

Alien Diplomacy

By Wildvine Games (Krin Irvine & Venn Wylde).

A larp for 2+ players.

Created for the 2018 Golden Cobra Challenge

Facilitator Prep: Print out one collection sheet page per player, and one page of activity cards for every four players. Cut out the activity cards. Group activity cards by type, face down, and shuffle each group separately.

Welcome to the Alien Diplomacy Larp. This is a game about negotiating consent.

This is a low-touch game, in which every activity is optional. Still, something might happen that you're not comfortable with during play — if it does, please remember that each of us as a player is more important than the game. To support us in navigating those moments, we will be using safety mechanics for this larp. *[Facilitator: Introduce safety mechanics: the door is always open, cut & largo, and out-of-character check-ins. See the Safety Appendix for more information.]*

You will be playing an alien diplomat exploring cultures at an alien party. You want to collect as many experiences as possible with the other aliens. You have heard of

many of the types of greetings, expressions, writings, and saying in the alien cultures, but you haven't experienced them all yet. You are eager to ask for these, but also know that you won't always get what you've asked for. That's exciting too! In each interaction, you are just as interested in collecting a "No" as you are a "Yes," or collecting a conversation about the proposed activity before the "Yes" or "No."

First, everyone take one collection sheet. This is where you will record information about your own culture, and about each "Yes," "No," and conversation that you collect.

Next, we will figure out what your alien culture is like, and the activities you already know how to do. Everyone take one activity card of each of three types: Greeting, Expression, and Saying. These are the three activities you already know how to perform from your culture. Record these under Responder Information on your collection sheet.

Finally, give yourself a name, give your alien species a name, and give yourself an easy-to-draw symbol. Also record these on your collection sheet. In addition to the three activities you know how to do, you know how to draw your symbol and how to write your name, your initials, and the name of your species.

In this game you will play the roles of both a Requester and a Responder in a series of consent conversations.

Consent conversations will begin with one alien asking another alien for an activity. The alien asking is the Requester. The alien being asked is the Responder. After the Requester asks the Responder about an activity, the Responder will respond with a “Yes!,” a “No,” or a request to discuss the activity further before deciding on a “Yes!” or “No.” Only if the answer is a “Yes!” will the Responder will perform the activity. Either way, the Requester should thank the Responder for their response. Then both aliens will record what just happened on their collection sheets.

As a Requester, you have a large list of activities to ask around about. You will ask other aliens whether they want to do one of these activities. You may get a “Yes” or a “No” or a request to talk further about the activity. Either way you should say “Thank You” to the Responder, and record the response on your collection sheet.

As a Responder, you only know how to perform a limited number of activities, as indicated under Responder Information on your collection sheet. When you are asked about something, you should first notice if your alien culture does this activity or not (or whether it is a Writing activity, which you know how to do). If you don't

know how to do this activity, your answer will be a “No.” If you do know how to do that activity, you will pause for a moment and decide how you feel about performing the activity. If you have a clear enthusiastic “Yes!” to the request say “Yes!” and perform the activity. If you want to discuss the activity a little more before maybe saying “Yes!” then you can say “Let’s talk about that more” or something similar, and have a short discussion with the Requester, before deciding. Any other response you have other than an enthusiastic “Yes!” after the ask, or after the discussion, should be given a “No.” Then record the type of response you gave under “My Responses” on the Responder Information portion of your collection sheet.

As a reminder, every alien culture knows how to do all four writing activities. When you are writing or drawing something for someone you can write or draw it on the back of their collection sheet.

Alien Diplomacy Activity Cards

<p>Greeting</p> <p>You know how to Shake Hands</p>	<p>Greeting</p> <p>You know how to give a Fist Bump</p>	<p>Expression</p> <p>You know how to Frown at someone</p>	<p>Expression</p> <p>You know how to Smile at someone</p>	<p>Saying</p> <p>You know how to say “Hello”</p>	<p>Saying</p> <p>You know how to say your Name</p>
<p>Greeting</p> <p>You know how to give a High 5</p>	<p>Greeting</p> <p>You know how to make Eye Contact</p>	<p>Expression</p> <p>You know how to Wink at someone</p>	<p>Expression</p> <p>You know how to Stick your tongue out at someone</p>	<p>Saying</p> <p>You know how to say the Time</p>	<p>Saying</p> <p>You know how to say a Compliment</p>

Alien Diplomacy Collection Sheet

Responder Information

Below are the things you know how to do as a Responder. Fill them in after you draw cards.

Your Greeting:
Your Expression:
Your Saying:

Your Name:	Your Symbol:
Your Species:	

When asked to perform an activity, your goal is to sometimes give an enthusiastic “Yes!,” sometimes say “No,” and sometimes have a conversation before deciding. Collect these responses you give.

	Yes!	No	Talk
My Responses			

Requester Collection

As a Requester your goal is to ask for these things and collect the responses you receive!

		Yes!	No	Talk
Greeting	Shake Hands			
	Fist Bump			
	High 5			
	Eye Contact			
Expression	A frown			
	A smile			
	Stick tongue out			
	A wink			
Saying	“Hello”			
	Their name			
	The time			
	A compliment			
Writing	Their signature			
	Their initials			
	Their species			
	Their symbol			

Safety Appendix

Note to judges: We refer to the safety mechanics below. We can describe them, but were wondering if there might be one central place for describing safety mechanics in the Golden Cobra anthology that we could also just refer to? We'd be happy to take the lead on creating this sort of supplement.

(Also this would be a fifth page, that you said you wouldn't read, so we didn't write it yet...)

The Door is Always Open

“Cut” and “Largo”

Out Of Character Check-In