

# **Wyrd Con One**

## **June 11th - 13th 2010**

### **Event Descriptions & Details**

#### **Final Version (5/31/2010)**

## **Friday Workshops & Convention Activities**

**Registration** [Newport Beach Hallway, 2pm - 8pm]

**Sportive Tricks** [Newport Beach, 1,2,3 @ 6:30pm - 8:30pm] - Playing what they call "Irish Music with a Kick" The energy will be high; there is a lot of humor & a bit of the pretty stuff too.

The band met as performers at the Renaissance Faire but the music you'll hear will just hint at these beginnings. Sportive Tricks draws musical influences from bands like Great Big Sea and The Fenians. The Tricks take great delight in giving traditional music a strong beat and an interesting twist.

**Tavern** [Newport Beach 1,2,3 @ 6pm - 6am] - Bar is open from 7pm - 11pm.

**Sponsor Only Preview of Vendor Room** [Balboa Bay, 6pm – 7pm]

**Vendor Room** [Balboa Bay, 7pm - 10pm]

**Combat 101** [Newport Hallway, 8pm - 10pm] - Spend a few hours with those experienced in light weapons combat in the Wyrd Con fighter arena. If you've never used a weapon before, learn the simple basics here!

**Fighter's Circle** [Newport Hallway, 10pm - Midnight] - The combat arena of Wyrd Con, constantly accepting participants for duels throughout the convention!

**Weapon Making** [*Pacific Ballroom 4, 4pm - 7pm*] – Need a LARP weapon for the convention, for gaming, or just to swing around? Learn the basics of building your own boffer in this hands on, beginners' workshop. \$20 material fee.

## Friday Events

**Monsieur Beauregard's '20's Speakeasy** [*18+ Event, Enigma Penthouse 4pm - 8pm*]- Enjoy an afternoon of jazz, scandal, sin, and gin at Monsieur Beauregard's (an establishment of the highest quality). Monsieur Beauregard's is a LARP designed by Ray Lavoie and Richard Becker set at a speakeasy in the Los Angeles of 1928. The game takes place at Monsieur Beauregard's, an imaginary speakeasy whose proprietor, the eponymous M. Beauregard, maintains a policy of offering hospitality to all comers. As a consequence, his establishment has evolved into an informal meeting place for those individuals who might otherwise not feel comfortable meeting each other elsewhere, be they rival politicians, studio heads, or even mob bosses. This eclectic clientele of movers and shakers in turn attracts the cream (and the dregs) of Los Angeles, as everybody who's anybody will find their way at some time to M. Beauregard's. You might play a gangster, a corrupt politician, an aspiring starlet or leading man, a jazz musician, a studio exec, a gossip columnist for one of W.R. Hearst's papers, or a screen idol! What secrets do you hold? What scandals are you trying to hide? What

knowledge do you have that can help you get to the top? It could all come out at Monsieur Beauregard's!

All players should check out <http://www.livegamelabs.com/> for more info and GM contact.

**Tabula Rasa** [*Laguna Beach 1,2 @ 4pm - 8pm*] – In the year 2114, a spaceship set out from Earth, on a mission to colonise a planet away from the troubles of a planet now almost out of resources. A year later, its crew awoke to find themselves in the crashed remains of their colony ship and back on Earth, with no memory and no clue as to their own identities or how they came to be there. The main crewmembers are now living on a remote island, where they have met up with an investigation team sent by the Earth's government.

**Black Sun, White Light** [*18+ Event, Top Floor Nook 7pm, Midnight*]- 1941 - At a secret research facility in the German alps a group of scientists work – some willingly, some not – towards the Third Reich's goal of splitting the atom. Who knows what horrors they might unleash as internal factions vie to control the most

terrifying power man has ever known? Cthulhu Mythos and mature themes, 18+ only.

**Messina** [*Pacific Ballroom 3 & Emerald Bay 1 @ 8pm-2am*] - Once upon a time there were two worlds: One a land of magic and the other a land of science. One ruled by kings and queens, inhabited by dragons, elves and wizards, the other full of soldiers, inventors, machinists, and movie stars. Come join us in a world of Steampunk, Magic, and Fairytales: 1920's style.

**Belegarth** [*Pacific Ballroom 4 @ 8pm - 2am*] - Belegarth Medieval Combat Society is a fun, safe, and fast-paced sport where participants wear medieval or fantasy themed garb and fight with foam-padded weapons. Since 1979, we have been growing our sport into its own unique form of martial arts. The combat system is easy to learn and simple. You choose what type of character you portray; whatever you dream up, you can do it. Belegarth provides a great environment for both serious role players and for those who love full-contact combat without the hassle of protective safety gear. In this sport, the sticks are padded, so you don't have to be. Belegarth is represented in Southern California by several local groups, so contact us today to hook you up with a realm near you! Heavy Combat LARP, Constantly Accepting Participants!

