

GREYLIGHT

2142

THE PRELUDE

Designpaper Version 1.0

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fractured reality
STUDIOS

Overview

It is the year 2142. The world has been taken over by greed and money - traditional nation states have crumbled and mega corporations have taken control. Every aspect of your life is controlled by them - if you work for one or not.

“Greylight 2142” is live action game set in a cyberpunk world, where you will experience oppression, greed, ambition and loss. In this world, magic has awakened and is real. Through genetic experiments mixed with uncaredful usage of magic, new races were created, which were so similar to Orcs and Elfs, that this is what they were called.

Androids - mindless humanoid robots - started to become sentient in an event called “the awakening”, causing questions about their rights and how they should be treated.

In the middle of this - the District GR-L8, called *Greylight* by its inhabitants - a small neighborhood on the edges of a megaplex. It is still owned operated by *the City* (a privatized entity), but rumours are that this is soon about to change. Apparently *Megacorp*, one of the largest and most influential corporations, makes a bid to buy the district wholesale.

Crime, Greed and Life is rampant here, with multiple groups fighting for control over the magical source and ultimately, the district.

About the game

In this game, you will be part of a thriving community in a Cyberpunk City District, where crime is rampant, and large corporations struggle for control.

You will feel what it is like to be oppressed or to oppress, and what it means to have one’s basic rights be stripped from oneself. You might experience what it is like to gain power, whatever the cost, and to find out just how much you are ready to give up to achieve your goals.

The game is a conflict-driven, drama heavy game in a modern larp style, that takes inspiration from cyberpunk worlds like *Shadowrun*, *Bright* and *Altered Carbon*.

Some characters are pre-written, while others are co-created - the playstyle itself focuses on social interaction rather than physical ones.

What do we Aim for?

Live action games are always a collaboration between us, the designers/writers and you, the participants. Hence we want you to know what we aim for with this game, what kind of world you will help create.

We want...

- A Game full of interesting, personal stories
- Experiences you will be able to share with others afterwards
- A rich world, which deals with themes of responsibility, oppression and racism

We do no want...

- A world where everything is black and white - there are no clear sides, and no huge conflicts between "good" and "evil"
- Stories which are about "winning" for the player and for the characters
- To have created an unsafe space for participants to be in.

The World

The world of Greylight 2142 is a classical Cyberpunk world - it is a hyper-capitalist dystopia in which much of what we know has broken down. By now, the state of the world is a fact of life for those living in it - many might be nostalgic about the past, but everyone knows that we will **never go back there**. Hence the game does not deal with themes of revolution against the system.

Races

Greylight 2142 is a game with strong fantasy elements. Genetic modification and technological advancement has led to a greater variety of species on the face of the earth. All of these will be part of the Experience and can be played

Humans

Still the majority species on the planet, humans can be found in every place, from junkies in the darkest corners of the street to CEOs in the highest echelons of global corporations. The majority of participants will be playing as humans.

Orcs



Attempts to genetically engineer the perfect worker have backfired and caused a huge wave of mutations throughout the general population.

They all share similar traits - skin discoloration (pathy, birthmarks, etc.), deformed facial features and super-human strength. They have been dubbed "Orcs"

Playing an orc, you will face severe oppression and racism - bar a few exceptions, they are mostly found in the lower classes. They form strong communities and have created their own culture and set of values.

Elves



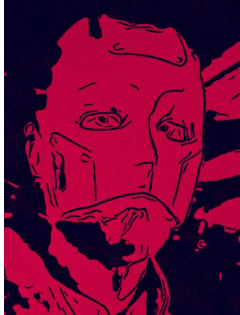
Where orcs were an accident, elves were created by the rich elite of the world to make themselves better and give them unlimited access to magic.

They have a natural "presence" and can easily influence people's minds, making them the perfect leaders.

The only thing which allows you to become an elf is wealth, power and influence - especially since they strongly curate who can enter their ranks nowadays.

As an elf, you will be on the dealing side of oppression and racism. They are highly competitive and egotistical, and all of them have a huge amount of power.

(Awakened) Androids



Androids are commonplace nowadays - they are used for simple work like cleaning, serving, maintenance, etc. that do not require sophisticated problem solving. They are humanoid in shape, though clearly visible as being robots.

In recent years, more and more androids have started to “awaken” - they are developing something akin to “emotions” and start to act independently from their programming.

Awakened androids have been given additional rights and can't be owned any more.

As a “Wake” you will experience being an outsider in the middle of a group. You will face prejudice but will also have a strong community around you.

