

PARTNERS IN CRIME

You are at a seedy bar on the wrong side of the tracks in the bad side of a dangerous city. You come here often, actually; This is where you find accomplices to help you commit crimes. You're not without honor, though: There are crimes you'd never stoop to commit, and you'd rather put the perverse individuals who would commit them behind bars, where they belong.

This is a party LARP for 5-20 players (maybe more).

We each need a web-ready device (currently issues with iOS, but that won't last).

Optionally, we can wear masks, dress up as criminals, or wear any costume we please.

No other materials or prep are required, though a dark and seedy party environment is optimal.

For now, I might need to hit RESET,—hidden in the bottom-right—to clear the last game.

To begin, each of us goes to

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and enters our character's name (or our own).

When everyone is in, the crime boss—whoever's first, probably me—will press Begin and *after* I announce the game's start, you all will press Begin too.

We'll each see a list of three crimes; these are the crimes that our characters are looking for accomplices to help commit. Who are we that commits these specific crimes? We'll strike up conversations with the other criminals here and get to know each other. Find folks we can trust. Be careful what you say, though, because not everyone is into the same sorts of mischief, and if we let our plans slip to the wrong folk, they'll sell us up the river without blinking an eye.

If we get a crime that makes us uncomfortable, we'll start over. If a play makes one of us uncomfortable during the game, tell us, and we'll work to make you more comfortable. Work to make others comfortable. We're kinder than the criminals we're playing. Let's not forget.

When we find a like-minded criminal, we'll press the button for the crime we'd like to commit with them, and select their name. We do this as often as we dare for all 3 of our favorite crimes.

Whenever we hear another criminal planning something *unsavory*—something we'd rather they were locked away than allowed to pull off—we'll press the Snitch button, select their name, and then select the crime we suspect they're planning.

The game ends when any of us says "I'm done here" and most of us agree. Gather up. Hit the End Game button and compare scores. Let's take a few minutes to shed our characters and introduce our... more lawful selves. We can chat informally about sneaky plays, failed strategies, twisted characters, and tales of criminal woe as the night lingers on.

Jay Treat 2018

Loosely inspired by Krin Firth's *Everyone's a Suspect*, a party game about kink, shame & relativity by Marie Skouenberg & Troels Ken Pedersen, and *Wink*.