

LA RP

UNHEROES

Phoenix
Room

Facilitated by:
Rachael
Storey Burke

 **5-9**

 **4H**

 **18+**



You were superheroes who screwed up big time, though you don't remember it. No one does. Reality was altered and the history that you used to know no longer exists, and never did. Now it's trying to reassert itself. Will you leave the world like this, or change things back?

Designed by Joanna Piancastelli

This Game Is: Serious

LARPS ON DEMAND

GENCON
2015



LA RP

LARPJAM

Phoenix
Room

Facilitated by:
**Rachael
Storey Burke**



 **6-16**

 **4H**

 **13+**

LarpJam will be of interest to anyone who is interested in game design, its core challenge is building a playable game under a tight time constraint. Players work together in small groups to design live action roleplaying games that incorporate a “secret ingredient”. Part way through the workshop groups switch larps and continue building the game that someone else started. This cross-group collaboration produces truly unexpected designs!

Designed by Jon Cole

This Game Is: Cooperative, Serious, Game Jam

LARPS ON DEMAND

GENCON
2015



LA RP

THE PARADISE MACHINE

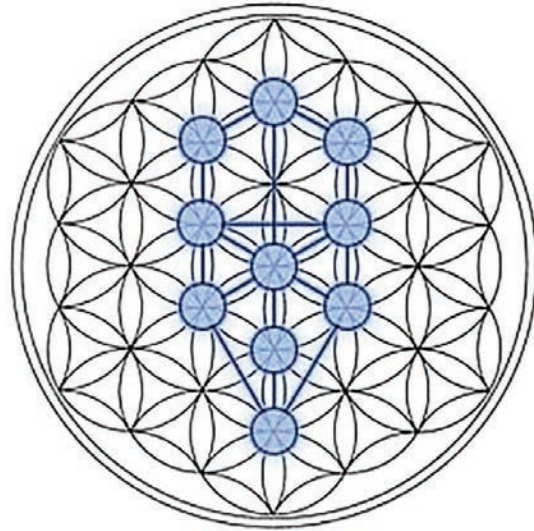
Phoenix
Room

Facilitated by:
Jacqueline
Bryk

 **5-11**

 **4H**

 **13+**



Yesterday, gods ceased to walk the earth. Today, the nation of Elysium's top scientists are unveiling their greatest triumph: a machine that allows you to create your idealized self. Is human perfection worth losing the gift of gods? Should progress triumph over tradition? Or are humans perhaps not yet ready to take their first steps into the realm of the divine? Only you can decide. The Paradise Machine is an American Freeform LARP.

Designed by Jacqueline Bryk

This Game Is: Cooperative, Serious, Political

Content Advisory: Religious themes

LARPS ON DEMAND

GENCON
2015



**LA
RP**

BLACK SUNDAY, 1935

Phoenix
Room

Facilitated by:
Jacqueline
Bryk

 **6-22**

 **4H**

 **18+**



April, 1935. A massive dust storm sweeps through a small town in the Midwest, forcing the residents and a visiting carnival to take shelter in the basement of a church. Tensions rise between the two groups the longer they are trapped together in such a small space--hopefully it won't come to blows. Black Sunday, 1935 is a game about prejudice, class, and social ties.

Designed by Jacqueline Bryk

This Game Is: Silly, Serious, Shelter in place

Content Advisory: Historical racism, sexism, and classism

LARPS ON DEMAND

**GENCON
2015**



**LA
RP**

SINS OF THE FATHER

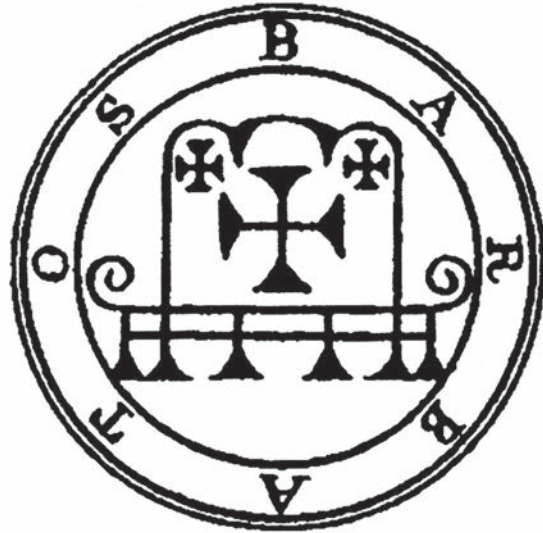
Phoenix Room

Facilitated by:
Jacqueline Bryk

 **4-7**

 **4H**

 **18+**



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. It isn't just figurative language about the evils of money perverting the souls of those who do what it takes to make it. No, the Barbatos family is in bed with the Devil in the most literal of ways.

