



SOLD OUT



TONIGHT
@ 9:30

a larp about fame, music,
community, and sticking it
to the man

by Meagan Lilly



The year is 1993 and it's the last night of tour.

You've been on the road in a van for 6 weeks, selling out venues all across the country. Your first self-released album was an underground hit and you've gained a solid following in punk scenes from Seattle to DC. You've just been offered a huge record deal that could launch you into the stratosphere-- big name producers, music videos, radio play, and maybe a world tour.

As you settle into the green room backstage of tonight's venue, a writer from Polling Bone (a mainstream music rag) arrives for an interview. How much are you willing to reveal? And what are you willing to sacrifice to become the next big thing?

SOLD OUT is a parlor LARP for 4-6 people that explores the conflicts and dynamics of fame, art, and success in the context of the early 90s grunge scene. One player will be a journalist tasked with breaking a big story about the up-and-coming punk band. The rest of the players will make up the members of the band.

The Rider

The green room should be relaxed and comfortable with places for everyone to sit, stand, move around and talk. A friend's living room on a Friday night is perfect: Dress up in your best ripped denim and flannel, put on some music (highly recommended to replicate the vibe of a noisy music venue), and grab a beer (NA or otherwise), hot tea (for your vocals), or any other beverage that feels rock and roll.

The journalist will need a space separate from the green room to conduct the interviews (use breakout rooms if playing via Zoom). If a separate space isn't an option, the journalist should set up an area off to the side in the green room for a little privacy (the rest of the band should be able to get up, walk around, and talk to one another when they aren't in their interview).

Soundcheck

Set aside 5-10 minutes before getting started and decide who will be the journalist. The journalist will help drive the structure and flow of play, moving from one scene to the next in the form of interviews. The rest of the players will be in the band.

Then create your characters!



This game calls on players to commit to an underground scene culture that is feminist, queer, anti-authority, anti-capitalist, anti-fascist, anti-racist, hyper-local, communal, DIY, and inclusive of all body types and abilities.

Any deviation is so not punk rock.



TRY A
PLAYLIST!



*I'M WITH THE BAND

Band Generation

Together as a band and with the journalist out of the room, decide on:

- Band name
- Most recent album name
- Hometown

Then individually...



1. Who are you?

Choose a name for your musician or use your own! Consider including a nickname like spike, sapphire, cat, queenie, big ed, skunk, penny, sid, xander, cheetah, bebe, legs, bat, etc.

Choose an instrument: vocals, guitar, bass, drums, keyboard, tambourine, trumpet, saxophone etc.

2. What's your situation?

Bills to Pay

The band is in talks with a music label rep about a deal that would change your lives forever but there's a catch: you have to work with the label's radio-friendly producer. To you, it's worth it to give up some creative control for future stability.

Punk Purist

Your punk roots run deep and you refuse to compromise on your principles. This is the closest you've ever come to the mainstream and the money is tempting but you're ready to stand up to the establishment... can you convince the others to walk away from the record deal?

Wanderlust

A record deal could be the band's ticket to see the world --some friends in another band recently signed with a big label and now they are touring internationally. But the scene back home shunned them and now they're banned from playing local venues.

Going Solo?

You've been secretly writing new music and experimenting with a more polished (more commercial) sound. You could save it for a solo record and use the interview today to announce it... or you could pitch it to the band as a new direction (the record company would love it).

Trouble at Home

Right before the show, someone close to you (decide who: a partner, music collaborator, family member etc.) gave you an ultimatum: it's them or the band. You love music and touring has been a dream come true, but can you give it up to save your relationship?

3. What's your vibe? (choose 2)

- | | | | | |
|---------------|----------------|-----------------|-------------|-------------|
| - Hungry | - Sleepy | - Introspective | - Drunk | - Scheming |
| - Horny | - Apathetic | - Deceptive | - Zealous | - Shy |
| - Skeptical | - Broke | - Opportunistic | - Ambitious | - Impulsive |
| - Suspicious | - Enthusiastic | - Jealous | - Inspired | - Energized |
| - Dreamy | - Desperate | - Secretive | - Confident | - Inspired |
| - Imaginative | - Nostalgic | - Nervous | - In love | - Eccentric |



Now what?

Whenever you're ready, invite the journalist into the greenroom.

As you prepare for the show, reflect on the last 6 weeks of tour and think about and discuss what comes next for the band. Lean into the band's simmering disagreements, vibe differences, and any inner conflicts that come from your unique situations. But be careful what you reveal to the journalist--anything shared on the record will be reported as fact.



*THE JOURNALIST



Interview Tips for Junior Staff Writers

You're a junior staff writer at Polling Bone magazine and this is your first potential cover story. If you can break some big news about the next big band, you'll be on the path to promotion.

You'll kick things off with introductions and then move into individual interviews. Follow the Interview Tips Guide to structure your conversations (and game play).

For accurate interviews, take notes or use a tape recorder. See next page for a notebook page of questions.

* The band may be suspicious of you at first -- you represent the enemy (establishment). Try to convince them you're a friend and fan to win their trust.

1. Introductions (10-15 minutes)

In the green room, begin with a round of greetings and introductions. Introduce yourself and ask them to introduce themselves--band name, title of their most recent album, where they're from, and their names and the instruments they play.

Then recap what you know about them (confirm details).

2. Explain how this works

Each person will be interviewed individually for ~15 minutes --the band should decide who goes first. While an interview is being conducted, everyone else is free move around and talk to each other, or otherwise get ready for the show. After all of the interviews are complete, everyone will come back together in the greenroom and you will recap everything that was shared "on the record".

3. Interviews (10-15 mins ea.)

Each band member will take turns being interviewed individually in the interview room or space. In each interview, ask the standard interview questions, confirm rumors you've heard and follow up on information shared off the record from the other band members. Feel free to make up your own questions! Whatever will draw out the best story.

4. Wrap up (15 mins)

Bring the band back together and share what you plan to publish from your notes to confirm the details are factual. At this time, anyone in the band can correct the record if desired. You can also ask for clarification of any off the record details (but don't reveal your source).

Once all interviews and reporting is complete, the band will leave the green room to perform the last show of tour and the game ends.

On the Record:

by default all conversations are "On the Record" and anything said will be reported as fact.

Off the Record: at any point players can say "Off the Record" to share something that they don't want to be printed.



USE THIS
PAGE TO
REFERENCE
QUESTIONS
— OR —
PRINT COPIES
TO ORGANIZE
NOTES
FOR EACH
INTERVIEW

QUESTIONS

How long have you been playing music?

How did you meet the rest of the band?

Have you enjoyed being on tour?

Any fun or wild tour stories you can share?

Tell me about your biggest inspirations.

What will you do when you get back home?

RUMORS

Some major record labels have been hanging around your local music scene.. I've heard you might have a deal on the table. Can you share specifics? Do you think you'll take it?

I recently read that a band from your hometown signed with a label but your scene isn't too happy about it. Will that impact your decision to sign?

As part of the record deal, there's speculation that you might go in a new direction in terms of your sound, especially to be more radio-friendly. Is that true? Would you drop the distortion for some radio plays?

Someone in the band might be going solo.