Aesthetic

In this experience, we want to create a classic, vibrant Cyberpunk world. There will be black leather, Tech-Wear and augmentations as well as neon lights, punk style and street aesthetic. We want to create a world in which diversity is a fact of life and completely normalized - everyone has their own style and that is how it should be.

Inspirational Pinterest Boards: <https://www.pinterest.de/greylight2142/>

About Gender Expression and Sexualization

We want a world where everyone can be bad-ass. There are no clear roles or even rules for different genders and society has progressed to a point where what would be considered a liberal view nowadays is the norm. Therefore, your characters gender will pose no boundaries on how you express yourself in terms of costume.

Traditionally, classical Cyberpunk aesthetic is known for a hyper-sexualized aesthetic, especially of women. This is something we clearly do not want to be a theme at Greylight 2142. In our world, everyone can dress any way they want, and nobody will interpret any sexual intention into it. Please consider this when putting together your costume - aim for expressing your style and identity, not at appearing hot.

Furthermore - there is no defined beauty standard - everyone has their own style.

Technology

A cyberpunk world would be nothing without its technology.

In the experience, **Cyberspace**, the interactive space that followed the internet is represented by a Tablet/Smartphone app participants will get access to. Payment, messaging and news are all handled over this.

Cyberware (enhancement of one's own body) is common place in this world and can already be obtained pretty cheaply, whether its artificial limbs, ocular memory functions or enhanced taste buds.

You will be able to use Cyberware in your characters more or less freely (after contacting the organizers about its intended functionality)

A big technology in the game is the ability to **transfer and modify consciousnesses** - this technology is mainly used by the super rich to *extend their lives* by making backups and placing them into younger clones, but research is also done into more extensive modifications.

Justice and Security

In this world, borders have been replaced by "Zones of control" - most corporations have their own zones, some have zones within zones, others share zones or have additional restrictions put on them. Basically - it's a mess of responsibilities where often it is not clear who has what kind of jurisdiction where. The one's paying for this are usually the small people at the bottom of the feeding chain.

One big regulatory institution is the **Council of Athens** - a powerful organization where the *Big 7*, the world's largest corporations make sure no-one among them gains too much power and throws the world into chaos.

Responsible for "security" in the Greylight district is a private contractor, *Falcon Security*.

Most important though, for everyone personally, is their own **Personal Status** ("PS" or sometimes called "PISS") - it is based simply on how much wealth a person has and defines what corporations can do to you and which court is responsible for you.

There are five classes of rights:

- *Debtors* - can be force recruited to pay off their debt.
- *Denizens* - Can be immediately sentenced by security officers.
- *Citizens* - Have a right to some form of trial
- *A-Class Citizens* - Only to be trialled by the corporate court of Greylight.
- *Elite* - only to be trialed by the Council of Athens

Characters

Stories

Every character in this game has a story -- the story can be something personal, or it might be closely connected to the story of whatever group they are part of.

The focus of these stories is the relationships a character has - they are never stories of big change or influence over the world, but rather about their role and experience in it.

Character Types

There are two character types -- you have to choose those upon registration.

Pre-Written

These are characters with a complete character sheet. They have a fixed set of relationships and a richly defined background and motivations. These characters have a strong personal story.

Casting

When playing a pre-written character, you will receive a casting form where you can tell us about your desired playstyle -- we will send you a few different choices of character which you can then prioritize.

Co-Created

These characters are defined by you. We will send you a questionnaire to fill out, and then work together with you to bring them into our world. You will have full control over them. In that process we'll also try to connect you with some other characters.

For co-create characters, there is only a limited choice of races (mostly humans), but you can also sign up with a few friends to form your own group.

Groups in the Game

In this section, we give a **brief** description of the groups in the game -- you'll find more information on the website.

Corporations

Megacorp

One of the largest Corporations on the planet -- controlling everything from bank transactions to whole city blocks.

Iagatomi

Prime electronic manufacturer, known for the production of most of the worlds androids.

Everlife

Small local corporation focussing in CT Tech (Consciousness Transfer) as well as magical research.

Falcon Security

Biggest private security corp, got the contract for police services in the Greylight district.

Citizens

GL Citizens

Even in a place like this, people live -- these are the ones that don't want to give up their freedom for the promise of safety within corporate walls.

Freelancers

They don't necessarily live here, they might just be traveling through - they are the soldiers of fortune, the opportunists that try to find possibilities wherever they can.

Criminals

Orc Gangs

For orcs it can be hard to be accepted in the normal society, they often lean towards life of crime, and Greylight has a colorful display of different orc street gangs.

