

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 Spouse

You are the romantic partner of Francis.
Your Role at the Dinner is to set the mood of the dinner making a playlist of one hour long, with the musics that Francis loves most pleasing the ears of the other guests (so remeber to include their sugestions previously sended to you) and to win some complements about your relationship (you have to start and to end the playlist with the most important and romantic soundtrack of yours, to set the beginning and the end of the game).
You Want To change the mind of Francis to prevent the departure. Think about it 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.

Choose the song most important in your relationship with Francis, to build the playlist

Remeber to confirm your presence and bring your

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 Spouse

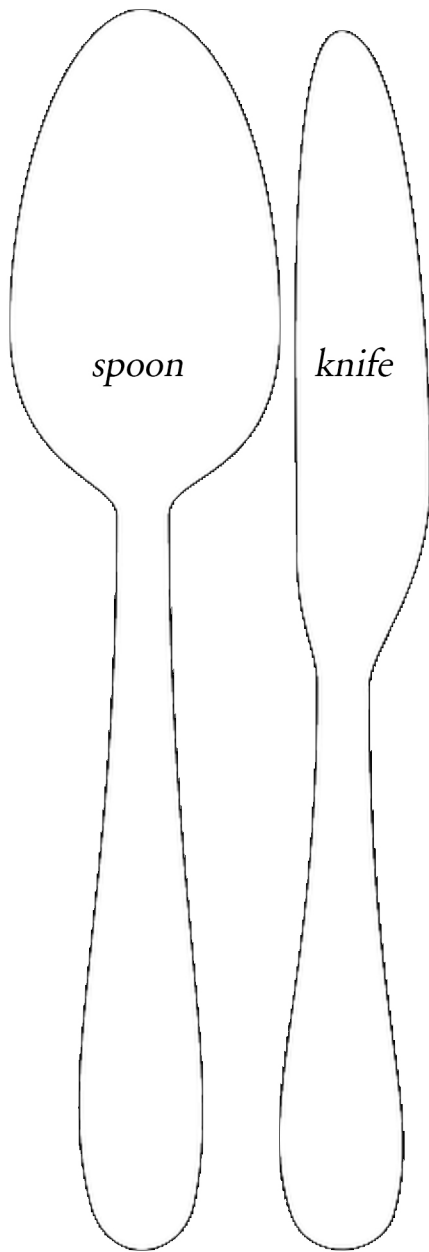
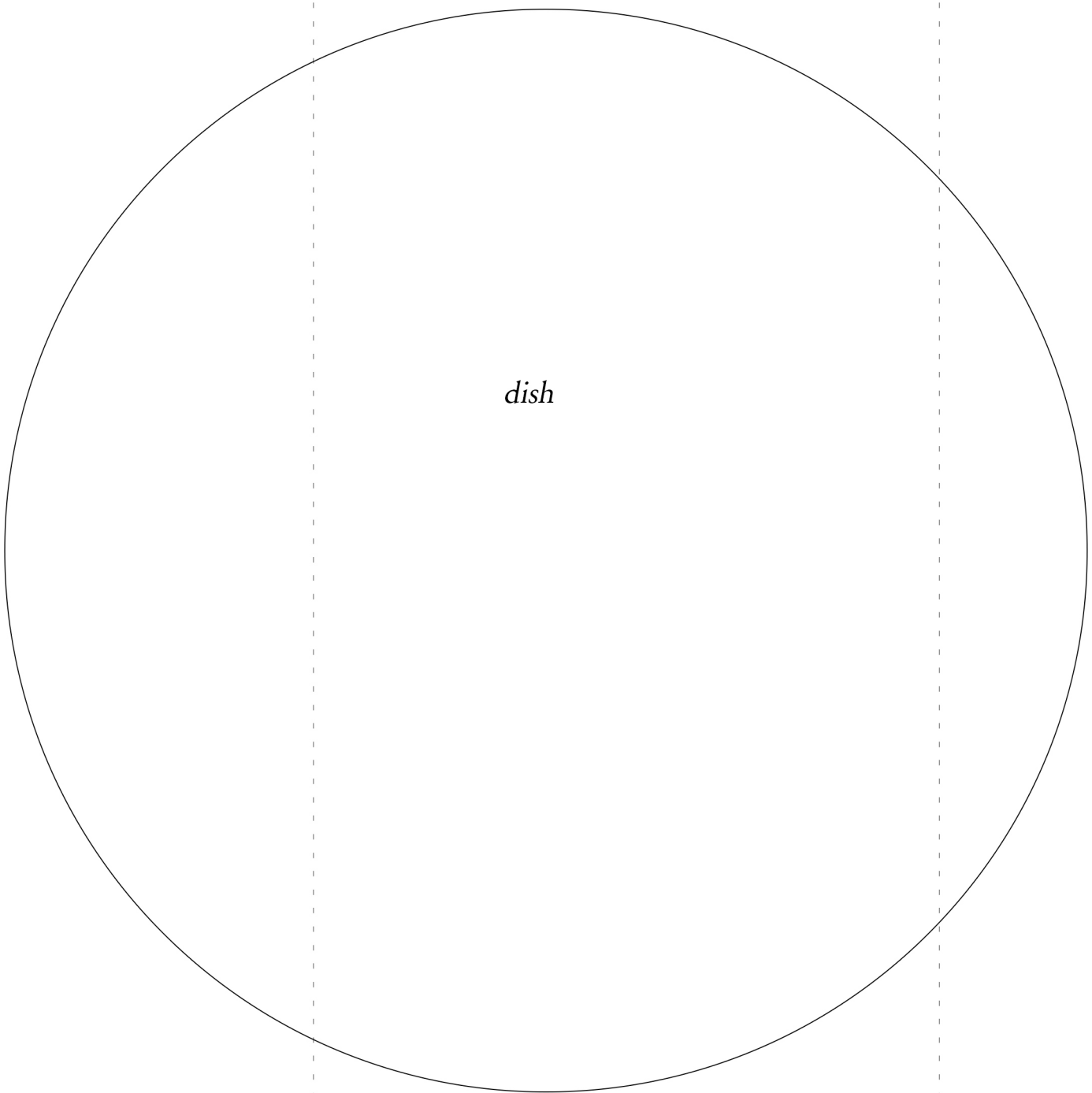
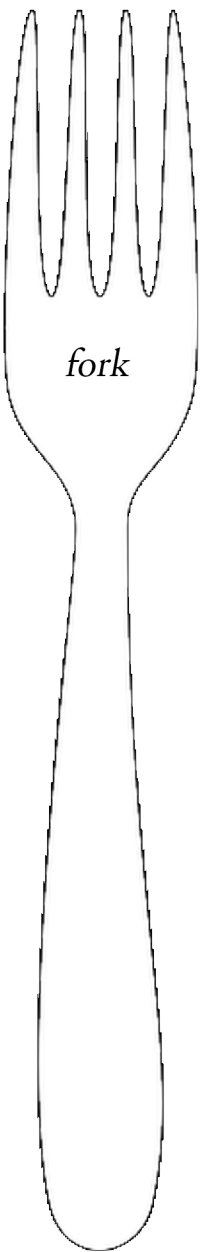
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SUGESTIONS TO THE SPOUSE: LP's – K7 – CD's – Some music App

napkin
MEMORY

Write Down on a Napkin a **Memory** of the **most sad experience** you lived beside Francis:

- * 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 something that is really valuable that Francis is caring in the departure:
* 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 **Sounevir** (You can make it, buy something cheap, or even give something yours. Just don't forget to bring with you, to the dinner.
* Choose the song most important in your relationship with Francis, 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**.