

Gossiping Goats

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Theme Inspiration: *All I Want for Christmas is to Cancel the Office Holiday Party* by David Rothfeder

<https://www.goldencobra.org/pdf/2021/Rothfeder--AllIWantforChristmasistoCanceltheOfficeHolidayParty.pdf>

Structure Inspiration: *Wigilia* by Jeff Dieterle

http://www.goldencobra.org/pdf/2016/Wigilia_Dieterle.pdf

Introduction:

You wake up groggy eyed at 7:30am. It is a “wonderful” Tuesday morning and you have to go to work. You work a 9-5 in a cubicle office job at Picky Paper Inc. You get out of bed and take a shower, making sure to wash your hooves well. You put on your suit and tie and kiss your wife goodbye. When you get to work you put your suitcase on your desk and walk over to the coffee station. You pour you a nice cup of joe with 2 cubes of sugar, and as you sip in the warm comfort, Jim comes up to you, “Did you hear about Becky’s affair with the boss?!”

What Is Gossiping Goats?:

Gossiping Goats is a free form larp where you play as anthropomorphic goats who all work in an office and who all have dirt on one another, and you want to tell people about it. Your goal is to tell others about what you know, whether or not it is true is not of your concern, you just know what you “heard”(get it). This game is meant for 4-8 players, meant to be lighthearted and exaggerant in nature, and is best enjoyed if you take the ridiculous scenarios you are in and try to be as serious as possible.

To add onto the goofy exaggerant nature of the game, I encourage players to make goat noises mid conversation as if that were a normal thing. Also to add to the secretive nature of

gossiping, maybe stare at the person you are talking about, or stare at the wrong person, this way if they see you looking at them and talking they will think you are talking about them which builds tension in the office workspace. Try not to laugh too much throughout the game so that the absurdity can be enjoyed in full after the experience.

This game will take place over a span of 4 days where rumors can spread, misinformation can grow, and promotion and demotions can fuel the fire of those rumors. For example, maybe you heard that Rebecca bribes the boss with home baked cookies and, wait, she was promoted?! The only way she got that promotion was because of the bribery, she bribed her way into a promotion!

Safety:

If there are any subjects that people would like to avoid, try to discuss them before the game starts as the rumored subjects will be chosen at the beginning. Making sure everyone is comfortable with the game is of utmost importance so that everyone can enjoy the experience. With this game subject it is especially important since rumors are something most people have had experience with in one way or another and they may not want to re-experience certain subjects.

Setup Requirements:

- 4-8 players
- Medium sized room/area
- Paper and pencil and sharpie
- Tape
- Randomizer wheel (some way to randomly pick people)

Before Play:

1. First every person is going to need name tags so that people know who is being talked about in a given situation.
 - 1.1. To do this you can use your own names or make up a name for your character
 - 1.2. Write the name of your character in sharpie on a piece of paper and tape it to your chest so others can see it.
 - 1.2.1. If you all know each other well enough you can opt out of name tags but if there is anybody in the group that isn't familiar with everyone, use name tags to make sure nobody is left out.

2. Next every person will pick their own rumor. This will be what they did originally that started this gossip about them.
 - 2.1. This rumor can either be picked from the list of examples under *Rumors List* or can be an idea of the person playing (if you have an idea look to the section *Optional Additions*)
 - 2.2. When the person has chosen what they did they need to write it on 2 pieces of paper.
 - 2.2.1. One piece of paper is for themselves so they can keep track of what they did (if you don't feel you need this that is also fine)
 - 2.2.2. The other piece of paper is for another person in the office so that they have your rumor to talk about with others. Make sure to write your name on this one so that other players know who they are gossiping about.
 - 2.2.3. When done the next person can follow the same steps starting at section 2.1.

3. Lastly, somebody, doesn't matter who, will shuffle all the rumors on the table and every person will come up and pick a random one. If you happen to pick your own, put it back and pick another and then reshuffle the pile. Once everyone has a

piece of paper for their own rumor and someone else's rumor, then the game can start

Optional Additions:

- If you would like to add your own rumor idea to the list, go ahead! As long as it is in good taste and fits the theme nicely. If you are unsure try to get feedback from the other people playing

- If you want a more serious experience this game can easily be adjusted to that by just having a more serious tone, getting rid of the goat noises, and maybe choosing rumors that can lean more to the serious side. Discuss with everyone beforehand if you are trying to go for a more serious tone, otherwise play the way that you want.

Sequence of Play:

→ First Day of Work (Max 7 Minutes)

- ◆ Here everyone should have a rumor of someone else. The goal of this first day is to simply talk with other coworkers about these rumors, but try to be vague about it so that it isn't fully clear what exactly happened, after all, we don't want to spread the truth now do we ;) When doing this you can split into pairs or little groups, it is best done this way, but make sure you also branch out to others so that you can get more juicy information
- ◆ Also make sure you are hearing other rumors from people as well so that you can pass on that information to more people

→ Position Changes (Max 2 Minutes)

- ◆ This is where things get spicy! In between days any coworker will use a randomizer (could be an online spin wheel or names out of a hat, just something random) to randomly choose another coworker and then randomly choose whether they were promoted or demoted. Now this person is the only one that knows this has happened.
- ◆ This will keep going until half of the players have gotten someone and there promotion/demotion
 - If you get yourself, just spin again
 - If odd number of players, round up

→ Second Day of Work (Max 7 minutes)

- ◆ Not too unlike the first day you will continue discussing rumors with other coworkers about rumors. However the twist here is now you can use the rumor you have heard about that person and tie it with their promotion or demotion! Now not only are they conniving but they got away with it! This should add fuel to the fire of this rumor and maybe spread more misinformation about it

- Position Changes (Max 2 minutes)
 - ◆ Same as before but the remaining players who have not spun will spin and the list of people on the randomizer should only have the people not promoted or demoted
- Third Day of Work (Max 7 Minutes)
 - ◆ Same as the second day, but with even more gasoline!
- Fourth Day of Work (Max 10 minutes)
 - ◆ Here on the final day of work is when we put these rumors to rest! Here everyone can meet in a big circle and have a heated discussion about the rumors being spread about one another. It is encouraged to get heated and loud to try and clear your name of these false accusations and feel free to question them and their defense, after all, maybe they are just trying to find a scape goat.
 - ◆ The end of this can be a peaceful resolution or a not so peaceful one. Either way can work and makes for a great conclusion of gossiping

After the Game:

Feel free to discuss your experience with everyone else who played. Talk about what you liked, what you didn't like, what parts were your favorite, what parts could have been better or more exciting. Maybe you can point out some cool moments that you had that you are unsure if others got to experience and if you want to reveal your rumor to others for clarity you can do that as well.

Rumor Concepts:

- Weird Hobbies
- Affairs
- Bribery
- History
- Home Life
- Weird food preferences
- Something weird about their goat body that they hide
- Hygiene

Rumors List:

- Likes to watch Anime
- Likes to watch Human Movies
- Affair with the boss
- Affair with another coworker
- Bribes the boss with cookies
- Used to be a Judas goat (lured sheep to slaughter)
- Used to be in a herd
- Abandoned family
- Likes their coffee with cow milk
- Doesn't like goat cheese
- Their goat sound doesn't sound normal
- Their hooves split into 3 instead of the natural 2
- They don't wash their hooves
- They don't brush their molars