

IMWe 2014
Imaginarium
- Welcome to the World of Wonders

miniLARPs!

v. 2.0

These small Live Action Role Playing (LARP) games were written and played by us, the LARP workshop of IMWe 2014. We have tried to document them in a format that anyone can use with minimal preparations, and hope that You will enjoy playing them with friends, your scout group or just any random people you happen to meet ;)

For each game you need a certain number of players and game masters – this is all written in the game descriptions. There is no ready settled and written plot or script, instead all the players get a character description and try to act and feel like their characters would. A LARP doesn't have any audience, and the players are not performing for anyone, the focus is on trying out different personalities and living out different settings.

Each game takes about 1-2 hours to play. You should count an additional hour for start brief (where you give the players their characters and other important information about the setting) and end brief (where the players tell one by one how they felt and what they did during the game, and where all background information and secrets are revealed).

Enjoy!

*Anna, B.J., Laura, Maja, Martin, Max, Gesa, Ronja, Stephan
and the Lazy WS Leader Julia*

What is a miniLARP?

LARP is short for Live Action Role Play(ing), and a LARP-game can usually be defined more or less as impro-acting without any audience. The focus is on playing different characters in various settings, but within that definition a LARP can be anything from one person playing alone in a normal room with most of the action taking place in his or her head to enormous week-long campaigns with several thousand people in authentic costumes on a specially built venue. LARP traditions vary between genres and countries, and for example German and Finnish LARPing have little in common with each other.

miniLARP is a term I have seen used a few times in Finland, but has not become a defined, standardized concept – you are unlikely to find anyone who recognizes the term. In this collection it however refers toLARPs that are “small” in many ways: they don’t require very many people, they have all been written and developed in a relatively short time, their requirements for props or costumes are minimal and the games only take one or two hours to play through. However, even in such small games it is possible to conjure up a great atmosphere and strong feelings.

The miniLARPs are written and guided through by the game masters, who do the “hard work” and provide the players with all the material needed (unlike many big European or American LARPs where the players develop their own characters). The players get to know what the setting (the world and the situation) is like and a little time to read through their character... and then the game begins. The aim is not to act like on a theatre stage, but really to try to feel like the character would feel and make the decisions he/she would make, even if the player would chose differently in real life.

miniLARPs provide an opportunity to live the life of someone else for a short moment, to try out different feelings and actions, and simply to have fun. After the game, however short it is, a thorough debrief is needed – a discussion round where everyone, players as well as game masters, returns to the reality and tells what he or she felt during the game and what secrets were kept from the others.

This compendium provides you with 5 very different ready written LARPs, and some extensive hints on writing your own adventures (this section also explains the whole miniLARP concept and terminology a bit more in detail). I wish you nice playing sessions, and encourage you to write more games!

///Julia



(most of) the miniLARP-workshop participants...

The LARPs:

1. First Cub Scout Meeting (pages 4-13)

Nine eight-year old kids come together for their first cub scout meeting. But who is Best Friends with whom? And who is the bully of the group? And what is scouting anyway? Being a child is not all games and fun!

2. Happy Ever After (pages 14-24)

Disney is suffering from financial problems. The rates are going down, people are no longer interested in the good old characters and the competitors are rising. Some would argue that this is due to the fading talents of the stars, while others accuse the Evil stepmother for unsustainable usage of resources (she is said to use all her money on the beauty procedures and mirrors that would tell her “the truth”). Disney is on the border of collapse and it is just the characters that can save the day. They are summoned to a meeting with the management to look into future options.

3. Escape (pages 25-30)

A group of prisoners have the perfect master plan for escaping, but there are still many preparations to make. Will they find all the objects they need? Will they avoid the patrolling guards? And most important – will these criminals be able to cooperate as a group and under time pressure?

4. Free the last unicorn! (pages 30-40)

A group of adventurers representing different races and people go for a quest to save the Last Unicorn in Middle Earth. They will wander through perilous terrain, fight a dragon (and three orcs), solve riddles and learn a new language... but will they reach their goal?

5. Death at Greenhill Hotel (pages 41-49)

All is not right in the high-society countryside hotel Greenhill. One of the guests had an “accident” in the night or was found dead in the hotel lobby. The police suspects murder, but who of the guests could possibly have taken the life of poor Theodor Smith?

Do it yourself!

How to Write and Plan a miniLARP? (pages 50-54)

Example format for writing a larp (page 55)

*There are of course many, many LARPs out there in the world, some of which remind of the miniLARP concept presented here. You may want to check out the homepage <http://www.interactivitiesink.com/larps/> for various free LARPS, for example the very interesting “**The Road Not Taken**”, a game about making tough decisions and quick character changes that we also tried out in the miniLARP workshop with very good results.*

First Cub Scout Meeting

Setting: 9 kids (all 8 years old) come to their first cub-scout meeting. The participants are all cub scouts; the game master is the Cub Scout leader.

Aims: To get to know each other('s names) (for this purpose you can change the names of the characters to match the real names of the players), to try to really feel like a child instead of just making parody of kids.

Players: 9 players, 1 game master. The characters Ronja, Laura and Maja should be played by girls and Stephan by a boy, the rest of the characters can be adapted to any gender (remember to check the pronouns he/she/him/her in the character descriptions ;))

Mechanisms: No special rules, skills or points. The character can do the same things, like run as long as or hide as well as, the player. The GM (game master) works as an NPC (non playing character) and leads the game onwards by acting as the Cub Scout leader. She/he gives the tasks for the group to do, but in this game it is very important that the participants have space and time to act their characters and talk among themselves.

“Storyline” or “schedule” of the game:

What happens during the Cub Scout meeting? I myself as a game master did more or less the things I would normally do with a new Cub Scout group in my tribe in Finland, and you can do the same! Below is the “plan” that I used, yours may look different.

- 1) Name games
- 2) Everyone gets a scout scarf
- 3) Learning to tie the scarf with a sailor knot (some kids learn directly and can help the others)
- 4) Making name tags to each other (randomly assigned partners), quite much time for free interaction.
- 5) Voting /planning of programme for the term (discussion, wishes)
- 6) End ceremony (friendship circle with the “spark”, maybe coming up with some own nice shout/phrase for the ending (“thank you and see you next week”))

Notes to the players: Not just a parody, don't try to show off and do a parody of silly kids, but instead try to really think like kids do – they take themselves seriously!

Materials: Two toy horses, scout scarves (or any scrap fabric scarves), materials for name tags (pegs, paper, pens...), materials for name games (a blanket), materials for choosing programme for the term (we used a Finnish Cub Scout – handbook but you can also just come up with own alternatives like “do we concentrate on Sailing Skills or Outdoor Cooking of Handicrafts?”)

NAME GAMES:

Blanket game: Participants are divided in two groups, in between them the game leader holds up a blanket. One from each team stands on his side of the blanket, and then the game leader suddenly drops the blanket. Both of the

“standers” try to shout out the name of the person from the opposite team, and the player whose name is shouted out first changes team. If neither can remember the name of the other, the game master can let the rest of the teams help.

Greeting Chaos: All players are standing randomly. They start walking around the room in different manners: first without looking at all at each other (like in a big city on the street), next by trying to get eye contact with the people you meet, then by waving at the people you meet, then by shaking their hands and last by shaking little fingers (could be continued to knee, shoulder, heads...) (the game master says when to start which phase). From the waving onwards you also say “hi [name] to everyone you meet, or ask their name if you don’t know it.

Backward names: Everyone presents themselves by saying their name backwards (“hi, I’m Ailuj!”), everyone else tries to be the first one to greet this person with his/her real name (“hi Julia!”)

Characters:

Name: Laura

Age: 8

School: The Excellent Elementary School for Girls & Boys

Class: 2A

You are just about to go to your first Cub Scout meeting. Your parents thought that you would need a new hobby, and you looked through some fliers and advertisements together – scouts sounded kind of cool to you, because they had pictures of kids on a summer camp with big tents and a campfire and games... you wouldn’t mind spending the night somewhere in a tent with friends, far away from your silly parents (ok, ok...they are not Too bad as parents go, but they treat you as a small kid. Which you aren’t).

You don’t really know what to expect from the evening or what cub scouts do every week on their meetings. It’s much more important for you to know that your friends are coming too! Especially Maja who is your Very Best Friend (you even made her a friendship bracelet all on your own last week, and she made one for you, of course). The two of you share many secrets. You spend as much time as possible in school, during the breaks, on your free time... usually with heads together, giggling at someone who wears silly clothes, or trying to draw attention of the cutest boy on your class to you (not that you would ever admit it, not even really to yourself... boys are generally annoying, noisy and stupid. But it’s kind of fun to play around with some of them). Your newest object of interest is Stephan, who is in the same school but another class than you. You have heard that he will start in the scouts as well, and hope to get to know him a bit better – maybe you could invite him to play some game with you. Or maybe you can make up some plans concerning him together with Maja? Ronja is also a friend of yours. Not your Best Friend, like Maja, but she is on the second place. She likes horses very much and rides in a riding school. You are a bit envious on her about that – you would love to ride as well, but your parents don’t let you – so you pretend that you really don’t care about horses and riding at all.

Contacts:

Maja

Your best friend, with whom you spend much time and share many secrets. You do everything together.

Ronja

Your second best friend, whom you often take to your games, but to who still isn't quite part of your tight inner circle.

Stephan

A boy from your school, whom you kind of maybe like a little. You would like to know him better.

Martin, Max, Anna, Gesa, B.J,

These kids are from another school in the city, and you don't know them at all. Your own school is much better, anyway.

Name: Maja

Age: 8

School: The Excellent Elementary School for Girls & Boys

Class: 2A

You are just about to go to your first Cub Scout meeting. You heard that your Best Friend, Laura, would start scouting, and you asked your parents if you could do that too, and they said that you could. You don't really know what to expect from the evening or what cub scouts do every week on their meetings. It's much more important for you to know that your friends are coming too!

You are not very good at school, and don't like reading books or doing homework very much. Most of your time in school you spend with Laura, and you share many secrets. She made a friendship bracelet for you last week, and you made one for her, too. Often you sit together, giggling at someone who wears silly clothes, or trying to draw attention of the cutest boy on your class to you (not that you would ever admit it, not even really to yourself... boys are generally annoying, noisy and stupid). Laura has recently told you, that she would like to know Stephan, who is a boy from another class in your school, a bit better, and she keeps talking about him all the time. That annoys you a little; you hope that something as stupid as a boy doesn't come between you two.

Ronja is also a friend of yours. Not your Best Friend, like Laura, but she is on the second place. She likes horses very much and rides in a riding school. That is simply awesome; you would love to do that as well. You have been asking your parents for long whether you couldn't start riding as well, and finally yesterday they said that you could! Or well, kind of. They said they could come with you to the riding school some time to have a look at the horses and watch when Ronja is riding, and then maybe you could start riding as well. This is good news, and you really want to tell about it to your friends.

Contacts:

Laura

Your best friend, with whom you spend much time and share many secrets. You do everything together.

Ronja

Your second best friend, whom you often take to your games. She is also very good in school. She goes to riding school and likes horses, and soon maybe you can join her! You definitely want to talk about it with her.

Stephan

A boy from your school, whom Laura is interested in. You are a bit jealous on him... maybe you can find some way to make him look stupid in the eyes of your friend.

Martin, Max, Anna, Gesa, B.J.

These kids are from another school in the city, and you don't know them at all. Your own school is much better, anyway. You know that Gesa lives in a house near your own, but you have never talked with her.

Name: Ronja**Age: 8****School: The Excellent Elementary School for Girls & Boys****Class: 2A**

You are just about to go to your first Cub Scout meeting. Your parents thought it would be nice for you to have a second hobby in addition to riding school, but you yourself are not entirely convinced. You don't know much about scouts, except that they go on camps all the summer. And you already go to riding camps on summer, so there isn't really time for any more camplife...

