CON/fused

Clark B. Timmins for Golden Cobra Challenge 2016

CON/fused is a light-hearted Live-Action Role-Playing (LARP) game that must be played at a large "fandom" convention such as *WorldCon*, *Fastaval*, *KapCon*, or *Metatopia*. It is intended for 3-4 players. In the game, the players assume the rôles of individuals who are not traditional convention fan attendees. One person assumes the rôle of **The Talent**



and the other players assume the rôles of **The Staff**. The game is played in a series of (suggested) **Scenes** – each should take 15-45 minutes. Note that anything that is "created" during play is considered canonical. Thus, if someone on The Staff tells a non-player character something like "The Talent is famous for physical comedy" then – $voil\grave{a}!$ – The Talent must thereafter be famous for physical comedy.

Scenes: All scenes are played "in real time" by all players. Scenes should last from 15 - 30 minutes. All scenes end when (a) The Talent decides it's time to move on, or (b) a non-player character believes they have "recognized" The Talent and/or makes inquiries, etc.

Scene 1 – Arrival. This scene can be played in any place that is private and allows the players easily to hear each other. The Talent should announce their character's name and rôle. Suitable rôles are any type of person that might appear at that convention as a guest of honor. *E.g.*, an author, game developer, comic artist, web series actor, television actor, film star, etc. The Talent should also establish the basic outline of their fabulous and successful career (enlisting assistance from The Staff as appropriate). It should be notable but not astounding (think, "B-list *minus*"). The Staff players should then determine their personal rôles as assistants to The Talent. One might be "security"; one might be "personal assistant"; one might be "agent"; and so forth. All players must assume a professional rôle, announce their name, rôle, and personal details.

Scene 2 – Working the Crowd. The Talent travels to some public place in the convention, naturally surrounded by The Staff. The Talent should try to be noticed by non-player characters (e.g., convention attendees) without appearing to be trying. The Staff should appear to attempt to deflect attention without actually doing so.

Scene 3 – At the Venue. The Talent travels to the "walk of fame" or "art show" or other convention venue appropriate for their identified rôle, naturally surrounded by The Staff. The Talent should again try to be noticed. If non-player questions ask embarrassing questions (such as, "where is *your* art displayed?", or, "why aren't *you* at a table?") The Staff should step in immediately and explain the situation so The Talent doesn't have to. The explanation should be plausible/reasonable.

Scene 4 – The Food Court. The Talent travels to the "food court" (or equivalent) of the convention. The Staff naturally goes along. The Talent gets to determine where everybody (actually) eats breakfast/lunch/dinner. As obliging staff, The Staff agrees it is the best choice. At some point The Talent needs to say something like "I don't want to sign any more autographs today" so at least a few non-player characters can overhear them.

Scene 5 – Security Detail. The Talent desires to return to her or his hotel room. The Staff should surround The Talent and escort him or her through the most crowded areas of the convention to a reasonably private area (optimally, where the LARP began). While moving, The Talent should remain standoffish and The Staff should be determined to move quickly, but safely.

Ethical play is the only hardline rule in the game.

- (1) All characters must be wholly fictional. Players may never portray a real person and if identified as a real person must clarify they are not that person.
- (2) Characters may not claim specific credit that a real person could claim. For example, you could not say "I wrote episode 4 of season 3 of televisions show X"; you could say "I helped with that show".
- (3) All players at all times must be "legal" attendees of the convention with paid tickets available, wearing any badging or wristbands required, and conforming to all convention standards, rules, and guidelines. Players may not attempt to "disguise/cosplay" as actual representatives of the convention. For example, if the convention staff wears a special T-shirt and a special lanyard, you may not wear that T-shirt or that lanyard. You can wear something similar as long as it's easily available to the public.
- (4) If it becomes apparent that convention staff or a non-player character are becoming agitated or are over-engaged, you must tell them you are playing a LARP and disengage. The attempt is to have fun, not to harm, significantly confuse, or detrimentally mislead others.





