

*A Theatrical Experience
for Three Players*





Drink Me is a theatrical experience for four players and an Orchestrator.

A theatrical experience—also known as “interactive literature” or as “live-action roleplay”—is basically a play without a script or an audience. It is a chance to live out a story, guided by the game but ultimately directed only by your own thoughts and actions.

If you’re playing, you’ll be assuming the role of a Primary Character (or “PC”). You’ll be given a character sheet telling you who your character is and what he wants, as well as a rulesheet that tells you the game works, and some supplementary documents that provide more information about the setting. Your job will be to internalize all that content and then to spend the game acting in character, helping to create the story by playing your part.

The Orchestrator runs the show. It’s his task to keep everything running smoothly, to answer player questions, and to ensure that the players are having fun. Finding an Orchestrator is the first step towards making the game happen, because almost every other part of “making the game happen” becomes his job. Being Orchestrator is rather like being the captain of a ship, or the director of the play -- you have responsibility, but you also have authority.

(In this case, the responsibility is not onerous. *Drink Me* is mostly a simple and straightforward game.)

It is important that players go into the game knowing no more than their characters should know. To that end, if you are playing a PC, do not read past this overview. You will be given materials by your Orchestrator, and those documents will contain all the information that you should possess. *Drink Me* is, in part, a game of intrigue and mystery; if you know more than you should, the game will be unfair and less fun for everyone else, and certainly less fun for you.

Based in major part on text originally written by Warren Tusk.



CREDITS

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