You like horses very much, and you ride weekly in a riding school. You also know a lot about horses, and are happy to talk about horses with others. Other than that, you are quite good at school, and like reading books. Horse books, of course, but also detective stories, Harry Potter and adventures. You don't really have a Best Friend, but move in various circles – there is always someone to play with, and if not you are also fine with being on your own for a while. Quite often you play with Laura and Maja, who both are in the same class as you. You know that Maja would also like to start riding, but her parents don't like the idea. It would be fun, though, to have someone from your class in the same riding school, and you keep talking about the idea to Maja.

Contacts:

Laura

A friend of yours, with whom you play quite often during the breaks in school. Sometime she can be a bit difficult – keeps secrets that she doesn't want to share with you, doesn't want you to join a game or so – but most of the time she is just fine. She is Best Friends with Maja.

Maja

Another friend from the same class. She also likes horses, and would like to start in riding school. You looked over your big collection of horse toys yesterday, and decided that she can have the other one of your two brown ponies as a gift (you will get the toy from Julia before the start of the game).

Stephan

A boy from your school. He also likes reading, and seems a bit shy. You haven't had much to do with him.

Martin, Max, Anna, Gesa, B.J,

These kids are from another school in the city, and you don't know them at all. You have seen Anna in the city library a few times.

Name: Stephan

Age: 8

School: The Excellent Elementary School for Girls & Boys

Class: 2D

You are just about to go to your first Cub Scout meeting. Your parents thought it would be nice for you to have a hobby together with other kids, and you thought scouting sounded kind of fun – not that you really know what it is that cub scouts do on their weekly meetings. You have heard that scouts go camping in the summer, though, and that sounds nice and adventurous!

You are rather good at school and like reading books – since you were 5 years old you have always had something to read. You love detective stories, adventures and Harry Potter... and you have also drawn a few own adventure comics of your own (though you like the writing part more than the drawing part). You have some friends with whom you sometimes play detectives; the problem is only that there are very few mysterious crimes happening in your school. You are, on the other hand, no great sports fan and don't care much for spending breaks in school with kicking a soccer ball.

Three other kids from your school are coming to the Cub Scout meeting as well - three girls from class 2A. Two of them, Laura and Maja, you find rather silly – most of the time they just sit together and giggle and whisper a lot – but Ronja is different. She likes horses very much, but also reads quite a lot of books and is good in school. She isn't as silly as the other girls, and actually you find her very cute. Of course girls are generally stupid and a bit strange, but you wouldn't mind getting to know Ronja a bit better. But how to do that when she is surrounded by giggly friends? And what would the other boys say? Maybe you could talk to her about books? But would it have to be horse books? Maybe the scout meeting is just the right opportunity for talking to her, because the whole school class isn't there watching...

Contacts:

Laura

A girl from your school, best friends with Maja. She seems to be something of a leader for the giggly group of girls. You don't have much to do with her.

Maja

Another giggly girl, who seems to follow Laura everywhere.

Ronja

A cute girl, who seems a bit smarter than the others. You really like her, and would like to be her friend, but you haven't dared to approach her yet. She likes horses a lot and rides in a riding school, but you have also often seen her reading books.

Martin, Max, Anna, Gesa, B.J.

These kids are from another school in the city, and you don't know them at all. You have seen Anna in the city library a few times.

Name: B.J.

Age: 8

School: The Elementary school for Excellent Girls and Boys **Class: 2C**

You have heard many teachers and grownups approvingly call you “a kid with good self-confidence”, and although you don't Really know what it means you guess it is a good thing. You are the oldest of three children in a slightly chaotic but happy family, and pretty ok at school. Your family is not very rich, so you kids don't go to a lot of expensive hobbies, but are used to playing in the garden and the forest, and you are good at sports in school as well. Fair Play is really your motto, and you quite naturally take care of weaker friends and help people who need help (without much thinking of it, you have just grown to it at home). You got a bit surprised when your parents asked whether you would like to become a Cub Scout – you had no idea what that is. Your father told you then, that he had been a scout when he was a kid, and that scouts go camping and hiking and they build stuff and sleep in tents and cook on open fire... and it all sounded really awesome to you! So now you are going for your first Cub Scout meeting, eager and ready for adventures.

There will be other kids coming as well, of course. Gesa will be there, which is nice – you often play games together on the school yard. And you have many times defended Gesa against the three bullies of the class: Martin, Max and Anna. You really don't like those three, and you don't understand why they have to be so nasty against other kids – however, you are not at all afraid of them, and sometimes you have really ended up in a fight with their gang.

There will also be kids from another school, but you don't know them very well. It's a good opportunity to make new friends, and you are actually looking forwards to meeting them too. Action – Here I come!

Contacts:

Max

The leader of the bullies in your class. You really can't stand him. Claims to be supergood at sports, but usually he is just rather aggressive and scares the other players.

Martin and Anna

The two “minions” of Max. Maybe they would be ok if their leader wasn't around, but that is not likely to happen as they follow their idol everywhere and do just like he does.

Gesa

A good friend of yours, whom you readily defend against the three bullies who sometimes makes life difficult for her.

Laura, Maja, Ronja, Stephan

Kids from the other school, you don't really know them.

Name: Gesa

Age: 8

School: The Elementary school for Excellent Girls and Boys Class: 2C

It can be really hard to be 8 years old, and the smallest one in your class. It can actually be more than hard, it can be really hellish if the three tough bullies of the class start paying attention to you. Then one just wants to hide away, but somehow they always find you – a school yard seems to be full of places where the teachers don't see you, but where the bullies do. In short, currently your life sucks.

Well, there is one bright spot at least. Your friend B.J. He is really brave and has defended you against the gang, and he plays with you just as if you were totally normal, and not the smallest kid in the class. You don't know what you would do without him!

Your parents have been looking for a nice hobby for you, and now they have found scouting, apparently. It sounded kind of interesting, with sleeping in tents and solving riddles, and cooking on an open fire... at least it's not really sports, and you don't have to be fast or big or strong to be a scout, they said. And B.J. is coming too. But so is Max and his gang, so you rather expect it to be as bad as in school again.

Contacts:

Max

The leader of the bullies in your class, who has made it to his personal mission to make your life a hell. You try to keep as far from him as possible.

Martin

One of Max's minions. Also a strong, sporty type – usually the one to keep your hands locked while Max throws mud in your face.

Anna

Tjah, the second minion of Max. She is the one to laugh, laugh and laugh at every witty thing Max says. She reminds you of a rat, not a big fighter, but rather a small, sneaky mean thing.

B.J.

Your saving angel and a good friend. With him you can almost forget your fear for the gang and just be a normal kid, playing normal games.

Laura, Maja, Ronja, Stephan

Kids from another school. You don't know them at all – you just know that Maja lives in a house near you. You are a bit afraid making contact with them, but you know that

B.J. is looking forwards to making new friends. And that is a problem for you – what if he forgets you? Who will then defend you? Can you do something to avoid this?

Name: Max

Age: 8

School: The Elementary school for Excellent Girls and Boys **Class:** 2C

Actually scouts seemed kind of lame when your parents decided that you should start in a group of Cub Scouts. You know from cartoons that they help old ladies over the street, and do some first aid, and get lost in the forest. But you have to go there – not just because of your parents, but because your little gang will be going as well, and you don't want to be left outside of anything they are doing. But you are rather decided to make everyone see that scouting is actually So Boring, and not a proper hobby compared to, say, soccer or hockey.

You are the strongest kid on your class, and also the funniest. You love to make your little gang laugh at things you dare to do – making faces behind the back of the teacher, sneakily stealing the ball from some unsuspecting first class kid and not giving it back, coming up with funny names like “Sally Slimenose” or “Farting Felix” to your class mates. Recently you have found Gesa the most promising victim for your pranks, she doesn't dare to do anything against you, and when you have nothing better to do to entertain your companions you can just seek her up and throw some mud in her/his face or just mimic her every move in a silly way.

Things you fear most? Pointy things, like needles, and (although not really consciously) to be left alone by your friends.

Contacts:

Martin

A friend of yours, and very good at sports. You can rely on him helping you with your “little pranks”, and he is really good at spotting and catching Gesa

Anna

Another good friend. Not so sporty, but she really supports you a lot and loves your funny jokes. She also often helps you out with homework (or well, lets you copy the right answers from her notebook).

Gesa

Your favourite “victim” for practical jokes. The smallest kid in the class, and really a lame loser-kind of kid.

B.J.

A troublemaker, who of some reason keeps defending Gesa. You don't like him at all, and he doesn't seem to care for you or your pranks. It's not too long ago when you two had a big fight on the schoolyard.

Larua, Maja, Ronja, Stephan

Kids from another school. Pussies. Or well, you don't know them at all, but Everyone knows that your school is much better than theirs.

Name: Anna

Age: 8

School: The Elementary school for Excellent Girls and Boys

Class: 2C

You are just about to go to your first Cub Scout meeting. Your parents thought it would be nice for you to have a hobby where you get a bit out of doors, but you yourself are not entirely convinced. You don't know much about scouts, except that they go on camps all the summer. And that sounds uncomfortable. However, Max and Martin are going, and you don't want to be left out from The Gang! But actually you would prefer to stay at home, playing a computer game or reading an adventure book, or a book about detectives, or Harry Potter.

Max is the leader of your small gang (you just think of it as "The Gang"... maybe you should come up with a good name for the gang? Something cool, like "Black Tigers" or something). He is the strongest and coolest kid in the class by far, and he can make everyone laugh by mimicking the teacher behind her back or by calling other kids with funny names. He is not afraid of anything, and always comes up with cool stuff to do. You would like to be like him...but you would never dare to, you care too much for getting good notes in school and of getting along with teachers and parents. However, you are glad that Max has accepted you as his friend, and you are glad to help him/her out with homework (=let him copy the right answers from your notebook). And you laugh to all the jokes he makes... and you would be really afraid to have him as your enemy!

Contacts:

Max

The cool leader of your little gang. Would be really scary, if he wasn't on your side, so you better keep on good terms with him.

Martin

The third member in your gang. Almost as strong and sporty as Max.

Gesa

The Gang's favourite "victim" for practical jokes (like "let's throw mud in her face" or "let's mimick every move she makes"). The smallest kid in the class. You know that what you do is not really right, that this might be what the teachers call "bullying", but what can You do? And if it would be so bad, surely she would defend him/herself?

B.J.

Another kid from the class, one who of some reason keeps defending Gesa. Once not too long ago he and Max had a big fight in the schoolyard. He is kind of cool too, and so independent... but you would Never say it out loud.

Laura, Maja, Ronja, Stephan

Kids from another school. Pussies. Or well, you don't know them at all, but Everyone knows that your school is much better than theirs. You have seen Ronja a few times in the local library, and wonder what kind of books she reads.

Name: Martin

Age: 8

School: The Elementary school for Excellent Girls and Boys

Class: 2C

You are just about to go to your first Cub Scout meeting. You are actually looking forwards to it, because you know that scouts are cool –your older brother is a scout too, and he has already shown you how to tie some knots and he has had so much fun at scout camps where he goes with a huge backbag and a sleeping bag and a cool flashlight... However, you need to be a bit careful, because you know that your best friend, Max who is also coming, does not think scouts are very cool at all. And it's usually best to agree with him.

Max is the leader of your small gang. He is the strongest and coolest kid in the class by far, and he can make everyone laugh by mimicking the teacher behind her back or by calling other kids with funny names. He is not afraid of anything, and always comes up with cool stuff to do. Recently he has found that it can be really funny to do pranks (like “let’s throw mud in her face” or “let’s mimick every move she makes”) with the smallest, silliest kid in the class, Gesa. It’s usually your job to catch that little rat and keep his hands locked, but it’s always Max who decides what you do. But that’s fine by you.

Other than hanging around Max and now scouts, you don’t have any hobbies, really. You are good at sports, but have never wanted to join any team. When you are alone, you don’t really know what to do with yourself and get easily bored, and you are not good at concentrating on one thing for longer periods at a time.

Contacts:

Max

The cool leader of your little gang. You spend as much time as possible with him/her, because there is always something funny going on.

Anna

The third member of your little gang. Not the sporty type, but really smart.

Gesa

The smallest kid in the class. Such a damp little sorry thing, totally not cool.

B.J.

