



LARP CREATION REVIEWS & PORTFOLIO



SOME STATS



PROJECTS

50+

GENRES

FANTASY, SCI-FI, HORROR, COMEDY,
ROMANCE, NOIR, SUPERHERO,
DETECTIVE, DRAMA, SATIRE

TYPES OF GAMES

4-HOURS GAMES, DAY-LONG GAMES,
WEEKEND-LONG GAMES, 3 DAYS-LONG GAMES
INDOOR, CITY, OUTDOOR

TYPES OF WORK DONE

PLOTTING, CHARACTER DEVELOPMENT,
CASTING, ORGANISATIONAL, MASTERING
ON THE PREMISE, GAME MECHANICS
DEVELOPMENT

SOME STATS

USED IP (NUMBER
OF GAMES DONE
OR PLANNED 4
THE FUTURE)

MAJOR GROM (2), TWILIGHT (1),
AMBRELLA ACADEMY (2),
THE WITCHER (3) (1), HARRY POTTER (6),
DRAGON AGE (1), SHADOWHUNTERS (9) (2),
STRANGER THINGS (1), GOOD OMENS (1),
GRIMM (1), HALESTROM (1), LIAR GAME (1),
MARVEL COMICS (8) (2), DC COMICS (1),
SAILOR MOON (1), STAR TREK (1),
STARFIGHTER (1), SHADOW & BONE (1) (1),
DOGMA (1), ONCE UPON A TIME (2),
MOZART OPERA ROCK (1),
CYBERPUNK 2077 (1), ORIGINAL (1) (1),
MIXED (1)

SOME RECENT REVIEWS



NOEL LINDEN, PLAYER

<https://www.linkedin.com/in/noel-linden/>

I've taken part in a bunch of your LARP games, and one thing's for sure – she got her own unique style. Alena's games stand out because they blend storytelling and character development in a new way. What's cool is that when I've played in Alena's games based on shows (like OUAT or Shadow and Bone), it felt like I was right there in the show's world. It's clear she's super passionate about the little details and she shows a lot of love and respect for the source material that inspires her. Alena manages to keep the vibe of these IP worlds intact while adding her own creative spin, and that's what I consider to be of a great value.

What makes Alena really stand out is how she's not afraid to shake things up with surprising plot twists and fresh ideas. While many folks expect authors to stick to the same old formulas, she's got the guts to be yourself and break the mold. I think that bold approach adds a ton of excitement to her games. Keep it up – your work is awesome!



TATIANA KRASNOVA, PLAYER & GAME HELPER

I've been to many of Alena's projects, and I've seen how one of the games was created from the inside (helped her to organize it) – and every time I'm amazed by the scale of the work done. I simply cannot imagine how so many storylines are intertwined in one person's head, animating entire worlds and universes.

Not only are there a lot of them, but they are also incredibly interesting, you can't help but feel like the hero of a book with the most unexpected twists. In such stories, every hero is important, everyone has a full-fledged story, all the minor characters are actually the main characters, and this is a separate joy. For characters in live-action games, Alena usually writes goals and objectives in quests, but even regardless of whether they are written separately or not, they are always present. Each character is needed for some reason, not for the sake of background, they are all parts of common stories. She is especially great at writing atmospheric fairy tales, detective stories and political stories, it seems to me.

And then it's not scary to play her games, make "mistakes" or "do something wrong", because the story will be good in any case. I would also like to separately note Alena's crazy efficiency and high level of self-organization. No missed deadlines – everything is always ready in advance, and everything is clearly and conveniently designed. Working, playing and interacting is always a joy.

SOME RECENT REVIEWS



POLINA LETO, PLAYER

<https://www.linkedin.com/in/polina-lleto/>

I can say with a hundred percent certainty that Alena is the game master who can make an interesting LARP out of anything. She has a thousand original stories even in settings where it seems like the whole story has already been told and squeezed out to the end.

But even if you know the original story perfectly, you never know what might be waiting for you in the game, and there will definitely be plenty to do, you'll have probably not even enough time if you want to take it in all the lines. It's the same with those settings where it's not very clear how it can all fit into LARP, the plot, the personal stories of the characters – everything will definitely come to life if this wizard takes over.

Even the game mechanics fit into the narrative in a way that doesn't take you out of the atmosphere and matches the spirit of the narrative.