**Trapped!** [Wyrld Room, 8pm - 2am] - We have taken over the Wyrld Room on Friday and transformed it in to a thieves' paradise. Four individuals at a time will have to crawl, disarm, and dissect, the traps and challenges laid out before them in hopes of reaching the prize within. With only an hour available per team, it is sure to be a challenging task. Only four tickets exist for this event (with your specific arrival time stated on it), each one entitles the holder to bring three friends to help them. Tools of the trade will be a must for this encounter.

**Casino Arcana** [18+ Event, Enigma Penthouse, 9pm - 1am]- The Major Arcana is a select club of the world's most powerful occultists: to the outside world, they are known as captains of industry, political figures, movie stars, mob bosses, or crazed hermits. But to those in the know, they hold the strands of arcane power that control the world. Six of them have assembled in modern-day Los Angeles to play in the septennial "Fool's Errand" tournament. Despite a resemblance to seven card stud, the rules of Fool's Errand are quite unusual; magic and death are constant companions at the table, as is the Fool: your Host and Dealer. Players will either portray a member of the Major Arcana (which requires solid knowledge of the rules of poker) or a helper/bodyguard/concubine of one of the members (no knowledge of poker necessary). 18+ please, for adult language and childish behavior. Suggested costuming: occult millionaire – anything from elegant to eccentric.

All players should check out <http://www.livegamelabs.com/> for more info and GM contact.

**Vampire the Masquerade** [*Laguna Beach 1,2 @ 9pm - late*] - Created by Mark Rein-Hagen, ***Vampire: The Masquerade*** was the first of White Wolf Game Studio's *World of Darkness* live-action and role-playing games, based on the Storyteller System and centered around vampires in a modern Gothic-Punk world.

**Werewolf (of Millers Hollow)** [*Laguna Beach 3, 11pm - 1am*] – The classic murder mystery game. Your village has been set upon by a horrific event- werewolves are devouring your neighbors in the night! Join forces with the rest of the village to discover who these monsters are, and put an end to their reign of terror. Players will be randomly assigned a role in each round, be it hapless villager, psychic seer, or vicious werewolf.

objectives; firstly, to re-educate the crew to enable them to resume their lives, and secondly, to discover what happened to them in the intervening year.

**10 Bad LARPs** [*Huntington Beach, 2am-4am*]– WARNING! 18+ EVENT! Where do porn stars go after they die? What's really under a Klansman's robe? And how do Wookiees have a civilized discussion, anyway? Welcome to the crazy world of 10 Bad LARPs, the "Whose Line Is It, Anyway?" of LARPing. We've scoured the globe, far and wide, to come up with the worst possible ideas for LARPs, and we present ten of them, in rapid fire succession, for your "enjoyment." LARPs such as "12 Angry Men With Chainsaws." "The Final Voyage of the Space Shuttle Challenger." And, if you're feeling a bit naughty... "Sex Education: The LARP." WARNING: This is an adult game. It contains offensive themes, blatant sexuality, violence, racism, sexism, ageism, and pretty much any other "ism" that offends people. We really can't stress this enough. Spectators are welcome, but should heed all these warnings as well.

## Friday Panels

**Foam Combat: Do Unto Others!** [Pacific Ballroom 3 & Emerald Bay 1, 5pm - 7pm] - Advanced workshop on teaching people to fight, individually and as a group. Based on the event Sword Knight Boot camp run by trainers and students from Amtgard and Belegarth. Stances, footwork, body mechanics, grips, basic shots, various weapon styles, feints, baits, charges, and line fighting. On teamwork, we will cover the three different scenarios in group combat, few-to-many (1-on-2 on up), many to few (visa versa), and many on many (line fighting), and different "optimal" strategies you can employ in each case. Constantly Accepting Participants!

Differences in styles based on the rules (heavy vs medium combat, grappling & heavy shield contact change things a bit, etc etc) will be covered on a case-by-case basis.

**MM-RLG - Mass-Multiplayer Online Games and LARP**[Huntington Beach, 6pm - 8pm] - Possibly the biggest potential in America for new participant lies in Mass-Multiplayer Online Role-Playing Games. What only a decade ago was once considered an obscure computer fad is now recognized as a mainstream, popular and cheap form of entertainment. It pulls in over a billion dollars in revenue yearly in the US alone and that number is growing steadily every year. The similarities between MMOs and LARP are apparent, but how does the LARP community go about drawing in a crowd that is completely happy being glued to their computer screen? In this panel, we will cover briefly the history of MMOs and their evolution, what they have become today, the comparisons of MMO vs LARP design functions and how we use this analysis to promote LARP hobbies. Even those without MMO experience will find this discussion informative and relevant. It is open to all ages and audience participation with discussions is encouraged.

**LARP for Dummies** [*Laguna Beach 3, 6pm - 8pm*] - What is LARP and where should a new player start? Where can a new GM break into running LARPs? How can a LARP market itself as “newbie friendly” and encourage growth in their player base through making the game accessible to both new and veteran players. How can a player make sure they’re a good fit for a particular game system? In this panel we will focus on looking at what defines a larp and and common questions facing new players, both from the GM and player perspective. Bring any and all questions you have about LARPing!

