| Focus on | Category | Detail | Purpose | Content | End By |
|---|---|---|---|---|---|
| Players | Workshop Introduction | Introduction | Welcome players, inform them about game. Build hype for the experience. | Introduce what's to come, congratulate them on coming. | 12:35 |
| | | Practicalities | Make players feel happy and relaxed about the workshop experience. | Site issues, break time, joke. Mention time limits (questions good, jokes not) and direct to player handbook. | |
| | | Structure and Purpose | Explain what's going to happen in the workshop, and why we're doing it. | Run through loose schedule of workshop + game, and explain what you'll be doing. | |
| | Warmup | | Energize players, get them disinhibited. Break the ice. | Play *Step In, Step Out* as a group. | 12:40 |
| | Group | Physicality | Get players used to physical contact with each other. | Play *Fingertips* in pairs. | |
| | | Trust | Get players trusting other players. | Play *Trust Falls* in groups of 4. | 12:45 |
| | Practical | Expectations of Play | Explain what sort of play the designers are expecting from the players. | Serious, emotionally-intense game. Player-driven interactions. Some stories will continue into Quest, some will have resolutions here. Not about winning, but telling story. No 'quests'. No rush. | 12:50 |
| | | Planned Roles | Ensure players know which characters (and Narrators) to approach. | Explain the role of the three Dwarves, and Charlie. Explain Warband Leader duties. Explain NPC duties. "If you want something to do, approach these guys." | |
| | Game Mechanics | Safety | Familiarize players with safewords and safety policy. | "The door is always open." Cut, OK Check-in, Fist In Air. Practice these techniques in pairs (handshake, laughter, RP) | 1:00 |
| | | Consent Mechanics | Ensure players can use the consent mechanics. | Explain eyes-down technique. Explain 'really, really' technique. Explain violence/intimacy mechanic. Practice in pairs. | 1:10 |
| | | System Rules | Explain game mechanics | Explain 'I haven't been sleeping well.' Last Call! Bar Closed! Closing Time! Mention various rules – relics, death/injury, combat, narrator rules. | 1:15 |
| | Question Time | | | Confirm player understanding of what's been covered. | 1:30 |
| Characters | Calibration | Mutual Understanding | Ensure players are familiar with warbands and setting. | Summarize relevant content from the Handbook. | 1:40 |
| | | The Project | Get players thinking about their group project. | Remind players of their group project and expectations. | |
| | | Goals/Relationships | Ensure the players understand the four layers of warband and individual relationships and goals, and how those should conflict. Get players thinking about their game goals and game experience. | Loosely summarize Warband Relationships/Warband Goals. Explain warband leaders are only ones aware of these elements. Go over personal relationships, and personal goals. | |
| | Split into Warbands | | | Players split into individual warband groups. | |
| | Character Relationships | Building | Warbands create relationships by agreement between each other. | In separate groups, each Narrator sits with a warband and helps them develop relationships. Two positive, one negative. Use *Ball of Yarn* if players reluctant. | 2:00 |
| | | Confirming | Players become comfortable playing with those relationships. | If desired, players can play scenes from the relationship to 'cement' that feeling. | |
| | Split into Bunks | | | Players will no longer be grouped by warband until game end. | |
| | Character Relationships | Building | Bunks create relationships by agreement between each other. | In separate groups, each Narrator sits with a warband and helps them develop relationships. Two positive, one negative. Include goals with these relationships. Use *Ball of Yarn* if players reluctant. | 3:00 |
| | | Confirming | Players become comfortable playing with those relationships. | If desired, players can play scenes from the relationship to 'cement' that feeling. | |
| | Group Creation | Developing | Players grow comfortable in their new group identity. | Players form an identity for their bunk, and come up with some project ideas. | |
| END WORKSHOP; EAT LUNCH IN BUNK GROUPS | | | | | |