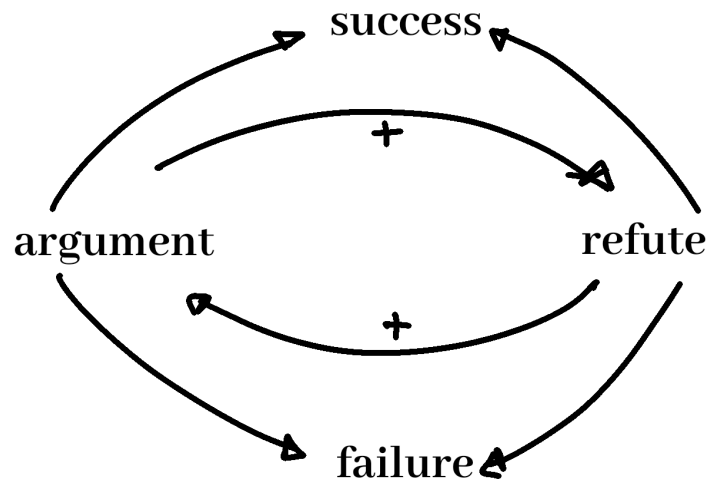


Pigeon-holed Discussion



This LARP uses a positive reinforcement loop to stack points giving higher bonuses for being able to successfully and consecutively refute your opponent. The implementation of a 15 minute timer adds a sense of urgency to the trial as players scramble to come up with evidence against one another. This was something added after playtests, as we found that without a timer there would be no definitive end to the play. Players would add increasingly absurd plots and things would progressively get out of hand as they needed new reasons to defend their claims.

I wanted to come up with a loose Ace Attorney style RPG where the arguments and evidence are a bit nonsensical given the prompt. Players take on highly dramaturgic roles as Defense and Prosecution for a trial centered around a pigeon. The prompt casts them in direct opposition and they must actively work against each other to gain an advantage. Players also write down their claims as they play. These claims serve as trial records and it is the responsibility of the player to keep track of all the changes in narrative. The overall prompt is also kept very broad and it is up to the player to interpret the narrative and add onto it.