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title:: Talking about Microscope RPG

authors::

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URL:: https://www.youtube.com/watch?v=JkpxDCz04gA

zoteroURI::

zotero://select/items/@ericvulgarisTalkingMicroscopeRPG2015

tags:: !TTRPGs

[Talking about Microscope RPG - YouTube](#)

- On a turn, players are *forced* to make creative decisions on their own. They aren't supposed to get consensus from other players.
- Communication is established through the in-game dialogue and mechanics -- people will describe a period, event, scene as to what ahppens ,what it's about, and the tone (light or dark)
  - interesting how there's only two tones!

Core Gampeplay

periods > events > scenes

The scales of these depend on the scale of the 'bookends'. Could be days, weeks, years, millennia!

scenes are what is RP'd / Narrated.

interesting: Scenes always answer a question!

Palette

-There's a YES and a NO list

-yes list is encouraged to be in the game but doesn't need to.
-no list is forbidden to include in the game

How do players get a consensus of this?

- They simply take turns adding things! Everything is accepted! but what if there's conflict....?

Example starting: post apocolyptic oregon trail game. Intentional vagueness. The (L) is for light tone. (D) would mean dark tone.

Example of a concept, bookend, and palette together

- **Concept:** Post-Apocalyptic Oregon Trail.
- **Beginning Scene: "Calm Before the Storm"** Time just before the apocalypse. (L)
- **Ending Scene: "New Oregon"** The promised land. (L)
- **Palette**
  - **YES:** Giant Monsters, Zombies, US Landmarks, Forests, Food, Necromancy, Ancient Modes of Travel
  - **NO:** Torture, Angels/Demons, Modern Weapons, Internet.

The First Pass
Everyone makes one period or event. No scenes yet.

The Lens
While there's no GM, one player at any given time is given special powers.
They create a "Focus" for the round. They take the first AND last turn of the round. And on both turns, they can declare either a Period-Event or Event-Scene

The Focus
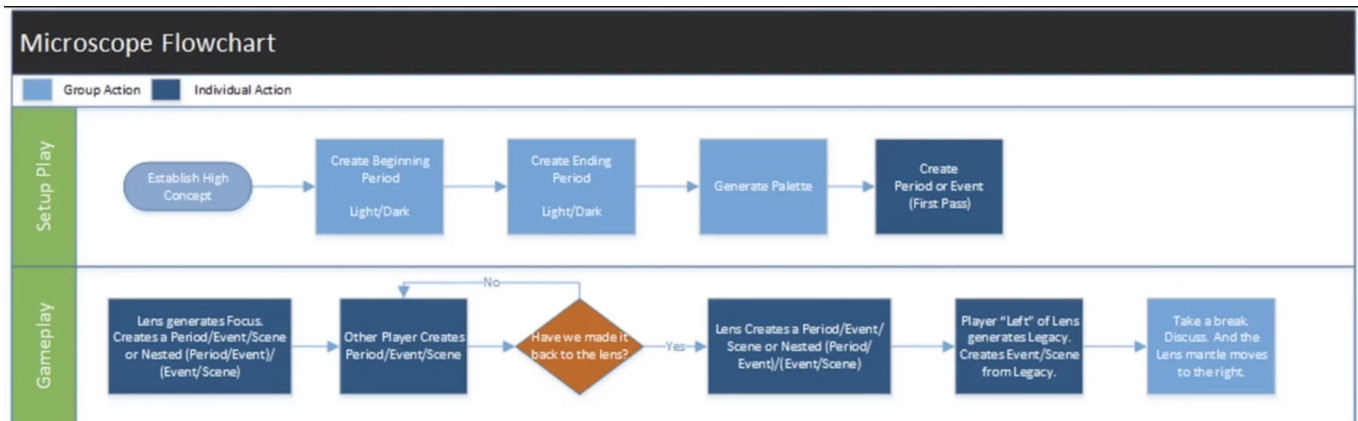Can be broad -- e.g. a Theme or motif
Can be specific (like with nouns), can maybe be like 1 or 2 periods.

The Legacy

After the Lens finishes their 2nd turn, the person furthest from the mantle of lens gets to do the Legacy.

- Can be an event or scene. Doesn't need to be related to the focus

Diagram of play

Microscope Flowchart

Scenes

- A question
- A location
- Involved characters (other players can make additions later.)
- optional: banned characters
  Every scene has a question, and it ends when that question is answered.
  Elements can get established in the phrasing of the question!

Jumping into a scene

- players decide which characters they'd like to RP
- They decide what those characters are thinking when the scene begins.
- Then they start RPing, a sort of improv performanceq