In the process, your character, living the story written for them, can experience a very rich range of emotions and worries, from fun and pleasure to drama and despair. Sometimes you'll be crushed to crumbs, laughing or sobbing for real, and afterward, you'll invariably want more and more.



KIRANA JONIKE, PLAYER & GAME HELPER

I really like how she works with original (canonical) materials, absolutely and completely preserving the atmosphere of the world, while the players are in the dark about plot twists. It's always interesting how the game will end in an unpredictable way.

Also, her casting is always great. She provides reasonably voluminous and clear questionnaires, as well as a thorough discussion of characters with players. As a result, it allows players to literally embody the character. When interacting with other players, a feeling of maximum immersion is created.

SOME RECENT REVIEWS



DORIAN, PLAYER

https://instagram.com/way_in.side

I've participated in various games by this master, and time after time I've been amazed by her deep work not only on the characters, the connections between them and their past, but also on the emotions the players were immersed in. That special ability to "hook and pull" emotions from the subconscious of the participants, I think. You could always come to Alena with questions, clarify the character's motivation, and even relieve anxiety. :)

The work with reinterpretation of canonical plots also deserves special attention. Former friends now sworn enemies? Easy. A change of universe? No problem. Jump to the future? Already there. The imagination of this Master cannot be stopped.

And, importantly, Alena continues to develop as a professional. She is an attentive LARP master who listens to her players and is not afraid of bold decisions or to make a mistake.



DINA BOGDANOVA, GAME HELPER

<https://www.facebook.com/dina.lio.35>

I have worked with Alena many times. She always strives to try something new, unusual, break the usual boundaries, and use innovative methods. She knows exactly what she wants but is open to collaboration with everyone she works with. It wasn't always easy for me to understand her vision and train of thought, but we always found compromises somehow, because she trusted those she worked with. Alena always chooses challenging motifs, skillfully combining popular clichés and innovative ideas. Working with her was great, and I think I learned a lot from her.

SOME RECENT REVIEWS



SELENA NIKITINA, PLAYER & GAME HELPER

<https://www.instagram.com/dzeiy/>

I had a great experience participating in games set by Alena. When applying for her projects, I always knew that I would be given a clear character profile with a detailed description of the character's background, touching on his motivations and desires, as well as a list of approximate goals for the game that the character might have. This list is not mandatory, but for some players, including myself, it is very useful and helps, at least, to rock up and jump into the world of the game, rather than getting lost and looking for the first couple of hours, what to do. The tasks set in the questionnaire hint at quests and smoothly lead to them – and quests make the game more interesting and meaningful, and fit the character into the general framework of the story, which Alena always did very well: no character was left without attention, each had its own function, its own role and each was in its own way an important link in the story.

I would like to note that Alena made games of different scales and in different genres, and I can't say that any particular genre was better than the others, and some genre was not at all successful: all the projects I took part in were interesting and fascinating with the same success. To tell you the truth, I missed her projects a couple of months after she moved out of our city!

I was lucky enough to be a part of the game-technical team under Alena's guidance a couple of times: the first time it was a project of a city-town game – such type of games, which in principle are difficult to supervise and organize because they are a united "quest room" of the size of a whole district of a real city, where locations and characters can be scattered in different parts of it, and one office party game. On the first project, I really liked the way Alena clearly and understandably described the lore of the world, the specifics and details of the quests, and provided all possible solutions and developments, so that the game-technical team could quickly respond to the requests of players, without disturbing the master himself without absolute necessity. In addition, we had clear timing and at each location, at the designated time of its work, there was a responsible person, as well as a constantly on-duty online game technician, ready to answer any questions from players and chip them requests/rituals and so on. This communication with the players allowed us to see the whole picture of what was going on at once, despite how players were scattered over a vast area (no comparison to cottage games).

Instructions, clearly defined quests and storyline, timings and organization of the game-technical team on this project were above all praise: such clear and well thought-out game-technical and organizational part I have not met any other project from other masters. As for my participation in the second project: all the pluses listed earlier were not lost at all with the reduction of the game duration and the change of its format. Interesting quests for players, an opportunity to diversify leisure time, a quest for future professional activity with exciting creative tasks... It was obvious that the players get everything from the game, but it was interesting for me as a player-technician to watch them and take part in clearly timed events.

