

THE FANATIC PENTECOST

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Introduction: This is a comedic, lighthearted, and satirical larp which is to be played by 4 people. Depending on how many participants are present, times may vary, but the recommended amount is 4 players with times generally around 30 minutes. All guidelines of this game are merely suggestions and can be disregarded/changed at any time for safety reasons (use larp safety tools!) and/or for other reasons. Players should not feel forced to do more prep than to read this document. The whole concept is a homage to Matt Michaelson's "What to Do About Earth", and the quick-paced, wackiness to it all.

Synopsis: In a time not so far away, a curious, foreign, and omnipotent being has arrived on Earth. Praise be! Unfortunately, this so-called God is totally unaware of human culture and interests (*bummer!*), so They have selected a handful of "prominent leaders" to provide cultural enrichment! However, each of the selected individuals happen to be strongly opinionated fanatics dedicated to proving that their fandom of interest is definitively the best thing ever. So, presented with this once-in-a-lifetime opportunity, these dedicated fans do everything they can to convince their new God that their favorite media is what They should put in Their prized "Collection of Non-Godly Things" for all of the universe to see. However, should the chosen ones fail to please The God, the entire Earth may be doomed...

Before You Go Crazy: Divide the players into The God and the mortals. One player acts as The God, while the rest are all the mortals.

- **God (1 player):** This God is an omnipotent being and as such acts as the facilitator of the debate. They are benevolent and fair, so They allow everyone a chance to speak. Most importantly, They are very curious yet uneducated about human customs/culture as it is their first foray into Earth.
 - Before the mortals decide on topics and debate starts, The God must choose Their agenda (more on that later).
 - At the end of the debate, They will select one topic to represent Earth in their "Collection of Non-Godly Things," thus solidifying one lucky fandom's place in the history books of the universe.
- **Mortals (3+ players):** All mortals must choose a fandom to become crazily obsessed with.
 - It could be literally anything! Ex: Hunger Games, My Hero Academia, Unfired Clay, Team Fortress 2, etc.
 - Whatever they choose, it must somehow be connected to The God's agenda.
 - Each player should feel totally comfortable talking about their choice for the duration of the game, so it might be helpful to pick something you're actually passionate about! Or don't. Make shit up if you want, as long as you make an argument for your choice and The God deems it worthy.
 - If you want to dig deeper, feel free to give your character a name; a personality! Make it wacky! Make it spontaneous!... or call them Joe. Who cares? Not God. *Sometimes normal people make chaotic scenarios even funnier.*

- **Safety:** As this is a larp about debate, players are encouraged to be really involved in their discussion. Passion makes the world go round, and can make The God obsessed with, for example, *JoJo's Bizarre Adventure*. Passion can also lead to crossed boundaries. Discuss with your fellow players what kinds of things are on and off the table. Shouting, nudging, discussion of sensitive topics, and the like should all be talked about. If you're unfamiliar with them, we suggest you briefly research "cut and brake" safety signals before play. This game is meant to be fun and lighthearted, so make sure everyone feels safe and comfortable!
 - Before play begins, all players should agree upon a designated signal/phrase that will immediately stop the conversation if a boundary is crossed.

Materials Needed:

- Something to track time accurately, like a smartphone timer or stopwatch. This is to track each mortal's time during the various phases.
- A space to play and debate. Things might get heated, so pick somewhere noise is acceptable (don't play in a library!) Real-world props are encouraged! So, find an environment that works for your group.
- Something to take notes with. While The God is omnipotent and infallible, the same standard should not be applied to the player. If the player chooses to have a pen and paper, let them. **However, such objects shouldn't be considered diegetic play objects.** The "**Should Earth Perish?**" sheet is considered diegetic, though.
 - The "**Should Earth Perish?**" count can be on the same page as the rest of The God's notes. More information about "**Should Earth Perish?**" will be addressed later.

