

All Good Things

A LARP by [Steffie de Vaan](#)

There's a box in the room. Inside the box are all good things. Players need to decide which of them gets the box.

You need:

Two+ players

One host (can join the game if the group is small)

Small notepad & paper

Name tags

A cardboard box

Gameplay

At the start of the game, every player takes a piece of paper from the notepad and writes down a nice wish, such as “your favorite donut is never sold out,” “good health,” or “an end to fascism.” Fold the paper and put it inside the box. Continue until the box holds at least 6 pieces of papers, so if you're playing with two people each person needs to write down three wishes. People may also put low-value items in the box in lieu of a wish such as a packet of tea, a voucher for ice cream, or a bracelet braided on the spot, so long as they're nice. Put the box where everyone can see it.

The host hands out tags so people can write down their name and pronouns.

Game proceeds over 4 rounds during which players reveal something true about themselves. As this can get quite intense, we provided a checklist below where people can mark off-limits topics. The host hands a checklist to each player, collects them again, and announces to the group which topics should be avoided. The host also reminds the players **the door is always open** and they can leave whenever they want. During the game, the players can use the [OK check-in](#) to ensure everyone is comfortable.

Statements

Every round has its own topic for statements. Players may talk as long or briefly as they like without interruptions. Every player ends their statement with “Here I am” to signal they’re done.

Affirmations

After a person makes their revelation, each player should affirm what they said. This affirmation should be about the original speaker, and make as few assumptions as possible. “That sounds hard” is good, “That must be hard” is okay (it focuses on the original speaker, but does assume how they feel), and “I could never handle that” is not okay (it focuses on the current, rather than the original, speaker).

If you can’t think of anything to say, simply say “I hear you” or “I witness you.”

Non-verbal communication is also excellent, like making heart signs with your hands or hugging gestures. Do not physically touch anyone though.

Round One: Today/Happiness

Start with “Today, I” and talk about something that made you happy. It can be anything from getting your favorite coffee, to seeing a genderbent cosplay or buying new sparkly dice. Also talk about something you did in an effort to make someone else happy—did you tip your barista, compliment that cosplayer on their costume, or recommend the dice seller to another buyer?

Round Two: Future/Hope

Start with “I hope” and talk about something you hope for or which makes you hopeful. This might be something imminent such as “getting another shift at work” or a long-term hope like single-payer medicare or a new era of powerful unions. If possible, name something you did to bring that hope about—both direct action (marching against climate change) and indirect action (amplifying voices by sharing links on social media) are valuable.

Round Three: Others/Connection

Start with “Friends I have” or “Friends I want to make” and talk about connections between you and other people. These may be connections you currently have, but also connections you still seek. For example, a best friend you share everything with, a best friend who you wish lived closer by (or, given that this is the era of internet, even in the same country), or someone you hope to meet such as an older trans person who can help you on your first steps.

Round Four: Myself/Pride

Start with “I am proud of myself because” and talk about something you did or are doing. Did you write another paragraph for your novel, or take your meds and drink enough water? Did you go back in to explain systemic racism to your racist uncle, or punch a Nazi? No act is too big or too small.

The Box

After the fourth round, the players decide which of them should receive the box. They can't negotiate—no “we'll divide the contents”—and the decision must also be unanimous. If the group can't reach a consensus, the box is either handed (with an explanation) to the first non-player the group sees, a convention staffer, or the school janitor (depending on where you play). Do not simply abandon the box somewhere lest it causes a scare. Do not throw it in the trash either, as this belittles the wishes and gifts people placed inside.

The player who receives the box can do with it what they want. They can take it with them to open in private at a later time, open it now and enjoy the wishes in front of the other players, or even share the box' contents with them.

Aftercare

Players should take 5-15 minutes to decompress before the group disbands. They can talk about how the game made them feel, issues they encountered, and any follow-up they desire.

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All Good Things Checklist

This checklist was adapted from [Consent in Gaming](#) published by Monte Cook Games.

Social and Cultural Issues

	Fine	Tread carefully	Hard limit
Homophobia	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Racism	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Religion	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sexism	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Transphobia	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Mental and Physical Health

Cancer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gaslighting	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Natural Disasters	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Police / Police Aggression	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Pregnancy, Miscarriage, or Abortion	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Self-Harm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sexual Assault	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Shootings	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Terrorism	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Other Topics

	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>