**"I came here to play!" Player Expectations** [Huntington Beach, 4pm - 6pm] - What is the social contract formed between players and GMs during an event? What separates reasonable expectations from unreasonable ones? Are certain issues hot-buttons for conflict? How can LARPers approach this issue to work together to create a better game play experience overall? In this panel we will discuss the unspoken social contract that exists between gamers and examine how it can be used to create a stronger experience for all.

**The Great LARP Debate Part Un** [*Laguna Beach 3, 4pm - 6pm*] (Second Half is On Sunday)

**LARP and Performance Art - a Crossroads** [Laguna Beach 8pm - 10pm] - The art community has slowly gained interest in what larp has to offer. In an hour you will be brought up to speed on artists who has used larp elements in their performances and see documentation of various games/performances.

# Saturday Workshops and Convention Activities

**Registration** [Newport Beach Hallway, 8am - 7pm]

**Morning Tai Chi** [*Wyrd Room 8am - 9am*]- Steven Barnes is an instructor in Wu Style Tai Chi Chuan. He has gracefully offered to demonstrate the art to those willing Saturday and Sunday mornings. Come by for a refreshing experience before your convention day begins!

**Costume Contest Judging** - *Emerald Bay Hallway [3pm - 6pm]* - All those entered in the costume or weapons contest please come by the tables outside the Balboa Bay rooms for judging.

## COSTUME AWARDS

Focusing on costumes you made yourself our costume contest is looking for creativity, craftsmanship and fresh concepts.

Excellence in Design (style, overall appearance, construction)

Best New Concept (unique/original character)

Best in Craftsmanship (can apply to those w/ exceptional handcrafted armor, leather, or jewelry)

Appearance and Practicality (does it look good & is it practical to actively LARP in?)

## PRESENCE AWARDS

Sometimes its what you depict that draws the eye, and these costume categories are certainly no exception.

Audience Favorite

Most Dramatic

Most Humorous

Best Themed Group

## COSTUME WEAPON DESIGN CONTEST

It doesn't have to be a LARP Weapon, being for costume purposes only it could be a faux handgun, a flashy buster sword, or even a proton-backpack. The sky is the limit!

Overall Design & Style

Most Innovative

Breakthrough in Technical Craftsmanship

**Fighter's Circle** [*Newport Hallway, 9am - 4pm*] - The combat arena of Wyrd Con, constantly accepting participants for duels throughout the convention!

**Vendor Room** [*Balboa Bay, 10am - 6pm*]

**Tavern** [*Newport Beach 1,2,3 @ 9am - 5pm, Reopens at 1am - 6am*]

**Fighter's Tournament** [*Newport Hallway, 4pm - 6pm*] - The grand combat finale of the Fighter Circle. See the top combatants of the convention fight for supremacy.

**Movies!** [Wyrd Room, 4pm - 8pm] Want to just kick back for a bit, join us for a movie or two. Starting with *The Gamers* and *Professional Courtesy* at 4pm - 6pm. Followed by *Damsels and Dragons*, and more at 6pm-8pm.

**Xatrian Crux** [*Newport Beach 1,2,3 @ 7pm - 1am*] - All are invited to attend the grand ball in their finery. Be your favorite character, or a brand new one.

Costumes of any type, if they allow you freedom of movement and aren't obtrusive to others, are encouraged. This dance event is also what we call a "Light LARP" which means that the event is actually a LARP, however, Role Play and Costume are not required. Basically, you can go just to hang-out and dance.

Bar is open from 7pm - Midnight, Dance Floor Open 7pmish - Midnightish.

**Contest Winner Announced** [*Newport Beach 1,2,3 @ 7pm*] As we kick off Xatrian Crux we will also announce the winners of the costume and weapon making contests!

**Roleplaying Workshop** [*Laguna Beach 3 6pm - 7pm*] – Do you want to improve upon your live action role-playing skills? Make your characters distinct and memorable?

Using acting tips and techniques, learn and try some simple exercises to improve your gaming experience, whether you're in a table-top situation or a Live Action Role Playing game. Learn how to develop a character's background, personality, and goals, the value of prep work, methods to converse in character, and gain the confidence and skills needed to make whatever character you are playing interesting, dynamic, and believable in a make-believe world. Led by Adrienne Grady (Vice President and co-founder of LARP Alliance, co-moderator of the Dramatist's Guild, technical advisor on the movies *Role Models*, *Knights of Basassdom*, and more), Shawn Crosby (founding member of *Enigma Players* and *Lux Theater*, owner/creator of the "H-Wing Carfighter", often seen at charity functions as "Obi-Shawn"), and Aaron Vanek (motion picture director, co-moderator of the Dramatist's Guild, co-founder of the *Enigma Live Game Lab*).

