as one of these neutral stations. The swingers club on Crossroads is only a few years old, and it's blazing new frontiers.

Everyone will play an alien in a couple or throuple at the swingers club. Each species of alien in the game has a different abstract mechanic to represent sex. In the fiction of the game, these mechanics are how these aliens have sex, and when aliens of different species get together in the swingers club, they have to figure out how sex is going to work despite their very different mechanics. Comedy ensues! In act 2 of the game, diplomatic relations among the species have broken down, and the neutral space stations are closing one by one, including Crossroads Space Station. What will you do at your last night at the swingers club?

HOW CHARACTERS WORK

SPECIES CASTING

Species can be cast at the door or in advance. This process must take into account which sex mechanics people will be comfortable with, and who they'd like as co-players in their core same-species relationship. If cast in advance, use a questionnaire that solicits touch boundaries and preferred co-players. If cast at the door, print out two or three copies of the Alien Species below, so each species is on a different slip of paper, and let people choose ones they're comfortable with.

If you are casting at the door, make sure to bring ribbons, food, utensils, and body paint so that all the sex mechanics can be used. If casting in advance, you can either bring these yourself or ask players to bring them. I recommend bringing food that is vegan, mess-free, and lacking in common allergens. Fruits have an interesting psychological component and good smell, and vegan marshmallows have a fun squishy texture.

CHARACTER CASTING

Characters can also be created in advance or at the door. Species casting must come first.

If creating characters in advance, have players go to the [random character generator](#) to generate character details. They can refresh the page if they don't like what they get, tap individual items on the character sheet to randomize just that item, or modify details to suit their preferences. I recommend that players copy/paste or take a screenshot of the character sheet once they're happy with it so they can refer back to it later.

If creating characters at the game, instead print out an appropriate number of copies of the Character Creation sheet below and provide writing instruments so people can fill it out.

CHARACTER CREATION GUIDE

IF CREATING IN ADVANCE

Once you have information about your species, it's time for you to generate your character. Go to <https://perchance.org/crossroads-swingers-club> and a sheet will be generated for you. If you don't like it, refresh the page and there will be a new one, or tap on one item on the character sheet to randomize that one in particular. If you do like it, then take a screenshot or copy/paste to save it for your reference. **You may also ignore anything on the generator you don't like and fill in the blanks yourself instead.**

When you talk to your co-players who are playing your characters' same-species partners, you may find that there are contradictions in the cultural practices on your sheets. Your species info sheet has names for characters and home communities within that species. In this case, pick different home communities that you are from; you have a cross-cultural relationship within your species. I also recommend holding off on picking a character name from your species info sheet until you can coordinate with your co-players; you don't want to all pick the same name!

You may also find that aspects of your character sheets seem to contradict your species. For example, your sex mechanic may have a strongly implied dom/sub element, but your character sheet says that you value equality and mutuality. Lean into these contradictions. They are very common in real-life sexuality, after all.

Character creation does not include gender. This is because all of these species are assumed to have genders that cannot be expressed in English, and will all use they/them pronouns. However, if you and your species-mates want to decide on a gender system particular to your species, you are welcome to.

IF CREATING AT THE GAME

Find the people playing characters of your same species and fill out your Character Creation sheets together. Refer to your species information for names you can use. Your characters are in a close relationship of some sort, so come up with combinations of characters that will be interesting to play off each other.

Character creation does not include gender. This is because all of these species are assumed to have genders that cannot be expressed in English, and will all use they/them pronouns. However, if you and your species-mates want to decide on a gender system particular to your species, you are welcome to.

SAFETY PRINCIPLES

Besides our specific safety gestures, this game has three broader safety principles.

The first principle is that we will only be playing consensual encounters in this game. There could certainly be consent issues due to power dynamics and secrets, but if another character says stop, your character must stop. If you would like an in-fiction reason for this, I will be in character as a safety monitor in the swingers club, and you may assume that do not suffer sexual assault to occur on premises.

The second principle follows from the first. Since your in-character "no" will always be respected, if there is a boundary that you have out of character, I encourage you to express it in character. For example, if you find out that someone's sex mechanic is tickling, and you hate being tickled, then your character can say, "Excuse me? You want to use your grasping tendrils to make me laugh and convulse? Not in a million years." Then take the scene from there, and figure out in character what to do instead.

If another player fails to respect your boundaries, please come to the game master team. We will take such violations very seriously.

The third safety principle is to always escalate slowly. If I suddenly slam someone against a wall, they have no chance to signal to me whether they're okay with it until it's already happened. But if I telegraph with my body language or my words that I'm going to slam someone against a wall, they have time to express whether they're okay with it or not.

