Casting

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INTRODUCTION

The idea for this larp started as a metaphor for portrayal of people in society. It's point was to raise awareness and acceptance, showing that though we may portray people in different ways and our view of a certain person may differ from someone else's, everyone is valid.

In the creation process however, this larp escalated into something much more fun-oriented. The main idea is still present, though how this larp will be used and received depends on the GM and the players. It can be both a serious educational tool and a light-hearted comedy.

PLOT

The New Image Agency is looking for beautiful, exceptional people for their ranks. You, the player, are tasked with showing your best self in front of the judges. The trick is your appearance differs a bit from what the judges were expecting…

CORE RULES

Number of players: 4+
Time: 15 min +
Required props and materials:
- This script
- Scissors to cut out character traits
- Performing space
- Sitting places

Possible triggers: identity, gender, body image and many more, depending on the traits

You don't need much to play this game. Choose a place with enough walking space to make a short catwalk. Preferably prepare sitting places for the judges and the audience/players. Additionally you can prepare a table for the judges and decorate it with modeling agency ads, motivational posters etc. of your choice.

GAMEPLAY

- Prepare space and materials,
- Gather the players,
- Explain the rules thoroughly, point out possible triggers
- Choose three judges.

You, the Game Master, are the Presenter. You start the whole show by announcing The New Image Agency and the objective (it is the same for the players off-game as the characters in-game). You are also the person holding the character trait pool.

The judges sit in front of the performing space. Both players and judges draw 3 traits from the character trait pool. Let them think a bit about their characters before you start the game. Players form a line to the performing space. Every player has to come in front of the judges and present themselves as best they can, using whatever props they have at hand. Everyone has to play according to drawn traits BUT the visual image of the character stays the same as the players, f.e:

Sam got traits *scandinavian, sassy, female*, but looking at him you see a quiet, dark skinned guy. Sam has to convince the judges that he is, in fact, a white sassy female using his charisma, creativity, voice, body movement, props and anything else he comes up with. Maybe he is in the process of changing his gender? Maybe he just got a very dark tan? He has to show that he, being the white sassy female, is exactly what The New Image Agency needs. Let him talk with the judges, strike a pose or walk the catwalk.

The judges themselves have character traits that may not match their everyday appearance. Maybe they can relate to the presenting person's trait and that makes them biased? Maybe they understand what the presenting person is going through? Or maybe they are exactly who they look like and aren't that much amused with the performance? It's theirs to choose. Judges can ask questions and point out the obvious inaccuracies. Every judge votes "yes" or "no" for the performing player. If the majority of the judges vote "yes", the player wins and becomes a member of The New Image Agency. If the majority votes "no", player can end the game or go to the end of the line and draw new traits to present.

This game assumes the presence of an audience. At any moment in time, anyone from the audience can choose to join the game by going to the end of the line or replacing a judge and drawing character traits. Every player, both people in line and judges, has a

right to drop out from the line/judge table and join the audience if they don't feel like playing anymore. They then put their character traits back to the GM's pool.

If the presentation is in process however, it would be best to finish it before leaving the game. Thanks to this, the game can be played by an unlimited amount of players, in an unlimited amount of time. However, it is good though to moderate the time everyone has to present, so that everyone has the same chances.

ADDITIONAL RULES

These are the rules that you can, though don't have to use while playing. Mix n' match whatever you feel like best suits your needs.

In&Out
As we all know, the world of fashion has its own rules. Some things may be *in* at a certain time, but be totally *out* next season. Make a pool of fashionable things and let the judges draw one thing that is *in* right now and one that is *out*. Don't announce them to the players, let them figure *in's & out's* themselves. The judges have to take them into account when judging the presenting players. Change *in's & out's* every few rounds.

Time limit
Set a specific time limit for the presentation, f.e. 2 minutes. Make them think quickly.

Bribe
Give the players a chance to bribe a judge of their choosing. The player may bribe the judge when they are giving the verdict (but before revealing it to the player). Add a trait *wealthy* to the pool and only allow people with this trait to bribe the judges.

Additional traits
You can choose which traits to use or add your own to alter the game experience. Depending on the desired results or topic, choose more or less serious or hard to play traits. Use them to show that everyone is a valid, meaningful human being, no matter what seen or unseen traits they possess.

TRAITS

Here you have examples of traits to use from. I chose different topics that could be of interest to many people, but bear in mind that they are just that - examples. I encourage you to make your own traits according to your needs. Print these as many times as needed and cut out for the game. Choose three or more categories to draw from. Change or add more traits if necessary.

GENDER

Male

Female

Non-binary

Transexual male

Transexual female

RACE/ORIGIN

Caucasian

Afroamerican

Indian

Scandinavian

Arabian

Native American

African

CHARACTER

Sassy

Shy

Confident

Self-centered

Lively

Cheerful

Rude

Stubborn

Modest

Bossy

DISORDERS

Anxiety

Anorexia

Depression

Agoraphobia

Schizophrenia

BODY

Skinny

Obese

Buff

Physically disabled

Fit

Limping

Scarred