

Make-up moments

A game for putting up make-up together online

This is a laog, a live action online game, of 90 minutes maximum (including time for learning about the game and time for debriefing afterwards), to be played with 1 to 4 players (designed for two).

You play people who go out together and put make-up on for that purpose. To play this game, you as players will actually put make-up on. So you need some mascara, lipstick, rouge etc. and possibly material to remove the make-up afterwards.

Being a laog, this means players play in front of a video camera, connected through a video call and that we stay for the time of the play in-character and even impersonate our characters with our full bodies. This mostly means using mimics, facial expressions and voice.

The side chat is used for safety while playing. Discuss before doing the set-up and again before actual play, which topics you want to exclude from play (safety, tone and taste are all legit reasons).

Although you will make it an effort to do some great make-up, this is not about perfection and nobody will judge you on your skills. This game is about celebrating each other for their ideas and who they are.

The set-up

There is an online character keeper available in the Gauntlet Play Aids folder. You can use it for free, just make a copy. It helps keeping all information at one place in play and is best put on a second screen if you have one at your disposal:

https://drive.google.com/open?id=1XNSx0H3ae3tFtrrcx_ASq4fQcQ6nIYwiPNUtPU6OO_o

Your characters are together to put on make-up for an important event. You don't have to be together at the same location but could actually be just connected through a video call in-character, too. You should have been at a similar event before together. Having great make-up has to be important for you at the event, may it be for success, expectations or your self-expression. You are all great in putting on make-up and experts in the field.

Use the following tables as inspiration or roll for each a d6 for a random set-up:

D6	Event	Relationship	Make-up style	Tension
1	Nightlife	Formal rivals	Extravaganza	Last chance
2	TV show	Lovers	Elegant	Breakthrough
3	Theatre	Best Friends Forever	Flashy	Blossoming intimacy
4	Escort	Siblings	Seductive	Old wounds
5	Band gig	Mentor / Mentee	Shocking	Us vs the world
6	Societal event	Crew members	Transgressive	The big coup

The Event is where you will go to, with your make-up on. The Relationship is between the player characters. For more than two players, pick several. Your make-up style can be individual or inform the general nature of your role at the event. The tension brings in the tone and a topic to discuss.

Discuss together what each of the elements exactly means in your set-up. Is it the Last chance for the ensemble of your theatre before the shutdown or is it the Last chance of one of you before the director will make a decision who will play the black swan? What does the make-up style you are aiming for tell you about the event you are going to?

Don't fix too much already about your characters. Especially relationship and tension should just broadly define the setting but will be further specified in character creation.

Character creation

Come up with the following for your character:

- - Your favourite colour is your name
- Your nickname, if you want one
- A quick idea about your background (e.g. profession, heritage, gender, class...)
- What impresses others most about you when at an event like the one you are going to,
- What you are most afraid of what could go wrong at the event,
- What putting on make-up means to your character

Introduce your characters to each other. In a second round, tell each other what you envy and what you admire about each other.

Play Structure

When you are done with character creation, check in with each other if you are confident to start playing or if any open questions are left. Switch your cameras and microphones off and take a 2 minutes break. When you then switch your camera and mic on again, you are in-character until the end of the actual play time.

Actual play time

Actual play lasts a maximum 40 minutes. Check before you start playing at which time that time is reached.

The actual play time is also over when somebody says: "I'm nearly done. It's time to go, anyway." Then everybody has 2 more minutes to finish things up.

Finish the game that way when you have the feeling that a climax has been reached and your emotional journeys have been long enough. An abrupt ending often is the best way to end the story. There is no need to hesitate when it occurs to you that a moment has been reached to end the game.

In Play

Having up to 40 minutes of play time means you have plenty of time for your make-up. You can take breaks, i.e. leaving the camera while the other players continue, you can include testing stuff from your wardrobe (like a shirt, a tie, a hat).

Have your camera locked on you most of the time and use your screen as a mirror. Take care that you have enough light for doing so. In most video call software you can lock onto somebody by clicking on the thumbnail. Change the view to other players to be able to appreciate their make-up efforts when necessary.

Check the Guides and Prompts section for what you can do when running out of ideas. At best, you have a print-out of them available.

The side chat of your video call shall be visible all the time to everybody in the game and is used for out-of-character discussions such as safety questions, retconning established facts etc.

Time is over

When play time is over, check-out in character: you will now go to the event. It's time to wish each other luck, say farewell, or whatever feels appropriate from what you have established in the fiction.

Everybody switches off their cameras and mutes themselves for 2 minutes. Stretch for a moment, mentally leave your character. When you switch your camera on again, you are out-of-character.

Guides and Prompts

Establish facts

As a laog, you won't have a lot of chance in play to confirm ideas you want to establish with others. Just go ahead and establish a lot of facts. Especially think about the following:

- q What had happened last time you went to such an event
- q How you remember the time you got to know each other
- q How you remember the time you first used make-up together
- q Who you will meet at the event
- q What exactly will happen at the event to be feared / excited about / bored about
- q What you dreamt will happen

If you don't feel comfortable with something somebody brought in, use the side chat of your video call to tell other players what you want to see changed. We continue play as if the fact you were not into, was never established.

Emotional journey

When doing make-up together, imagine that everything what has happened leading to this moment and what can start here, is going through your mind. These minutes are an emotional journey and lead to greater-than-life moments between you, your make-up collaborators and the mirror.

Think about which emotions could be part of your emotional journey while doing make-up and how to express them to the other players, for example:

- q Intimate
- q Excited
- q Scared
- q Sexy

- q Jealous
- q Powerful
- q Inadequate
- q Proud

Talk make-up

Talking about putting on make-up together is an important part of the activity. Use any opportunity you find. We are all experts of make-up while in-character and treat each other as such. While in play, you can use these prompts to talk about make-up

- q Make a compliment about somebody's make-up efforts
- q Ask for an opinion about a make-up decision
- q Complain that it's just not turning out the way you want it
- q Give yourself a kiss / smile through the mirror / the webcam
- q Pro-actively help somebody with an idea what they could add to their make-up
- q Celebrate a make-up tool you are using

Solo play

If you play solo, your mirror / videocam is a great conversation partner. Talk to past selves, to your better self, to your arch-enemy or your parent. There is a lot to discuss without anybody physically present.

After play

Take a selfie. Complement and celebrate each other for your make-up. If you dare, post the selfie to your social media and complement and celebrate each other on social media right now. Use the hashtag #makeupmomentslaog.

Go around the table to reflect on your play experience. Take one round asking yourself what felt familiar compared to real life, and one round asking yourself what felt different. What does make-up mean to you?

If you are interested to discuss more about the game, think about what else you would like to see the game doing. Exchange ideas and tell the world afterwards.