

MERELY ROLEPLAYERS

FACTSHEET

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| Title | Merely Roleplayers |
| Tagline | A podcast where theatrical people play roleplaying games |
| Website | mattboothman.com/merelyroleplayers |
| Available via | Apple Podcasts/iTunes Spotify Stitcher |
| Release schedule | Weekly; Story Acts every other Tuesday @ 5:00am GMT Backstage bonus episodes on the Tuesdays in between, @ 5:00am GMT |
| On the air since | October 2017 |

SHORT SUMMARY

Merely Roleplayers is a weekly podcast where theatrical people play roleplaying games. We're members of Blackshaw, a London theatre company, and in each 3 to 5-act season, we play versions of ourselves thrown Quantum Leap-style into a new genre and setting.

IN-DEPTH SUMMARY

Merely Roleplayers is a weekly actual-play roleplaying game podcast featuring members and associates of Blackshaw, a London theatre company.

Unlike most actual-plays, the cast of Merely Roleplayers don't play original characters. Instead they play versions of themselves, dropped Quantum Leap-style into a different genre and setting each season. This lets the cast explore 'bleed', where the imaginary characters and story in a roleplaying game draw on or affect the players' real selves. The blurred boundary between performances, constructions, simulations, and reality is a subtle but consistent theme throughout all seasons of the podcast.

Each season of Merely Roleplayers is a self-contained story in a new genre. Listeners don't need to have heard previous episodes to jump in with Act One of a new season. A typical season lasts 4-5 Story Acts and 4-5 Backstage episodes.

Genres so far have included a ghost story, a cosy British seaside mystery, a Western, a heist caper, a spy thriller and an epic space opera. Upcoming seasons will include a swashbuckling tale of sky pirates, a talent contest in the style of *Pitch Perfect* or classic *Muppets* movies, a desert island survival tale, and a superhero story.

So far, every season has used a variation on the influential Powered by the Apocalypse roleplaying game system, designed by D Vincent Baker and Meguey Baker.

The podcast carries promotion for other podcasts, arranged via a promotion exchange agreement. It currently carries no paid advertising, and is not part of a network.

RELEASE SCHEDULE

Merely Roleplayers updates on Tuesdays at 5:00am GMT.

Episodes alternate between Story Acts (which advance the current season's story) and Backstage episodes (shorter bonus content looking at character creation and other mechanical aspects of the roleplaying games the podcast uses).

CAST AND CREW

| | | |
|---------------------|---------------------------|------------------|
| Creator | Matt Boothman | @merelymj |
| Producer | | |
| Editor | | |
| Host | | |
| Game master | | |
| Ensemble | Ellie Pitkin | @elliepitkin |
| | Vikki Weston | @SpaghettiWeston |
| | Richard 'Strat' Stratton | @RichardStrat |
| | Alexander Pankhurst | @APankhurst |
| | and various guest players | |
| In association with | Blackshaw Theatre Company | @BlackshawUpdate |

REVIEWS

★★★★★ "Clever, amusing and very atmospheric storytelling" (iTunes)

SEASON CONTENT WARNINGS

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|---------------------------------------|--|
| Season 1: Ariadne | Infrequent mild violence |
| Season 2: Five Stage a Rescue | Child endangerment |
| Season 3: A Town Called Amnesty | Gun violence, gore, death |
| Season 4: Let's Get Gideon | Blood, needles |
| Season 5: Codename: Mosaic | Bloody violence |
| Season 6, part 1: Parallax Core | Mild fantasy violence |
| Season 6, part 2: Parallax Converging | Mild fantasy violence, discussion of past trauma |
| Season 6, part 3: Parallax Inverted | Mild fantasy violence |

CONTACT INFORMATION

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