Another kid from the class, one who of some reason keeps defending Gesa. Once not too long ago she and Max had a big fight in the schoolyard. You like trying to intimidate him, but haven’t succeeded so far.

Laura, Maja, Ronja, Stephan

Kids from another school. Pussies. Or well, you don’t know them at all, but Everyone knows that your school is much better than theirs and that you are much better at all sports and games than they are.

Happy Ever After

Setting: Disney is suffering from financial problems. The rates are going down, people are no longer interested in the good old characters and the competitors are rising. Some would argue that this is due to the fading talents of the stars, while others accuse the Evil stepmother for unsustainable usage of resources (she is said to use all her money on the beauty procedures and mirrors that would tell her “the truth”). Disney is on the border of collapse and it is just the characters that can save the day. They are summoned to a meeting with the management to look into future options.

Aims: Have fun, see how the characters change their behaviour based on the situation. The players are challenged to work first as team, afterwards as individuals, against each other. Besides the outcome of the game is decided by them, not the GMs.

Players: Currently up to 10 (6 players, 4 active NPCs). Roles split according to their original characters in the movies, characters and twists can be added based on the number of players.

Mechanisms: Rule: The characters are not supposed to kill each other during the course of the game.

“Storyline” or “schedule” of the game:

- 1) The participants are summoned to the palace and informed that the company is not doing fine financially and certain measures must be taken. They are put in a team to make the ultimate Disney advertisement to regain the attention of the audience.
- 2) The participants first participate in a short team building game (any teambuilding game appropriate to the setting) and then work on their performance for 20 - 30 minutes and then present the ultimate Disney advertisement. Performance is presented to the GMs/NPCs.
- 3) After the performance, the investor (Scrooge McDuck - NPC) arrives and informs them that the resources are still not sufficient and that cuts have to be made – one of the characters has to be let go.
- 4) Quiz for the 6 characters is taking place, they are asked questions by the HR to prove their value at Disney. Number of questions depends on the time allowed and can be improvised. Suggestions: Describe your contribution to Disney, what new sides of you will you demonstrate in the future, what do you have that the other characters do not have, who is the fairest of them all, etc.
- 5) The management cannot make the decision based on the quiz and thus let the players do an “elimination” round by each giving a vote for one of the others. Two possible outcomes to consider – either they vote on one of the characters, which loses the job, or if they team against one of the management, it can be considered that the characters take over Disney. Up to the GMs. THE END.

Location: Disney Palace

Materials: Props for the different characters. It can be a good idea to give the characters some time to choose themselves what requisites and props they wish to use to get better in the role. Some suggestions here:

Cinderella – a shoe that is lost, princess accessories

Sleeping beauty – blanket, pillow, princess accessories

Aladdin – vest and hat, baggy pants

Eeyor – a tail, face paint

Thumper – a carrot, a small tail, rabbit ears

Darth Vader – black cape, mask, big gloves

Scrooge McDuck – cylinder hat, umbrella

Evil Queen – mirror and apple, princess accessories

Gennie – chains around the wrists, face paint, hair up in a knot

Rafiki – cape and stick, leathers, face paint

Characters in short:

Cinderella – a somewhat self centered princess, aiming to be in the starlight at any given point

Sleeping beauty – generally positive character with tendency to fall asleep during the game and focus on everyone being friends

Aladdin – good guy

Darth Vader – the new guy joining the team. Torn between the dark and the light side.

Thumper – hyperactive rabbit on drugs

Eeyor – depressed and uninterested character

GMs/NPCs:

The evil queen – main role to host the audience, spend money and delegate tasks to the other GMs/NPCs

Scrooge McDuck – responsible for the accounts, providing information to the team about the results and informing them about need to cut down resources

Genie – hosts the quiz, acts as support to the team while they are working on their presentation, however, does not impact the flow of the game.

Rafiki – serves as the HR manager who assists during the team building activities, as well as during the quiz.

The four GMs/NPCs can be reviewed and their tasks/responsibilities can be combined eliminating the number to 3 (for example, combine Rafiki and Genie) or even 2 (giving the financial advisor a stronger role or more independence to the characters.

Invitation Letter for the characters (handed out before the game together with the character sheets):

Dear _____

Disney appreciates your contribution to the company during 2013 and hereby cordially summons you to the annual audience – counseling at the Evil Queen on Wednesday, 16th of April, 9 30.

During this meeting, the management will present you the results of the previous year and the strategies selected for bringing Disney to a new and even better level.

Disney appreciates your efforts – we could not do it without you!

Best regards,

The Evil Queen

Characters:

Name: Cinderella

Age: 32

Gender: Female

Description:

You joined Disney team quite some time ago and positioned yourself as victim of domestic violence – something that always sells. It took some singing, some housework and talking to animals and voila – the spotlight was yours. Not that you enjoyed any of it, but a girl does what she needs to do to go up the career ladder.

You believe that among the different Disney characters, yours is superior and key to Disney's success. You have made it clear to the management that minor roles or being the background in a movie is not for you. While your career is doing ok (based on the former success, because admittedly you have not done anything impressive in the later years), private life is a bit shaking. Prince charming is often traveling on shoe fares and you suspect that your shoes are not the only ones he picks up. Frankly speaking you are bored.

Values and motivation:

You are only interested in yourself. You once were a star and always will be – the spotlight should always be yours. The rest of the colleagues are just an extra in your life and can/should be manipulated to your advantage both personally and professionally. And prince charming has not been home for quite some time, so perhaps a glass of wine with Aladdin is not that bad of an idea? Who cares about Jasmin anyway – she has been on a leave from work for ages...

Contacts

Sleeping Beauty

Your cousin – Sleeping beauty – also works at the palace. You have always been friends (family unions are organized quite frequently), though you strongly believe that when it comes to Princesses, there can only be one who is „the one“ and that is Cinderella. Cause all that Sleeping beauty does is sleep and wait to be rescued, does not she? Sometimes you add a sleeping potion to her tea just for the fun of it... but it is quite innocent, just a friendly family prank.

Aladdin

Aladdin – you have seen him around the palace and you find him attractive – you have seen him wearing that tight vest on his tanned six pack. There has been some flirting at work parties, but nothing more than that. You would not mind though advancing this relationship, especially due to the frequent trips that Prince charming takes.

Darth Vader

You have seen that Disney has hired a new guy – Darth Vader who is coming in from the Star wars team– no idea what and why he is doing there and you have not had enough time to find out. But he does have quite a reputation from his former career – perhaps he is worth while to be friends with? Or should you rather avoid him? His powers are impressive they say....

Thumper and Eeyor

You are colleagues with Thumper and Eeyor, however, don't find them to be of equal quality, since animal cartoons are overrated (god knows, why Disney started with that at all – it was truly an overkill with all those singing creatures in the movie).

Name: Aladdin

Age : 35

Gender: Male

Description

Aladdin is an orphan who grew up in streets not knowing his parents and what happened to them but his luck changed after he found a magical being (Genie) who granted him all the wishes he desired. Aladdin is one the super stars from the Disney Company. He is sufficiently self-confident, knows that he has good looks and a great body. Used to being a natural leader.

Nevertheless he is still humble and down to earth and treats everyone at Disney equally. He often gets in trouble with management, since he feels it right to protect the workers, at the same time, he does not dare to be too pushy since a job at Disney is important for him. He is married to Jasmine but their relationship is not going smoothly at the moment. Jasmine has decided to travel to the desert with her tiger and that has led you to be lonely. Loneliness can lead to possible romantic affair at work...

Motivation

You love seeing everyone happy so you try to cheer everyone up, and you try to maintain the peace between the animal's characters and human character. You feel it is your duty to protect the staff against management.

Contacts

Sleeping beauty

Sleeping beauty is your colleague and you are interested in developing a romantic relationship with her. You have a lot of things in common because just like you she loves animals. Besides her sleeping attacks provide a great opportunity for you to be close to her.

Cinderella

She is beautiful, at the same time you do find her overly arrogant and not entirely sure what sort of relationship the two of you should have. Without doubt, Sleeping Beauty is more attractive in your eyes.

Thumper and Eeyore

They remind you of your animal friends (Abu and Raj) and you generally like being around animals.

Genie (optional, depending on the characters playing)

He is your former Genie but you freed him and now he is working for Disney Company. You don't really communicate much that because you want him to experience life on his own as a free man but you still know that he has your back.

Darth Vader

He is one of the new guys, so you don't have opinion of him just yet, but you are a bit skeptical, since he reminds you of your ancient enemy Jaffar.

Name: Darth Vader

Age: 40

Gender: male

Description:

Darth Vader had a tough time in his Star Wars career. After the death of the emperor he found out that he is an individual character and can make his own decisions. He start accepting his past, that he once was Anakin Skywalker and is thinking of Amidala (his wife who died at the birth of their triplets) and his children whom he never took care of. But he doesn't really dare to approach them, because he is not very certain about if he wants the others to know about his feelings. He still is comfortable with his evil appearance and his position and the bad villain. It's his reason to be in Star Wars, it's his profession and actually he really likes to sabotage his enemies, like the Disney Company... But maybe it's time to get out of this cliché....

Motivation:

Darth Vader has been working for the Star Wars company for ages now. As soon as Disney bought the Star Wars rights, the crew was forced to work for that stupid children's company. But Star Wars is his life and it is important for him and he wishes to be in the new episodes as well, so he wanted to be the speaker of the whole Star Wars team and got elected. He is generally against Disney and is looking for ways to invade or even sabotage Disney. He keeps his eyes open for future allies in his plan. He heard that this stupid Cinderella seems to have some influence....

Somehow he found out that his force is not working in the Disney working area, but the others don't know yet. Maybe it's good to keep it that way? Maybe not? If they knew they wouldn't always be so scared of him. If not he could still use his frightening appearance.

Contacts:

Aladdin

Darth is the only one who knows that Luke and Leia are not his only children. They were actually triplets. They were sent into different families and surroundings to make sure they would never meet. The third one was sent into this stupid Disney Company and he grew up on a bazaar and seems to have married rich. His name is Aladdin. You never dared to approach him, but one motivation to be elected as the Star Wars character was to get closer to him and watch him closely. Maybe you will even tell him...

Princesses (Cinderella and Sleeping Beauty)

Darth was never interested in girls besides Amidala. She was the love of her life. Girls and women in general are going on his nerves. Princesses are even worse always fighting to be the only one – not like Amidala was....

Thumper and Eeyor:

Darth never understood the reason for movie companies to include animal character. In Star Wars there are also animals, but at least they don't speak! Ok... not so sure about Chewbacca.... Speaking animals are just unrealistic and should be sent out of the scene....

Name: Eeyor

Age: 40

Gender: Male donkey

Description:

You never intended to be a star and have not grown up with the dream of being part of Disney, but accidentally stumbled into a movie about a fat old bear with sawdust in the head and unwillingly became famous. The more you tried to show them how uninterested and depressed you are, the more they wanted you and after some time you realized that it may as well be the job to take before retirement – somebody does have to pay for the food.

You are enduring your time at Disney, doing enough for the salary but that is about it. You are annoyed and depressed because of all the kids who want to hug you and steal your tail. But an old donkey has to do what an old donkey has to do – just live with it and pension years are surely coming along (wish they would come faster).

So you do the job, wait for time to pass and try to avoid too much contact – you feel best when you are alone. And you could not care less about the fact that the others find you somewhat grumpy – that is their problem.

Values and motivation:

You don't really care. You are working there till your retirement and that is about it. Other than that – more money, less money, more friends or less friends – you could not care less. Most of the other characters are quite annoying and tiring and why would the management do any additional activities at all – might as well continue the way it is.

Contacts:

You know there are those two Princesses in Disney team, but have not had much contact with them (they are all about shoes and dresses anyways), Aladdin is friendly to you, but still a show off and the new guy you don't know and don't care about. Thumper is actively trying to be friends with you and sometimes gets on your nerves with his enthusiasm, but for the purpose of having one friend, he does well. You know he has had periods of problems with drugs and you can relate to that since your depression attacks are not easy either. In some way you two are outsiders of the group.

