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Design Guide 2.0.

Gaetano Badalamenti heads toward the altar with a firm pace, like always. His wedding will join two of the most powerful mafiosi families from both sides of the Atlantic. The best of the best, la crema della Mafia, will be invited to the ceremony and the party afterwards will be remembered for decades. Singers, cinema starlets, producers, businessmen, even the aristocracy, all the caro amicos of the Badalamenti will attend, so dress in your best to join us for the wedding of the century.

"Till Mafia do us Part" is a larp set in the golden age of the Sicilian Mafia, seen through the glamourous lens of Hollywood. It's not the first time that Producciones Gorgona visits the whereabouts of the Badalamenti Family. This larp is the third installment of this thematic trilogy. In it, we have known the current affairs of them, in a larp called "Mafia", and in "Sicilia, 1923" we explored the early stages of the Mafia in Sicily, with a mix of the rich mythology, of the island. In the first larp we went for a realistic portray of the Mafia and for exploring the ruling machismo and how the gender roles shape or break everyone in it. In the second one we had an mythic origin approach, mixing the origins of the Badalamenti family, the Mafia and the myths of Sicily with the 20's political turmoil. In this third larp, the focus is glamour and golden memories, an idealized past that probably never was, instead of going for the gritty reality of a dangerous organization. This larp, like the two previous ones, is independent in story and structure, and there is no "right" order to play them, nor it is needed to know anything about the happenings in the other two. This is the story of a family, and for this occasion we will meet them during a 50's wedding, and we hope that you come to visit them with us in the second run of our most ambitious project!

Producciones Gorgona larp style is narrative-immersionist, without numeric gamist systems of rules. During the larp, our aim is that each and every of you take the leading role of your own personal story, and through an emotional trip that takes you to our idealized vision of the 50's Mafia. We will curate the immersion using the atmosphere, the music, the meals and the interaction with the rest of players. We will interact with you using npcs that will add drama and events during the larp, and you will have your own personal character, with a written background that will link it with other characters and the events that will unfold during the weekend.

he main event of the larp is a wedding in the 50's, and when we say dress your best, we mean it. This will require some wardrobe effort from the players, and we will do our best to guide you with documents and advice to add to the visual impact of the scenes. We have a Costume Guide and a Pinterest in the making to help you from the start, and enough information about your character will be given months in advance to let you as much time as you need for the preparations. We also want to highlight that this is by no means a reenactment, and we will not enforce a dress code, we just don't want any of your characters embarrassing themselves, jeans are not appropriate for such a wedding!

### Practicals and credits

40 player spots

Dates: 29th april-1st May 2022

Genre: Mob drama

Place: Molino Galán (Alborache, Valencia)

Standard Price: 250€

Directed and produced by Mirella Machancoses and José Fabregat

Script by Mirella Machancoses, José Fabregat, Al Burton and Daniel Tordera.

Video and additional help by Elena Cacahuete. Catered by Andrea Machancoses '





# What does the price tag include?

- Lodgement in a double or 4 people room, all of them inside a beautiful country house
- Meals from Friday dinner until Sunday breakfast
- A wonderful wedding banquet
- Wine and refreshments
- A vintage car for the photocall
- A concert from a jazz band

### Sign up process:

The sign up process will be in two steps:

- On November the 23th at 20:00 we will make available a small form (no more than 2 minutes to fill) that will guarantee the spot on a first come first served basis. You will receive an email confirmation if you have secured a spot.
- When you receive the confirmation email, you will have a week to pay 50€ for the reservation (or full price, which will make us happier) and fill a longer form that will be attached on our confirmation email.
- Once the second step is done and the payment confirmed you will have secured the spot. If a week passes without receiving both the form and the payment, you will be notified that you have lost it and the spot will become again available.
- After the sign up we will make the list of assistants to every participant for flagging. If for this reason a player is refused their spot, the payment will be reimbursed in full, including reservation.

# Payments and reimbursements:

- The larp can be paid in full or split in reservation and rest.
- Reservation payment is 50€, that will not be reimbursed in any case. The rest will be reimbursed if cancel happens a month in advance of the larp and provided that the spot is covered. A spot can be transferred, but the substitute can be rejected on security grounds. If the casting has already happened, the substitute will be assigned the same character.
- Full payment must happen before March 15th 2022.