WORKSHOPS

1. Read aloud the safety principles above.
2. Pair off all players into two lines about three feet apart. Before the exercise begins, have everyone check in with themselves about their boundaries, how their body feels, and what they're comfortable doing. After this self check in, tell one line that they can use two gestures to signal the other line: a "go away" hand gesture to get them to step back, and a "come hither" hand gesture to signal them closer. At any time, the line being controlled can use the thank you / namaste hand gesture to indicate 'thanks, but no thanks, I'm not doing that.'
3. Call stop and ask people to reflect to themselves on how it felt to be brought closer / shooed away, whether they respected their own boundaries and used the safety signals as needed.
4. Move one line one person down. This exercise will use the same hand gestures as before, but we will add the possibility of touch. The line doing the controlling should follow the "escalate slowly" principle when going in for a touch, so there is time for the other person to use the thank you gesture to stop it. Tell everyone that the thank you gesture can be combined with an instruction: "Please touch me here instead." Encourage people to refer to their body parts using pointing and "here" instead of saying "don't touch my hand" in order to preserve the fiction of alien bodies.
5. Again let everyone take a moment to reflect on how this exercise felt and how their boundaries feel right now.
6. In this game, we are talking about sex and roleplaying sex, which is awkward. Please find someone you don't know very well and talk to this person about an interesting kink that you've heard of. Do not call it weird, disgusting, or gross. Also, for the love of God, do not talk about whether you have or haven't tried the kink yourself. You may use the safety technique to calibrate this conversation. If it takes a turn you don't like, use the 'thanks but no thanks' gesture to indicate you don't want to talk about this anymore.
7. At this stage, if you haven't cast the species and/or characters in advance, this is the time for people to choose a species and make a character. Make sure there are no more than three people per species, so we don't have massive sprawling polycules at the start of game.
8. Please pair up with your species partner(s). The GM will go around and demonstrate how your sex mechanics work. Once you have been shown how to use it, play a flashback scene with your partner(s) about a time you had sex in the past, good or bad. While you wait for the GM to come to you, talk about the nature of your characters' relationship. Also, find someone from another species with whom you have some kind of long-distance or infrequent contact, such as:

- 8.1. Someone you read about on the news feeds
 - 8.2. A customer for your business
 - 8.3. An academic whose work you've read
 - 8.4. A diplomat who one of your local politicians has denounced
 - 8.5. Someone you've run into while you're working at the space station
9. Let players know that their sex mechanics can evolve over the course of the game. Come up with some examples, using mechanics that are not in the game, of how this could occur. For example: if your sex mechanic were blowing up a balloon until it pops, and you had a new lover who hates loud noises, then your sex mechanic could change so that you blow up the balloon and just hold it at maximum size until you run out of breath.

GAME STRUCTURE

ACT I

The first act should last approximately one hour (with some GM discretion.) GM team is encouraged to play as swingers club host NPCs.

The various spacefaring species in the galaxy have only recently discovered one another's existence. One of the clauses in the fragile treaty that arose was to establish space stations in neutral space where all species could meet, trade, and negotiate. Crossroads Space Station was one of these, founded twenty years ago. The swingers club is only a few years old, and it's blazing new frontiers.

ACT II

The break between acts should last about 20 minutes, and the second act should last approximately one hour (with GM discretion.)

In the intervening time, diplomatic relations among the alien species of the treaty have run into disagreements. The treaty is fragile, and neutral space stations are getting ready to shut down. Tonight is the last night of the Crossroads Space Station Swingers Club. How will you spend it?

Seek out your species-mates, and aliens you met in the last act, and decide what happened in the years since Act 1. Have you split with your partner, expanded to a throuple, shacked up with an alien, or something else?

Now, decide on your own why your character has come back to the last night of the swingers club on this soon-to-be-decommissioned neutral space station under the fraying treaty.

SET DESIGN

If you have access to programmable LED lights (which I highly recommend), light the play space in red and pink.

Divide the play space into a “play area” and a “cool-off” area that is in-game but a no-sex space. Real swingers clubs have this divide so people can cool off and talk in a place where no one is getting busy.

GMs can choose their own soundtrack, but here are some song suggestions:

“Cult of Dionysus” by The Orion Experience

“Slumber Party” by Ashnikko

“Italo Disco” by Lifelike

“Cherry” by Rina Sawayama

“Make Me Feel” by Janelle Monae

“Hallucinate” by Dua Lipa

“Welcome to the Pleasuredome” by Frankie Goes to Hollywood

“Sea Lion Woman” by Nina Simone

“Let’s Do It (Let’s Fall in Love)” by Ella Fitzgerald

“All Night Long” by Mississippi John Hurt

“Somos Anormales” by Residente

“Le Freak” by Chic

“Rasputin” by Boney M

“Invisible Light” by Scissor Sisters

“Let’s Groove” by Earth Wind & Fire

CHARACTER CREATION SHEET

What brings you to Crossroads Space Station?

What brings you to the swingers club?

A cultural practice you have that relates to sex and/or relationships:

A tradition in your culture:

SPECIES



ALTAIRI

Sex Mechanic: SHAG

The more passive partner/s lie down on their back, and the more active partner/s straddle their stomach area, leaving most of their weight on their feet if in a squat or on their knees. Partners engage each other with arms and hands. To disengage, the participants either get off the partner/s who are on the ground or the partner/s on the ground gently push the other participant away.

Costuming Suggestion

You are hyper-advanced robots of mysterious origin. Wear metals and smooth surfaces.