SOME RECENT REVIEWS



TRISHA, PLAYER & GAME HELPER

I have participated in various projects based on famous franchises both as a player and as a game technician.

Alena has her own style of story creation, and after several projects it becomes recognizable. She masterfully interweaves details from different sources to flesh out a character's journey but still maintains a set character and logic of actions.

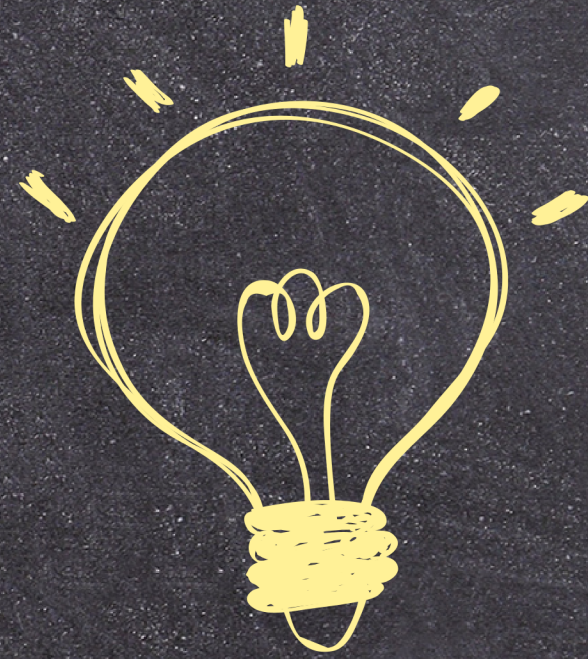
Also, she always listened to the players and created the story with their wishes in mind, but she still made it bright and interesting, so that the character had several paths of development, not just the one determined by the original plot of the movie/series. Complicated decisions can change a personal story in a dramatic way – that's one of the hallmarks, and that's what made Alena's projects so appealing. The stories of her characters, if we played together, and the characters she created for others inspired to take risks and unexpected decisions, thus creating a new story.

The objectives as a game-technician are always clearly defined, with even the game-technician characters seeming fleshed out and not just a function for new plot twists and goal achievement.



DOROTHY, PLAYER

I've played several of Alena's games based on famous TV series and with her as a player creating her own story. Alena's approach is different in that: for each character, she tries to add details so that it is not flat, adds events, and story twists, where you can always see how characters and characters develop. Alena's games have always been interesting with unexpected twists and turns, difficult choices, and filler stories. Alena really developed her own style over the years, but she's also always been responsive to criticism and co-creation with people from her projects. It was always fun to interact with her, and if we played together, she was not afraid to experiment and inspired other people to try new techniques.



EXAMPLES OF GAMES

DOGMA

PLAYERS

25

YEAR DONE

2013

TYPE & GENRE

DAY LONG,
COMEDY, SATIRE

WORK DONE

TURNKEY, BASED ON IP (FILM)



AVENGERS ASSEMBLE. APOCALYPSE

PLAYERS

120

YEAR DONE

2016

TYPE & GENRE

WEEKEND LONG, SCI-FI, DRAMA,
SUPERHERO

WORK DONE

TURNKEY, BASED ON
IP (MARVEL COMICS)



X-MEN. HOUSE OF M

PLAYERS

30

YEAR DONE

2017

TYPE & GENRE

WEEKEND LONG,
FANTASY, DRAMA,
ROMANCE, SUPERHERO

WORK DONE

TURNKEY, BASED ON IP
(X-MEN COMICS)



STARFIGHTER. GAME OVER

PLAYERS 30

YEAR DONE 2018

TYPE & GENRE

WEEKEND LONG, HORROR, SCI-FI,
DRAMA, ROMANCE

WORK DONE TURNKEY,
BASED ON IP



SHADOWHUNTERS

LEX MALLA LEX NULLA

PLAYERS 30

YEAR DONE 2018

TYPE & GENRE

DAY LONG, FANTASY, HORROR
DRAMA, ROMANCE, DETECTIVE

WORK DONE TURNKEY,
BASED ON IP



HARRY POTTER. TERMINUS EST

PLAYERS

40

YEAR DONE

2019

TYPE & GENRE

WEEKEND LONG, FANTASY,
DRAMA, ROMANCE

WORK DONE

TURNKEY,
BASED ON IP



ONCE UPON A TIME

PLAYERS

30

YEAR DONE

2021

TYPE & GENRE

3 DAYS LONG CITY GAME,
FANTASY, DRAMA,
ROMANCE, DETECTIVE

WORK DONE

TURNKEY, BASED ON IP (OUAT-SERIES)