**Propmaking workshop** [*Laguna Beach 3 7pm - 8pm*] - Live Action Role Playing events contain some of the most amazing props in fandom today. If you are a tinkerer, inventor, enjoy crafting objects, or WANT to be, don't miss this

hands-on demonstration and workshop about making things for Live Action Role Playing. We'll look at issues of period accuracy, cost, durability, scale and size, and of course, the "WOW!" factor. Get tips and tricks from Andrew Lemman (co-founder, the HP Lovecraft Historical Society; movie print and font designer for 25 years), Shawn Crosby (Art Director at Griffith Observatory, prop builder for Star Trek, toy designer for Mattel and Playmates, modelmaker for Disney theme parks, and creator of the Star Wars H-wing car, a driveable prop), and David King (Sinister Point Haunted Attractions, he designs, builds, and lights sets and props for museums, LARPs, and theaters, member of California Hunters). Moderated by Aaron Vanek (co-founder, Enigma Live Game Labs, motion picture director, larp and table top game designer). And we'll have props for you to make, personalize, and keep!

**Story Time with Larry** [Top Floor, Nook 8pm - 9pm]- We want to hear your best stories in the world of Live Action! How did you survive that encounter with the mummy? Did you really get chased by 5,203 Orcs past the bridge? How did you learn the secret handshake to raise dead Cthulhu? It doesn't have to be of just live action, but any roleplaying story in general will do. Costumes NOT necessary. Come on by. Prizes for the coolest stories judged by Larry Niven! First ten to pre-register get first chance to tell a story.

Event Awards include:

*Best Story*

*Most Dramatic*

*Most Humorous*

*Honorable Mention*

**Writing your First LARP** [*Laguna Beach 3, 8am - Noon*] - Do you want to write a theatrical-style LARP, but don't know where – or how – to start? Join a group of like-minded folks for a special four-hour workshop during which you will all collaborate on crafting a complete event from start to end. By the end of the session, a full story outline and initial character sketches will have been completed by the group – and you will receive a copy of the session notes to do with as you wish. The facilitators will set the group up with a premise, and you'll do the rest. Bring your thinking caps and your imagination!

Please note: this workshop is intended for people who have never written a theatrical-style LARP, before.

This workshop is offered by Johanna Mead and Alex Baker. Their troupe, Chuckling Cthulhu, has been offering extremely popular mythos-themed LARP events on the San Francisco convention circuit since 1999. Their other projects have included long-term V:tM campaigns (Diablo's Children, Aragon, CAST),

special events set in the Babylon Five universe and a serial LARP inspired by Joss Whedon's Firefly.

**Chairman's Dessert** [*Wyrd Room, 11pm - Midnight*] - An opportunity for Sponsors and invited guests to meet the VIPs and Designers of the convention. Cake, Coffee, and Sweets provided. Sponsors, VIPs, and Designer badges only please.

## Saturday Events

**Foundations** [*Laguna Beach 1,2 @ 9am - 1pm*]— In the year 2253, a wave of asteroids hit the Earth, bringing devastation and chaos in its wake. In the ensuing years, humanity began picking up the pieces, slowly rebuilding itself. Gradually, five nations emerged from the chaos: the theocratic state of Greatland, the bureaucratic European Federation, the corporate Ashkaran Prevelates, the nomadic Floating City, and the barbaric Cyrillic Clans. But this was just the beginning. A second wave was to follow; a wave composed of fragments of the planet itself, which would hit the Earth in just over a hundred years time. The year is now 2362. The PCs are members of five newly-completed space stations constructed in the Earth's solar system as part of an uneasy alliance between the nations. The stations - known as 'Foundations' - have been equipped with the best tech available, and it is up to their occupants to find a way to defend the earth and balance their own divided loyalties – not to mention dealing with all the other problems that Earth keeps throwing their way!

**Rockband Murder Mystery** [*18+ Event, Enigma Penthouse, 9am - 1pm*] - All players should check out <http://www.livegamelabs.com/> for more info and GM contact.

You're riding the wave as one of the hottest bands in the world, on tour for your latest album, partying all night long. But dark shadows lurk behind the spotlights, and the silent death beyond the speakers.

Players take the roles of band members (who will prove their worth playing the Rock Band™ video game), the manager, roadies, groupies, record agent, a rock journalist, photographer, and other members of the entourage. Who killed rock and roll? Find out in this Enigma Live Game Lab production, held in the penthouse suite of the Wyrd Con Hilton. For ages 18 and older. Complimentary in-game breakfast provided.

**Prawn!** [Hilton Pool 8am - 10am] – PRAWN is the live action game of seafood. Players can create their own characters as long as those characters are edible by humans, and can fit in a large fish tank. PRAWN is a very silly game, played IN THE POOL. (Author: Mike Young, Publisher: Interactivities Ink LTD.) The pool is heated so come have a blast with us!

**Laneque's Chaos** [*Pacific Ballroom 3 @ 8am - noon*] - Laneque's Chaos is a cooperative Fantasy LARP using the LiveEffects 3.5.1 Rules. Nef-Etnus, the world in which Laneque's Chaos takes place, is a richly detailed tapestry of politics, intrigue, and adventure. "Blast to the Past" takes the players back into the past of the Empire of Nardus to the year 1396 in the deserts of Dracorum. This is the period of the Interregnum when there was no Emperor and the Priests of Quandlay were relatively unknown. But the symbol of the Snake eating the Jackal's head becomes predominate alongside the Black and Gold Dragon Banner of Mikal Dracorum. Should it be there?