Choose a name for your character and the community they're from.

Character Names

Maliemi
Anfa
Selbre
Fulaini
Morieid

Community Names

Cuiliu o Ciabai
Eitadod
Diorta
Aimranioc



BARNARDINE

Sex Mechanic: Body Paint

Paint/draw on your partner's skin (or have them paint/draw on you) to represent sex.

Costuming Suggestion

You are plant people. Wear greens, browns, leaves, and flowers.

Choose a name for your character and the community they're from.

Character Names

Geidaro
Deiso
Keishan
Timani
Kadiyi

Community Names

Caruija Forest
Najida
Noburanjiru
Dajoshu



CAPELLAN

Sex Mechanic: Ribbon

Wind and pull a ribbon around your partner's hand and fingers, allowing the sensual feeling of ribbon on skin to represent sex.

Costuming Suggestion

You are very showy, like parrots or peacocks.

Choose a name for your character and the community they're from.

Character Names

Conoir
Lorie
Syfom
Orithí

Community Names

Tystír
Iothinber
Elitho



MARU

Sex Mechanic: Taste of Intimacy

Feed your partner (or be fed) using a hand or utensil.

Costuming Suggestion

Your people obscure your figures with loose clothing and many layers, often of clashing fabric.

Choose a name for your character and the community they're from.

Character Names

Dokea
Beke
Peatubu
Kloke
Tupiku

Community Names

Beakaia
Dlepleke
Piproeku
Tie Tepa



NYAMIEN

Sex Mechanic: Ars Savior

Touch each other's faces to represent sex.

Costuming Suggestion

Nyamien have exoskeletons, so cover up and armor yourself.

Choose a name for your character and the community they're from.

Character Names

Baqoun
Natheq
Meraad
Taashaath
Vitaar

Community Names

Vashe-qalab
Sata-qas
Saar-qame



PROCYON

Sex Mechanic: Ars Amandi

Participants face each other and touch each other on the shoulders, arms, and hands to represent sex.

Costuming Suggestion

Squishy, soft, fuzzy, nice to touch. Go with bare arms if you feel saucy!

Choose a name for your character and the community they're from.

Character Names

Zaldem
Baelzaer
Paergul
Zendun

Community Names

Kshr Kul
Tor Tshl
Kaergan Koir
Pem Gaer



RIGELLIAN

Sex Mechanic: Ars Rego

Player puts up a hand, signaling their partner to put up a mirroring hand. They move as if there is a straight line of fixed length connecting their palms, with the initiator leading the movement. The initiator makes a “come hither” gesture to shorten the line of connection. The initiator’s control continues until they drop their hand.

Costuming Suggestion

Ethereal, floaty beings. Think white, gold, silver, iridescence, gossamer, translucence, ruffles, capes.

Choose a name for your character and the community they’re from.

Character Names

Iseng
Sasim
Ayi’in
Ngutha
Eyitha

Community Names

Lakhao Ai Waho
Anan Khi Fi
Hao Wi’a Fi’i



SOLARII

Sex Mechanic: Ars Spiriti

Players put a hand on each other’s sternums (upper chest) and breathe together, leaning into each other or going faster or slower with their breath to represent sex.

Costuming Suggestion

Solarii are nocturnal ambush predators. Wear dark colors to blend into the darkness, and pointy bits to represent claws, blades, and teeth.

Choose a name for your character and the community they’re from.

Character Names

Prisech
Torj
Tetsur
Jem’uv
Ut’treb

Community Names

Mitkal Urkec
Ya Yadik
Ra Ajev Unt



TIANYI

Sex Mechanic: Ars Canto

The technique uses contact improv to represent sex. Players use a point of contact to share weight between them. Participants play with moving the point at which they make contact between their hands, arms, shoulders, back, and hips.

Costuming Suggestion

Wear form-fitting colors. Look sleek like a dolphin.

Choose a name for your character and the community they're from.

Character Names

Nako
Tasa
Lolawa
Kelo

Community Names

Lumupon Le
Totete Sa
Mesena Ne

CREDITS

The Crossroads Space Station Swingers Club is by July Pilowsky. The safety workshop took inspiration from consent workshops by Murry Echo. The cover art is by Arcthunderrz, and the species art is by Catie Rowley.

The following media inspired the larp:

- *Glamorous Night* (a larp by Jon Cole)
- *Mellan himmel och hav* (a larp by Eliot Wieslander and Katarina Björk)
- *Cien años de soledad* (a larp by Sarah Komášová, Lukáš Brychta, Tomáš Hampejs, and Katerina Morgain Holendová)
- *Witches of Ästad Farm* (a larp by Karin Edman and Alfild Thörner)
- *Pictures on Life* (a larp by Alyse Leung and Quinn D.)
- *Klassefesten* (a larp by Tyra Grasmø, Frida Sofie Jansen, and Trine Lise Lindahl)
- *Bjergtaget* (a larp by Maria and Jeppe Bergmann Hamming)
- *Stars in my Pocket Like Grains of Sand* (a book by Samuel R. Delany)