Designed by Jacqueline Bryk

This Game Is: Cooperative, Serious, Family

Content Advisory: Sexism, racism, abuse and incest

LARPS ON DEMAND

**GENCON
2015**



LA RP

JUGGERNAUT

Phoenix
Room

Facilitated by:
**Nick
Wedig**

 **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 that plays like a creepy Twilight Zone episode.

Designed by Jason Morningstar

This Game Is: Serious, Scary, GMless

Content Advisory: Period racism, sexism, homophobia, xenophobia and Cold War paranoia

LARPS ON DEMAND

GENCON
2015



LA RP

LEGACY OF THE SLAYER

Phoenix
Room

Facilitated by:
Josh “Ninjacat”
Brining

 **2-4**

 **4H**

 **13+**



The ghost stories you’ve heard are true. There are things that go bump in the night and they really do want to hurt you. But you’ve chosen to stand up and fight back. It won’t be easy, but your friends and your town need you. The world needs you. Look out, Evil: the hunter has become the hunted. Play a story game focused on the characters you create by drafting cards. Can they overcome their own flaws and the supernatural evil menacing their city? Find out as a group!

Designed by Jay Treat

This Game Is: Cooperative, Silly, Serious, Scary, Everyone GMs

Content Advisory: Violence & themes comparable to Buffy the Vampire Slayer

LARPS ON DEMAND

GENCON
2015



LA RP

MOBILIZE

Phoenix
Room

Facilitated by:
**Kira
Magrann**

 **5-5**

 **4H**

 **18+**



Ft Oglethorpe, Georgia, 1943: This story follows five queer women working together here in the motor pool, trained in the driving, maintenance, and repair of jeeps, trucks, and motorcycles. For the first time they could find each other, find community, in the Women's Army Corps. The military only tolerated these women because they needed the numbers, and sometimes they had to choose between doing the right thing, and surviving as a queer woman in the army.

Designed by Kira Magrann

LARPS ON DEMAND

GENCON
2015



LA RP

JUGGERNAUT

Phoenix
Room

Facilitated by:
Kira
Magrann

 **5-5**

 **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 that plays like a creepy Twilight Zone episode.

Designed by Jason Morningstar

This Game Is: Cooperative, GMless

Content Advisory: Period racism, sexism, homophobia, xenophobia and Cold War paranoia

LARPS ON DEMAND

GENCON
2015



**LA
RP**

A QUIET PLACE IN HELL

Phoenix
Room

Facilitated by:
**Evan
Torner**

 **3-9**

 **2H**

 **13+**



The bad news? You've died and gone to Hell. The good news? You get to buy yourself some peace and quiet from the torment. Not all places are created equal, of course. 3 to 9 players tour – and attempt to purchase – houses in the afterlife.

Designed by Evan Torner

This Game Is: Playtest, Competitive, Silly, Comedy, Linear Story, Everyday Life, Surreal, Metaphysical

Content Advisory: May offend some Christian sensibilities.

LARPS ON DEMAND

**GENCON
2015**



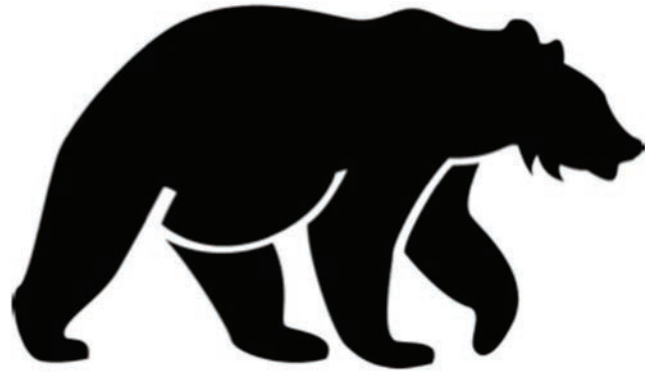
**LA
RP**

DREAM BEAR

Phoenix
Room

Facilitated by:

**Evan
Torner**



 **4-8**

 **2H**

 **18+**

A group of people come together to talk about and play out their dreams. Each person in the group is having recurrent dreams that involve a bear. Play this brief, live-action, freeform game in two hours or less. For three to six players.

