

White Sheet

*A freeform larp about the Writer's Block for 4 to 10 players
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Premise of the game

White Sheet is a game about the relationship between a *Novelist* and their *Characters*. How do the *Characters*, acting in the *Novelist's* mind, help resolving the Writer's Block? One of the player will play the *Novelist* while the others will be the *Characters* of the book.

Setting up the game

Before playing this game, you will need to print and cut the *Characters pictures*, *Premise of the book*, *Writer's Blocks*, and *Character's Fates*. The Character pictures will be placed face-up, while the *Writer's Blocks* and the *Character's Fates* needs to be shuffled and placed face-down.

Regarding the play space we recommend a table where the *Novelist* can sit and where the game's material is positioned. Also, we strongly suggest to clearly delineate an ample play area, consisting of IN and OUT of scene areas.

One of the players will be the *Novelist* for the game: if this is the first time you're playing this game, we suggest that you assign this role to the person informed about these rules. Otherwise, assign the role to the player that most recently experienced a creative block.

The Novelist

In this game the *Novelist* needs to finish drafting their book but *Writer's Blocks* constantly interrupt the flow. In front of the white page, their mind run imaginary scenes involving the book's *Characters*, all in the hope of recovering the writing flow.

At the beginning of the game, the *Novelist* is responsible for reading the *Premise of the book* to the other players.

The Characters

The *Characters* of the book act inside the mind of the *Novelist*. The player that took the role of the *Novelist* will not roleplay a *Character*. The other players should apply this important concept: nobody owns the *Characters*, and every new scene they can be interpreted by a different player. As a player, try to be coherent with what has already happened, but don't just copycat what other players did with the same *Character*: act out your personal interpretation of that character in the scene.

Structure of the Game

The game consist in a series of scenes. Every scene will be 5-10 minutes long, depending on the players, but the game itself can be composed by any number of scenes. We suggest to play 5 scenes for a game that may easily fit a one-hour slot, preparation included. When the last scene is played, the game ends.

Setting up a Scene

At the beginning of every scene, the *Novelist* extracts a random *Writer's Block* and uses it to frame a scene where the characters will act. Specifically, the *Novelist* need to say **where** and **when** the scene happens, and to which *Character* or *Characters* the *Writer's Block* refer to: their presence is mandatory in the scene. The *Novelist* declares which other *Characters* may be also present in the scene.

The *Novelist* is also responsible to come up with a narrative background for the scene: tell the other players a small summary of what happened previously to the selected *Characters*, and describe a bit of who they are.

Every other player can decide to take a *Character* present in the scene, remembering that the mandatory *Characters* need to be taken, while the *Characters* that may also be present in the scene aren't mandatory. Players can decide to skip the scene instead of taking a *Character*.

When the mandatory *Characters* are assigned, and players has decided to either play a role or skip the scene, every player with an assigned *Character* need to take a random *Character's Fate* for the current scene.

Playing a Scene

The focus of a scene is the resolution of the *Writer's Block*: steer your *Character* towards a solution for that problem.

During the scene, each player with an assigned *Character* need to play out their *Character's Fate* as *part of their* dialogues or actions.

During a scene the *Novelist* can, once per *Character*, say **"No, that didn't happen!"** out loud to that specific *Character*. When that happens, the last phrase said by that *Character* or their last action never happened. The *Novelist* should explain why.

It is also responsibility of the *Novelist* to close the scene when the *Writer's Block* has been solved or the scene has come to a natural conclusion.

Running this Game at a Convention

Should you run this game at a convention, we strongly suggest that you assign the role of the *Novelist* to the game organizer. In this context players should be allowed to leave the game after any scene and to join the game before any scene, while the game is running. The summary of *Characters* told by the *Novelist* at during the setup of a scene should give enough context to newcomers.

Other book settings

The *Characters pictures*, *Premise of the book*, *Writer's Blocks*, and *Character's Fates* included at the end of these rules are the default **Book Deck**: a victorian era mystery novel.

We understand the charm of playing this game in different settings, so we set up a folder with a **Book Deck** template for you to create your own personal novel setting: <https://bit.ly/whitesheetgame>

Feel free to contact us at rugerfred@gmail.com if you want us to add your personal **Book Deck** to the folder or if you have any question or feedback regarding this game.

Thanks to all our playtesters!



Lord Arthur



Dr. Richard



Lady Mary



Annette



Madame Elvira



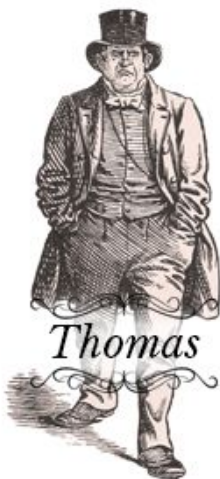
Mildred



Duke Lawrence



Miss Judith



Thomas

Premise of the book: England 1880. A killer is on the loose, the police doesn't know where look, and fear run through London's streets. Many characters will be caught in the spider's web of this Victorian era mystery.

<p>Writer's Block: How does <i>the character</i> deduce the killer's identity?</p>	<p>Writer's Block: How do <i>the two characters</i> fall in love?</p>	<p>Writer's Block: How does <i>the character</i> avoid the accusations?</p>
<p>Writer's Block: How does <i>the character</i> find a key evidence?</p>	<p>Writer's Block: How is the past of <i>the character</i> revealed?</p>	<p>Writer's Block: How does <i>the character</i> discover a secret?</p>
<p>Writer's Block: How does <i>the character</i> depart for a long trip?</p>	<p>Writer's Block: How do <i>the two characters</i> conclude an agreement?</p>	<p>Writer's Block: How do <i>the two characters</i> break their relationship?</p>
<p>Character's Fate: Quarrell with <i>a character</i></p>	<p>Character's Fate: Express your sadness</p>	<p>Character's Fate: Slap <i>a character</i></p>
<p>Character's Fate: Apologize to <i>a character</i></p>	<p>Character's Fate: Threaten <i>a character</i></p>	<p>Character's Fate: Give a gift to <i>a character</i></p>
<p>Character's Fate: Display your feelings</p>	<p>Character's Fate: Say something wise</p>	<p>Character's Fate: Obstruct <i>a character</i></p>
<p>Character's Fate: Ask for help</p>	<p>Character's Fate: Attract the attention</p>	<p>Character's Fate: Silence <i>a character</i></p>
<p>Character's Fate: Say your worries out loud</p>	<p>Character's Fate: Support <i>a character</i></p>	<p>Character's Fate: Exit the scene abruptly</p>
<p>Character's Fate: Blame <i>a character</i></p>	<p>Character's Fate: Remind who you are</p>	<p>Character's Fate: Question <i>a character</i></p>