

Run Notes for Cast Party

Total Time: 2.5-3 hours

This game is, to some degree, a casting workshop disguised as a game. Start by giving all the players a chance to read all the character sheets. This can be done in advance. If it is done at the start of game, allow the full three hours for run time. The players can access all the relevant information here: <https://sites.google.com/site/gothiklezmer/home/cast-party> The first part of the game involves players casting themselves and each other.

To prepare for a run, print the character sheets, one copy of the bluesheet and character list per character and a set of name badges. If you can, providing some out of game snacks and/or non-alcoholic or mildly alcoholic drinks helps immersion.

Casting Workshop Script:

This game is a casting workshop thinly disguised as a LARP, or possibly the other way around. You will begin the game by casting yourself. Before we get into that, I would like everyone to introduce themselves and give their preferred pronouns.

When we begin casting, I want you to start by considering how you are going to cast before you begin talking about what characters you do or don't want to play. What do you want to prioritize in casting? How can you manage player safety? What about player fun?

Once you have decided on a strategy, work together to come up with the best casting you can to optimize for the things that are important to you as a group. When you have finished casting, we will take 15 minutes to fully read your characters, the blurb, and the play bluesheet, take whatever break you need, and come back ready to play.

After casting, and the break script:

Please introduce yourself in character. Give your character pronouns, your two or three strongest relationships and a one sentence description of your character's general temperament and behavior.

Before we begin play, please take a few minutes to check in with your in character partners and friends about touch boundaries. Please do this individually with each other player with whom you have a relationship that might involve touch.

In this LARP we will be using the eye shading gesture as an easy way to exit a too intense scene without disrupting the game. If you as a player are no longer comfortable in a scene and wish to exit quietly, simply cover your eyes with one hand and turn away. If someone does this in a scene you are in, please respect it. If pulling out of a scene is not enough for you to feel safe and comfortable, you also have the option of invoking CUT as a safeword. This stops all action in the game. Also, the door is open and you may leave at any time. If you do not expect to come back, please let me know as soon as you feel comfortable doing so.

Are there any questions about the characters or the safety mechanics?

The party is taking place in Crystal's apartment. (Describe the space and what it represents in game). There are snacks and drinks that have been purchased using the money made by the show.