Designed by Emily Care Boss

This Game Is: Cooperative, Serious, Gmless, Everyday Life, Surreal Metaphysical

LARPS ON DEMAND

**GENCON
2015**



LA RP

FIRST IMPRESSIONS

Phoenix
Room

Facilitated by:
**Evan
Torner**

 **4-12**

 **2H**

 **13+**



Play fantasy adventurers at a dungeon-delving, speed-dating style hook-up event. Everyone is looking to form up with a party to go adventuring, ransacking some old ruins, storming a wizard's tower, rooting out a goblin encampment, what have you. But you have standards! A fast-paced comedy dealing with the core game of our hobby.

Designed by Marc Majcher

This Game Is: Silly, GMless

LARPS ON DEMAND

GENCON
2015



LARPs

THERE'S A FANFIC FOR THAT...

Phoenix Room

Facilitated by:
Evan Torner

 **4-8**

 **2H**

 **13+**



There's a Fanfic for That... is a game about creating live action "fan fiction" stories. Set in alternate universes and crossing multiple canons, the stories can be funny, romantic, or full of angst. Remain "in character" as your Characters are put into strange or ridiculous situations. Give feedback to the Author in your role as a Reader.

Designed by Kat Jones

This Game Is: Cooperative, Silly

Content Advisory: Mature content, including sexual innuendo

LARPS ON DEMAND

GENCON
2015



LA RP

LARPJAM

Phoenix
Room

Facilitated by:
**Jeff
Croff**

 **6-16**

 **4H**

 **13+**



LarpJam will be of interest to anyone who is interested in game design, its core challenge is building a playable game under a tight time constraint. Players work together in small groups to design live action roleplaying games that incorporate a “secret ingredient”. Part way through the workshop groups switch larps and continue building the game that someone else started. This cross-group collaboration produces truly unexpected designs!

Designed by Jon Cole

LARPS ON DEMAND

GENCON
2015



LA RP

BLIP

Phoenix
Room

Facilitated by:
**Kat
Jones**

 **3-4**

 **2H**

 **18+**



Players are members of a space flight who awake to find themselves in escape pods after their ship wrecks. They can only communicate with each other. The others are either dead or already rescued. They want to get back to earth, but it's not clear if they can. This game is set in the near future. It explores themes of isolation, lack of agency and sacrifice in a spaceflight setting. The focus of the game is on the waiting and uncertainty, rather than resource management.

Designed by Gints Halcejs

This Game Is: Serious

LARPS ON DEMAND

GENCON
2015



LA RP REVIVED

Phoenix
Room

Facilitated by:
**Kat
Jones**



 **4-8**

 **4H**

 **13+**

An unconventional zombie LARP in the American Freeform tradition inspired by the BBC show *In the Flesh*. Players take on the role of rehabilitated zombies re-entering their previous lives. Characters will deal with the responses of their family and friends to their return, the prejudice they face from the general populace, and guilt over what they did in their “untreated” state.

Designed by Kat Jones

This Game Is: Cooperative, Serious

LARPS ON DEMAND

GENCON
2015



LA RP

GROUP DATE

Phoenix
Room

Facilitated by:
**Kat
Jones**

 **4-9**

 **2H**

 **13+**



Group Date is a game about disparate (and, at times, discordant) personalities looking for love. A quick personality quiz sorts the players into teams, who then play out a series of three short dates--with a twist. Group Date is meant to be a quick, accessible and lighthearted freeform larp.

Designed by Sara Williamson

This Game Is: Silly

LARPS ON DEMAND

GENCON
2015



LA RP

ARTIST UNRECOGNIZED

Phoenix
Room

Facilitated by:
**Kat
Jones**

 **4-8**

 **2H**

 **10+**



Artist Unrecognized is a game about stardom, fame, and recognition. But more importantly it's a game about likeable, but somewhat awful people and their petty struggles to be more successful, more famous, or just more something than their peers. And of course it's also a game where winning can only happen at the expense of someone else.

Designed by Mads Brynnum

This Game Is: Silly, Everyone GMs

LARPS ON DEMAND

GENCON
2015



LA RP

FAILING FABULOUSLY

Phoenix
Room

Facilitated by:
**Kristin
Firth**

 **4-12**

 **2H**

 **10+**

This improv workshop is all about having fun with failure! (Or, as it is sometimes called: “playing to lose”)

We are hard-wired to care about self-preservation & that instinct can carry over into our games, leading us to want our characters to always do well and accomplish things. The goal of this workshop will be to attack that instinct and emphasize that failure can be fun too! “Bad” for your character can be super fun and interesting for you. To help us experience that this workshop is full of exercises where you are losing, dying, having bad stuff thrust upon you, etc – but in a totally fun way!

Complete beginners are absolutely welcome! Every game we play will be thoroughly explained.

Designed by Kristin Firth

This Game Is: Cooperative

LARPS ON DEMAND

GENCON
2015