Rules:

- Before the debate starts, The God must choose an agenda or a trait They value most. This agenda is announced by The God to everyone **before** each player picks their topic. Some examples of agendas include:
 - **Logic:** A God who values logic likes cohesive evidence that is strung together neatly and is structurally sound. Arguments and attributes that tend to be more pragmatic tend to do better with this God.
 - **Humor:** A God who values humor likes the inherently goofy and interactive nature of other cultures, games, religions, and aspects of life. Arguments and attributes that tend to be more playful tend to do better with this God.
 - **Drama:** A God who values drama likes the heavy and emotional things in life and loves a good conflict. Topics of strong emotions tend to do well with this God.
 - *These are all examples of agendas. The God can choose any agenda they like as long as it sounds feasible enough to base a debate around. Alternatively, The God can use one of the current examples if they can't seem to find anything!*

- **The God must try to be stoic and must try to maintain a poker face at all times.**
 - Yes, this includes any responses that The God gives to the players.
 - If a mortal makes The God break Their poker face, The God must pitch a **"Curveball"** prompt at that point in time. The mortal must restate what they've just said in accordance with the new guidelines pitched by The God.
 - This should be in line with The God's agenda.
 - For example, The God may ask the speaker to present their current argument as a song if The God values Humor. If the mortal stated that FNAF is funny because of the jumpscare in the game, then they must sing a song about jumpscare. The God must secretly decide if the mortal's performance is acceptable or not.
 - If the speaker did not successfully please The God, a tally mark is added to the **"Should Earth Perish?"** sheet.
 - The **"Should Earth Perish?"** sheet is hidden from the mortals. It is only publicly addressed/announced at the end of the **Judgement** phase.
 - If there are 3 or more tally marks on the sheet, then the Earth canonically dies during the **Judgement** phase. If there are fewer than 3 tally marks, perhaps Earth isn't as boring after all and Earth continues its measly existence. This is then announced during the **Judgement** phase to the mortals with varying degrees of sorrow or joy.
 - The timer is paused during a curveball event.
- The God does not understand human customs, and as such may interrupt the mortals at any time to ask questions. Doing so pauses the ongoing timer.
- The God can say **"Silence!"** to stop all ongoing conversations if they get out of control.
- The God must keep track of as much information as They can. Anything that The God did not write down/remember is clearly not important for The God's agenda and will not be considered during the **Judgement** phase.
- The God must signal to the players when the discussion transitions from one phase to the next. The God decides the speaking order for each phase, but it should be a different order each time.
- Information can be inaccurate/exaggerated as long as The God does not catch on and/or sees the information as plausible.

Sequence of Play:

1. **Identify Thyself (1 min or less per player)**
 - Go around the group and talk to each other about who you are, what you are trying to argue is the best fandom on the planet and anything that might be important to introduce to the group.

2. **Informative Phase (2 min per person)**

- Each mortal player will get 2 minutes to describe their represented fandom. They should give enough information for everyone to have at least a basic understanding of the topic. They may use any form of media or references related to the fandom/topic.
- If the mortal takes more than 2 minutes of The God's time, They may see it fit to cut them off and proceed to the next person. They do not have time to listen to a mortal speak for more than the allotted time. They want to hear everyone's point of view, and time is money, after all.

3. **Advocative Phase (2 mins per person)**

- During this phase, each mortal will have a chance to explain why their topic of interest is worthy of being put in The God's prized "Collection of Non-Godly Things." This should go beyond just information about the topics; each mortal must try to appeal to The God's interests and agenda with what they say.
 - For example, if The God's agenda is Drama, each mortal should explain what makes their topics emotionally impactful or socially contentious, as well as their impact on the world.

4. **Slander Phase (2 mins per person, 2 rounds)**

- Each mortal now has time to discredit the other mortals' topics. During this time, the mortals must explain why the other topics are unworthy of a spot in The God's collection.
 - This can be accomplished by refuting points previously brought up, or by introducing new information that could diminish the appeal of the topic in question.
 - Ex: If one person is advocating for Roblox, a counterpoint could be: "Roblox is not worthy because it promotes adolescent gambling and micro-transactions within a majority of their games."
 - This could be said even if gambling hadn't been mentioned in any previous debate.
- After each mortal speaks for 2 minutes, The God will determine a new speaking order and each mortal will get another 2 minutes, repeating the **Slander Phase** (each mortal gets a total of 4 minutes to speak).

5. **Judgment**

- Now that The God has seen all that Earth has to offer, They will now choose which fandom is the greatest of all time (in accordance with their agenda, of course). **They should also disclose why the other fandoms are less desirable than the chosen fandom.**
- The God will now determine if Earth is worth leaving alone or if it is doomed to the core and must be purged, referencing the "**Should Earth Perish?**" sheet. Then The God will then explain Their reasonings for why Earth is being saved or destroyed.