Name: Sleeping Beauty

Age: 29

Gender: Female

Description:

You entered Disney team at a young age thanks to your parents ranking in society, however, you have shown talent. Your looks and voice received fantastic feedback after the movie came out and you got your happily ever after. Life has been pretty easy – and you do enjoy being part of Disney and working together with other talented characters. You believe in the good in people around you and think that with proper teamwork, Disney can rule the fantasy world for decades to come.

You believe you are also liked among your fellow characters – you always have time for a chat or a cup of tea after a long day of work. Work though has had its affect on you – as a side effect of your profession, you are suffering from Narcolepsy – more often than not you just suddenly fall asleep and lately it is happening in the most inappropriate moments. The management has commented on it before...

Values and motivation:

Your life is good – you are happy at home and you are happy at work. Disney is the best team ever and your colleagues are wonderful. You wish for everyone to get along and make Disney continue as successfully as it has before. It is important for you that the team is united and support each other whichever way they can. You are always there for those who need help and guidance.

Contacts:

Cinderella

Your cousin – Cinderella – you have been in contact with her through family reunions, though she was gone for some time after the death of her father. You enjoy working together with her.

Aladdin

Aladdin – a friendly colleague, just like all the other guys – you have had a cup of tea lately quite often and believe that he does need a good friend to talk to. Nothing more is of interest for you, since you are happy with your prince.

Darth Vader

You have seen that Disney team has been joined by some new comers who say that they are from Star wars, but you have not idea what Star Wars is – probably something that came out while you were sleeping. The new comers look a bit suspicious and you would rather be careful with establishing contact with them.

Thumper and Eeyor

You are colleagues with Thumper and Eeyor and find them adorable – they are long lasting anchors of Disney and important for Disney's success going onwards. Besides you established quite good relationship while you were growing up with fairy godmothers and were surrounded by all the animals in the forest.

Name: Thumper
Age: 40+
gender: male

Description:

As everyone knows, Thumper is suffering from ADHS and because of that always seeking for attention and is always up for trouble. He loves playing pranks on others, especially those who want to catch him. He is as good in his profession as no one else – and he knows that! He was always a royal employee to the Disney Company, but mainly just because they are being paying for his living. He likes his Job, because it's easy. In the meantime he likes being on his fun trips being on Marihuana which he stiffs into his carrots. Recently he is experiencing some other drugs that cheer him up and make him even more hyperactive.

Motivation:

In general Thumper likes working at the Disney Company, but he doesn't like to always listen to the authorities like the greedy Evil queen who seems to be in charge at the moment. He has problems to respect human characters as authorities and likes fooling and annoying them. But still he needs to behave, because he doesn't really have the motivation to find another job which then might be more exhausting and he couldn't enjoy the freedom he has at the moment. Still – he knows that he is a favourite Disney character and he might receive another job offer from some competitor if he would miss the position.

Contacts:

Eeyor

He used to be friends with most of the other animal characters. But since quiet some time they are not really in contact with him anymore. He doesn't know why... He's sure, that no one knows that he is taking drugs – so this can't be the reason, or can it? The only one who might know is his loyal friend Eeyor. Eeyor is a nice guy, maybe a bit depressed sometimes and talking about the tail he lost. But in general he's a good companion. He's a little bit one of these characters that's not liked too much by the other characters but still the children love watching them.

The humans

With human characters Thumper has trouble most of the time. He is not interested in their complex problems and often they are impolite while interacting with him. The only one, that seem to be friendly are this strange guy who seems to come from the Middle East. They call him Aladdin. He seems to be fun. Thumper heard he also likes to do pranks on others – mostly on people being authorities.



Escape

Introduction for Game Master to „Escape” LARP

This is a LARP about prisoners who plan to escape from prison.

Originally the game was played by 7 people (+2 game masters) but it is possible to change the number. But then you have to change relationships because the most important thing is to make them fair and equal. So everybody has to have equal number of 'likes' and 'dislikes'.

The easiest way to adjust the game is when you play with 6 players- then you should remove the Informant/Driver character and adjust relations a little.

Originally the game was placed in Rieneck Castle, Germany. Players were allowed to move in courtyard. When they were entering the castle (prison corridors) they had to stay hidden from any other people (they were other inhabitants of castle). So really important thing is where you play – because the first part is about sneaking around and stealing objects which are needed for escape.

Summing up – Game Master has to adjust game to number of players and place.

The plan of the game:

Originally players had 45 minutes to collect all the stuff and run away. If (or rather when) the players kill one of the prison guards (they should do this), they however have only 10 minutes left – so the time is running up and the game is coming to end.

At the beginning they didn't know that only some of them can escape (so they cooperated if their characters weren't against themselves)

When the Forger finds the ID cards they realise (and it must be said clearly) that only 4 of them can escape, and they need to vote. The rules of voting: everybody at the end of game have to write down 4 players (he can vote for himself). The 4 players with most points are escaping.

Important! Any combination of characters would be able to escape, so they don't have to vote for somebody with specific skills (like the car driver). It's up to the personal preferences of the voters.

The aim of every player is to escape. The Informant has also another aim – he has to escape together with mafia dude and politician (to infiltrate them outside).

You need 2 NPC's (they can be the game master) – one guard who has to be killed and one to corrupt/bribe (but you can just have one guard and omit the corruption). The guard (or guards) should walk (ex in courtyard) and don't let the players group themselves into one big suspicious group. Also players can't enter the prison's corridors when the guard is looking at them. However, the guards need to give the players some opportunities to do their thing, they may not be too „efficient” in their guarding. More like stupid prison guards in comics and movies...

Start brief to the players

You are 7 prisoners trying to escape from jail (the castle). You need to collect certain items to help in your escape. However each item can only be collected by certain people.

Money: Corrupt politician – may bribe 1 guard

ID-cards: Forger – to be used for leaving the castle

Rope: Thief – to climb down the wall

Knife: Murderer – to deal with the second guard

Cellphone: Mafia – to make sure plans are in place outside of the castle

Laptop: Hacker – to deactivate the alarm

You need to find these items around the castle with out getting spotted by guards. Every one who is not in game is a guard (even though they are just outsiders/passers by and don't know that they are participating in a game).

More instructions will follow during the game.....

Rules

- if you are spotted you have to return to the room
- you have 45 mins to escape
- if you kill a guard you only have 10 mins
- you can kill team mates near the end of the game
- you can only be out in two groups. No more
- only certain people can take certain items

Characters

Murderer

Intro

Everyone has a job. Yours just involves killing people. And you have to support your family somehow don't you? Well that's what you tell yourself when you have trouble sleeping at night. You do 'jobs' for many people, mostly the mafia. Well this was untill you got caught. Now facing a life in prison you need to get out.

Character

You are a killer for hire. In reality you don't like it. But this needs to stay a secret or you won't get any more work. It's something you need to do to provide for your growing family. You need to do what ever it takes to get out. You are whiling to go along with the others plans so long as it suits your needs.

Contacts

You know the thief from previous work and get on with him well. He you can trust. The driver you have never met before until now but you like him. The contact from the mafia however you don't trust at all. Too much ambition. You feel he may try to betray you and the others so he can get out. You should keep an eye on him

Thief

Bio

You always loved the tales of Robin Hood. Robbing the rich to feed the poor and all that. You tried to style your self as him. You just never got round to giving to the poor bit you steal and keep all the gain to your self and you enjoy it. That was until you got caught half way through a robbery.

Character

You view your self as a master thief. In truth you are nothing more than a petty criminal. You are a selfish man. No matter how much you tell yourself otherwise. Try to get into character by stealing of others in your group. You don't believe you need the others. And they will get in your way. But so long as you get out its fine. But you don't take orders from any of them.

Contacts

you have worked with the murder before stealing positions while he kills the guards. The forger also. He made you some good documents to get you though secreatey. You dont trust the mafi. Epsashaly this low leval scumbag. Also the nerd who calls him self a hacker. Useless t both of them.

Motivation

Jail does not suit you. You like to be free. And these bars and cages are driving you crazy.

Mafia Dude

Intro

You work for the mafia. You're not that high up yet. But you have plans. Ambition. You're going to reach the top. You just know you are. You're only doing the small work at the moment but you are sure people we see you skills. Well they would have if you hadn't been locked up. Your stupid partner got you caught while robbing a bank.

Character

You are low ranking mafia agent and you hate being reminded of it. You are a proud person and feel you have extreme potential. You believe yourself to be smart. However you are not. In reality you are rather dumb. You are however extremely good with words. Try to make the others believe you are as big and important as you hope to be.

Contacts

You feel the Forger could aid you in your ambitions. Teach you a few tricks and the like. The same for the Hacker, however you don't understand half the thing he says. You just smile and nod when he talks. You don't like the murderer. He just looks down at you. As if he is any better. Same with the corrupt Politician. What is worse is that he tries to boss you about. You should be in charge, not him

Forger

Bio

You were an artist once. But never got any work. They didn't understand you. You decide to change your work to something a bit different. Somehow forgery just came to you. You now work with many networks, but mostly the mafia and you feel you have got in too deep. You were trying to get out. But that's when you got caught. Sold out by a friend.

Character

You make fake documents for the highest bidder. But you don't want to anymore. You want out. So you can go back to your art. Your painting. But first you need to escape. Because of the reason you were caught you find it extremely hard to trust the people around you. Even more so in prison.

Connections

You like the mafia dude. He seems to have a strange interest in your work which is not common amongst people of his trade. You can get on with the Murderer. However you hate his line of work. Another thing that you hate is the Politician. Thinks he is better than anyone else when he is just as bad. You also don't like the driver. Always hanging around and not talking much

Hacker

Bio

You can't stop the wire. That's been your motto for years, you believe that all information should be public information. However this does not bring in much money. So you turned your immense computer skills to other purposes. Namely hacking security systems and letting people into, or out of buildings. This was until the police raided your flat.

Character

You have always been good with computers. Always playing with them when you were younger. However this did not leave time for other hobbies or even talking to other people. This means your social skills are not great. You like to keep to yourself a lot, you also are rather lazy and shy away from exercise. Do not try to take control. That is not your style

Connections

You enjoy the company of the driver. However, he does not seem to talk a lot. Especially not about himself. The Forger, though, he is annoying. Talking about his "art". You can't see how he is in anyway useful to the operation. He will just get in the way.

Corrupt Politician

Bio

Money and power. That's what makes the world turn. It's just that you wanted too much of each. You got greedy and involved with the wrong people. Now you are involved with the mafia. One thing led to another and now you are in prison.

Character

You are a corrupt politician. You're in jail for it. But you have a cunning plan to get out. Just a shame you need the help of some low life scum to get it done. Your plan is rather simple. But it is your plan. Others may try to take control. Destroy them.

Contacts

You have only two people you know you can trust. The Thief and the Hacker. You have worked with both of them in the past to get information on rivals. The Murderer you extremely dislike. How could someone kill for money? It seems so barbaric. The Forger made your life hell when you were working in government so you dislike him too. Your mafia contact in jail says he has a Driver, but you don't know if you can trust them both.

Informant/ Driver

Bio

You are an agent working for the police. Sent into prison to help keep an eye on two prisoners and gather any information you can. Namely the corrupt Politician and the Mafia Dude. And now they are planning on breaking out. You managed to get into the group, posing as an escape car driver. However, worse news is that the man who once killed your partner is also part of the group. Do you do your duties as an agent or go after the murderer for vengeance?

Character

All your life you have wanted to work for the police force. To protect people. Then your partner got murdered because he was messing with the wrong people. He was your best friend and now he is gone. But you can't let this mess up the mission, can you? That's when you decided to become an agent. Being an agent you would think you are a good liar. However you are not (keep the fact you are informant secret, though). You are an extremely loyal person.

Contacts

Your only care is to make sure that you are with the Politician and the Mafia Dude at the end of the game. Everything else is optional for you.



Martin & Max, the authors of Escape, working hard...

Free the Last Unicorn!

Setting: It takes place in Middle-Earth. A group of adventurers has to free the Last Unicorn, which is locked in the tower of Horseburg. On the way to the castle they will have to pass three creatures (dwarf, elf, magician) and fight the final battle in the end.

