

cosmic class reunion

In the middle of chaos, dystopia and more planets and alien species than the Universe could, indeed, hold, there is this one planet, one school and class with a bunch of awesometastic individuals. One day, they graduate. They are young, they dream and hope. The Universe is their cherry to pop. They swear that no matter what, but in every ten years they will come together and have one of a hell of a Reunion.

And so it shall be... The reunion that has survived a nuclear war, birth of a new black hole and the annihilation of three planets. The reunion which is held on neutral territory with weapons put aside and arguments solved fencing with cocktail glasses and shouting or getting so wasted that all conflicts, political or otherwise, one's own or those of others, are forgotten.

6-20 players (even nr of players!)

PARAMETERS

Physical contact	Not relevant for this larp; e.g. just standing in a room and talking
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Romance and intimacy	Romantic themes but no player contact; e.g. discussion of romance, illicit glances
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Conflict and violence	Shouting and other intimidating actions not involving contact
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Communication style	Lots of speech
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Movement style	Sitting or lying
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Characters	Players create their own characters, in a workshop
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Narrative control	The shape and direction of the story is entirely, or almost entirely, determined by player choice
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Transparency	Transparent design, but players can create secrets during play and keep them from each other / reveal them when wished
Representation level	Scenery and props will be used to make the play space look something like the fictional space
Play culture	Players are individually trying to achieve goals, such that not all can succeed
Tone	Dramatic

WORKSHOP

1. Introduce yourselves
2. Introduce briefly workshop and game (will be revised in the end of the workshop as well)
3. Players choose head person of the class who gets to draw a world card
4. Players get some time to discuss the world, add some necessary bits etc. players also create their school (and class, if need be)
5. Hand out character creation questions (and pens etc), 15 min to write the roles, may add or leave out some if need be.
6. Secret revealed: they do NOT get to keep their own roles but the sheets will be gathered and randomly drawn until everybody has a role that they have not written themselves. (if uneven nr of players, write 1 role yourself or keep a few prewritten handy)
7. 10 min for adjusting the role – may skip some things they really don't feel like playing, add stuff. Choose names and pronouns (make tags; if either changes later, make another tag during the game breaks)
8. Everybody introduces their char with a 4-5 summarizing sentences.
9. Choose a protagonist, choose an antagonist (Explain why they are called thus: Protagonist can be a best friend but also a neutral ally, sb with common interests, Antagonist can be much more than just a bully etc) This is best done asking around saying which kind of P and A you would like. Make sure each player gets to be both P and A. Players can discuss for 10 min or so with their P&A about relations, game plans etc.
10. Each player creates a short routine – a certain way they enter the reunion each time* (can be something they say, a certain gesture etc). It is to be kept same every time UNLESS something has really changed the char, in such case, change routine. Practice a few rounds.
11. Revise game mechanics: Starting with the end of the graduation party, then 10 min discussion break, then 1st reunion (10 years from grad). There are reunions after every

10 years as promised but we will play 3 of them – the first, the 3rd and the 6th (the last one). There will be 10 min discussion breaks after each reunion where players can come up with things that have happened in the world that influence their chars, choose new A & P if necessary, and come up with things that have happened to their chars to be played out during next reunion. Shortly put: these 10 min are for collaborative narrative building and prep for the next scene. When the *bell (or some other sound, play it once for players) sounds, the reunion begins, when the bell sounds again, the reunion ends.

12. Safety mechanics and such. Ask for triggers and themes players definitely don't want to play on, also medical issues other players should be aware of: "not to be touched", "slight disorientation", "don't grab my left shoulder, very ouch"... : * go over Traffic Lights (codewords, red for stop whatever you're doing; yellow for this is still fine but don't escalate; green for Please Escalate! * quick line-up for physical touching limits
13. Any questions?

10 min bathroom break

GAME

1. **End of graduation party**, about 20 min, speak of hopes and dreams, make promises to meet up, say goodbye to friends, make vows for the class reunion. Ends with GM/Photographer stepping up and lining people for the Big Photo Thing. 15 min
Music:  songs to slow dance to while the world ends
Lights: bright lights
2. Discussion. Remind players they are now in their thirties; this will be the first reunion. Also decide where the reunion happens. Where is this "neutral territory"? In school? In some pub? Somewhere else? Decide and quickly design. 10 min
3. **First Reunion**. 10 years after graduation. 20 min
Music:  "THE GREATEST SHOWMAN SOUNDTRACK" | Hugh Jackman, Zac Efron, Michelle ...

Lights: Extra fairy lights

4. Discussion. Remind players it will now be the 3rd reunion, they are in their fifties

5. Third Reunion. 20 min

Music: *Pirates of Penryn* – [Walk the Plank](#) (in file)

(on endless loop, end the scene with the countdown from the end of the song)

6. Discussion. Remind players it will now be the last reunion, they will be in their eighties, and very, very likely it will be the last reunion. There is now the first chance to actually opt out of the reunion if a player thinks their char has passed away. (Any player deciding this should still ask other players if they are fine with it.) If so, the player should tell others what they know of it. This will also be a bit longer scene, about 25 min.

7. Sixth (and last) Reunion.

Music:  [CELESTIAL WHITE NOISE | Sleep Better, Reduce Stress, Calm Your Mind, Improve F...](#)

Lights: start with dimmer lights, depending on the lights either start dimming them since the middle of the scene (after about 15 min) or turning them off one by one. Before the last 5 min there should be either one spotlight on an empty chair left or sth of similar fashion.

DEBRIEF

- <https://boldandvulnerable.wordpress.coAny/questions?m/2020/01/27/positive-feedback-round/?fbclid=IwAR0vY3hXAKv2a-9gcWFhB21MBcvRnZwFLIx6cH4wgu6nmhSeKvWSDyGAXGI>
- GM – explain why the roles were exchanged and pulled out of a hat (bc when you are young and about to step into the big world you don't often get things that are planned by you, you might get this random jumble that does not seem so very "well written" and you have to deal with it and try to make best of it) (also to give the players a taste of game creation)