THE WITCHER CRUEL FAIRYTALES

PLAYERS

30 X2

YEAR DONE

2021, 2022

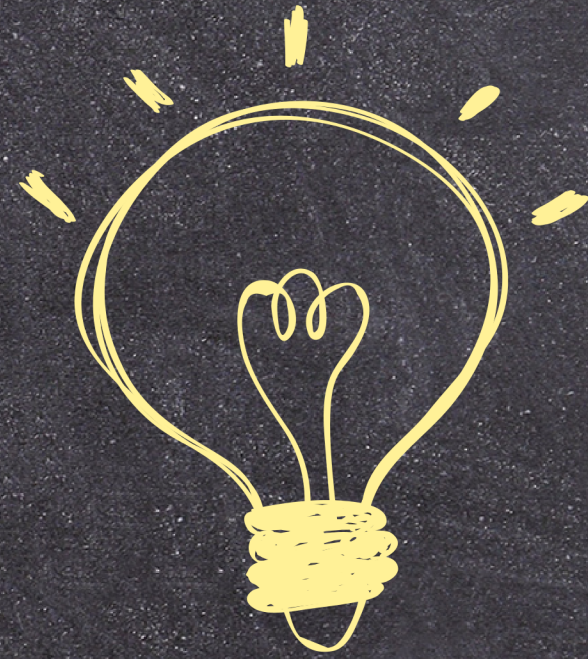
TYPE & GENRE

DAY LONG, FANTASY, DETECTIVE,
DRAMA, ROMANCE

WORK DONE

TURNKEY, BASED ON IP





MISC & PROPS

MORE THAN SCENARIOS

DESIGN

LOGOS, POSTERS, STRIPES,
BANNERS, CHARACTERS
PASSPORTS, BATTLE
CARDS, MISC



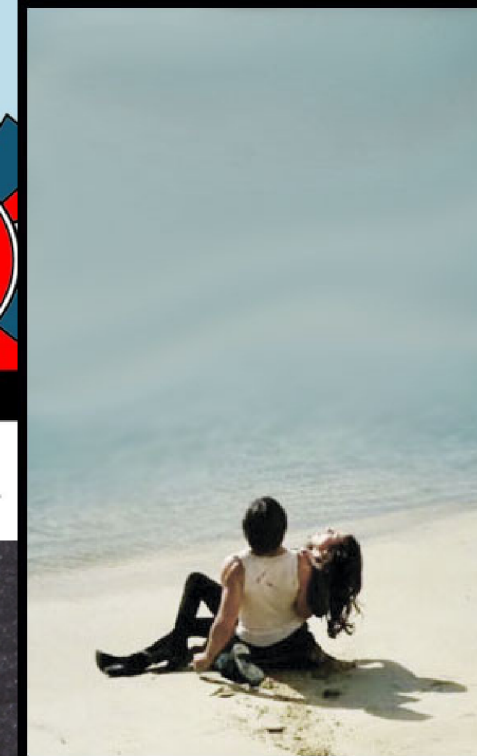
EVERYBODY
WANTS TO
BE A HERO

EVERYBODY
CAN BECOME
ONE. LIKE ME.