Aim: To free the last unicorn and stay alive!

Players: 3 actively playing NPCs (can be the game masters) and 6 players.

Mechanisms: All the characters in the group have a certain strength/advantage and a weakness. The characters will “wander” through the game area, meeting the three NPC characters, one after the other. In the end they will have to fight three NPC orcs as a final obstacle on the way to the prison where the unicorn is locked. All orcs have 4 life points, and they are fought by playing a round of stone-paper-scissors. If the player wins, the orc loses one life point, if the orc wins the character loses a point instead. When the players are closing up on the end point of their quest (“the Castle”, “the Tower” or “the Prison), there is an (invisible) dragon flying around the area. It will try to attack a few times (the invisible game master shouts "dragon attack!"). To avoid being hurt each character can protect himself/herself by raising a hand in the air and say "go away". Everybody who doesn't manage to do this within 3 seconds loses 2 points. If Eowyn has a bow and arrows, she can however try to shoot the dragon instead of defending herself (and the gamemasters will tell the outcome of her shot).

Notes to the players: You all have 6 life points in the beginning (except for Merry, who has 10 and Aragorn who has 4). If you lose all of them, you die. The healer can heal dead people but loses 2 points every time and can't be healed himself. Attention! There is a dragon flying around the castle. It will try to attack a few times (the invisible game master shouts "dragon attack!"). To avoid being hurt each character can protect himself/herself by raising a hand in the air and say "go away". Everybody who doesn't manage to do this within 3 seconds loses 2 points.

Location: Somewhere outdoors where you can do a small “hike” from place to place and where there is a good (and safe) location for the end battle (where the characters meet three orcs after each other, and where they need to open a door to get to the Last Unicorn)

Equipment needed:

Elf: Bow and arrow

Magician: A riddle (For example: “*I went into the woods and got it. I sat down to seek it. I took it home because I couldn't find it. What is it?*” with “a splinter” being the correct answer)

Aragorn: Dictionary for Dwarfish (on the next page)

Eowyn: Heavy boots

Magician student: Things to do magic with, for example a wand, cards....

Merry: Healing equipment (bandages, herbs...)

Pippin: Tool to open the door to the prison (crowbar, lockpicks...or a key)

Giant: Map of the game location

Dictionary Dwarfish – English

(The “Dwarfish” is actually real Greenlandic!)

1. Uumasuusivissuarmi qungasersooq
takungakku tupannermut qarlinnut
qingajappunga.
1. I got so scared when saw the giraffe in
the zoo that I almost peed my pants
2. Tuttut tututtut tuttutuut tuttutuuttut.
2. Dirty reindeers that eat reindeers in the
way that reindeers eat reindeers
3. Soorlu siallerniartoq, immaq kisianni
alanngittaammik pisillunga.
Pisiniarfiup sumiinneranik tikkuutilaartigut.
3. It looks like it's going to rain. Please point
at the direction of where the shop is
4. Ajutuulernerme kalerrisaarut silamiittoq
nerilernerme maani sulisut sianertittarpaat.
Nerifissaanngittumi sianissangaluarpat
isumaqassooq ikuallattoqartoq
4. The bell outside is being used by the staff
to announce meals. If it rings outside of
those times it will mean that there is a fire
5. Tamatta aqqartartumi kajortumi
najugaqarpugut, aqqartartumi kajortumi,
aqqartartumi kajortumi.
5. We all live in a yellow submarine, yellow
submarine, yellow submarine
6. Ataatsimik nassulik paarnaarussivimmiik
anisikkusullugu maannarpugut.
Ingerlaqqinnissarput akuerigukku
nujaa siilveq ilinnut tunniutissuarput.
6. We are here to free the unicorn. If you
let us pass we will give you its silver hair.
7. Uummaangaa inequnangaaravit.
7. You look so nice/sweet. But it looks like

Kisianni soorlu umitit takivallaalersimasut,
piumanguit uterutta unngiarsinnaavakkit

your beard has become too long. If you want, I can shave it for you when we come back.

8. Nalunaarasuartaateerannualioqati-

giiffissualioriataallaqqissupilorujussu-
angortartuinnakasinngortinniamisaa-
linnguatsiaraluallqqooqigaminngami-
aasinngooq.

8. Untranslatable. The longest word in Dwarfish (ok, Greenlandish) which hardly make sense.

Short character & NPC descriptions:

NPC: Dwarf (Baldur): The first creature that the adventurers need to pass. His mother tongue is "Dwarfic" (Greenlandic). He only understands this language but is able to reply in English. A dictionary should be used for communication. He is suspicious about letting strangers close to his mines. He knows that the unicorn is locked up in the tower and he really wants its silver hair which is very valuable. He gets very happy when somebody speaks his mother tongue and enjoys chatting. When he hears that the group is going to free the unicorn and promise him the silver hair, he accepts them to pass him. *In the end this NPC plays one of the three orcs of the final battle.*

NPC: Elf (Legolas): The second creature the adventures meet. Lives in the castle. He doesn't like to be interrupted when meditating. He points at people when he hears them passing and the character that makes the noise loses 2 life points. The elf can hear characters passing from 5 meters before and 5 meters after. He has a bow and arrow which can be used to kill the dragon, but only Eowyn knows how to use them. *In the end this NPC plays one of the three orcs of the final battle.*

NPC: Magician (Gandalf): Is sitting by the tower, the last creature on the quest, and is able to open the door to the tower. But the group has to solve a riddle before passing. If they don't know how to do it, he can sell letters. One letter costs one life point of the magician student. *In the end this NPC plays one of the three orcs of the final battle.*

Human 1 (Aragorn): Knows how to speak "Dwarfic" (when using the dictionary) and has to find the right sentence in the dictionary to say "We are here to free the unicorn. If you let us pass we'll give you his silver hair". He has only 4 points to start with. He doesn't like the magician student and wants to be against him just to annoy him because he wanted to be a magician himself but he wasn't accepted at the School of Magic. Married to Eowyn.

Giant (Grimbold): Knows the way (has a map) and he knows that everybody has to be quite when passing the elf. In the final battle, when playing paper, stone scissors, he can't play scissors. Except from the magician student everybody distrust him but he is needed to find way and to pass the elf.

Magician student (Faramir): When solving the task at the magician, he can pay with his life points to get letters, if the task can't be solved. He pays 1 point per letter. But he can't be healed if he dies. He feels superior to Aragorn because he was accepted at the School of Magic and Aragorn was not. He likes to perform magic in front of everybody, especially Aragorn. He trusts the giant and tries to make others trust him as well.

Human 2 (Eowyn): Knows how to use bow and arrow and has to steal it from the elf. She has heavy, noisy boots and therefore she should be carried when passing the elf. Aragorn is her husband and it is her task trying to calm him when he gets upset because of the magician student.

Hobbit 1 (Merry): He is the only character with 10 life points to start with. He is a healer and can revive dead people so that they become alive again. But he loses 2 points himself when doing it. Pippin is his brother and he knows that the brother needs 8 points in the end to be able to open the door. Therefore he has to save enough points to make sure that they both are alive in the end.

Hobbit2 (Pippin): Has the key (or tools) to open the door to the prison where the unicorn is. He needs at least 8 points to open the door.

Character overview:

1	2	3	4	5	6	7	8	9
Dwarf	Elf	Magician	Human 1	Giant	Magician student	Human 2	Hobbit	Hobbit
			Knows the Dwarfish language	Knows the way - castle + knows how to pass the elf	Can buy letters from magician	Can shoot with bow and arrows +can steal from elf	Healer	Key/tools to free the unicorn
			Less life points	Can't do "scissors" in end battle	Can't be healed	Heavy, noisy boots	Loses 2 points every time healing	Needs at least 8 points to use the key

Setting:

You are in Middle-earth. You are in a group of 6 involving a human couple (Aragorn and Eowyn), 2 hobbit brothers (Merry and Pippin), a magician student (Faramir) and a giant (Grimbold). You are on a mission to free the last unicorn. The unicorn is locked up in the top of the tower. You begin your journey in Pelennor Fields. On the way to the castle you will have to pass three creatures (dwarf, elf, magician) and fight the final battle in the end. You all have points to start with, and if you lose all your points you die. Most of you can be healed by Merry who though loses 2 points himself when doing it. Attention! There is a dragon flying around the castle. It will try to attack a few times (the invisible game master shouts "dragon attack!"). To avoid being hurt each character can protect himself/herself by raising a hand in the air and say "go away". Everybody who doesn't manage to do this within 3 seconds loses 2 points. Also when passing the meditating elf, you lose 2 points every time he hears you.

Character description: You are a human and your name is Aragorn. You are 28 of age and just got married to Eowyn. You are very happy in your relationship but you just found out that you were not accepted to go to the School of Magic, so your dream of becoming a Magician just broke.

Motivation: Your wife has had the dream of freeing the unicorn since she was a little child and heard the story the first time. You do this because you know it is very important to your beloved wife and you know that you are needed for the first task at the dwarf.

Points to start with: 4 points

Strength: You speak "Dwarfic" and have a dictionary.

Weakness: You have fewer life points than the others

Relation to other characters: You are jealous of Faramir, who is being annoying to you and you get angry when he is showing too much magic. You wonder why he wants to join the journey. You sometimes get very angry but your wife is always able to calm you down. You don't trust the giant but have a good relation to everybody else. You think that hobbits are so small and cute which you mention a few times.

Character sheet: Human 2 - Eowyn

Setting:

You are in Middle-earth. You are in a group of 6 involving a human couple (Aragorn and Eowyn), 2 hobbit brothers (Merry and Pippin), a magician student (Faramir) and a giant (Grimbold). You are on a mission to free the last unicorn. The unicorn is locked up in the top of the tower. You begin your journey in Pelennor Fields. On the way to the castle you will have to pass three creatures (dwarf, elf, magician) and fight the final battle in the end. You all have points to start with, and if you lose all your points you die. Most of you can be healed by Merry who though loses 2 points himself when doing it. Attention! There is a dragon flying around the castle. It will try

to attack a few times (the invisible game master shouts "dragon attack!"). To avoid being hurt each character can protect himself/herself by raising a hand in the air and say "go away". Everybody who doesn't manage to do this within 3 seconds loses 2 points. Also when passing the meditating elf, you lose 2 points every time he hears you.

Character description: You are a human and your name is Eowyn. You are 25 years old. You just got married to Aragorn and you are very happy with him. You know that Aragorn has temper, and that you have to calm him down when he gets upset. You have been waiting your whole life for this journey to free the unicorn therefore it is very important to you that you succeed. You show a lot of enthusiasm and try to make it all work.

Motivation: When you were a child, you heard about the unicorn that is locked up in the tower. Since then, you made it your dream to free it. You have been taking classes to learn how to use bow and arrow, and you are very good at it. You know you have to kill the dragon when you get the chance before it kills you all.

Points to start with: 6 points

Strength: You are very good to use bow and arrow. Maybe you can steal one from the elf?

Weakness: Your boots are very heavy and make a lot of noise which is a disadvantage when you are going to pass the elf. Therefore you have to be carried.

Relation to other characters: You are very happy with your husband and you know that you are the one to calm him down when he gets upset. You are good to talk to the others but you don't trust the giant. But you invited him anyway to join as he is the one who knows where to go. You think that hobbits are so small and cute which you mention a few times.

Character sheet: Magician student - Faramir

Setting:

You are in Middle-earth. You are in a group of 6 involving a human couple (Aragorn and Eowyn), 2 hobbit brothers (Merry and Pippin), a magician student (Faramir) and a giant (Grimbold). You are on a mission to free the last unicorn. The unicorn is locked up in the top of the tower. You begin your journey in Pelennor Fields. On the way to the castle you will have to pass three creatures (dwarf, elf, magician) and fight the final battle in the end. You all have points to start with, and if you lose all your points you die. Most of you can be healed by Merry who though loses 2 points himself when doing it. Attention! There is a dragon flying around the castle. It will try to attack a few times (the invisible game master shouts "dragon attack!"). To avoid being hurt each character can protect himself/herself by raising a hand in the air and say "go away". Everybody who doesn't manage to do this within 3 seconds loses 2 points. Also when passing the meditating elf, you lose 2 points every time he hears you.