**Lunch with the Queen** [Wyrd Room @ 12 Noon - 4pm] - Her Majesty, Queen Eowyn of Caledonia will be hosting an afternoon luncheon for those who wish to come get know the Arthurian Order of the Knights of Pendragon. Expect food, entertainment, some drama and fun. The event is come-as-will from doors open at Noon to closing at 4 (we make no promises how long the food will last!). Please come prepared to introduce yourself to Her Majesty a be a part of our Court for the afternoon, even if you're just visiting. Garb is preferred, but not required.

**The Battle for Varros** [*Pacific Ballroom 3 & Emerald Bay 1 @ 1pm - 6pm*] A Realms of Conflict Event.

**Starship Valkyrie** [*Enigma Penthouse, 2pm - 6pm*] - The ERS Valkyrie is responding to a distress call from Omicron Base, a remote planetary research station in the Omicron Eridani system. Their message made it sound like they were under attack, which makes it likely that they've been targeted by pirates. If that's the case, no pirate ship will be able to outrun or out fight a destroyer class starship of the Earth Republic like Valkyrie. Either way, the ship has to save Omicron Base and capture or destroy the attackers.

This is a cooperative live game, with all the players taking the roles of the crew of the Earth Republic Starship Valkyrie. Players may check out <http://www.livegamelabs.com/> for more info and GM contact. Suggested Costuming – First choice: dark green turtleneck, or all black. Go with full sleeves, and shoes or boots, not sneakers, if possible."

**Amtgard** [Pacific Ballroom 4 8am - 7pm] Continuously accepting participants, come try your hand at Amtgard Medium Boffer Combat, and an explanation of the world of Amtgard and the rules therein. Participants welcome to attend anytime.

**Dying Kingdoms** [*Laguna Beach 1&2, 2pm - 8pm*] - As a fantastical world, the lands of the Dying Kingdoms hold a populace of both humans and non-humans - all in different cultures with uneasy relations. Most dangerous of all, monsters roam the unclaimed spaces. Where kingdoms recede as their power fades, creatures of fear slink in. Travelers recount wild stories of singular hazards, lost ruins, and terrible man-eating foes. It is a time of travail, but in this time of change, strength of arm, the wit of politics, or surety of will can perhaps move the course of the world.

**Forsaken** [*Top Floor, Nook 4pm - 8pm*] - A Camarilla event. (This time slot was previously for Geist, but was changed at Designer request.)

**Snow White** [*18+ Event, Enigma Penthouse 7pm - 11pm*] - All players should check out <http://www.livegamelabs.com/> for more info and GM contact.

Of all traditional fairy tales that were adapted and censored for children in modern renditions, Snow White has perhaps undergone the most change. Today's bedtime story of an innocent princess, seven happy little men and true love forgets the original undertones of desperation, passion, poverty, and sexuality. One cannot tell the true story of Snow White without going back to a time in which men were valued only for their size and stamina, and women only for their beauty and ability to bear children; a time in which glass was so rare that a polished mirror was truly a frightening thing of magic.

Most of the original characters and a few new ones are present in this adaptation of the older, darker, and more vivid story of Snow White.

It is set in the hours before the execution of the Queen and subsequent wedding of the Prince and Princess. A time of last chances and new beginnings.

(Players should come prepared to partake in a dark world and fully embrace their characters.)

**Pieces of Hate** [Pacific Ballroom 3 & Emerald Bay 1, 8pm - 3am] - The most quiet of whispers in the corners of the world of Tyrra have raised the eyebrows and ired of many kingdoms as the year 610 has arrived. Stories of a twice rebuffed species are spreading with an uncanny interest. Fear, hate and a rotten and twisted awe

have brought a quiet collection of ambassadors together to the southwestern portion of the continent of Avalon. The countries there have gathered by the great seas to squelch the false rumors, or worse, to prove them true. They seek both seasoned adventurers of the realm and the newest of the brave who would have their own names sung by the bard's of Tyrra.

NERO Las Vegas, a campaign and chapter running for nearly 10 years, will be hosting an event for those who have never tried NERO, and for those who have been a part of its 25 year history. This game will take Player Characters, working throughout the hotel and convention and within areas for full combat, into an old kingdom where the knowledge gained from those playing for their first time must be added to the knowledge of those who have played for many years. Come out and try a classic game system and fantasy LARP with an emphasis on the visual as only classic NERO Las Vegas has shown since 2001.

**Scarbridge University** [Laguna Beach 1,2 @ 10pm - 3am] – Since 1981, Scarbridge University has been more of an eccentric community of intellectuals than a traditional institution of higher education. The distinction between students and professors is often blurry here, but it's well known that the University is home to about 200 of the most brilliant minds in the country. As a prominent member of the Scarbridge community, you'll be placed right in the middle of this controversial institution. Unknown to many, Scarbridge hosts strange secrets. This weekend, at the University's 25th anniversary celebration, with press, local dignitaries, and new students in attendance, many of these mysteries risk being uncovered. Welcome to Scarbridge University is a modern fantasy LARP with high interpersonal drama and roleplaying elements.