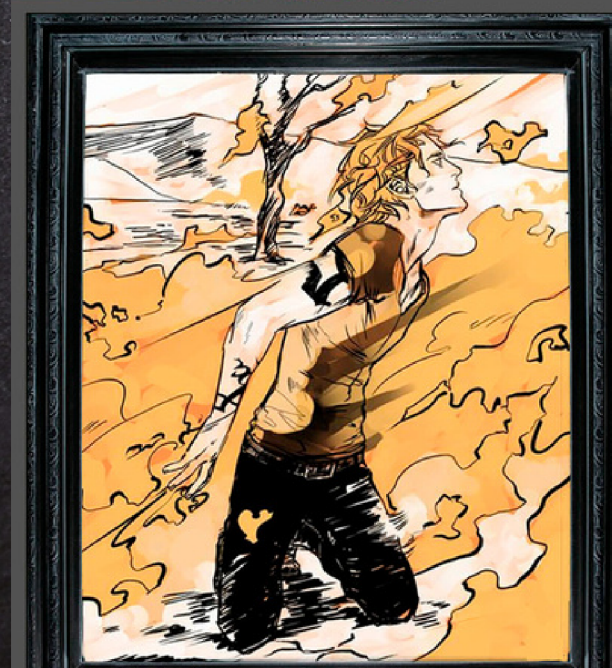
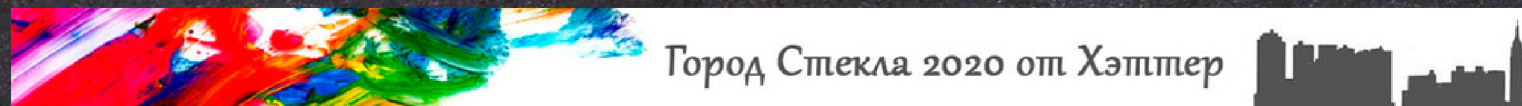
VOTE PHIL COULSON

Devoted hero with no super powers.

THEY VOTE COULSON!



ОДНОРАЗОВЫЙ
Побег из боя



Джейс Вейланд

нефилм

Игротехнически: носитель доп. Ангельской крови

Силы и способности

Общезвестные руны

Парабатай-ритуал

Свадебный ритуал

Ритуал лишения рун

Закрытая способность Джейс Вейланд

(игротехнически - если на Джейсе был проведен определенный ритуал - подходим к игротеху и получаем доп. способность).