Character description: You are a human and you are a magician student which you are very proud of. Magic is your life, what makes your life worth living. You like to show magic stuff to the others.

Motivation: You always wanted to meet the magician by the tower. Actually, the unicorn doesn't interest you at all, but this journey is your way to meet the magician. You don't want anybody to know that this is the case and you try to show interest in unicorns.

Points to start with: 6 points

Strength: You can buy letters from the magician to solve his riddle. You pay one point per letter

Weakness: You can't be healed. Be careful with your points!

Relation to other characters: You trust the giant and you try making the others trust him. You like annoying Aragorn by performing magic because he just doesn't get how you do this amazing magic. You like the rest of the group.

Character sheet: Grimbold (Giant)

Setting:

You are in Middle-earth. You are in a group of 6 involving a human couple (Aragorn and Eowyn), 2 hobbit brothers (Merry and Pippin), a magician student (Faramir) and a giant (Grimbold). You are on a mission to free the last unicorn. The unicorn is locked up in the top of the tower. You begin your journey in Pelennor Fields. On the way to the castle you will have to pass three creatures (dwarf, elf, magician) and fight the final battle in the end. You all have points to start with, and if you lose all your points you die. Most of you can be healed by Merry who though loses 2 points himself when doing it. Attention! There is a dragon flying around the castle. It will try to attack a few times (the invisible game master shouts "dragon attack!"). To avoid being hurt each character can protect himself/herself by raising a hand in the air and say "go away". Everybody who doesn't manage to do this within 3 seconds loses 2 points. Also when passing the meditating elf, you lose 2 points every time he hears you.

Character description: Usually giants stay amongst themselves. You don't talk very much and prefer to solve tasks on your own.

Motivation: Since you have a good knowledge about the castle and the creatures living in there you were asked to support this mission. After some hesitation you said yes because you know how important unicorns are for the balance of power in Middle-earth.

Points to start with: 6

Strength: You are the only one who knows a relatively safe way through the castle where you won't have to pass any Orcs. You also know that the only way to pass the meditating elf is to be VERY quiet so that he won't detect you.

Weakness: In the final battle (when fighting by playing paper/stone/scissors) your only weapons are paper and stone, NOT scissors (your hands are too gigantic to handle them...).

Relation to other characters: Since Giants are not very popular in Middle-earth, almost everybody in the group distrusts you. But you now that they won't find the way through the castle without you. You get some support from the magician student Faramir who promotes equality between all creatures.

Character sheet: Merry (Hobbit):

Setting:

You are in Middle-earth. You are in a group of 6 involving a human couple (Aragorn and Eowyn), 2 hobbit brothers (Merry and Pippin), a magician student (Faramir) and a giant (Grimbold). You are on a mission to free the last unicorn. The unicorn is locked up in the top of the tower. You begin your journey in Pelennor Fields. On the way to the castle you will have to pass three creatures (dwarf, elf, magician) and fight the final battle in the end. You all have points to start with, and if you lose all your points you die. Most of you can be healed by Merry who though loses 2 points himself when doing it. Attention! There is a dragon flying around the castle. It will try to attack a few times (the invisible game master shouts "dragon attack!"). To avoid being hurt each character can protect himself/herself by raising a hand in the air and say "go away". Everybody who doesn't manage to do this within 3 seconds loses 2 points. Also when passing the meditating elf, you lose 2 points every time he hears you.

Character description: You and your brother Pippin are always up to new adventures. You are always positive about the outcome of the mission and able to motivate the others.

Motivation: When you heard that there would be a mission to free the last unicorn you were the first ones to sign up voluntarily. What better way would there be to become a hero of Middle-earth and prove that although you are very small you can achieve something!

Points to start with: 10!

Strength: You picked up some healing skills from your dear mother. You have the very seldom gift of being able to revive creatures who just died. However, you can only heal/revive people if you yourself have at least 4 life points left.

Weakness: You lose some of your strength (2 points) every time you heal a person, and obviously you would not be able to heal yourself. Unfortunately you are also not

able to heal when one has been killed by an orc. So in the final battle you won't be able to use your ability to heal...

Relation to other characters: You like to spend your time with your brother and best companion Pippin. There are so many adventures you experienced together! Just remember the time when you followed Frodo on his way to Mordor? You should definitely tell the others about it! Maybe then the humans (Aragorn and Eowyn) will start respecting you as a full person!

You know that Pippin is the only one who has the abilities to open the unicorn's prison. To be able to use his skills, he has to be very strong and therefore needs 8 points when arriving on the top of the tower. Make sure to support him with that as good as you can!

Character sheet: Pippin (Hobbit):

Setting:

You are in Middle-earth. You are in a group of 6 involving a human couple (Aragorn and Eowyn), 2 hobbit brothers (Merry and Pippin), a magician student (Faramir) and a giant (Grimbold). You are on a mission to free the last unicorn. The unicorn is locked up in the top of the tower. You begin your journey in Pelennor Fields. On the way to the castle you will have to pass three creatures (dwarf, elf, magician) and fight the final battle in the end. You all have points to start with, and if you lose all your points you die. Most of you can be healed by Merry who though loses 2 points himself when doing it. Attention! There is a dragon flying around the castle. It will try to attack a few times (the invisible game master shouts "dragon attack!"). To avoid being hurt each character can protect himself/herself by raising a hand in the air and say "go away". Everybody who doesn't manage to do this within 3 seconds loses 2 points. Also when passing the meditating elf, you lose 2 points every time he hears you.

Character description: You and your brother Merry are always up to new adventures. You are always positive about the outcome of the mission and able to motivate the others.

Motivation: When you heard that there would be a mission to free the last unicorn you were the first ones to sign up voluntarily. What better way would there be to become a hero of Middle-earth and prove that although you are quite small you can achieve something!

Points to start with: 6

Strength: Since your uncle is a well-known thief in Middle-earth you picked up some very useful skills like opening doors or locks. Hence, you are the only person in this mission who is able to open the lock at the unicorn's prison.

Weakness: To use the full potential of your abilities and be able to open the lock you need at least 8 points when arriving at the top of the tower. Luckily, you have Merry at your side to support you.

Relation to other characters: You like to spend your time with your brother and best companion Merry. There are so many adventures you experienced together! Just remember the time when you followed Frodo on his way to Mordor? You should definitely tell the others about it! Maybe then the humans (Aragorn and Eowyn) will start respecting you as a full person (they still have prejudices against the smaller Hobbits...)!

NPC-Character sheet: Magician – Gandalf

Setting:

You are in Middle-earth. You are in a group of 6 involving a human couple (Aragorn and Eowyn), 2 hobbit brothers (Merry and Pippin), a magician student (Faramir) and a giant (Grimbold). You are on a mission to free the last unicorn. The unicorn is locked up in the top of the tower. You begin your journey in Pelennor Fields. On the way to the castle you will have to pass three creatures (dwarf, elf, magician) and fight the final battle in the end. You all have points to start with, and if you lose all your points you die. Most of you can be healed by Merry who though loses 2 points himself when doing it. Attention! There is a dragon flying around the castle. It will try to attack a few times (the invisible game master shouts "dragon attack!"). To avoid being hurt each character can protect himself/herself by raising a hand in the air and say "go away". Everybody who doesn't manage to do this within 3 seconds loses 2 points. Also when passing the meditating elf, you lose 2 points every time he hears you.

Character description: You are a famous magician and you know a lot of tricks. You want the unicorn to be free, but when you tried to free it the last time you accidentally locked in three orcs. Therefore you want the group to solve the riddle to make sure that they are clever enough to beat the orcs. You are willing to help the group solving the riddle, but not for free. Every letter costs one point from the magician student. You like to chat with the magician student. You think that he will become a brilliant magician.

In the end this NPC plays one of the three orcs of the final battle.

The two other NPCs do not have own character sheets, please look at the short descriptions for information about them!



Death at Greenhill Hotel

A murder-mystery LARP for 7+ players.

Background:

Our story takes place at the Hotel Greenhill, which is located in the British countryside. It is quite an exclusive house, only for well-endowed people. An old but renovated cottage which is next to a golf club.

Currently, there are just very few guests. Last night, just past midnight, there was suddenly a short power outage. As that had happened before, no one was too concerned, but then... A rumble, something heavy falling down, and when the lights were back on, a shocked cry from Janine, one of the employees, who had found Theodore Smith, lying dead on the floor, bleeding from the back of his head. He apparently had fallen down the stairs and onto the marmoreal floor.

The police investigation started the next morning, and while these are going on, the other guests and employees gather at the hotel lobby. Was it really an accident? Or did someone make the wealthy businessman fall down? And maybe some people have also their own secrets...

In any case, there is a reward for those who help solving this mystery. Just be careful, as a murder might be amongst you - or was it all really just an accident?

Game master-Information

The quick summary is: Elaine killed her husband because he cheated on her and because she would get a lot of money from the life insurance, solving the financial problems she was facing. All characters have some secrets they would try to hide, but might also decide to reveal at a certain point.

The course of action as it happened is roughly as follows:

- Janine steals Theodor's watch
- Dinner
- James and Theodor have a fight with James wanting money. This fight is overheard by Janine
- Henry Jones, sent to the Clark's by Theodor finds out the young couple is also having some argument
- Guests retreat to their rooms, Janine doing some work, Robert and Theodore drinking at the bar
- Elaine prepares for Theodore to return, causes the power outage and kills her husband by pushing him down the stairs
- Janine finds the dead body
- Police investigation starts the next morning

Game Master Role:

In the original version the game master(s) were taking part as the investigating police, thus steering the course of action. This allows also taking out certain character's for some time for "interrogation", to allow new constellations of talks and give character's the occasion to talk to others without being occupied the whole time.

At a certain time, every player should be allowed a guess who the murder really was.

Options:

- Another possibility is to actually have one or two players act as detectives and try to investigate the crime.
- For more players, further characters can be introduced, either as additional staff members, e. g. barman or hotel manager, or guests.

Characters:

Name: Elaine Smith

Age: 48

Gender: Female

You and Theodore were married for more than 20 years. Your relationship had already cooled down quite significantly during the last years, and if it wasn't for what your friends and the club members would think of you, you already would have left your husband years ago. Also, he is the father of your one and only son James, whom you adore. He is the person you care for most in your life and you would do almost everything to protect him.

You are one of the most respected Ladies of your town and see yourself as somewhat above the others. You also like to show off your money and enjoy talking about celebrities you know.

As your life got boring, you had a short affair with one of your husband's business partners but that is also already over by now.

You noticed that recently your husband appeared to be much more hesitant about spending money, and browsing through his papers you realized that his business was not going well and close to insolvency. You will get a lot of money from the life insurance after your husband's death and you might also be able to get more money out of the valuables left.

Further, you have some hunch that your husband might have had or still has an affair, but you are not sure with whom. Possibly Kelly Clark, that slutty young thing had something to do with it? Though might be better to pretend being her friend and not confront her directly with your suspicions?

You regularly spend your vacation at the Greenhill Hotel and are familiar with the surroundings and hotel staff members.

You had planned it quite accurately. When you heard him coming back drunk from the bar, as usual in the evenings, you'd let the hairdryer drop into the filled sink, causing a power outage (something not too unusual in such an old building, as you know from experience). You found him somewhat lost on the stairs and hit him on the head with the heavy ashtray, before pushing him down the stairs. Then you quickly rushed back to your bed, only to play the shocked, mourning widow minutes later. Since the police only arrived the next morning, you had plenty of time to make all your "tools" disappear.

Your goal is to remain undiscovered. You seem pretty sure you can convince the others this was just a terrible accident. Or maybe you can just blame someone else?

As soon as everything has calmed down you plan to get the money and have a nice life. Checking the valuables, you wonder though, where the expensive watch has gone. Maybe James has taken it? He appeared to need some money and you remember him having a discussion with your husband.

Contacts:

James Smith, your beloved son is the person you care for most. He unfortunately does not always behave like you wished and also has some friends who gamble and are not good for him, but you do not really see that as a big problem.

