

"Bring your own bottle"

Intro

B.Y.O.B. is a comedy larp which is set in nowadays real world and it tells the story of four (five) childhood friends. They are between 30-35 and they love to party and drink a lot. However all of them have strong reasons to quit. So recently they have finally decided to give up drinking and "grow up". Tonight is their last chance to have a good old piss-up and look back on all the crazy stuff they've done during their "party" years. **The main rule of the party is "Leave the past in the past and just have a great time"**. It means that even though they may have had some unpleasant issues in the past years everything is settled and forgiven now.

Game

The whole game takes around 3-3,5 hours. First there's about 2 hours of physical and verbal workshops aiming at creating the characters and the closeness among them. Next there will be a small break for toilets or to drink some water and then there'll be the runtime itself. The runtime is about 1 hour. The game begins with the first character entering the bar. The game ends when lights completely go down and you will have 2 minutes in the darkness listening to the final song. Then we'll have a small break again and go on with a debrief. During the game and workshops players can use safety rules:

- break - to ease the pressure
- cut - to stop the game and opt out.

During the larp we are going to use two metatechniques.

1. Memory cards

During the game characters will be sitting around the table at their favorite bar and the waiter of course will bring them the usual. With the drinks waiters will be bringing you each a card with two lines on it. The first is the same for everyone: it's the main topic, the setting of the memory. The second line is different for each character and it describes this character's perspective on the memory. Basically, you, as a player, can interpret the second line the way you want to. It won't give you any strict information, it's just a hint for your improvisation.

Waiter will be bringing you new drinks and new cards. All in all there'll be 5 of them. It doesn't mean that the moment the waiter brings you a card you have to drop the conversation you had before and proceed to the new topic, but keep in mind that the discussion of this memory is coming to an end soon and you are recalling something new now.

[See pages 7–8 for examples of memory cards.]

2. Light

The light indicates characters' condition and degree of drunkenness. The game starts with the lights on, during the game it becomes dimmer and dimmer. That means that the characters are getting more and more drunk. By the end of the game it will be completely off. That means that the characters are pissed and blacked out.

Workshops:

1) Knot

Let's make a circle. Please, stretch your arms with one palm and one fist. Close your eyes. Every palm should find a fist. Try to untangle.

2) Melting

You walk around the room and now somebody slowly starts melting. And the others rush to help, to not let you fall. Then you start walking again, and somebody else starts melting. Each of you melts two-three times during this workshop.

3) Candle

We all are making a very close circle, a person from the circle comes to the centre, closes their eyes relaxes their body and leans on people in the circle without moving their feet . Others, in their turn, have to support this person. (Done with GMs)

4) Theatre machine

Somebody starts as a machine part doing some repetitive action and making noise and others join making a whole machine.

- very small and delicate
- very big and massive
- hippy machine, relaxed and easy-going

5) The Queen

The workshop is aimed at creating a common story building it up on the information received from other players. You all are going to be subjects to the Queen (played by GM). Today the Queen got up in a really bad mood and wants to blame someone for that. So she blames the person who stands next to her ("It's because of your awful yesterday's dinner, chef!"). That person answers Your Majesty, it's not me, it's ..." and blames the next person and so on. The last person in the circle blames the Queen.

6) Feeling drunkenness

Please, slowly walk around the room at your own pace. Feel your body, from your head to your toes. Feel the weight of your head, arms, legs. Now imagine: you had **one shot**. Keep walking. You feel more relaxed. Pleasant warmth spreads all over your body. Greet people around you. You had **two more shots**. Life becomes easier. You feel weightless. Now it's a little bit difficult to control your body properly. Try to pick something from the ground. How does your body feel?

You had **two more shots**. You start feeling happy without any particular reason. You can do anything. You started laughing and dancing.

You had **several more shots**. Suddenly you feel tired, your legs are very heavy. You feel unwell, that's why you slowly sit down. It's difficult to keep your eyes open. You are trying to concentrate but everything is spinning around you. You sit and stare into emptiness.

7) Drunk storytelling

The workshop is aimed at practicing telling a story being drunk. You're still drunk, now your task will be to try to recall and tell the story of Little Red Riding Hood one by one, sentence by sentence.

8) Weather conversation

With the help of the next workshop we are going to explain you the metatechnique which involves the use of the light. As we said before the light is going to indicate the level of drunkenness of the characters. Light-sober, dark - drunk. Now we are going to play a short scene where you discuss today's weather. And throughout the scene the light will grow dimmer and dimmer indicating that you are getting more and more drunk. when the light will go off you will black out.

9) Developing characters

Now we are starting developing your character. You'll get the questionnaire. It's for your personal use. Please, fill it in. You can do it together. Also you'll have around 15-20 minutes to develop a story of your friendship and build up some more details.

[See page 6 for the character sheet.]

NB! By the end of this discussion GM should ask the players to chose a song that will be "theirs" (the song of their friendship) either from a prepared playlist or any other song if there is a chance to find it on the Internet . GM later should include the song into the in-game cafe's playlist.

10) Scenes

Now that you've created some basic information about your characters we're going to play some short scenes from their life. You will be given a particular age when a scene happened, but the topic and setting of the scene is up to you. The scenes will last about two minutes, contain some moments from your common past (so all 4 of you are present) and in these scenes there is no alcohol involved, **non-alcoholic memories**.

Age 1 - around 8 y.o.

Age 2 - around 13 y.o.

Age 3 - around 16 y.o.

Age 4 - around 20 y.o.

Age 5 - around 25 y.o.

Age 6 - around 30 y.o.

11) Reasons

Now you are going to develop the reasons why your characters want to quit drinking. Sit in a circle facing outwards close your eyes think about your characters and about their reason to quit drinking, imagine how your life will change after breaking the habit. Now open your eyes, face the circle. One by one tell your reason to the others. Now that you have the reasons, we remind you the rule of the party "Leave the past in the past and let's have fun!!". **So there should be no discussions of the reasons tonight.**

Piss break **10 min**

Reminders before the game

- time: 1 hour,
- place: bar, 4 friends, everything already forgiven, no discussions of the reasons.
- two metatechniques: cards with two lines, light.
- safety rules.
- piss breaks (if you need to go to the toilets just do it as your character would do)

Debrief:

- 1) How do you feel as a player?
- 2) Tell us about a moment in the game you'd like to share.
- 3) Did you feel comfortable with you characters and their friendship?
- 4) If you character could choose now would they still choose to quit drinking?

5) What was the game about for you?

6) Do you think your characters would still stay friends?

If you have some problems regarding the larp or the script, or if you want to share your experience of running the game you can contact us by our e-mails:

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"Bring your own bottle"

Name	
Age (30 - 35)	
Profession	
Family status	
Hobby	
Positive side	
Weakness	

Wedding rehearsal

kissed their cousin

Wedding rehearsal

had a super boring chat with their cousin

Wedding rehearsal

picked up a stranger

Wedding rehearsal

puked on someone's shoes

Left the bar without paying

bought weed

Left the bar without paying

had a fight

Left the bar without paying

phone number on a napkin

Left the bar without paying

lost someone's car

Got up at an unknown place

got tattooed

Got up at an unknown place

found yourselves cross-dressed

Got up at an unknown place

huge dog

Got up at an unknown place

slept for 2 days

New year party together

eating a cake with hands

New year party together

firefighters

New year party together

break-up

New year party together

new hairstyle

Hiking trip together

skinny-dipping

Hiking trip together

got lost

Hiking trip together

destroyed the guitar

Hiking trip together

look at the stars