

MARLOWE 2020

Introduction

This game was written for the LARPA Intercon Mid-Atlantic 2006 Game Writing Contest. It was designed by Kirt Dankmyer and Jon Lemich.

The game should run well with as few as 12 players, or just as well with as many as 24. It was designed to be run in one room in about 4 hours. It requires \$25 or less worth of props, not counting printing and copying costs.

Players can be ready to play minutes after getting their character sheets. Longer prep time for players may allow them to prepare “cyberpunk style” costumes, which may improve the look and feel of the game; but it is not necessary for the actual game-play.

The props required include:

- Candy that looks like pills (Tic Tacs, Mike & Ikes, etc) in 3 colors/flavors/types.

- 8 cheap toy Cap Guns, and caps for same. It may be smart to get one or two extra in case they break or get lost. Possible substitution: Any toy gun that makes a noise when the trigger is pulled.

- 2 dozen “Hello My Name Is...” Stickers, or just plain white printer labels, so you can label people with their character names.

- Stickers to indicate poison. Two different colors or kinds. "Garage Sale" stickers work well.

- Cups and soda, or cans of soft drinks, as refreshments.

- Scissors, if you're going to use the enclosed "Printable Cash".

- A couple sheets of lined paper.

Additional (optional) props:

- Headbands to indicate whether a character is an android.

- Corporate insignia badges.

- Food and beverages for a party.

- Something to represent cash, like poker chips or play money from a toystore or Monopoly set.

- Decks of cards so the Ace Eight people can gamble.

- Actual alcohol – assuming the players are of age.

Have fun with the game, make any changes you need, and be ready to have fun!

File Inventory:

ItemCards.doc – All the item cards needed for the game, and some spares. Print the file out on Avery 5371 Business Card stock or similar. This is more or less the "standard" business card stock you can find in stores.

Marlowe2020-spreadsheet.pdf – This is for those running the game, not the players. The characters are based on various Shakespeare plays, and this tells you which is which, as well as telling you what gender a particular character should be in casting.

Marlowe2020Handouts-complete.doc – All of these handouts, **except the last one**, are for players, but not all players get all the handouts. The "Packet Handouts" line of each character sheet list what handouts go with which character; be sure to print/copy enough for each character. You need rules sheets and world briefings for every single character (24 characters), and each character gets a briefing according to his corporation or law enforcement status (see spreadsheet – 10 Daikaiju, 8 Ace Eight, and 3 Law Enforcement), while the generic Italians get no additional materials for being Italian. You'll also need three copies of the medical rules supplement.

PlayerCharacterSheets-all.doc – Each player in the game gets one of these sheets, which lists everything the player needs to know, including what handouts the player should have. You only need to print this file once, on regular Letter paper.

PrintableCash.doc – If you don't have props for cash, you can print this file and cut out little slips of paper to serve as kiloeuro (cash money).