

24 Hour Live Game Lab

By Aaron Vanek and Alejandro Komai

Rules

- OBJECTIVE
 - Teams have 24 hours to design a live game
 - Aim to be able to communicate in your rules to people you have never met before
 - Design as if this game will be played on the other side of the country. Would complete strangers be able to print out your game rules and play your game?
- CONSTRAINTS
 - Teams have 24 hours, from noon Saturday to noon Sunday to create the game and turn in their game materials.
 - At noon Sunday teams are to turn in to Kerckhoff State Rooms 131, 133, and 135 (KSR) their game packets. "Game packets" just mean the set of all game materials the designers have brought.
 - All teams must include all of the "three secret ingredients" in their live games. Secret ingredients are handed out noon Saturday. All teams are given the exact same secret ingredients.
 - Teams are restricted to a budget of \$20
 - These \$20 are to be spent on things one could find at an office supply store.
 - Please include receipts in final submission game packet.
 - Paper and printing don't need to be accounted in your \$20 - use what you've got.
 - Outside props and costumes are discouraged. The spirit of this challenge is to create a compelling game which someone you may have never met can easily play without having to go out and purchase the outside props that you have used. SEE PRIZE below.
 - The live game may last no longer than 2 hours
 - You may build-in time for a wrap-up and debrief
 - e.g. 1.5 hours for the game 0.5 hours for debrief
 - If you do not call your game after 2 hours, we will
 - The set up time is half an hour and the break-down time is half an hour (see schedule)
 - The games will be restricted to Kerckhoff State Rooms only. These rooms have dividers, so there will be some flexibility.
 - You cannot write-in the usage of areas beyond the Kerckhoff State Rooms. You may use KH 152 to stage NPCs and give players down-time, but it is an out-of-game area. The only in-game area is the Kerckhoff State Rooms.
 - You may write characters' backgrounds. You will not be allowed to choose which players get which character on the day-of. After giving us your character sheets, we will distribute them to the play-testers available. You are discouraged from writing for a person you know because, again, the aim is to create a game universal enough that strangers on the other side of the country could play it.
- PRIZE
 - A little something called GLORY for anyone who accomplishes the feat.
 - LGL will offer to help publish the games created by the design teams on the web at livegamelabs.com. All rights are retained by original designers. This way someone on the other side of the country CAN print out your game and play it!
- COACHES
 - A Coach is assigned to each team and is allowed to help the team design the game, but not execute it. Each Coach is basically a team member with game design and execution experience.

Coaches are advised to let their team take lead and to offer assistance only – don't take over the teams!

- All teams will meet in KH 152 on Saturday to conference. At this conference, no coaches will be admitted. The teams will divide among themselves which team gets which coach. This will happen post-panel and before the secret ingredients are revealed (see schedule).
- SAFETY
 - Any game or action deemed unsafe by Aaron and Alejandro will be subject to immediate shut-down.

| Date | Time | Event |
|----------|-------------|---|
| SATURDAY | 9:30-10 | AT UCLA ROOM Registration; meet and greet |
| | 10:00-11:30 | What is LARP? Game mechanics and design panel |
| | 11:30-11:45 | Teams retire to KH 152 to pick coaches. |
| | 11:45-12:30 | Rules; Secret Ingredients reveal |
| | 12:30-1:00 | Clean up and break down |
| SUNDAY | 11:00-Noon | AT UCLA KSR Game packets due by noon. Random draw to determine order of games. |
| | Noon-12:15 | TEAM 1 explains rules and sets up UCLA KSR for GAME 1 Playtesters mingle in KH 152 |
| | 12:15-2:15 | TEAM 1 runs in KSR |
| | 2:15-2:45 | TEAM 1 cleans KSR TEAM 2 explains rules in KH 152 Short break for Playtesters |
| | 2:45-4:45 | TEAM 2 runs in KSR |
| | 4:45-5:00 | TEAM 2 cleans KSR TEAM 3 explains rules sets up |
| | 5:00-7:00 | TEAM 3 runs in KSR |
| | 7:00-7:30 | Wrap, feedback, conclusion |
| | 7:30-7:45 | Adjourn to Acapulco TEAM 3 and Admin cleanup |