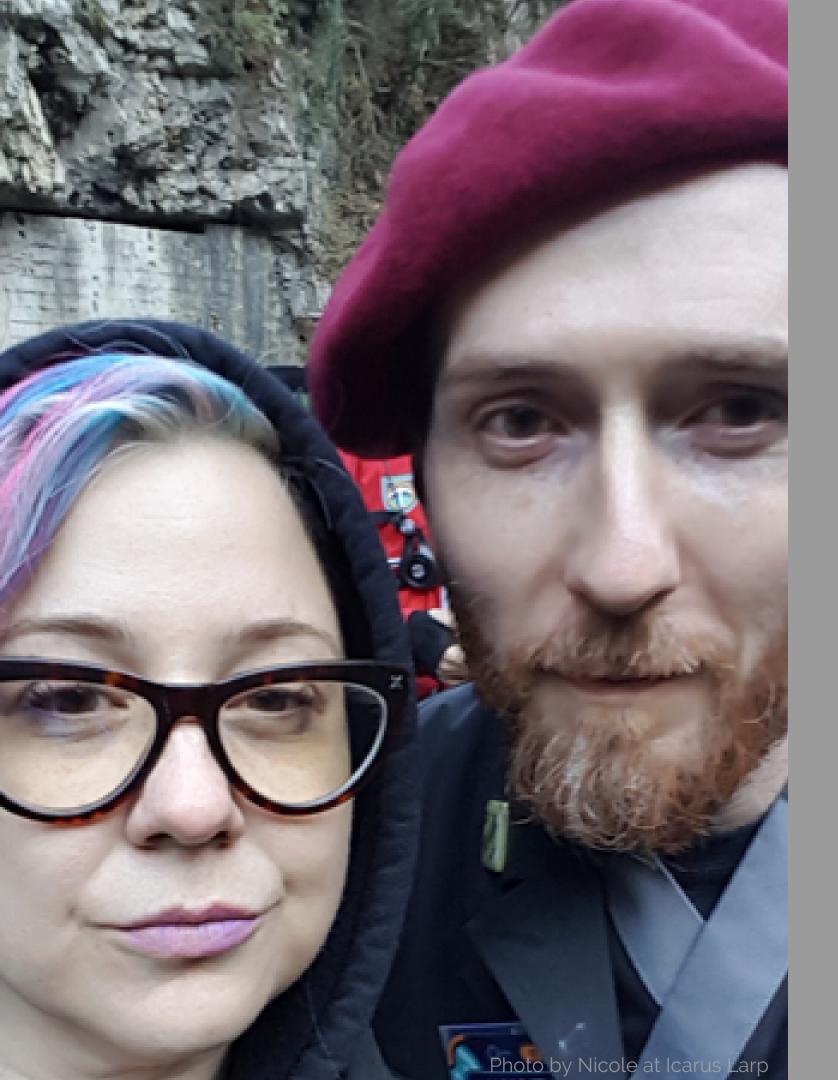
Fair Escape Studios

PLAYER AGENCY & PLOT IN Collaborative games

BY GARY & NICOLE WINCHESTER FOUNDERS OF FAIR ESCAPE STUDIOS



WHO ARE WE?

"INTERNATIONAL LARPERS OF MYSTERY"

- Vampire the Requiem
- 7th Sea, The Expanse RPG, Fate Codex
- Four cats

• Over 40 years of combined participatory design experience

• Long-time larpers, larpwrights, and organizers

• Gary: Toronto Erie Presence; Toronto By Night; Toronto:

• Nicole: Toronto Changeling the Dreaming; Freelance writer for

• We like to travel and roleplay, so we do both at the same time!

WHAT DO WE MEAN WHEN WE TALK ABOUT AGENCY?





WHAT IS PLAYER AGENCY?

GUIDELINES

- prepared for opt-outs
- with your organizers

• Directed larps versus collaborative larps and organizer-led plot versus player-led plot

• Agency in collaborative larps = your decisions in and out of game matter: you can create and steer your stories as a player **and** as a character

• Only boundaries of that agency are the rules, the community, and the world as created

• Follow established rules, including those of consent

• Check with involved/affected co-players, and be

• Stay within the plausibility of the world - if unsure, check

OK BUT SERIOUSLY: WHAT AM I ALLOWED TO DO?