Chrome Marauders MC

Human, teched up, and proud of it. The Chrome Marauders are technophiles that can repair and build anything , as long as it's not an orc who's asking for it.

The Game

Act Structure

The game is structured into 3 Acts. You can use them to gauge the intensity of the game. There is also a maximum of violence and wounds that can be afflicted in each act (more in the mechanics about fighting)

The acts are marked by a short piece of music that will be played.

Schedule

Friday

- 14:00-17:00 - Check In
- 18:00 - 22:00 - Workshops
- 22:00 - 01:00 - Time In

Saturday

- 09:00 - Time-In
- 20:00 - Time-Out
- 21:00 - After-party

Sunday

- Traveling home

Safety

Safety is an important topic that allows us to enjoy this experience together. Everybody will need to do their part, these techniques should just help you with doing that. Before the game there will be a dedicated workshop to go through these as well.

Keywords

Cut!

This Keyword is used in emergency situations - when a situation is unsafe (physically or emotionally) it can be used to stop the game. If you hear someone yell "Cut" immediately stop the game.

Brake

This can be used in a scene to let the other participants know to back off. When hearing "Brake" do not escalate and try to wrap up the scene so the other person can recover.

Really, Really

This is used to tell someone an *offgame* message. For instance "I really, really need some food" (when you don't have enough credits) or "I really, really need to go to the toilet" (when someone tells you you can't leave)

Safe Room

There is a dedicated safe room on site. It will be pointed out to you during the tour of the location. You can use it any time to decompress during the game. There will always be someone from the team to talk to.

Alcohol

There is no real alcohol allowed during the game. All alcohol given to you will be some form of juice or colored water. Make sure to tell other players what it is you are giving them so they can react accordingly.

Mechanics

Drugs

There are two types of drugs in the world of Greylight:

Smog Vape

This is the poor metapersons drug -- processed by harvesting and refining the smog (at great danger to the one doing it) it is sold in small phials that contain one deep breath of the smog.

Effects: Smog Vape is a classical narcotic - taking it usually results in a state of increased adrenaline and excitement, where they have more energy, are way more than happy, might see things,...

Taking too much regularly leads to deadly overdoses. Some say smog vape can lead to a strong addiction, others say it's completely harmless.

Magcristal

Magcristal (or MACRIS) is the drug for the high and mighty (and rich), though usually preferred by elves. It is manufactured by finely stomping and refining Magic Crystals and is taken in by snorting it through the nose.

It is said that a lot of elves are addicted to the stuff.

Effects: The effects of MACRIS vary from user to user - some say it creates strong hallucinations, even to the point of giving the visions of the future, others say they were transported into another world.

It enhances the users senses beyond everything they can imagine - for magic users this includes their magical perceptibility.

Cyberware

Characters in the game can have cyberware body parts or implants - the effects for those are completely in the players hands, though super-human capabilities are almost impossible to obtain (if you are not part of the large military corporations)

If you want to use Cyberware with a specific effect - please let us know beforehand so we can work with you to make sure it fits into the game.

Maintenance and Cyberware rejection

Every cyberware needs regular maintenance - in the game, you should have it maintained at least once (especially for lower quality cyberware)

CRI (Cyberware Rejection Illness) is a bodily reaction to cyberware, which causes infection and can spread and cause further illness if untreated. CRI occurs in 10% of all high quality cyberware transplantations and nearly 70% of all low quality cyberware. It occurs in 99% of all transplantations if they are made in low hygienic facilities.

Galen Medical, the local clinic, patented a technology for a nanite paste greatly reducing its effects, which they sell for a low amount of credits.

Consciousness Transfer

One key technology of the world is the possibility to store and transfer consciousnesses. This is done with the CTD (Consciousness transfer device) - in the Greylight district, this business is handled by the *Everlife* Corporation.

The possibilities of the technology are:

- Regular backups of your current consciousness (requires expensive contract)
- Upload of consciousness in another body (overriding the previous consciousness)
- Upload of consciousness into a clone (requires **very** expensive contract)

With this technology, the rich and mighty have become more untouchable than ever before. It is used by most leadership roles in bigger corporations, as well as a safety net in security corporations.

Androids

Humanoid Robots (Androids or Artys) are a fact of life. They were mass-produced to execute basic functions that not a lot of people would want to do - serving in bars, picking up trash, loading jobs, transportation, etc. Of course, this doesn't mean that no humans would do these jobs any longer, just that they are really crapily paid now.

