

# LA RP

# THE FORGOTTEN

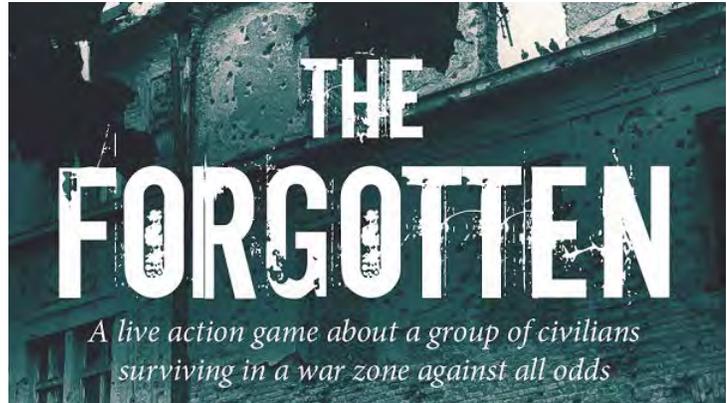
Phoenix  
Room

**Facilitated by:**  
**Andrew  
Medeiros**

 **6-10**

 **2H**

 **18+**



The Forgotten is a live acting game that takes place in a city under siege during the last days of a civil war. Players confront hunger, injury, and demoralization through a simple system that uses a custom deck of cards and a customizable soundtrack. As a group, they will create a desperate story of courage and sacrifice. Will they scrape by and live to see another day?

Designed by Andrew Medeiros

**This Game Is:** Acting; Relationships; Real Emotions

**Content Advisory:** This game contains themes of starvation, injury, desperation and death.

# LARPS ON DEMAND

GENCON  
2016



# LA RP

# UNHEROES

Phoenix  
Room

**Facilitated by:**  
**Anna  
Kreider**

 **6-8**

 **2H**

 **18+**



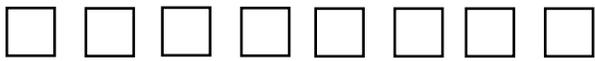
Unheroes is about a group of superheroes from Herotopia who tried to save the world and messed up big time. They changed reality so supers never existed and ended up living in our world with no memory of their past. But something's gone wrong and now their memories (and powers) are returning. The game is about hard choices, consequences, and taking responsibility for our actions. Also superpowers

Designed by Joanna Piancastelli

**This Game Is:** Acting; World Building; Relationships; Storytelling; Real Emotions

# LARPS ON DEMAND

GENCON  
2016



**LARPs**

# BALLPIT: A CON STORY

Phoenix Room

**Facilitated by:**  
**Spencer Abbe**

 **8-8**

 **2H**

 **ALL**



A lot of people paid good money to go to the first ever Smash!Con, but it's been a disaster from the start. The guests haven't shown up, the hotel hasn't been paid, and there are rumblings that the whole thing might be a scam. Will you unite to save the Con? Or just say, "nah..."

Designed by Asher Stuhlman

**This Game Is:** Acting; Math; Relationships

**LARPS ON DEMAND**

**GENCON  
2016**



# LA RP

# CONCLAVE

Phoenix  
Room

**Facilitated by:**  
**Willow  
Palecek**

 **6-24**

 **2H**

 **18+**



The year is 1271, and Pope Clement IV has been dead for almost three years. The Cardinals are deadlocked, unable to decide on who shall next serve as Pope of the Holy Roman Church. As one of the Cardinals, you must come to an agreement with the rest of the college: a two-thirds majority is required to elect a new Pope. Can you forge a faction that will see someone with your interests on the Papal Throne? Do you have what it takes to convince your peers that you are worthy to lead the church?

