

- Oh Thank Goodness You're Finally Here
  - A freeform larp for late arriving players numbering 4 to 24
  - If it's larp, players are late, and the players who are there early have to wait. Not this larp. Not anymore.
  - This larp requires an unprecedented degree of trust. Late comers to this larp are expected to begin play the moment they enter the play space.
  - This means that Safety must be previously established as part of the overall culture.
  - This means that Calibration must start from previously established norms as part of the overall culture, and must be improvised.
  - This larp discourages breaking character for clarification. It's recommended that the *Look Down* safety tool be used to meet any out-of-character player needs.
  - People are more important than larps. While this larp discourages breaking character for clarification, players' needs are more important. Whenever necessary pause, reassure players, and if possible resume play.
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- The larp begins when at least two players have arrived on site. They can begin immediately by playing characters that are beleaguered **Managers of Super Evil Corporation Corporation** arriving early to prepare for a Strategy Meeting.
  - They have the following goals to achieve before the next players, their organizational superiors, arrive:
    - Decide what **Super Evil Corporation Corporation** Manufactures/Consults/Litigates /Exploits
    - Decide what kind of *Problem or Difficulty* **Super Evil Corporation Corporation** currently faces, some variation of "caught being super evil" is appropriate but can in fact be anything: rebranding, fake philanthropy, shareholder worship, new policies. If the problem calls for an urgent meeting and has no simple solution, then it can work.
    - It's strongly suggested to avoid choosing sexual harassment or assault for the *Problem or Difficulty* since this subject matter is usually traumatic to those that have experienced it, and does not make for good "surprise" content.
    - Decide the *Agenda* of the Strategy Meeting that you will present to the arriving Executives. Fending off a scandal for example.
    - Decide the ~~Cover~~ *Agenda* of the Strategy Meeting (what you are trying to successfully "manage-up" to get the **Executives** to do/declare/decide in the *Strategy Meeting*.) Actually making changes that would prevent the scandal rather than merely covering it up for example.
    - Decide on Characteristics of the Soon-To-Arrive-**Executive(s)**, basically the secret roleplaying notes for the players coming in.
  - All Documentation must include
    - copious
    - and
    - unnecessary
    - bullet
    - points.

- Create As Much Unique and Strange Company Policy & Culture (Improvised Lore) as time permits until the next player(s) arrive.
  - New Player(s) Arrive, they are **Executives**
- The **Managers** must greet the **Executives**
- “Oh thank goodness you’re finally here [exposition about the *Problem or Difficulty*] [some cliché about urgency, like “we have a lot of ground to cover and not a lot of time to cover it,” the more groan inducing the cliché, the better]
  - The New Player(s) may or may not know anything about the game they are playing. They are encouraged to improvise as best they can and to not break character to ask for details like, “Who is my character?” and “Are we playing right now or not?”
- The original players are encouraged to only provide information to the new players by in-character exposition. Say, “We can begin this meeting now, Dr. Cheese, would you like to start?” do not say, “You’re character is Dr Cheese, a high-powered out-of-touch executive who doesn’t know what’s going on and doesn’t care.”
  - **Executives**, as we all know, have never let not knowing what’s going on stop them from running the show as they see fit.
- The **Managers** are going to try to enact the Strategy Meeting that they had planned out. They are constrained by the fact that the **Executive** has *Seniority* and a **Manager** cannot ever correct an **Executive**.
  - The **Executive** may declare anything they like; what they declare, true or not, is what’s going to happen. This includes things like what the meeting is about, what the company does, and what the company’s name is.
- The **Managers**, since they cannot correct the **Executives**, can employ sneaky insinuation or other mis-mis-information tactics to get the **Executives** to self-correct so that the strategy meeting can be steered toward its actual agenda.
  - **Executives** can change their minds about declaring any information without consequences, and do not even have to acknowledge that information has changed.
    - More New Player(s) Arrive
    - The More New Player(s) are one level Senior to those that arrived just before them. They are **Senior Executives**
  - The **Executives** must greet the **Senior Executives**
  - “Oh thank goodness you’re finally here [**Executive** interpretation of the *Problem or Difficulty*] [some cliché about urgency, preferably sillier than the previous one.]”
- Now that we have 3 levels of seniority, if the **Managers** laugh at something that isn’t explicitly a joke told by an **Executive** or **Senior Executive**, an **Executive** or **Senior Executive** should demand an explanation, “What’s so funny?” for example. This should be done especially aggressively if the laughter is out of character.
  - The **Executives** are always made uncomfortable when **Managers** speak to **Senior Executives**, and will often insert themselves aggressively,
  - “What my subordinate is trying to say is- ” for example, and then just guess what the Manager was trying to say.



Q. Why does this game exist?

A. Modularity with regard to player count is pretty good, but what about modularity with a changing player count? So, a game was hastily assembled that specifically worked with the idea of late players for the specific benefit of the folks who are on time and have nothing to do but wait.

Q. I am struggling to come up with a good problem.

A. If you have experience in corporate culture or have ever attended a company meeting of questionable time use, you'd have a good insight into what's supposed to be happening here. If you do not, the television show *The Office* is a good source for inspiration.

Q. Because this game requires so much improvisation, it seems like things could go sideways pretty quickly.

A. Not a question. The game's departure sideways is entirely okay. This game is trying to create humor and entertainment from manufacturing absurdity.

Q. What is the optimal steering method for this particular endeavor?

A. Steer into absurdity. Steer into handing power and attention off like a hot potato. Steer into mistakes and miscommunications. Steer into giving people decisions to make without contextual information, and validate the hell out of those decisions, especially if they are way off. When you have power, steer into taking control and then releasing control back to others as fast as possible. Steer into answering questions with questions.

Q. What question should I ask?

A. American Freeform.

Q. American Freeform?

A. American Freeform.