

The No-Fly List

A LARP/ARG about building conspiracy theories as a community

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Hello players of The No Fly List LARG, and welcome!

This is a Discord-based game based off of various online conspiracy theories. It is very strongly based on the experience of being a member of a conspiracy forum like [Project Camelot](#) or [QAnon](#) -- except with less egregious and dangerous bigotry. You will be given the pieces of the puzzle, and it's your job to figure it out and help others (within the game space) do so as well.

What is a LARG?

Jax smashed the terms **LARP** (Live Action Role Play) and **ARG** (Alternate Reality Game) together to make **LARG**. It's a Live Action/Alternate Reality Game. Since the game is based on the actual tactics used by groups like QAnon, we wanted to distinguish this as a game that uses similar tools but is entirely fictional. All of the conspiracies we come up with may be based on real events (i.e. the existence of billionaires, the building of a surveillance state, popularity contest governments, etc.), but at the end of the day, we are playing for fun and fiction.

Helpful Links

- The introductory QAnon Anonymous [podcast episode](#) (cw: discussion of far right conspiracy and jargon)
- [The Psychology of Conspiracy Theories](#) from the Association for Psychological Science
- [How And Why People Come Up With Conspiracy Theories](#) on NPR (cw: mentions of Epstein)
- [QAnon is suddenly everywhere - whether people realize it or not](#) by Bonnie Kristian for The Week

How do I play?

You can play a more ARG-style game (playing as yourself in an alternate reality) or a LARP-style game (playing as someone else in a reality very similar to our own). Make sure to change your Discord nickname to something that reflects your character's priorities and personality. You can build these on the fly, or do so in the #ooc channel.

Occasionally, you will receive "drops" in #the-no-fly-list. These drops will come from either an admin or a bot, which will usually have the nickname "?????". Drops will *always* be clearly labeled with the text "{Drop #xxxxx}" and may include text, pictures, etc.

The GMs *will not* tell you what these texts and accompanying media mean. And that's really the fun of conspiracy horror, isn't it? Getting to work together with other people to discover the secret knowledge? Work together with other players to find out what the drops mean, and how they connect to other drops. Be proud that you have your secret knowledge, and maybe even work towards a media blast.

The majority of play is based around the "drops" and the conclusions you come to. There is no wrong answer to this game. While the puzzles and drops are discrete, the larger conspiracy takes shape around what *you* pursue. There is no right answer. Your conspiracy is what you think it is.

Media Blast

Once you think you have a coherent grip on what's going on (or at least have an idea), you can choose to send a message to the media. Do this by messaging one of the GMs and summarize, in as much detail as possible, what you are telling (or attempting to tell) members of the press and how you're doing it.

You will see the results of your media blast in #the-no-fly-list, marked "[Media Update]".

Please Do!

- Come up with wild answers to the conspiracy theory and clues given, no matter how far-fetched. These will contribute to the conspiracy itself!
- Play a LARP character with a backstory, agenda, and beliefs different from your own.
- Play "alternate universe you" - basically your personality, but in a world where these drops are happening.
- Delve deep into cryptography and puzzle-solving to solve the more cryptic clues.
- Put your lines, veils, and roads in the lines, veils, and roads document (see below) and be clear when the theorizing or conspiracy itself treads upon your limits.
- Roleplay with other players. Be silly, be serious, have fun!
- Pull from real-world events. This game takes place in an alternate version of our world, so you're welcome to reference things that might be relevant.
- Feel free to drift in and out on your own time! This is a game with a 1:1 time ratio, so your character might be as busy as you are.

Please Do Not!

- Dox real people or places of business - any people mentioned will be famous, worth more than a billion dollars, and/or dead.
- Use actual racist, anti-semitic, or otherwise bigoted rhetoric or dogwhistles (these are common in conspiracy theories). See: dogwhistles and red flags to avoid.
- Involve anyone in the game who did not explicitly agree to be there. You can mention your family, your friends, etc, but unless they agreed to play, do not tag them into the game itself or engage in theorycrafting outside of the No-Fly List channels and documents.
- Take any IC disagreements OOC (unless someone is deliberately treading on one of your lines/veils)
- Argue with the GMs over a red flag
- Punish, harass, demean, insult, or otherwise treat other players badly for dropping in and out as they need to

Safety

We will be using three safety tools for this game: the OK Check-in, a modified version of Lines and Veils, and the Red Flag marker.

The **OK Check-in** is a LARP safety tool that uses hand signals. Since we are playing through text, we'll be using the emoji version of the hand signals instead.

To ask if someone is doing ok, @ them in the OOC channel and type an 🟡 symbol.

They can respond with one of the following:

👍: I'm ok!

👋: I'm not sure!

👎: I'm not doing ok and I need to stop!

Anything other than a thumbs up should be treated as the need for further check-in. If you give a hand-waggle or a thumbs-down, feel free to specify with your answer how you're feeling and why. You can also wait for further check-ins.