SERIOUSLY, PRACTICALLY ANYTHING.

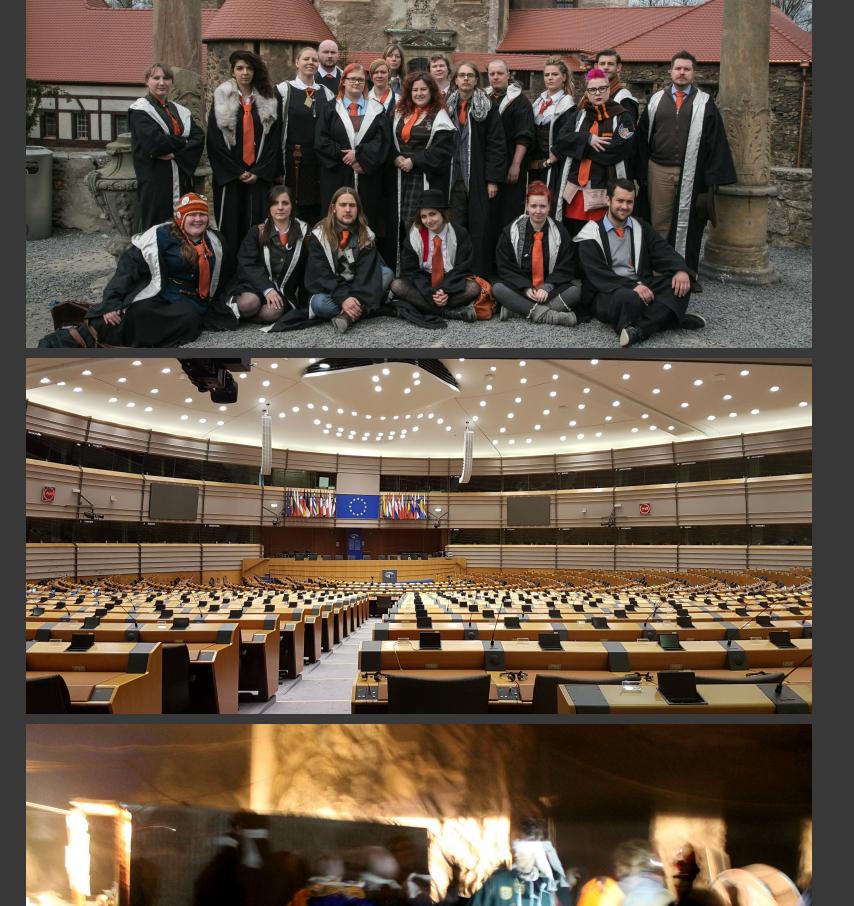
As long as the guidelines are followed, and the believability of the world is maintained.

Let's discuss some examples!

Photo by D. Kunecka at College of Wizardry

HOW CAN I CREATE STORY?

- Look for ideas in your character background
- Look for ideas that you want to explore further from previous games in the Trilogy
- Look for inspiration from TV shows, movies, books
- Have an FB (or other) chat with friends and fellow players and discuss ideas (this can snowball into plots of epic proportions)
- Talk to organizers if you're stuck
- Talk to friends from a totally different larp or game for a different perspective



hotos by C. Molbech, Nicole, Icarus Larp

- Find a group of 3-4 people



• Discuss different story ideas for different player characters

• If you don't have a character for Night Watch, characters for other larps and tabletop games are fine too!

HOW TO MAKE STORY HAPPEN

- Plan a series of events with other players over the course of a larp night
- Ask GMs to play an NPC at a larp or in a directed scene
- Request directed scenes from your character's past
- Meet with other players to have a scene in between sessions, to advance a plot or just see what happens
- Use the FB groups to have a public scene
- Invite one or more players to a Google document to write a scene together

Photo by Nicole from Parliament of Shadows

GREAT STORIES COME OUT OF COLLABORATION.



