

Practical guide for Du Drømmer(DK)/Naked as We Came.(ENG)

Hi, thanks for showing an interest in our little scenario.

Here is a few **guidelines** for the practical stuff concerning running the scenario:

1. Physical environment.
 - a. This game is best played in a bed – whether it is a simulated bed on the floor of a class room or a real bed.
 - b. Strive to make the physical environment as comfortable as possible for the players.
 - i. Previous runs has featured blankets, pillows, turning up the heat slightly
 - c. If at all possible: Use a physical lamp, with an on/off switch for the in-game lamp. This is important.
 - d. Sound Quality: this is a music-tribute scenario. Bad sound ruins music. Also the lyrics are somewhat important, so a minimum of sound quality is required.
2. Mental Environment
 - a. Be aware of your players mood/mental state before and during this game. Besides the obvious reasons, this game depends on trust and the players being comfortable with You and each other.
 - b. Take time to feel calm and secure about the scenario and your physical game-setup, before receiving your players.