

THIS FOLKS AT THE DINING ROOM
A bittersweet dinner larp about tastes and goodbyes

Francis is leaving...
...and invited us to a farewell dinner. We are the closest persons to Francis: parents, relatives, friends or spouse, and we don't know each other very well. Francis is going to be late, about an hour, but we don't know this yet. So we will use this time to know each other better, getting close and finding out why Francis is so dear to us. We don't know even where or why Francis is leaving, nor for how long... Maybe we'll find out at the dinner.

FACTS

No one knows what is about to happen with Francis: it can be a terminal illness, leaving in vacation, running away from some tough mess, going to war, to a board school, to the asylum, to the prison and even Francis could be just lying...

No one's gender is defined: Even Francis with a name gender neutral. This ensures that you can explore both the characters gender (if participant wishes to explore other genders than their ones) and gender issues at the game.

Curiously, nobody knows each other for sure: Francis could said something about a character to another, showed pictures, etc. But the guests never meet eachother in person.

The Host

You are a wildcard. Nobody knows for sure what s the relationship you have with Francis, only that Francis ask you to borrow your home for this dinner (Besides that, we assume that you will introduce this game, helping the other participants).

Your Role at the Dinner is to welcome the other guests, making them feel at home, and winning some compliments for your politeness. You may offer some desert, with the promises that with farewells, some kind of sweet changes may come.

You Want To give to Francis something realy need for the departure. Think about what it is and memorize it.

What you have to do:

Before the game

Choose a symbolic gift to Francis leave with it as a Sounevir (You can make it, buy something cheap, or even give something yours. Just don't forget to bring with you, to the dinner.

Send to the Spouse some sugestion of a song, to build the playlist

Remeber to confirm your presence and bring your Invitation with you.

Dear _____

P l e a s e j o i n u s f o r a

FAREWELL DINNER

f o r o u r b e l o v e d F r a n c i s .

date:

adress:

The Host

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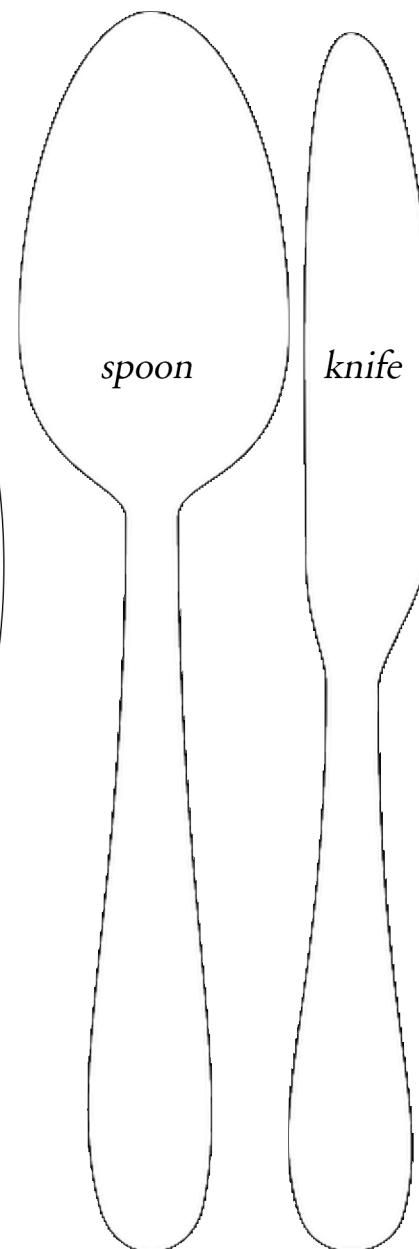
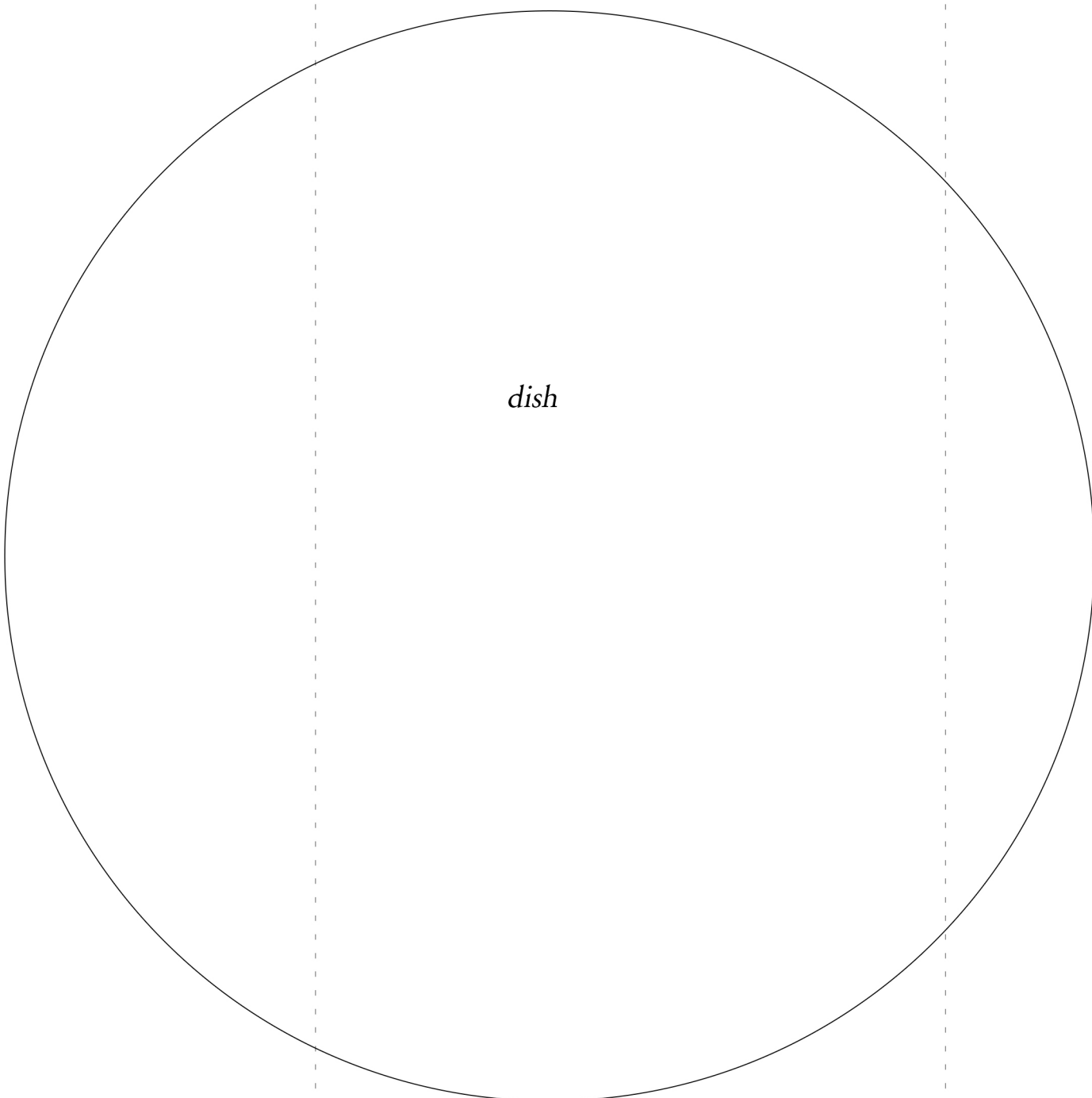
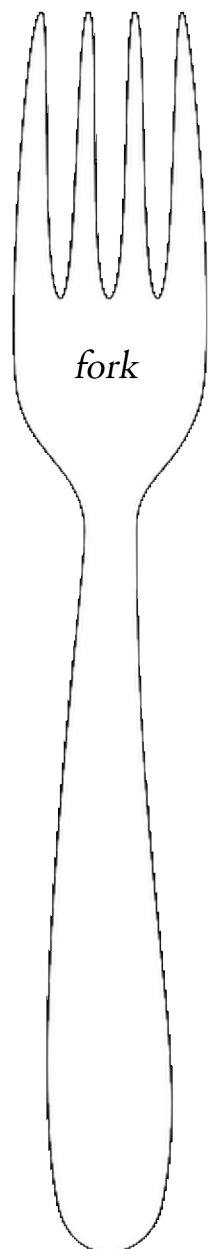
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SUGESTIONS TO THE HOST: Boho Dinner–Around the Fire–PicNic–By the Pool–At the Kitchen – Your Restaurant