Henry Jones, your husband's secretary. A useful person, though apparently not too smart. You feel he should also follow your orders, as he is working for your husband anyway.

Kelly and Robert Clark

A younger couple from a Country Club. He is a rather calm person, but she likes to show off herself. You pretend to be good friends with her, but are suspicious she's having an affair with your husband

Janine

Some employee of the hotel. You have seen her working here the last years, but who really cares about the staff?

Name: Henry Jones

Age: 25

Gender: Male

You have been working for Theodore Smith, the victim, for a couple of years as his private secretary. You believe this is your chance to start a great business career, even though the payment is not that great. But Mr. Smith did promise you a raise "soon", so you tried very hard to please him and do whatever work he gave you, even though that meant working overtime quite often. Over time you have developed a feeling that your employer is taking a bit too much advantage of your enthusiasm to make yourself useful.

The company has not been in a good situation recently, and so you were asked to accompany Mr. Smith, his wife and their misbehaved son on their vacation, in order to file certain papers.

You feel that all this has been going on for far too long and consider quitting the company and speaking your mind to Mr. Smith about what you were promised and what you got.

But before you had a chance to do so, he suddenly had this accident. Or wasn't it an accident? Surely James Smith could have something to do with it. You know that he probably has a serious gambling problem.

Also, when you were sent with a message to the room of Kelly and Robert Clark yesterday, they were just having an argument and even though you do not know what exactly it was about, Robert did make clear threats to Theodore Smith. And just morning, before the investigation started, he offered you a new, better job, while idly mentioning you would certainly forget what you heard yesterday.

Contacts:

James Smith: You don't think much of him, he is a rich boy and never really did any work, but could just spend daddy's money

Elaine Smith: The wife of your boss. You do not like the way she likes to treat you like a servant, but it might be better not to have an argument with her? She certainly has some influence...

Kelly Clark: She seems friendly. She came to Mr. Smith's office fairly often recently, but you do not really know her.

Robert Clark:

He might be your chance to get a better job and finally move on in your professional career. On the other hand you are not sure whether he is trustworthy

Janine:

A Hotel employee. You don't really know her.

Name: James Smith

Age: 23

Gender: Male

You are the victim's son. You are in your early twenties and depend a lot on your parents, because you don't even try to keep a job and often lose at poker, but surely one of these days you're going to make it and pay back all your debts. You just need a little more to get back on the horse. This is part of the reason that you and your father had a fall-out the previous day. You went to him for money, which he wouldn't give to you. He accused you of being irresponsible and spending way too much, however, you know that your family can afford it.

Your parents have been coming to Hotel Greenhill for years now, but you were never interested in joining, since you and your father usually don't get along well. This year you only joined, because you needed more money and to get it you had to make nice with your parents.

You started a sexual relationship with Janine, one of the hotel's employees, and promised to start a new life with her, as soon as you'd get your father's money. However, you have no intention on keeping these promises.

You are not much of a social person and more interested in what other people can do for you than in the people themselves.

As for your father's death: It probably was an accident. The old drunk most likely fell down the stairs all by himself. You really are more interested in the money and valuables you'll inherit.

Contacts:

Elaine Smith: Your mother has always been the one person to have your back, although you take her being on your side for granted. She doesn't really stand up to your father, but that's okay as long as the money keeps coming.

Theodore Smith: You and your father have always had a quite difficult relationship. He wants you to take on more responsibility for yourself and work for your own money, but you don't see the point, because of your family's fortune.

Janine: A hotel employee and your current love affair. If you're stuck in this hotel you can at least have some fun, and the girl seems to really like you. You just feed her a few words about eternal love and running away together and everything will be fine.

Henry Jones: Your father's secretary – or servant. You always order him around, because that's just his job. You don't respect him in the least, and don't need to, since you'll inherit the company he's working for.

Kelly and Robert Clark are acquaintances of your parents. You have seen them before, but aren't interested in getting to know them at all.

Name: Kelly Clark

Age: 30

Gender: Female

You are Theodore Smith's mistress. You know that he's married, but who cares, you're married as well... for now. The only reason you came to Hotel Greenhill at this time of year, because Theodore would be there and you finally wanted to convince him to leave his wife for you. But your husband Robert knew that something was up and confronted you yesterday in the evening. He rightfully accused you of having an affair, but didn't accept that you wanted to end your relationship. In the middle of your heated argument you were interrupted by Henry Jones, Theodore's secretary, who had some errand to run. After that, Robert stormed off – you don't know where to – while you stayed in your room.

You are one of the most respected ladies of your community, but it doesn't matter to you as much as to others. Which doesn't mean that you don't care, there are just some things that you think more important. Nevertheless, you spend a lot of your time in the country club and on social events.

You don't look down on people with less money, so it didn't matter when Theodore told you about his company being bankrupt. You know that he didn't tell anyone else and try to honour his wish.

You are unsure about revealing your relationship, because it might put you in a bad light?

Contacts:

Theodore Smith: You and Theodore met at your local country club, and it just happened. You know that he isn't happy with his wife anymore, whereas the both of you are completely in love. You want to start a new life with him, but are growing more and more frustrated with his refusal to leave his wife. That is why you came to Hotel Greenhill in the first place – to finally confront him.

Robert Clark: Your husband. When you got married a few years back you were in love, but over time you realized that he just isn't the right guy for you. That even became more evident, when you met Theo. You don't have any children and were basically just waiting for the right moment to break it off.

Elaine Smith: Well, what is there to say about your lover's wife? You don't really know her – Theodore and you avoid talking about her. But she seems to have a habit of judging people and thinking herself better than most, which is something you don't like at all. Nevertheless you are mostly polite.

James Smith: Your lover's son. You don't really know him, just from Theodore's frequent complaints about his gambling.

You have seen **Henry**, Theodore's secretary around, but never talked to him.

Name: *Robert Clark*

Age: *33*

Gender: *Male*

You were friends with the victim. If 'friends' means that you are members of the same country club and sometimes go golfing together or talk about who has the biggest car over a few glasses of Scotch. Nevertheless, it was a quite positive relationship, so you weren't opposed to the idea of going to Hotel Greenhill at the same time as the Smith family, when your wife Kelly proposed it. Now that you know the real reason, though, that has changed.

Kelly had been acting strangely for quite a while, and yesterday in the evening you finally pieced it together. Your wife was having an affair – with none other than Theodore Smith. You confronted her, and in the argument that followed she admitted to wanting to leave you for him. But that of course, is unacceptable. Your public image is very important to you, so you won't get a divorce. When she insisted on being in love with Theodore you started threatening him. And in exactly that moment you were interrupted by Henry Jones, Theodore's secretary, who is really more of an errand boy. After that you went to the bar and drank there by yourself, ignoring Theodore who was sitting in the other corner of the room. At some point he left and you wanted to stay a bit longer to finish your glass, when the lights went out and the accident happened.

After Theodore's death you knew that you would seem suspicious, because of the argument Henry had overheard. And you would most definitely be a suspect for murdering Theodore out of jealousy. So you sought the secretary out and offered him a better job, as long as he'd keep silent about what he had heard the previous evening. You are a very practical person and don't like it if people are overly emotional. You don't really care if Theodore was murdered or if it was an accident, as long as it's clear you didn't do it.

Contacts:

Kelly Clark:

Your wife, to whom you've been married for a few years. Your relationship is not as great as it was in the beginning, but you think that you have to work for a marriage and shouldn't give up on it. Even if she cheated on you and it hurt, you can't lose your face in public.

Theodore Smith:

A good acquaintance from the country club, with whom you share an interest in golf, cars and good scotch. Other than that there is no deep friendship between the two of you, but that's just how it is with the other club members.

Henry Jones: Theodore's secretary. You didn't really notice him, just on the occasional errand he had to run, until last night he overheard at least some of the argument with your wife. You thought you were quite clever, when offering him a better position in another company, in exchange for his silence.

Elaine Smith: Theodore's wife, another club member. Your only connection is through Theodore.

James Smith is the other couple's son, but you don't really know him

Name: Janine

Age: 21

Gender: Female

You have been working as a chamber maid / servant at the Greenhill Hotel for five years now. Your parents did not have a lot of money so could not afford it to send you to university. You secretly wish that you could be one of the guests and would not have to worry about money. You would like to see the world and get out of this lonely provincial nest. Unfortunately your wage is quite low, so unless you win in the lottery or find another way to quickly get some money, you will never get there. That's why you occasionally steal valuables from hotel guests. So far, you never got caught and you are quite proud of your abilities. People appear to like you, as you are always helpful and compassionate.

Just yesterday you managed to secretly let that valuable looking watch slide into your pocket, which Theodore Smith appeared to forget somewhere constantly anyway. So there is no one to blame you.

The most promising option to get out of this place is your current relationship with James Smith, Theodore's son. He's a nice guy and seems to really love you. He promised to take you with him to a new life, as soon as he could afford it. You are not really in love with him, but this could be your chance.

Yesterday evening, after dinner, you wanted to visit him in his room, but when you were just about to enter the room, you overheard a vociferous argument between James and his father. It was about money and you decided to rather go back to your own work.

Later that evening, all guests went back to their rooms, except for Theodore and Smith and Robert Clark who had a couple of drinks at the bar, with Robert appearing to be somewhat upset or frustrated. Then the power went out and you realised that once again the cut-out switch had some error. You turned the power back on and then rushed into the entrance hall where you found Theodore Smith dead on the floor. You cried out in shock and everyone rushed out of their rooms.

When tidying up the Smith's room this morning, you found some interesting documents, one of them a life insurance for Theodore about a significant sum. So maybe Mrs. Smith has something to do with her husband's death? On the other hand, you don't want her to suspect you of being too snoopy, or she might find out about your theft.

With the police being here investigating today, you try best to let things appear as normal as possible. It is very inconvenient that they and the guests ask a lot of questions and you are a bit nervous that they or the hotel guests might find out about your crimes.

Contacts:

James Smith, the victim's son who shows you quite some affection and so do you - as far as possible taking into account you are at work.

Elaine Smith

A rather unfriendly woman who believes herself to be better than other people just because she has more money. It's also annoying that she's always around James.

Kelly Clark

A friendly young woman, though she is here for the first time and you barely know her

Robert Clark

You barely know him either, though you feel he drinks a bit too much. Might have an alcoholic problem?

Henry Jones

An employee of Mr. Smith, though also a hotel guest. You don't really know him.



The authors of Death at Greenhill Hotel, Stephan and Ronja, plotting...

How To Write and Plan a miniLARP?

Sooner or later you might want to plan your own miniLARP, or maybe even to have a workshop where the participants all write their own games. Below are some points you should keep in mind when planning own miniLARPs.

