

Happy Hour

An improv-larp by Andrea Castellani

from the concept of *13 at the table* by Kristin Hammerås and Solveig Askim Malvik

Happy Hour is an improv-larp for eight players, adhering to the Dogma 99 Manifesto (<http://fate.laiv.org/dogme99>). This larp has been created along the lines of *13 at the table*, the first Dogma larp and maybe the simplest larp ever.

Every player receives a firm's organigramme, where he/she will find all the characters' names, jobs and years spent working for the firm, along with the firm's organizational chart. Then every player chooses one of the ten ID badges (so there will be two badges left), where he/she will find his/her character's name and job. At the beginning only these informations are available; all the rest is improvised from scratch during the after-work drink which makes the larp's setting. Simply, an information becomes true in the moment when a character mentions it.

Have fun! Accept the other players' ideas, and develop them! Say yes! There are no limits in this improvisation, except for the names, the jobs, the years in service, and the organigramme. Nothing you can say or do is wrong. It's sufficient to avoid entering contradictory informations; should it happen anyway, the first information entered will be accepted by everybody as "the truth", while the second will be nothing more than gossip.

Enjoy!

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