

Expectation-Setting

This is a LARP or live-action roleplaying game, a sort of participatory immersive improvisational theatre.LARPs come in many styles. This LARP is built around specifically:

- **Short Prewritten Characters:** Each player has a single character written in advance by the authors. 5 pages or less pregame reading. Characters have prewritten goals. Players own the characters during game, and may end up changing/abandoning goals.
- **Discretionary Secrets:** Characters have pre-written secrets that other characters and players don't know. Players are expected to not know more than their characters except for genre/steering cues. Players can choose to try to have their secrets come out during game or to keep their cards close to their chest as they prefer.
- **Genre Ambiguity:** the game genre as described in the scenario is a bit unclear, but there are no major violations of genre expectations.
- **Basic Steering:** It's expected that gametime will largely consist of in-character conversations and roleplaying. Feel free to use player-level knowledge to steer towards everyone having fun or to act appropriately based on genre or game structure. Feel free to use player-level conversation to clarify things or check in with other players. Characters may lie, but player-level descriptions should always be truthful.
- **Ritual Powers:** Some characters may start with rituals not shared by other characters which require multiple people and have defined effects. No non-ritual special powers.
- **No Combat:** You can roleplay physical conflict, but there is no combat mechanic and nothing can be accomplished with violence. You cannot restrain another character or block them from moving around. If someone is blocking your path, feel free to ask them at a player level to let you past.
- **No Stashing/Searching:** Don't hide items around gamespace. You can keep in-game items concealed on your person. There is no mechanic that lets someone search you.
- **Ritual-focused with Voting:** The game is largely focused on people choosing what rituals they choose to participate in/support. There's also a voting-shaped mechanic.
- **Passive Facilitation:** Facilitators (i.e., runtime GMs) are there to answer questions, provide support, and watch the clock but aren't expected to take an active role in resolving character actions or to need to make creative determinations at runtime.
- **One-room Continuous-space:** Game takes place in a single real-world room, all of which represents a single in-game location.
- **Two-hour Continuous-time:** Game takes place in real time without scene breaks or other jumps in time. Total game time is less than two hours.
- **One-shot:** Game is resolved in a single session.
- **Gender-neutral Limited-romance:** Characters have no preassigned gender; no gender guarantees in terms of romance are possible (but most characters have no romance).
- **Costuming Optional:** Costuming is fun, up to player interpretation, and not required.