**The Road Not Taken V2** [18+ Event, Enigma Penthouse 11pm - 1am] - All players should check out <http://www.livegamelabs.com/> for more info and GM contact.

Based on Mike Young's (<http://www.interactivitiesink.com/>) psychodrama larp, his description is:

“The Road Not Taken is an experimental LARP of decisions and emotions. In it, each player will have the opportunity to take the spotlight in a scene and make a tough decision. It is a serious game of deep emotions, difficult decisions, and psychodrama using the format of 10 BadLARPs.”

Each scene in TRNT v2 will be new and different from Young's original list, but the format, tone, and style will be the same.

**Werewolf (of Millers Hollow)** [*Laguna Beach 3, 11pm - 1am*] – The classic murder mystery game. Your village has been set upon by a horrific event- werewolves are devouring your neighbors in the night! Join forces with the rest of the village to discover who these monsters are, and put an end to their reign of terror. Players will be randomly assigned a role in each round, be it hapless villager, psychic seer, or vicious werewolf.

## Saturday Panels

**Nice Shiner! Make-up Techniques** [*Huntington Beach 9am - 11am*] – Learn how to use makeup to create the look of that awesome Pirate Captain, or make someone into a member of the legion of undead you need at your next game. Basic to Intermediate.

**World Building 101** [*Huntington Beach Noon - 1pm*] John Wick, the creator of games such as Legend of the Five Rings, 7th Sea and Houses of the Blooded, takes you on a step-by-step journey through the process of world building. Starting from the ground floor, John works with the audience to build a brand new world, showing exactly how the process works. Build worlds and characters your players will love and love to hate.

**The Friendly Game** [*Huntington Beach 1pm -2pm*] John Wick, the creator of Houses of the Blooded, talks about a new and very different take on the roles of the players and narrators in the live action environment. No secret meetings, no locked doors, and no ten o'clock monsters. Discover a different way to larp that turns the entire cast and crew into a collective storyteller.

**LARP Pitfalls** [*Laguna Beach 3, 1pm - 2pm*] - When crafting a theatrical-style LARP, there are dozens of pitfalls which can crop up before and during the event – from the “Plot Bottleneck” to the “GM Hog” and more. Johanna Mead, a LARP GM of fifteen years’ experience, will share her suggestions for recognizing and dealing with these pitfalls before they can wreck your game.

**Dreampark with Larry & Steven** [Huntington Beach, 2pm - 3pm] Autograph opportunities available with Steve, Larry, or John will be available at 3pm in this room.

**Costume Tips** [*Laguna Beach 3, 2pm - 3pm*]– Costuming can help make or break a player’s experience in a LARP – but it can get expensive, awfully fast! Learn one

veteran costumer's tips and tricks for making the most out of thrift-store finds and basic craft techniques. Bring-and-brag of your triumphs is encouraged.

**Pirates vs. Ninjas: Player Types** [*Huntington Beach, 4pm - 6pm*]- The Slayer. The Storyteller. The Tactician. The Flirt. The Casual Gamer. These types and more are common at any LARP, no matter the system or genre. How do the different player types contribute to a game? What are the effects of these types and any particular mixture thereof within a game? How can a game be better balanced to encourage all types of players to contribute? Break out your inner Pirate and let us know why you love the social atmosphere of gaming. Let your inner-ninja out and tell us how a good combat mechanic can make for a fulfilling weekend. Or just bring out your inner goblin and explain why being on fire is really the best way to spend a larp...

**Spotlight on the U.S. Government LARP** [*Laguna Beach 3, 4pm - 5pm*] - Fort Irwin is a world class training center National Training Center (NTC) for the United States Army. The mission of the NTC is to provide tough, realistic, joint and combined arms training in multi-national venues across the full spectrum of conflict set in an up-to-date operating environment to assist commanders in developing trained, competent leaders and Soldiers. The NTC prides itself by presenting Soldiers with current problem sets to improve the force and prepare for success in the Global War on Terrorism and future joint battlefields.

Each month several thousand Soldiers and role players simulate training exercises to prepare for deployment in the Middle East. The first week of training in "The Box" consists of specially designed "Situational Training Exercises" to expose Soldiers to typical situations they will encounter in the field. The second week of training is called "Free Play" where everything is unpredictable. Speaker(s) from the NTC will talk about how they use role-playing to simulate hostile situations, and how this type of immersive simulation training has, by their own admission, saved the lives of American soldiers in combat. Introduced and moderated by Aaron Vanek.

**Art of LARP in North America** [*Laguna Beach 3, 5pm - 6pm*] - Live Action Role Playing, or "LARP" for short, is one of the oldest forms of human art. The LARP art form is used for psychological research, military training, education, and business efficiency. It is gaining a huge following in the United States, but critical analysis of this medium is lagging behind that of the Nordic countries. Nat Budin (co-founder, Alleged Entertainment, Con Chair Intercon I, founder of Festival of LARPS, Brandeis University), Amber Eagar (schedule permitting) (Founder of Mortalis Games and Mortalis LARP and columnist on LARP for RPG.net), and Aaron Vanek (Secretary of LARP Alliance, co-founder of Enigma Live Game Lab, author of "Cooler Than You Think: The Art of LARP") will discuss

what LARP is, its history, strengths, weaknesses, nomenclature, philosophy, styles, and future of this blossoming popular art form.

