

Mis/ Con/ Nect

**A Texting Larp by Jason Cox
for 2-4 Friends**

Time: 30-60 Minutes

What You Need To Play:

A way of keeping track of time

A device for sending messages (ideally all players use the same service.)

Introduction:

At long the pandemic is over! The fandom community has eagerly descended on the first gaming con to open its doors, and it promises to have everything! Games nobody has ever seen, a huge group of guest stars from every media, incredible and insightful panels, exhibits, and an endless parade of mind-blowing events.

Most of all, the con is going to be the first chance in years that fans will have to reconnect with their friends in person, and that desperate longing is probably the true reason that the con is so overcrowded.

In this game, friends text each other to try and catch up at the crowded conference. Even though they miss connecting, they share their experiences and hopes for tomorrow.

How to play:

1) Players all agree on an official start time for the game. When that time occurs, each participant has been at the con for an hour, during which time they have had a memorable experience with a game, person, media, panel, or other event. They know their friends are also at the con, and they have planned to try and catch up in between the cornucopia of events.

2) Play begins with one player asking another where they are and what they have seen so far. The responding player establishes what experience they had, either by making it up on their own or by rolling on the tables below. Each other player asks a question to help fill in the blanks of the experience. Once it is fully described, the player who just established an experience asks one of the other players what they saw and the play repeats. The last player to go in this round notes that the next series of events are starting, and the round ends.

3) After a five minute break, an hour is assumed to have passed. Whoever answered first in the previous round begins this round by asking another player where they are and what they have seen. Play repeats as in the first round, and again ends with a five minute break.

4) The third (and final) round follows the same play order as the second round, save that at the end the last player says that they will need to head to their room and will catch up with the others for dinner later.

Example Questions

- Who is involved?
- What is it about?
- Where did you see it?
- Why did you like it?
- How is it different?

Debrief

After the last round, consider the following questions as a group:

- What do you most miss about being at a con?
- What are you most afraid of when it comes to the future of cons?
- What experience description was the most exciting for you?
- How do you think cons will change after the pandemic?
- How can we make the experiences we imagined a reality?

Tables

Genres of Experiences

If you wish, you may choose from or roll randomly on this table for a genre. Feel free to mix and match them!

- 01-10 Science Fiction
- 11-20 Fantasy
- 21-30 Horror
- 31-40 Swashbuckler
- 41-50 Noir
- 51-60 Romance
- 61-70 Historical
- 71-80 Mystery
- 81-90 Superhero
- 91-00 Spy

Experience Concepts

This table gives starting points for the kinds of experiences you might have at a con, but develop them as you see fit! You might have had the opportunity to talk with an author over coffee, have had your book signed by them, or even had them read your short story!

- 01-25 Merchandise
 - 01-20 Tabletop RPG
 - 21-40 Live-Action RPG
 - 41-60 Board Game
 - 61-80 Card Game
 - 81-00 Dice Game
- 26-50 Person
 - 01-20 Author
 - 21-40 Actor
 - 41-60 Artist
 - 61-80 Costumer
 - 81-00 Panel
- 51-75 Media
 - 01-20 Short Film Premiere
 - 21-40 TV/Movie Trailer
 - 41-60 Video Game
 - 61-80 Virtual Reality
 - 81-00 Comic Book
- 76-00 Other Event
 - 01-20 Workshop
 - 21-40 Parade
 - 41-60 Contest
 - 61-80 Dance
 - 81-00 Awards

Example of Play

Jason and Alissa are playing Mis/Con/Nect over their cell phones.

Jason: Where are you?

Alissa: I just saw the trailer for a horror/sci-fi movie called "Ducks in a Row". It was cool, but weird.

Jason: Great name. Who is in it?

Alissa: Bunch of new faces, but it stars Robin Cygnet.

Jason: Cool! Haven't heard from them in a while. What is it about?

Alissa: Cygnet is leading some kind of resistance in the future against an

oppressive regime wearing duck costumes.

Jason: ...weird.

Alissa: I know!

Jason: So... did you dig it?

Alissa: Yeah, it had neat special effects.

Plus, there's nobody like Cygnet.

Jason: Ain't that the truth.

Alissa: What did you see?