Особенности расы

MORE THAN SCENARIOS

DESIGN

LOGOS, POSTERS, STRIPES,
BANNERS, CHARACTERS
PASSPORTS, BATTLE
CARDS, MISC

ЛОКИ   

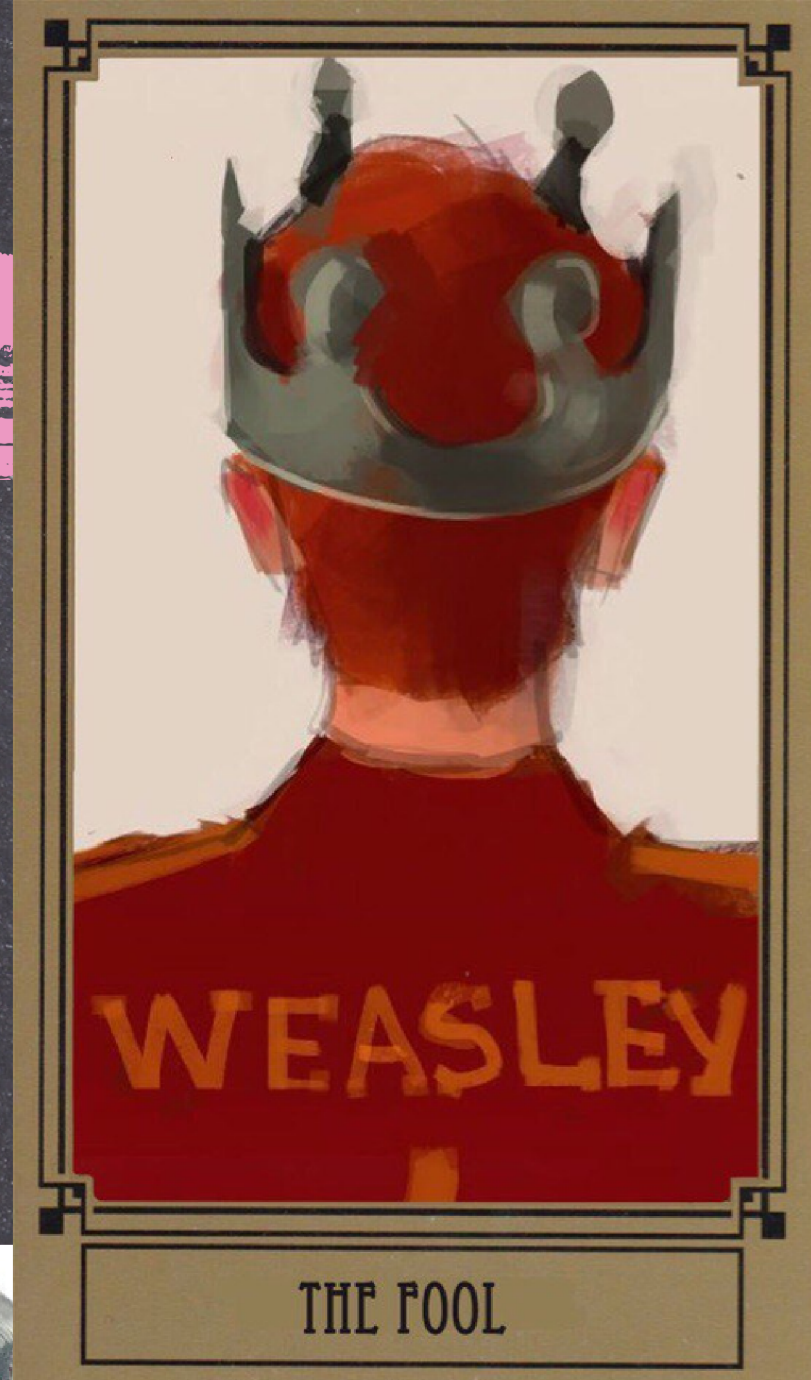
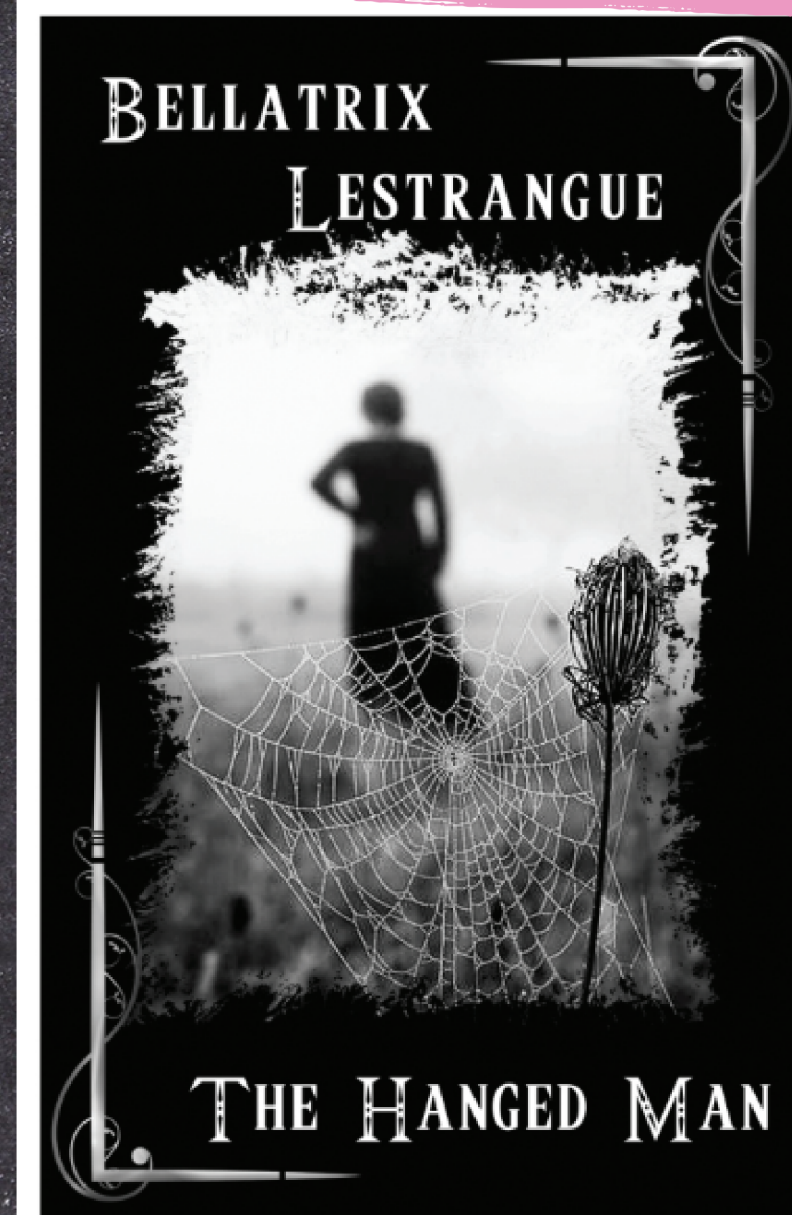
Маг