### Style and rules

Without following a particular set of tags, as there is no common accepted one in Spain yet, we are proposing a set of bullet points that describe our general way of larping in Producciones Gorgona and for this event in particular.

- **What you see is what you get / 360°:** We aim to no less than having a full 360° immersion. The only exceptions will be for safety reasons, i.e. weapons.
- Violence simulation: Violence is not the focus point of this larp, even mobs can relax during a wedding, right? However, just in case, and given that thugs will be thugs after all, violence could happen. We aim for a theatrical treatment of violence, both armed or unarmed. Brawls, knife fights, etc. will be acted out. The wounds and effects upon each character will be decided by the player. We will conduct a dedicated workshop about this fights, both to give some advice on how solve this situations and to give examples to follow during the larp, and also to work on consensus and limits.

Guns may require explanation, but the treatment will be the same. When a gun is fired, it's up to the player to decide if his character is wounded, and how badly. Of course, we know that the player will take into account the scene, distance, and dramatic timing of the event to decide. A quick example of what do we mean is that a gunfight at the start of the event, from a distance, should not end up with anyone seriously wounded, as it would be against the drama of the story, however, a shot in the head to a traitor at the end of the larp will probably end with him dead, or with permanent brain injury.



- Safety words: In some circumstances, some words that trigger out-of-character reactions are needed. To avoid language trouble, we have decided to adapt latin words and use them for everyone, we will make sure that we agree on a common pronunciation during the briefing.
  - **Emergencia**: If someone shouts "Emergencia" the larp stops immediately. It is meant for real physical danger for a player or collaborator. Once the danger is sorted out, the larp will continue. This should be used only for real emergencies.
  - **Detentum**: The purpose of this word is to let know the people in your scene that your limits have been reached, or are about to be reached. It's a way of asking extra diegetically the other players to play down their act towards you. It can be used for any kind of limit, and it does not need to be explained. It can be used by any attendant, either player, collaborator or organizer, at any point, and we ask everyone to accept it without question, in a "No is no" way.
    - It is not meant to end the scene, and it can be used as much as needed. It is the only mechanic for consent and limits in the larp, and we will work on it during the previous workshops to be sure that everyone understands it.
    - If the scene does not allow you, as the player, to speak, two sharp taps will have the same meaning.

- Characters: The organization team will create all the character's background, psychology and relationships in advance. The role casting will be assigned by the directors after careful evaluation of the applying forms. We cannot overstate how important it is for us that you give us as much information as you are able to in this forms, as it is an important creation tool for us. After notifying the role cast, we will send to each of the players a brief pitch of the character with some costume suggestions.



The full background and character sheet, with prewritten relationships will be sent to the players two months in advance of the larp, as we want to give the players enough time to build their characters. Following the pitch of the character, and before the full sheet is written and sent, we will be in contact with the players to discuss about their point of view of the character, and add, if it is possible, details to the character from this conversations. However, we kindly ask for understanding if this does not happen, because we could have our reasons to keep it as it is, and we may not be able to explain why until after the larp.

This larp allows no kind of transparency in advance. The information of each character is for the player's eyes only, and we ask you that it remains so until the end of the event.

### Gender treatment in this larp

We are aware of the complexity of portraying gender in a larp, as well as the simplification of reducing it to binary. However, given the time and feel we want to portray (50's Mafia as seen through Hollywood), all characters will be male or female exclusively.

Even if the social structure of Mafia is strongly sexist, in this larp this will be treated in a lighter way, as we don't want to close some aspects of the larps to the females. As the focus of the larp is not the social sexism, there will be several female roles that would not be historically possible, specially, there would be several female characters in male gender roles, as full members of the Mafia. These female characters in male gender roles will be different from female characters in female gender roles in background, clothes and attitude.

We are also open, during casting, to assign a character with a gender different to the person playing it. This assignment will be taking into account the applying form, that will add specific questions about gender. This can happen both for male or female characters. In these cases, we will ask for an extra effort in costume and make-up.

### The language

After the success that Gorgona had in collaboration with the Blue Flame project and the first run of Hasta que la Mafia nos Separe ('Til Mafia do us part), we think that it's worth it to remain open to international players. With that in mind, in this larp two languages will coexist, English and Spanish.