napkin
MEMORY

Write Down on a Napkin a Memory about the most dangerous trouble tha Francis got:

- * When your **Music Play**, you may share your **Memory** with other guests.
- * If you **Mayke a Toast**, after you finished, you may grab some of the napkins on the table, and read the **Memory** os someone.



Write down on your Coaster a Secret that only you know about the romantic life of Francis:

- * If you **Make a Toast**, the guest sitting next to you can peek at your **Secret**
- * If someone next to you **Make a Toast**, you can peek theirs.

RULES OF ETIQUETTE

What do you have to do:

Before the game

- * Choose a symbolic gift to Francis leave with it as a **Souvenir** (You can make it, buy something cheap, or even give something yours. Just don't forget to bring with you, to the dinner.
- * Send to the Spouse some sugestion of a song, to build the playlist
- * Remeber to confirm your presence and bring your Invitation with you.

One hour before the game

- * Put on the table, at a place defined by the Host, your **Souvenir** for Francis;
- * Write the most meaningful **Memory** you have about Francis in a **Napkin**;
- * Write the **Secret** you have about Francis on the Coaster;
- * Think and memorize what is the real **Fate** that Francis will meet.

During the game

- * If your **Song play**, you may tell your **Memory**;
- * If someone **Touches** you, you can ask them, as a character, what is the "**What You Want**" on their sheet, and why does they want this. They will answer you honestly.
- * If someone ask you to **Pass Something** (salt, butter, cutlery...), ask them discreetly what they belive to be the real **Fate** of Francis;
- * If you decide to make a monologue, start **Making a Toast** to something that you find meaningful about this meeting, opening your soul. **As long as the music that is playing is still on**, you can talk about whatever you want, and **nobody will interrupt you**. In the mean time, the guests by your side can peek at your **Secret**. At the end of your **Toast**, you can grab any **Napkin** on the table. (You just talked to much, and need to dry your mouth).
- * Whenever if feel sincere, make a **Compliment** about someone's **Role**.