Parts of a game:

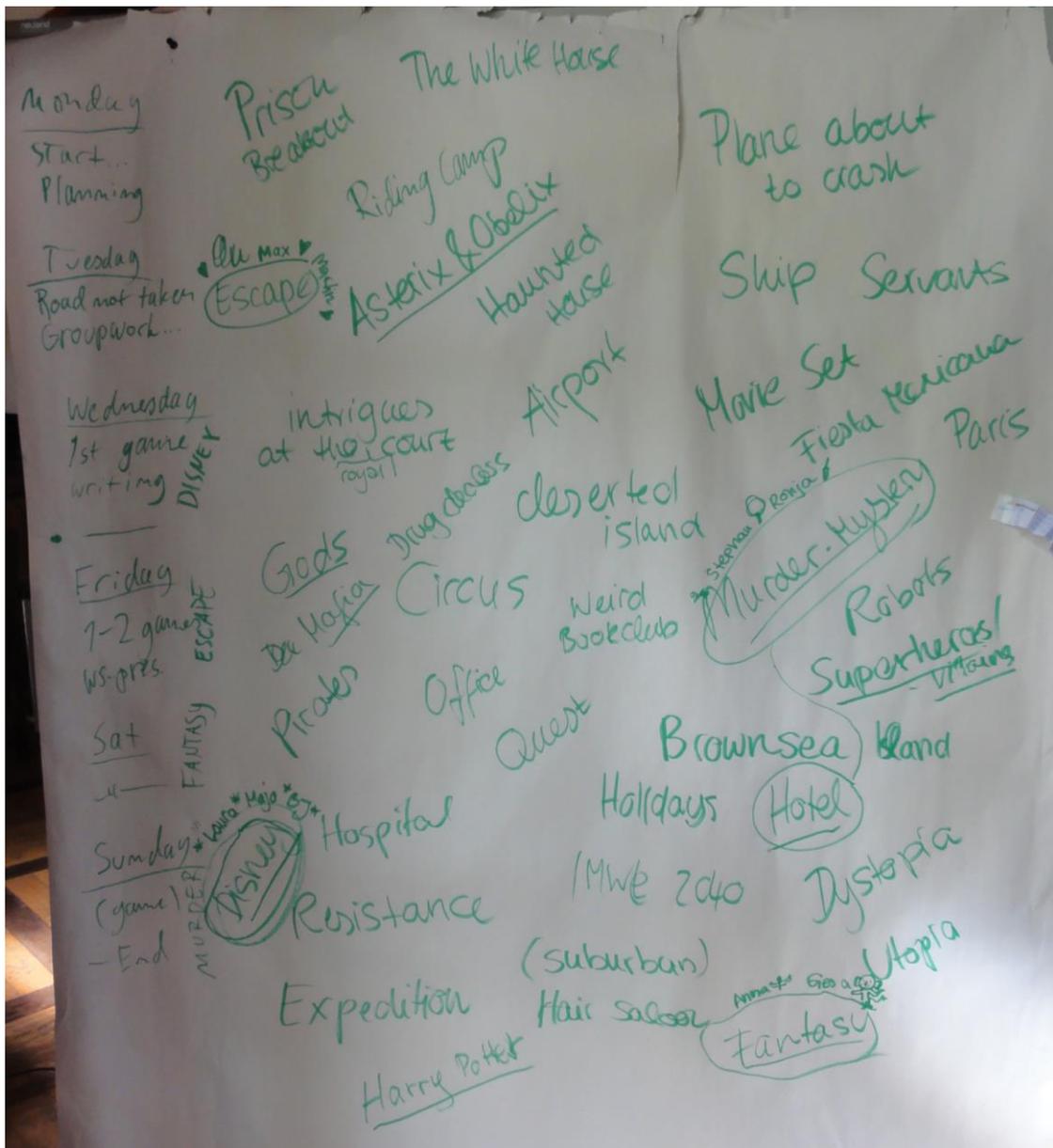
- Start Brief
 - Players get the characters and pick/prepare the props (this could also happen earlier, like the day before or per e-mail.)
 - Explanation of rules & safety
 - Introducing the setting, getting everyone in the mood for the game.
 - Maybe a short character presentation round, GM can help contacts find each other
 - Time to ask questions from the game masters
 - Everyone moves to game starting positions and gets into character
 - Game starts at a certain sound, or when everyone moves into the game room, when GM enters... it's good to have a defined start signal.
- The Game
 - Ingame/in-time – the player acts out his/her character and is deeply in the game. This is what you should try to achieve.
 - Offgame/out-time – the player breaks character acting, for example because he/she needs to ask the game master a question or because of a dangerous situation. Should be avoided because it breaks the “magic”.
 - (If-game) – Not a very commonly recognized term, but a useful one. Usually absurd/funny situations in the game, when the player just can't (or doesn't bother) to really act the way his/her character would. May be fun, may destroy the game. (Think of someone coming up with funny puns on character names during a serious funeral larp, or of Voldemort bursting out in a small happy dance after defeating Dumbledore).
- End of the Game
 - Game might end when a certain thing happens (“we escaped!”) or after a certain time (2h...) or when there is nothing left to do. The game masters end the game and make sure that everyone stops playing.
- Debrief
 - Discussion round after the game
 - Game masters bring the players “back to earth” and announce that the game is over. To make this more concrete the players can get rid of their props at this point (if this is easily done).
 - Everyone tells what they did and felt during the game; all secrets and contact networks are revealed.
 - Constructive feedback to the game masters.
- Improvement & Documenting
 - After the game the game masters should rewrite weak points in the game and make sure that all game material (characters, material-lists, written props...) is saved properly – just in case they or someone else wants to play the same game again later.

The People in a LARP

- The Players. More or less normal people. Not to be mixed at any time with the Characters. Players will act out different characters during the game, but there must be a clear difference – if your character is stupid, it doesn't mean you are. If someone in the game hates (or loves) your character, it doesn't mean they would feel the same towards you. The same goes the other way around as well: just because you know how to fight with a sword or to speak in three languages, your character maybe doesn't.
- The Game Masters (GM). These guys plan, write and organize the game. Their word is the law. They can work in different ways during the game:
 - “Invisible” managers
 - The game masters may just follow the game as off-game persons, keeping an eye on it but not intervening in any way. This can be awkward for the players, because it is hard to ignore some “outsider audience” when playing. However, it tends to work out if the invisible game masters really stay more or less invisible in an adjacent room or so.
 - Fully playing characters
 - Just like any players, really. They write themselves a character with background and some objectives, but no set script of what to do and say when. Of course, as game masters they will know all the stories and secrets of the other characters as well, which makes playing harder for them...
- Non Playing Characters (NPC)
 - Can be hired extra for the game, or the game masters can act as NPCs
 - Characters with “ready lines”, they don't have a free will like playing characters but a certain task they need to do to make the game work for the real playing characters.
 - Joining the whole game or just parts of it (messenger, monster...)
 - Can be used for timing the game and moving it forwards

What is there to do?

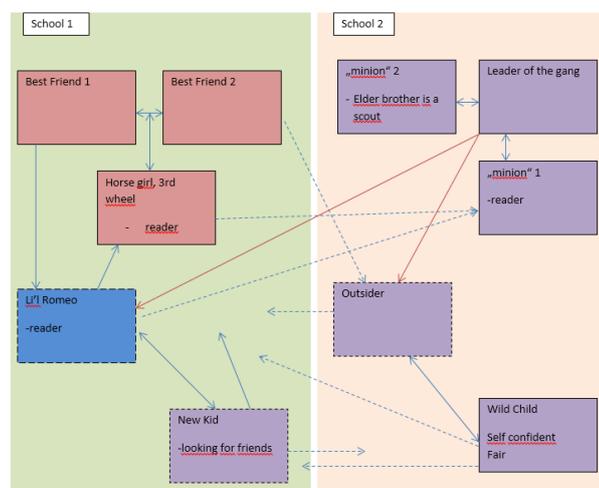
- Plan the setting & basic idea. Brainstorming
 - Aim of the game
 - Have fun?
 - Feel different feelings (fear, pride, jealousy...)
 - Educational? (How does an EU-meeting work etc.)
 - Totally own world takes lots of time and needs much explaining (but can be cool!)
 - Exotic or Everyday? It is totally possible to make interesting games in very familiar settings, like in the waiting room of a hospital or at a grocery store.
 - Existing, well-known settings & Characters are faster to prepare because you don't have to write much background information.
 - “Stone Age”, “Mafia”
 - Harry Potter, Asterix, Star Trek (make sure that all players really Do know the setting!)



Setting brainstorming from the miniLARP workshop.

- Decide on game mechanics
 - What does the GM do? Are there NPCs?
 - Is the story open or determined?
 - When does it end? Is there a certain goal (“free the unicorn”) or does it just run to an end when nobody has anything more to say?
 - Any special rules? (Read more about rules later on)
- Plan and write the characters.
 - This is the Big Work.
 - Writing perspective?
 - “In my childhood I used to play with Tom and Max. I still remember all the times when we were riding dragonflies together.”
 - “You get easily angry if someone contradicts you, and you are not good at forgiving people.”

- “He is an ordinary guy, I guess, except maybe for his liking of being hit by a lightning every now and then. It makes him feel more alive.”
 - Personal goals & motivations?
 - Background stories
 - Keeping or breaking stereotypes?
 - Wise Priest and Bawdy Warrior vs. Wise Warrior and Bawdy Priest.
 - Contact network
 - How do the characters know each other?
 - Who likes/dislikes whom? Are the feelings mutual?
 - Everyone should have someone to interact with!
 - You may want to draw a sociogram when planning the contact network...



- Check and double-check afterwards that you have written down all relevant contacts to everyone. It's a pity if one player knows she is best friends with another, but that other one is not aware of it at all...
 - Names
 - In some everyday settings it's easy to use real player names
 - Go for simple and easy to remember (“Bert” instead of “Bertolucca Staglioni”)
 - It's ok to use name tags in a short, spontaneous game if people don't have much time to rehearse names on beforehand.
 - Matching Players and Characters
 - Completely random?
 - Typecasting?
 - Is the same player always playing a certain type of characters (all the bad guys, always the young daughter...)
 - Any Wishes or Vetoes? (You can ask the players if they have any)
 - Gender, age, looks... you might want to take the real looks of the player into account when writing a character to him/her.
- Materials?
 - Props? Costumes?
 - What do you need to make or find? What do the players need to bring?

- Character printouts for every character!
- Location: where are you playing? Indoors? Outdoors? Do you need a map or first aid kit?
- Post-game
 - Receiving feedback from players (in debrief, with a fill-in-form, as email...)
 - Making improvements/ filling in with new ideas
 - Documenting the game

Rules:

- Is the game simply “your character can do what you personally can do”, or is there a need for special skills (thieves, fighting, healing, magic, invisibility, languages...)?
 - You can, for example, rule that a thief succeeds to empty any character’s pocket if she in reality succeeds in just touching that pocket without the victim noticing. Real pickpocketing is hard!
 - You can assign everyone fighting skill points 1-4. When unevenly matched opponents fight, the one with higher points always wins. If evenly matched opponents fight they play a round of stone/paper/scissors to decide who wins.
 - You can say that anyone who is walking with a closed fist above his head is magically invisible and should be ignored by other characters.
 - You can decide that English in the game is elfish and German is Dwarfish.
 - You can decide that a back rub simulates having sex.
 - Etc. Etc.
- Try to keep any rules/points systems easy and intuitive.
- Remember, that nobody should ever have to do anything they don’t want to. Respect the personal comfort zone, and always give the players an option to say “stop it” or “let’s do it differently” during the game.
- HOLD! is a more or less international code word in larping. Shout HOLD! if you notice that someone is in danger (about to fall down in the staircase, being smashed a lot by five other players...). If you hear someone else shout HOLD! you must stop playing and shout HOLD as well. Clear up the situation and continue playing when everybody is safe again.
- There might be a need for showing that you are off-game and that other characters should act as if you weren’t there at all. This can be done with some piece of colourful cloth or by some sign (arms crossed in front of your chest, keeping a closed fist on your forehead etc.)

Example format for writing/documenting a game

The following “form” is meant to serve as a basis for writing and documenting miniLARPs, ensuring that you have thought of everything and to make it possible for other game masters to run the same game after you. This format has been used for example for the documentation of the “first cub scout meeting”-LARP in this book.

GAME NAME

Setting: *What kind of situation? What kind of characters?*

Aims: *Just to have fun, or something more educational? Why do you play this game?*

Players: *How many? Gender and age of the characters?*

Meachanisms: *Rules, NPC-tasks, role of the GM etc.*

“Storyline” or “schedule” of the gam (if there is one): *What happens when? NPC timing?*

Location: *What kind of place do you need for the game? A forest? A classroom?*

Materials: *Costumes and props for the game (if you write some letters or other material you can attach it here!)*

Characters: *Here you can just start listing the character descriptions one after another, or first sketch up a network or short descriptions, whatever feels best for you.*

- *On a character sheet you can write:*
 - o *Basic short info: name, age, gender, languages, fighting points...*
 - o *The main character description*
 - *Perspective? You, I, He?*
 - *Background & life story*
 - *Current situation*
 - *Values*
 - *Motivation, personal goals, “what do I want and do in this game”*
 - *Things the character knows, his/her skills etc.*
 - *...*
 - o *Contacts*
 - *What other characters do I know? What is my relationship with them?*