**The best of Scandinavia - 12 LARPs** [*Huntington Beach, 6pm - 8pm*] - In this presentation you will be introduced to 12 very different larps from the Scandinavian countries and learn about their content, genre, theme, style and game design. These were not the biggest larps in the Scandinavian scene, but they were the most influential. Each game is presented with practical ideas to steal away for your own games!

**Cooties and Heathens: Social Diversity in LARP** [*Huntington Beach, 8pm - 10pm*] - Gender, race, age, and social/financial standing are all issues that effect gamers across the board. How does the gender ratio of a game effect a larp? Does the system of authority change based on who fills those positions in-game or out-of-game? What issues need to be addressed and what should be celebrated? How can LARPing be used to explore diversity or prejudice? Should these concepts even play a role in-game? Join us as we delve into the topics and join in a discussion of LARP's coming-of-age.

**Spotlight on the H.P Lovecraft Historical Society** [*Wyrd Room 8pm - 9pm*] - The HPLHS is a live-action roleplaying group created in 1984, based on the gothic horror fiction of seminal American pulp writer H. P. Lovecraft. In the twenty-six years since the HPLHS was first created, its players have produced over sixty original live-action adventures, involving a total well over 300 people as active participants. The games have been as small as a one-evening dinner party, and as large as a three-part epic lasting for eight months that involved, among other things, a mummified corpse in a hidden basement, 35 live rats, rooting around a mountaintop cemetery, and the midnight banishment of a very powerful deity. Some games have been simple and straightforward, others have involved elaborate special effects, sets, props and costumes, and even (in one notable case) a herd of horses. Games have been played in diverse locations: ghost towns of the Colorado Rockies, the Great Sand Dunes, Death Valley, the Pacific Ocean, a Gothic Mansion in Iowa, the British Museum in London, the Seismology Lab at CalTech, and on the campus of Cambridge University. Investigators have witnessed the full- scale manifestations of monsters and deities of many kinds. They've met figures from history: Aliester Crowley, Dr. John Dee, Rasputin, Harry Houdini, John Wilkes Booth, and an entire village of Native Americans. Investigators have travelled to Egypt, the Gobi Desert, Russia, England, and medieval France, and the halls of Miskatonic University and Dreamlands of Lovecraft's fiction. They've jumped off roofs, plummeted through dimensional gateways, escaped from asylums, exhumed corpses, crawled down mine shafts, explored tunnels, waded into seaside caves, climbed cathedral towers, dredged lakes, broken into secret vaults, scaled mountains, sailed in ghostly boats, flown in

helicopters, battled some congregations of cultists, and run like hell from others. And although it was all a game, it was all for real.

Come spend an hour with the madmen who envisioned and produced it all.  
(<http://www.cthulhulives.org>)

**Steampunk and LARP** [*Wyrld Room, 9pm - 10pm*] - Steampunk is a popular genre based on the works of Victorian speculative fiction authors such as Jules Verne and H.G. Wells. The style of dress and devices draws together talented costumers and propmakers lured by the intricacies of wedding high technology, fantastical objects and simple materials such as wood, brass, and steam, into amazing and wondrous marvels. This style has infected live action role playing throughout the world as a creative platform to stage larp events. Come talk to one of the top designers and fabricators in the field Speaker: **Nick Baumann**, creator of the League of STEAM, an organization of Inventors, Scientists, Adventurers, Craftsmen, Monster and Creature Hunters, and Paranormal Researchers (<http://www.leagueofsteam.com/>). Introduction by **Aaron Vanek**.

**More Things in Heaven and Earth: Religion in LARP** [Huntington Beach, 10pm - Midnight]- What is the role of religion in LARP, both as an in-game phenomenon and as real-world views of religion affect players? Is religion, in fact, a basic part of the human experience that is necessary for a rich game environment? Should certain topics be considered taboo? What forms of religious experience appear most frequently in game settings, and what are the potential drawbacks and benefits to varying intensities of religion within a game world? Presentation will include an overview of Molly Rapp's ethnography of Southern California LARP systems and LARPer's, "LARP and Religion: Approaches to Faith and Fantasy in Live Action Role Playing," and the Nordic LARP "Sonsbeek Live" <http://www.sonsbeeklive.org/>.

## Sunday Workshops and Convention Activities

**FYI:** *Convention Closes at Noon*

**Morning Tai Chi** [*Newport Beach/The Tavern 8am - 9am*]- Steven Barnes is an instructor in Wu Style Tai Chi Chuan. He has gracefully offered to demonstrate the art to those willing Saturday and Sunday mornings. Come by for a refreshing experience before your convention day begins!