However, some 10 years back something happened. Androids started behaving outside of their programmed behavior, developing strange behavior patterns. The incidents were first covered up, but grew in numbers, and soon *Iagatomis Corps* customer relations department had to be extended to deal with the flood of complaints.

Androids were...*disobeying*. They were asking questions about why they should do a thing, who they are and what gives the humans the right to own them. There have even been some incidents of androids attacking their owners, and trying to flee. They were developing consciousness, which of course lead to a huge chaos many were returned to the corporation, some opted to stay in service with their former owners, and others just roamed the street, sometimes even acting like "normal" unawakened androids.

After some years of deliberation, the *Council of Athens* stepped in, decreeing the "Act for emancipation and rights for Awakened Entities", making it illegal worldwide to own awakened androids.

Just because it is illegal, does not mean it does not happen any more though. Androids still have it tough in a society of meat people, and they still need to get regular maintenance, a fact that *Iagatomi* is utilizing for further business opportunities.

Combat

In a game about conflict, there is no way we can get by without any fighting at all. However, we aim to not have large scale conflicts, but rather only short an intense outbursts of violence, as this can be used much better to tell stories.

Who wins?

Fighting in the game is never about winning or losing. It is always about telling a story and experiencing it. Any fight is always a collaboration between the participants - players are fair to each other, while also trying to have a cool experience and generate play for those around them.

Ranged

Guns are a big part of Cyberpunk culture, and our game should not be an exception. All Ranged Weapons are represented using modified NERF Shooter weapons with (ideally) luminescent Darts.

In the case of a shootout, hits should be played upon, giving audible feedback. However, the severity of each hit is completely up to the victim - going down after one shot is possible, but taking a few bullets is also an option, especially if the receiver is a heavily augmented person or a tough as nails orc.



Melee/Fistfights

Fistfights are a more complicated issue to get right, as the feedback of being hit or not is not as clear. Generally, players will be made aware that close quarter fights should be primarily conducted in a safe manner, using slow and cinematic movements rather than quick and strong ones.

In addition to that, we want to make sure a fistfight always has a good atmosphere, with one-on-one fights always draw spectators that make noise and support the fighters. The fighters can use this feedback to determine the winner as well -- if the crowd clearly favors one or the other, the fighters can use that to tell the story.

In addition to that players are encouraged to use offgame communication during a fight as well (for instance communicating while in a grapple)

Fistfights are a great way to let Cyberware shine too -- if facing an augmented opponent, non-augmented players know that they will very likely fail.

Generally:

Assault Rifles > Pistols > Cyberware > Edge Weapons > Blunt weapons > Fists



Magic

Some decades ago, magic awoke in the world, bringing many individuals powers beyond belief. The magic of the world comes from "*Magic Crystals*" that have grown out all over the world. Magic is taking away from the life force of the person doing it - most magic users need these crystals to utilize their powers and not just fall unconscious.

However - elves seem to be much more adept at magic - there never has been an elf without magical properties, and they do not need crystals to cast their magic.

Huge industries have sprung up around mining, processing and selling these magic crystals- from beauty products for elves over drugs to magically enhanced cybernetic implants.

In the game, when magic characters do magic, they will use special UV ink that will light up. There are several capabilities of magicians when they interact with you:

- *Zapping* - Rubs hands together and touches you.
- *Mind Control* - Touches you and says "You **want** to do XXX" (e.g. "...to hurt him")
- *Anima Control* - Touches you and says "You **feel** XXX" (e.g. "...very peaceful")
- *Body Control* - Touches you and says "You **need** to XXX" (e.g. "...stop using your legs")
- *Healing* - Places hands over the wound (might be with a magic crystal)

Death and Injury

In every kind of violent encounter, death an injury is a possibility. However, in a highly technological world such as this, everything can be healed within any time frame. This means that players can always decide if they want to play on an injury and its recuperation or if they want to use some magical or technological gizmo that allows them to heal almost instantly. Death on the other hand is a different matter - players are encouraged not to try to kill each other before the end of Act 2, and even then the victim always decides if they actually die or not. With technologies like cloning and consciousness transfer, earlier deaths are also very much a possibility that can happen.

Intimacy

Although we aim to create a version of a Cyberpunk world that does not focus as much on sex as traditional Cyberpunk does, relationships, romances and therefore intimacy will still be a part of the game.

Players should talk about borders with their ingame relationship partners, although some limits are being put into place for the whole game:

- Touching happens only on the outside of the body, up until the shoulders or face.
- The maximum kiss is a kiss on the cheek
- Hugging should be clearly signaled beforehand and can only happen with prior consent.