Please be honest and kind with each other. None of us are mind readers, and while you don't have to go into detail with what caused your issue, saying "I had an issue with this specific thing" would be really helpful!

Lines and Veils is a tabletop technique used to remove things from play entirely (lines) or keep them offscreen but present (veils). In addition, we will be using a third category called **Roads**. Roads are things you want to see explored in play and are willing to play out. Your GM will link you to a document for these.

GMs may issue a **red flag** if the conversation is going in an unsafe direction. This will be marked by an 🚩 emoji. Conspiracy theories and tropes can veer into problematic territory, and it's not always easy to understand what exactly is the problem unless you're versed in the relevant dogwhistles and coded language. If the story is too close to real-life conspiracy theories about marginalized people, a GM may issue the red flag as a signal that the conversation needs to go in a different direction.

You may message a GM if you feel that the theorizing, or the drops themselves, warrant a red flag. The 🚩 marker is GM-use only.

FOR EXAMPLE: If the players starts interpreting the clues in a way that leads them to talk about a race of secret Lizard People controlling the world economy, that would get a red flag due to heavy associations with real-life antisemitic tropes. Players should re-interpret the clues to carry the story in a different direction in that case.

Channel Guide

- #ooc: Character discussion, chitchat, and other out-of-character talk. Should have these rules pinned in a document.
- #safety: For OK Check-ins, red flags, and other safety issues. Should have the Lines/Veils/Roads document pinned.
- #no-fly-list: In-character discussion, drops, and conspiracy thinking.

Final Note

This is not a game about solving a puzzle with a definitive answer. This is a game about experiencing being drawn in by narrative thinking and becoming a conspiracy theorist who believes they have secret knowledge that the Mainstream Media™ won't give them. Don't worry about being right or figuring out the "real plot"! Whatever you come up with becomes the conspiracy.

GM Notes

Setup

- Create a Discord Server with the following channels: #ooc, #safety, and #no-fly-list as listed above.
- Create a Lines/Veils/Roads document and pin it in the #safety channel.
- Copypaste all of the rules above, from "Hello Players..." to "Channel Guide" and put them in a new document. Pin that document to the #ooc channel.
- **OPTIONAL:** Set up a bot ([Reminderbot](#) is a good one) to put out drops at set times.

Drops and Media Blasts

- Drops are your main interaction with the players. ALL drops should be labeled **{Drop #xxxxx}** -- your first drop is **Drop {#00001}** and so on.
- If you need to delete and redo a drop for any reason, make sure to explain to your players in #ooc that that's what you're doing. They may think it's part of the conspiracy otherwise.
- Your first couple of drops should be cryptic, spooky, and vague. Let the players build a narrative with the crumbs you give them.
- If you think the players are going in a direction with their conspiracy, follow that direction with your drops -- unless you need to drop a red flag (see [Safety](#)). Remember, your players are the mostly-ultimate arbiters of the conspiracy.
- Time moves at a 1:1 ratio in this game, so feel free to make drops at weird hours or have a pause in drops for days at a time.
- Occasionally players will message you with a Media Blast. Decide what happens (remember: these are conspiracy theorists going to the media!) and post the results in #no-fly-list tagged as **[Media Update]**.

Suggestions For Creating Drops

- **Puzzles:** [Vignere ciphers](#). Binary translations (especially [Binaryfuck](#)). Images that combine into a bigger image. Riddles. Reversed audio. Morse code. Audio messages that visualize as images. Coded logos.
- **Props:** Newspaper clippings (please try to keep these at least 5 years old or older). QR codes that lead to songs or images. Map coordinates. Tarot cards. Nostradamus's quatrains. Passages from the Bible, the I-Ching, or other religious/historical texts. Old radio clips.
- **Involved parties:** Elon Musk. Bill Gates. A malevolent AI (or AIs!). A sentient black hole. Starbucks. Procter and Gamble. Egregores or demigods of various concepts. Sentient war machines. Belgium. Dulce Base. Whatever caused the Dyatlov Pass Incident. The Bloop. The Higgs-Boson Particle. The Billionaire Boys Club.
- **Miscellaneous:** New views on historical events. Triangulation of coordinates. Ascension/Descent. Incoming robot awakening/apocalypse. Uplift of humanity. Money as a means of control. Buildings are alive.
- **RED FLAGS DO NOT USE:** "Globalists" or mentions of the banks conspiring (antisemitic), lizard people (antisemitic), adrenochrome or pedophilia (blood libel, takes agency away from survivors), "blood-suckers" or "baby-eaters" (antisemitic, blood libel), The New World Order (antisemitic, sometimes queerphobic), any mention of villains being hidden among refugees (anti-refugee), "superpredators" (antiblack), wet markets (anti-asian), "a real patriot" (xenophobic)