this folks at the dining room

a bittersweet dinner larp about tastes and goodbyes

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After the game
After something about one hour Francis is here. But the game is over. Unclothe from your characters and take the oportunity to enjoy the seted up situation, out of character to eat, to drink and to talk about the experience you just have. Exchange the Souvenirs brought to Francis between yourselves.

It is a simple way to make this meeting memorable for everyone.

INGREDIENTS
The Positeve Agreement
Whenever someone introduces an information, a fact, or ask you something, it's part of the etiquette of this game, to incorporate this info and not denying it, aswering with "yes, and...", developing the others creation. It' polite to not deconstruct a truth maded by your fellows.

The Triggers
Triggers are little mechanics tha serves the dynamics bettween characters, to get progressively a deeper knowledge about them, about Francis and her/his departure. They are a kind of allegory, gestures and behaviors usual to every dinner, and that fires some relevant information about the situation. They can be fired by you, by someone giving you a oportunity, or siply fired by chance.

The Triggers are:
* *Touch someone*
* *Pass Something to Someone*
* *Your Music playing*
* *Make a Toast.*

They fire this kind of information:
* *What do You Want in this dinner*
* *your Memory*
* *the Fate of Francis*
* *the Secret you hold about Francis*

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 prision 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.

DESIGN NOTES:
Dinner can be one of the most intimate momets a group of people can share socialy in their lives. This game attempts to exalt this inherent aspect of this games we love so much – to meet our friends, to prep the session, etc. - making this aspects, the very essence of this game. Think of it as a kind of metalanguage, if you want. Analyzing at its surface, in some mechanics we can see that when you open yourself (Making a Toast), you become more transparent, and people can see things in you, that maybe you don't wanna show. When we use a napkin or listen to a song and we don't talk, for brief moments we turn ourselves to our fragments of thoghts and memories start to mould (Memory). The way we touch people, is also a way of language, comunication (Touch). And even when we say something purely mundane and automatic as "pass me the salt", we wish to say something else indeed (Pass Something).

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 só 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.

Maybe, we will find out more than that.

RECIPE
This Folks at the Dining Room is a kind of dinner larp freeform, close to home, for 3 or 4 friends, lasting about one hour. The games demands some previous prep, but nothing to complicated. You and your friends will gather at someones home, cook a real dinner and play this game, roleplaying some familiar characters. Each player will have some individual responsabilities. As the game goes on, your character and Francis' will evolve naturaly. After the game is over, you will enjoy the situation to have a nice dinner between friends and to talk about the experiences you just have.

Some days before the game
You, the reader, will probably be the responsible for the experience organization. You will have to **make a formal invitation**, with a few days in advance. To do that, print the sheets that go along with this Rules, seal it and deliver to each participant, making sure that they have **to wait until the dinner is served to break it.** Don't worry, the external side of the invitation has all the rules for what they have to do in advance. Decide arbitrarily where the dinner will be served (and who will be the Host), who will bring the beverage (the Friend), whoo will cook (the Relative) and who will set the mood, bringing music previously prepared in a playlist (the Spouse). It's desirable that no one exactly knows who are the other characters, and what they will bring. Remeber that there will be a real dinner, só provide the cutlery, glasses, dishes, napkins and whatever the Relative finds necessary for him/her to cook.

One hour before the game
When everyone is gathered, start to make de dinner and take that time to explain the game, helping them to prepare the Secrets, the Memories, to group the Souvenirs somewhere at the table. Answer the doubts tha may rise.

During the Game
The game starts when the dinner is served by the Relative. Ask everyone to tell their relations to Francis, **Who You Are** and what's **Your Role at the Dinner.** Tell them that the **What You Want** has to remain under secrecy for now. The Spouse launches the playlist (seize the opportunity to remain in silence, reflcting about your characters), the Friend serves the drinks. The Host checks if everybody is comfy. **Start to interact as character after the first song ends.** Play around with the game mechanics. When the first song start over again it's a sign that the game is about to end. Be prepared to finish the interaction, with the end of the song.

Francis is finaly here and knocks at the door.