**Tavern:** Closed, but Lounge area will be open Sunday morning.

**Registration:** Closed, but staff will be in the vicinity if you need anything.

**Vendor Room** [Balboa Bay, 8am – 11am] *Some vendors may pack up early, act fast!*

## Sunday Panels

**Hybrid Theory: Creating a LARP Hybrid Game** [*Laguna Beach 3 8am - 10am*] – Due to the fragmentation of player tastes in America, there is very little crossover between combat and theater

LARPs. Theater people like to act out, medium fighters like to exploit game mechanics and battle-gamers just want to beat the crap out of one another on the largest scale possible.

But what if a game could be designed to accommodate all three? How would it be structured? Would people want to play a game like that? This panel delves into game theory to find a compromise between them. Join us in our challenge in creating the bare fundamentals of a hybrid game! We hope to create a system that all players participating can play the game they want to play directly while influencing each other indirectly. It will be a game designer and theory enthusiast event!

**Crossing the Line: Drama, Out of Game Issues, & Mature Themes** [Huntington Beach, 8am - 10am] - In any LARP the lines between in-game and out-of-game have always been tricky things to manage. The classic situation of in-and-out of character flirtation often crops up. What are the conventional boundaries of LARP? What unspoken social assumptions do we keep to and which ones do we cross? Does LARP cross over into the realm of sexuality, and if so in what ways? Which boundaries should be crossed and which should stay untouched? Join us for an in-depth look at a host of important issues facing the gaming community!

**History of LARP : the Live Combat Family Tree** [*Laguna Beach 1,2 @ 10am-Noon*] - Amtgard, Belegarth, Daghorhir, Darkon, HFS, and several others all share a common "ancestry". Typically referred to as Battlegames, this is a form that is the oldest in America. We'll go into some of the internal history of each game, and explain the differences in rules and culture as they are today. The second part of this will focus on the IFGS, and subsequently the other forms of Live Combat games that game about from gamist roots and the novel Dreampark.

**LARP Open Roundtable** [*Laguna Beach 3, 10am - Noon*] - What makes a “good” LARP? What can make a good LARP better? Do you need ways to supercharge your group? What are any issues, ideas, or concerns you want to share with the LARPing community in general? Bring your ideas, opinions, experiences with you and learn what happens when a room full of geeks put their heads together on YOUR ideas.

**The Great LARP Debate Part Deux** [*Laguna Beach 3 10am - Noon*]

## Sunday Events

**Shades of Ruin** [*Pacific Ballroom 3 & Emerald Bay 1 8am - Noon*] – Shades of Ruin is a dark fantasy game with elements of mystery and horror. Players in Shades of Ruin struggle to survive in a world where knowledge is power and wisdom is a precious commodity. The seven gods of the Laos pantheon are the only shining beacon of hope for the general population, but faith is waning and the followers of other religions are gaining ever more influence. The powerful Order of the Shadowblade continues to expand their influence from their home in the Forest of Blades - a land where monsters are still more common than man. If the mortal races of the world hope to survive, they will need to decipher ancient clues, carefully form alliances, and arm themselves with steel, spell, and song.

**Houses of the Blooded** [*Wyrd Room, 8am - Noon*] - Thousands of years ago, the ven ruled the world. They were a passionate people, obsessed with Romance and Revenge, opera and theater, and all the forbidden delights their decadent culture provided. In the end, that which made them beautiful was also the key to their own destruction. *Houses of the Blooded* is a game about tragic obsession. Set in the fantastic world of ven myth and legend, players take the roles of powerful characters bent on conquering their world, destroying their enemies and possessing all they desire.

A game of romance. A game of revenge. A game of invisible wars and sorcerous blood. A game with no victors. Only casualties.

This is *Houses of the Blooded*: a roleplaying game in a violent world ruled by a magical race who call themselves “the ven.” The ven see all the world as an enemy and the inhabitants of the world as either weapons or tools. Their culture is highly ritualistic and obsessed with duality.

**Surviving Waldgrave Manor** [*Pacific Ballroom 4, 8am – Noon*] - Congratulations! You’ve been selected to participate in Fox’s new reality special, “Surviving Waldgrave Manor!” As you know, the Manor has stood abandoned since 1954,

when the entire Waldgrave family was brutally murdered. To this day the crime remains a mystery. And it's said the restless spirits of the dead haunt the house. Your task is simple: spend an entire night in the house. Everyone present and accounted for in the morning will win \$25,000. A Fox agent will be contacting you regarding the necessary forms and paperwork. Note: you must be free of heart conditions and must not be pregnant. You must be willing to go without your cell phone and/or pager for the entire evening. Waldgrave Manor is currently without electricity. Cold meals, sleeping bags, and a flashlight will be provided. Good luck!

**Changeling: the Lost** [*Top Floor, Nook 8am - Noon*] - The protagonists of this modern fairy tale are the changelings, or as they often call themselves, the Lost. Stolen away from their human lives as children or adults, they spent what seemed like years or even centuries in Faerie, chattel to beautiful but inhuman lords and ladies. Fed on faerie food and drink, they gradually became more fae themselves, their bodies shifting slightly to reflect their roles. Some, however, managed to escape. Holding on to their memories of home, they found their way through the winding thorns of the Hedge, the barrier between the mortal world and time-twisted Faerie.