CREATING RELATIONS

- If you get relations written into your character, it's just a start you can create relationships with anyone in the larp
- Introductory posts on FB groups can give people an idea of who your character is and the type of roleplay you are interested in
- Wanted posts: If you want someone to play a specific role in your game (enemy, best friend, rival), posting on FB or where your game communicates can give you options
- Discuss! Chat with people about it. Start with what kind of relationship you **want** or **don't want** and go from there.





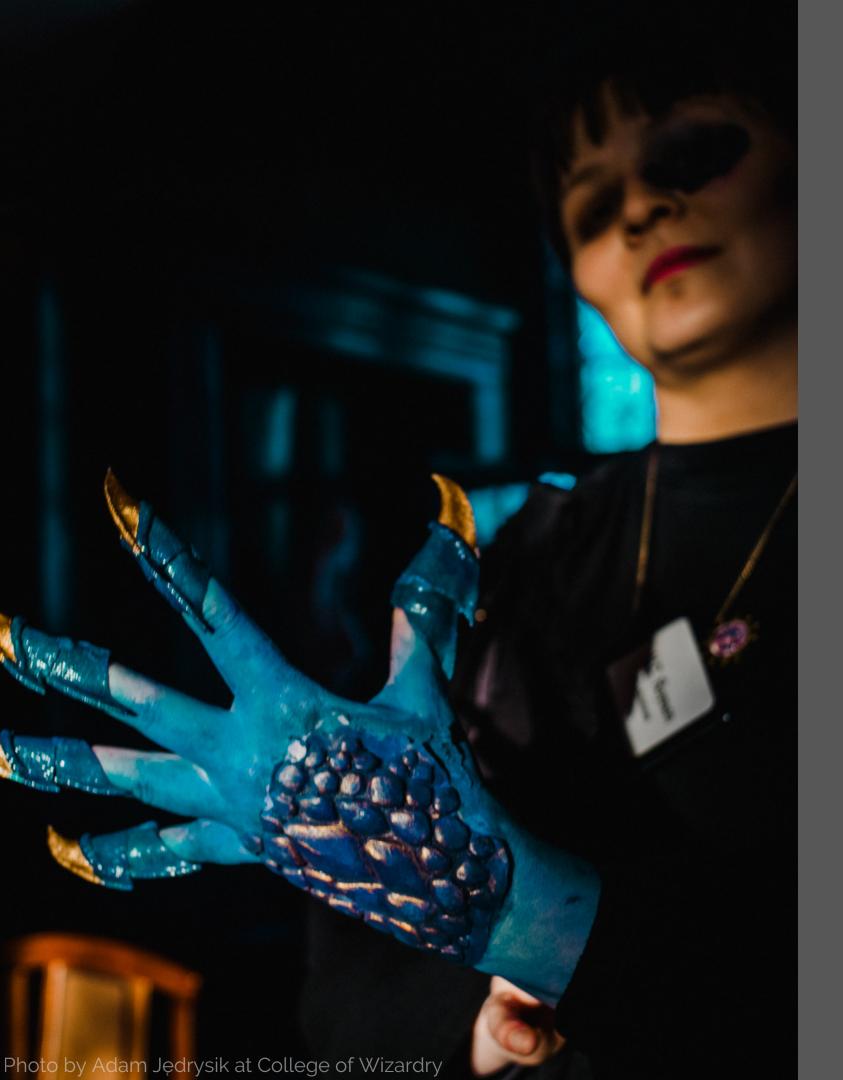
EXERCISE

- Find a different group of 3-4 people
- always helpful!



• Discuss ways your characters could be involved in one another's stories or help those stories happen

• If you don't have a character for Night Watch, ideas are



NPCS

- requirements
- NPCs
- time

• We can: provide NPCs for directed scenes and larp nights, cast NPCs if necessary, costume NPCs appropriately, brief them on your story and

• We will have a harder time with: monster suits, special effects and special effects makeup, large numbers of

• If your needs are specific/detailed, we may need more

• We need **detail** to make sure your NPC scenes happen the way you want, provide as much as possible







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THANK YOU

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