Designed by Willow Palecek

**This Game Is:** Improv; Relationships; Intrigue

**Content Advisory:** Features real life politics and religion

# LARPS ON DEMAND

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# LARPs

# STILL LIFE

Phoenix  
Room

**Facilitated by:**  
**Mark  
Redacted**

 **6-12**

 **2H**

 **ALL**



The players take the roles of rocks pondering the meaning of their existence and relationships with each other and their environment, as their lives are determined by the whims of the Elemental Forces.

Designed by W. Gorman, D. Hertz, H. Silsbee

**This Game Is:** Acting; Relationships; Storytelling; Real Emotions; Thinking deeply about being a rock.

# LARPS ON DEMAND

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2016

LA  
RP

# DUCK AND COVER

Phoenix  
Room

**Facilitated by:**  
Jacqueline  
Bryk

 **7-35**

 **2H**

 **13+**



When you're in high school, everything seems like a life-or-death situation. Getting a D on the pre-calc test or not being asked to prom by the guy you've been crushing on for years is the end of the world. But what if it wasn't just bullying and low grades or other, darker, personal issues? What if the world really was ending?

Designed by Jacqueline Bryk

**This Game Is:** Improv; Relationships; Storytelling; Real Emotions

**Content Advisory:** Due to a Dark Secret mechanic, there may be mentions of racism, sexism, misogyny, mental illness, suicide, homophobia, bullying, and/or assault.

LARPS ON DEMAND

GENCON  
2016



**LA  
RP**

**SO SAY WE ALL**

**Phoenix  
Room**

**Facilitated by:**  
**Andrew  
Medeiros**

 **8-12**

 **2H**

 **18+**



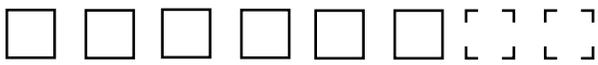
The Synths look like us, and they're among you. Two hours ago, an explosion in hanger deck delta killed a dozen of your crew and it was determined the cause was sabotage. All of you were recorded in the area during the moments leading up to the attack and command has placed all of you under arrest under article 33. The admiral has decided she will vent you all into space in 60 minutes unless you can determine who the saboteur was.

Designed by Andrew Medeiros

**This Game Is:** Acting; Investigation; Relationships; Storytelling

**LARPS ON DEMAND**

**GENCON  
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**LA  
RP**

# SINS OF THE FATHER

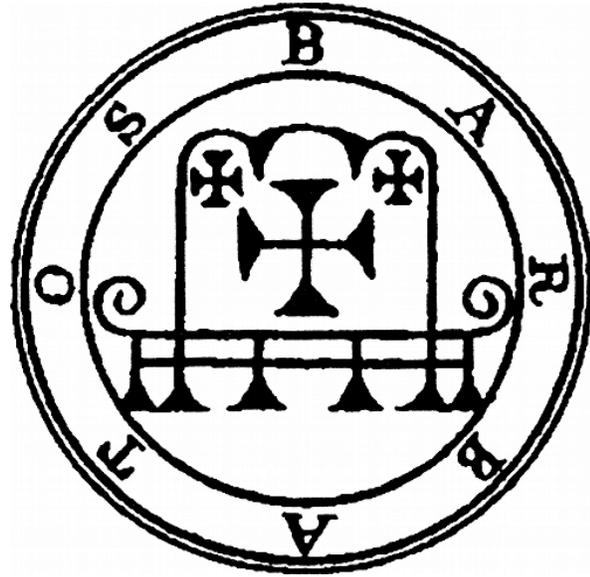
Phoenix  
Room

**Facilitated by:**  
**Jacqueline  
Bryk**

 **6-8**

 **2H**

 **13+**



A multigenerational hell. The Barbatos family has a deep dark secret, and it's not the embezzling, the murders, the incest, or the rampant narcissism. Each generation, the cousins gather to decide which of them will sell their soul for the good of the family. The Barbatos family is in bed with the Devil in the most literal of ways. Someone must sell their soul on Christmas Eve, or the family business goes to hell.