Spanish will represent Italian, and English will be the American language. Any character can speak one, the other or both, and each player language skills will be taken into account during design.

Diegetically, there will be characters coming from USA, as friends and family of the bride or his godfather, Lucky Luciano: and Sicilian locals, either from the Badalamenti family or their guests. It is perfectly ok for any character, and player, to speak only one of the two languages.

# The larp

Player reception will start on Friday 10th of February, from 5 to 7 pm. At 8pm, workshops will start with everyone ready and in costume. After the workshops, the larp will start and it will be non stop until late Saturday night.







## Costume guide

The 5Os are a great moment for fashion history. After the shortage of fabric due to the IIWW typical of the 4Os, the 5Os are glamour and luxury. In America, fashion will be accessible to more social classes, which will try to emulate the Hollywood stars. In Italy, the changes came little by little, but they become to be part of the cities.



### Femenin Fashion

Even more-traditional Sicilian women won't dress in the latest Hollywood fashion, in this larp we consider the movie's aesthetics preferable to the historical realism. That's why we invite you to follow our guidelines, adapting them for our character, but with the glamour always in your minds. Do not forget that we are in a wedding.

In any case, we recommend two outfits, one for day and other for the night, even this is not compulsory. The larp will begin with the guest's reception the night before, and a little hen/stag party in common, similar to the royal families tradition. The second day in the morning will be dedicated to outdoors or quiet indoors activities. Saturday afternoon will be the moment to prepare for the big white wedding that will be that evening.

Women in the 50s used to wear clothes that enhance the feminine curves. There are two main silhouettes: Dior's and pencil's.







**Dior's** silhouette is characterized by full round skirts, hollow out by petticoats and, mainly in the night, by crinolines. Women's waist line is slim, and the body, tailored.

The second kind of silhouette is the **pencil skirt**. The bodies are very similar, but, instead of a big skirt, we find a stretch one, that denotes the hips and legs of the women. It is a much more audacious outfit.







### Here you can see the differences between both styles



And, for first time, the pants weren't a taboo.

# 1950s Fashion

### Ladies Fashion











You should not forget, of the hole range of complements: shoes, gloves and hats. The hats could be of many different shapes and sizes, from the little pillbox to the big pictures hats.



### Men's Fashion

Inside the men's fashion, there are differences between the characters. While the young men and americans will wear a modern and daring style, the old ones and the sicilians will remain stuck in a more old-school style. For the moment of the wedding, everyone should wear suit, but with some differences.

50's suits were baggy, in straight shape - Slim fit is something from the past that would come back later. Suits fabric will be in grey, blue, black or brown, been the black one more suitable for the ceremony. Old people will have one-colour suits while the younger could try stripes and checks in lighter and brighter fabrics. In the same way, the most modern ones will left their vest away, using the two pieces suit.











Basic complements that can't be missing with suits are ties and hats. Decorating the chest and around the neck, ties used to be plain, striped or in a discreet pattern. The bow tie is a good alternative for the tie.

In hat matters, the king of 50's hats was the Fedora, with wide or short wing, with high or low crown. Alternatively to the hat, there is the possibility of using an Irish cap.

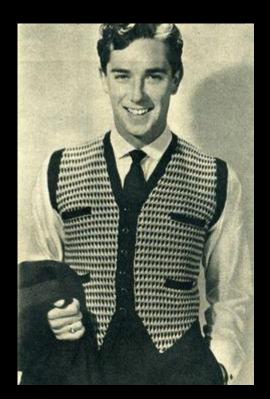








Outside the ceremony, while the oldest also wear suits in more informal colours, the youngests will use plaid shirts or basic t-shirts with leather or suede windbreakers and the popular cardigans.



It's always a good idea to remember the advices of one of the bigger gallants of that decade, Frank Sinatra, for dressing in a conservative mood:



"No brown, white, grey or blue after the sun goes down unless it's midnight blue. After dark, men should wear black."

"When dressing formally, a vest is better than a cummerbund.",

"Wear a pocket square that is perfectly folded."

"For me, a tuxedo is a way of life. When an invitation says black tie optional, it is always safer to wear black tie. My basic rules are to have shirt cuffs extended half an inch from the jacket sleeve. Trousers should break just above the shoe. Try not to sit down because it wrinkles the pants. If you have to sit, don't cross your legs."