Интеллект 4 Языковые группы – 1-8,10

Не гипнабелен

СПОСОБНОСТИ ВНЕ БОЯ

- Иллюзия – может наложить любую иллюзию на себя или предмет (одновременно не больше 5 иллюзий поддерживается)
- Не действуют яды и наркотики, невозможно стать зависимым от препаратов, не действует алкоголь
- Когда Локи испытывает сильные негативные эмоции (злится, расстроен, грустит), то кидает кубик – 1-3 – всем в помещении, кроме Локи становится очень холодно, 4-6 – Локи принимает форму Лафейсона (синее, отдельные карточки атаки-защиты). Проходит, когда Локи успокаивается.



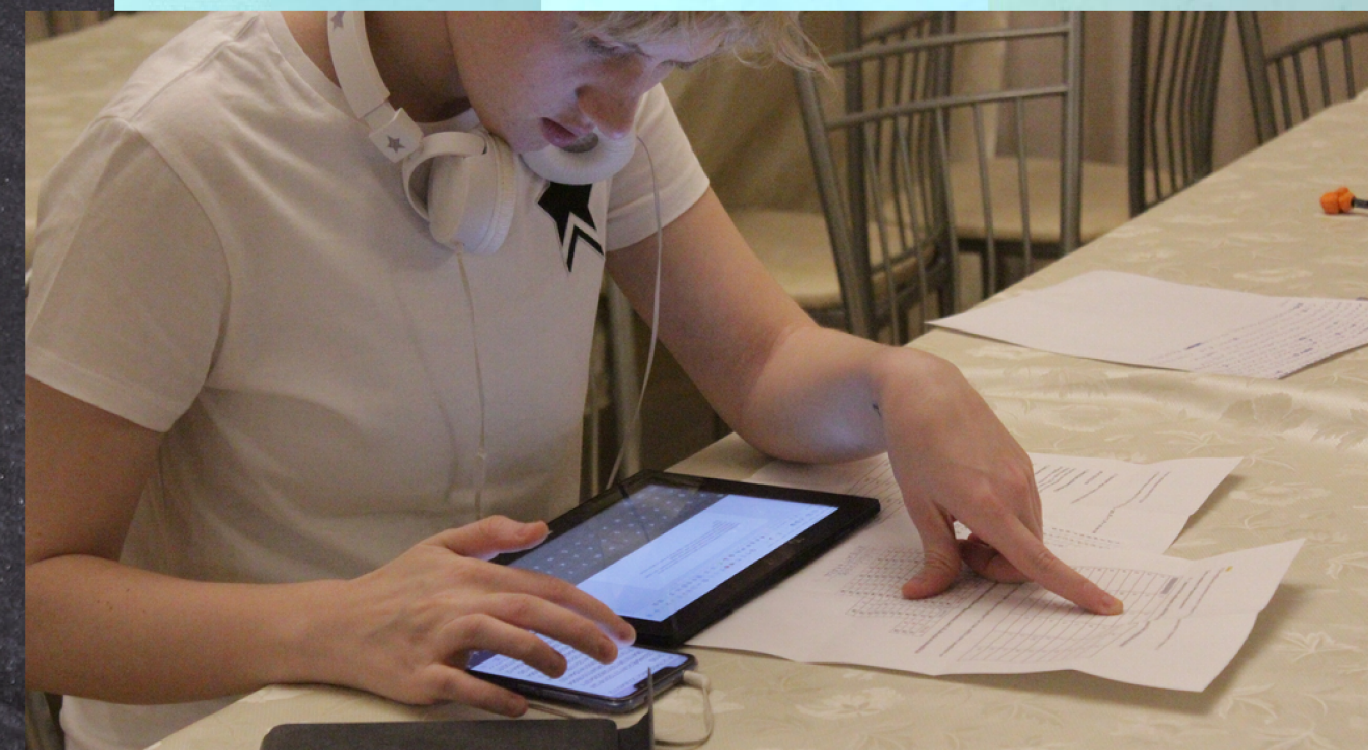
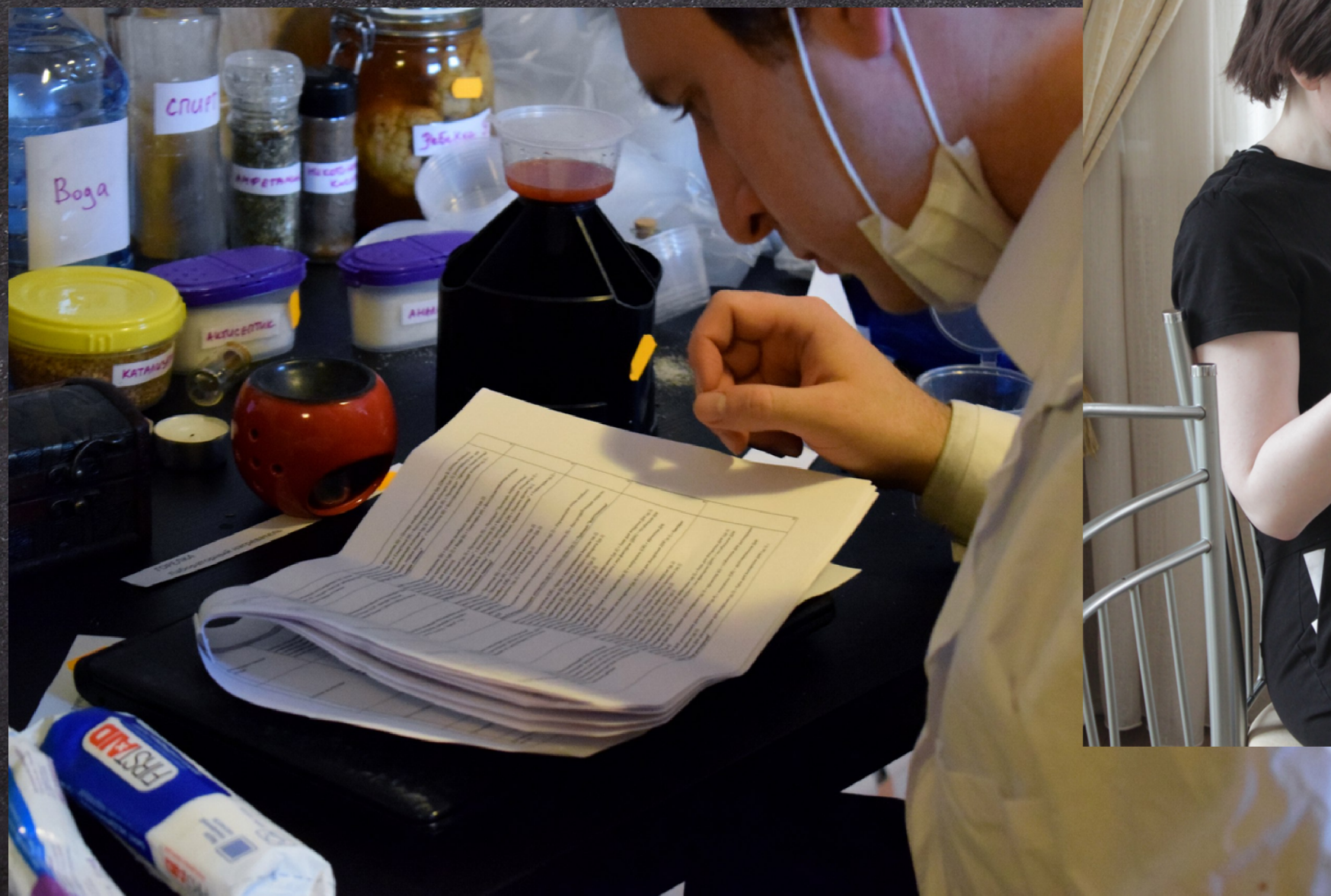
One world.
One law.
One order.

PARTICIPATE IN THE MONTH
OF THE RESOLVED CRUELTY
AND BECOME A CHOSEN ONE.



MORE THAN SCENARIOS

MECHANICS - SCIENCE



MORE THAN SCENARIOS

MECHANICS - BATTLE



MORE THAN SCENARIOS

MECHANICS - MAGIC



MORE THAN SCENARIOS

MECHANICS - ARTIFACTS



by cholie



GAME MASTER



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