Designed by Jacqueline Bryk and Delilah Worthy-Scott

**This Game Is:** Acting; Improv; World Building; Relationships; Storytelling; Real Emotions; Hard choices

**Content Advisory:** Possible mentions of racism, sexism, homophobia, and incest.

**LARPS ON DEMAND**

**GENCON  
2016**



# LA RP

# UNHEROES

Phoenix  
Room

**Facilitated by:**  
**James  
Stuart**

 **6-8**

 **2H**

 **18+**



Unheroes is about a group of superheroes from Herotopia who tried to save the world and messed up big time. They changed reality so supers never existed and ended up living in our world with no memory of their past. But something's gone wrong and now their memories (and powers) are returning. The game is about hard choices, consequences, and taking responsibility for our actions. Also superpowers

Designed by Joanna Piancastelli

**This Game Is:** Acting; World Building; Relationships; Storytelling; Real Emotions

# LARPS ON DEMAND

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2016



# LA RP

# JUGGERNAUT

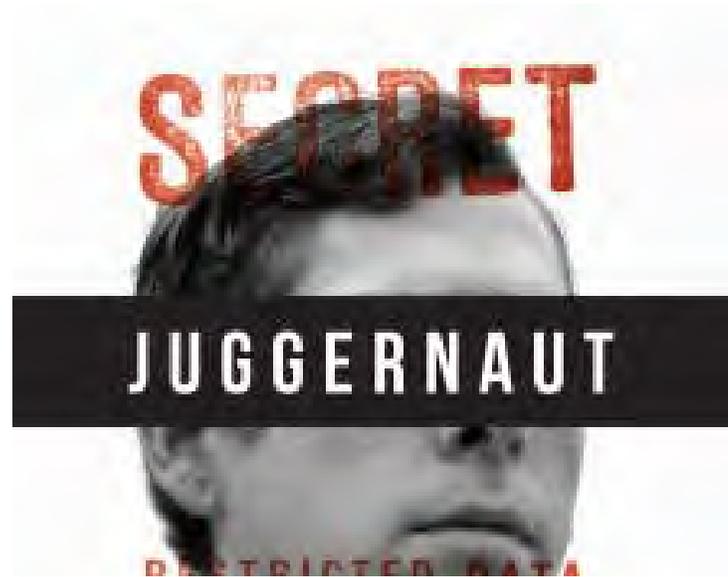
Phoenix  
Room

**Facilitated by:**  
**Kathryn  
Hymes**

 **4-6**

 **2H**

 **18+**



It is July third, 1950. The Korean War is eight days old. National Security Council Report 68 is sitting on Harry Truman's desk, a grim outline of the Cold War that is to enfold the world for the next 40 years. Alan Turing's paper "Computing Machinery and Intelligence" is circulating for review. Cinderella is a box office sensation.

And you have invented a computer that can see the future.

Juggernaut is a live-action game about free will for 4-6 players and 1-2 hours that plays like a creepy Twilight Zone episode and requires almost no prep.

Designed by Jason Morningstar

**This Game Is:** Acting; World Building; Relationships; Storytelling; Real Emotions

# LARPS ON DEMAND

GENCON  
2016



**LA  
RP**

**SIGN**

**Phoenix  
Room**

**Facilitated by:**  
**Kathryn  
Hymes**

 **3-6**

 **2H**

 **18+**



Sign is a freeform game about being understood. Nicaragua in the 1970s had no form of sign language. If you were deaf, you had simple gestures with a trusted few, likely nothing more than a form of pantomime you negotiated with your family to meet basic needs. In 1977, something happened. Fifty deaf children from across the country were brought together to an experimental school in Managua. Without a shared language to express themselves, the children did the only thing they could -- they created one. In Sign, we follow a small piece of their journey.

Designed by Kathryn Hymes and Hakan Seyalioglu

**This Game Is:** Language, Deafness, Play

**LARPS ON DEMAND**

**GENCON  
2016**