

Big Bad World

The Pitch

Big Bad World is a meta-game running throughout Big Bad Con. Attendees can pick up playbooks at the reg desk and play at any time during the con. Will you be the Ambassador and welcome others to the table? Or the Explorer trying out new games? The rules of play are on the back of each playbook, which you can slide behind your badge, so they are always handy and your playbook name will be visible. Mark XP by making moves on your playbook like teaching someone how to play a game, inviting a new friend to share a meal, or just introduce yourself to someone new!

When you've marked five XP, turn your playbook into the registration desk, to get a shiny pin and a new playbook!

Introduction

Big Bad World is a meta-larp that would run throughout Big Bad Con. Attendees can pick up playbooks at the reg desk and play if they want, or ignore it if they don't. The goal is to make a fun, gamey way to promote the behaviors we want to see at the con. Something that won't feel like a list of "Thou shalt..." and instead feel like a fun way to invite, encourage, and for some people permit good behavior (i.e. someone might be too shy to introduce themselves to a stranger, but of the game tells you that you get XP for doing it, they may feel more comfortable trying it).

Contributions Welcome!

If you have edit access to this doc that means we're looking for your thoughts on how to make this game better. High level stuff like "how should this actually work" as well as intricate stuff like new moves are all appreciated.

Agendas

- Make Big Bad Con more inclusive and friendly
- Make the other attendees feel cool
- Play to find out what happens

Always Say

What our principles demand

What the rules demand
What kindness demands
What honesty demands

Principles

Think about the wellbeing of those around you.
Address yourself to the other attendees.
Make room for others at the table.
Shine the spotlight on your fellow players.
Learn everyone's name, let them be human.

Moves and XP

Every Time you do a move, mark XP
When you have 5 XP, gain an advance (a ribbon from the reg desk)
When you have 5 advances, gain an advanced playbook.

Basic Moves

Whenever you...
...ask someone what their playbook is
...answer someone's questions about the game.
...help someone be awesome.
...sign someone's Hx sheet (and/or plus one your signature)
...get someone out of a spot
...remind someone to mark XP for making a move

NOTE: solicit someone to sign your Hx sheet isn't on here, signatures have to be freely given/offered.

Playbooks

The Ambassador

You've been here before. To Big Bad Con or other events. You welcome newcomers and help them find a home here as well.

.... meet someone for the first time, introduce them to everyone else around you.
... help someone find their game (con layout?)
... introduce someone to a group of people

The Explorer

Fresh paths, unknown shores. These are the things that draw you. New adventures and companions await!

- ...ask someone about gaming/this game/conventions (detail this)
- ...play a game you've never played before
- ...invite a new friend to share a meal

The Mage

You've seen things you can't wait to share. Attack ships off the shoulder of Orion, Dragons in Dungeons of a past age. You have such games to show us.

- ...announce off screen goodness (promote someone's game)
- ...teach someone how to play a game
- ...Give someone a chair at the table. Add an empty chair to a conversation circle to welcome strangers

The Adventurer

An individual is still a part of the community. Lone wolves are an important part of the ecosystem. Little considerations make all the difference.

- ...Check on someone individually to make sure they are doing ok
- ...Make a small change to the environment to make someone (even yourself) more comfortable
- ...Introduce yourself to someone

The Hero

- ...Donate to MSF/food bank
- ...Encourage another to bring a food bank donation

Advanced Playbooks

This is the level of investment that I think means someone is either a total completionist that want to "win" (which is fine) or someone that is really dedicated to the con. In either case, I'm looking at more significant contributions here. I'm also thinking at this stage, this is now a feeder for future volunteers at the con.

Plucking some ideas from Jason's list:

- Organize an informal pick-up or GoD game
- Police the area - clean up, tidy up, square a room away
- Buy something from the dealer's room and run it in open gaming

MORE IDEAS

- Actively listen to someone
- Play a game that's a stretch for you in theme, content, or style
- Share your dice - or bring pencils for everybody
- Skip a game to take care of yourself or a friend
- Bring a friend an unexpected snack
- You are [TK] playbook; find someone with the [TK] playbook and combine forces to [TK]
- Assemble a super squad of all the playbooks and take an appropriately heroic group photo
- Spend some time in the "Tell Me About Your Character" booth.
- At dance conventions, I have seen highlighted moments to encourage this kind of community building. A translation for gaming designed for Big Bad World could look something like having a few little red scarves (instead of hoods) to be given away when someone recognizes they have been welcomed in. A few lone wolves in the Big Bad World could have something like, a jump the line card in pocket, to be given away if they have been given a red scarf. If you want the experience to be completely invisible, the scarf could be exchanged for something like a special die folks could carry in pocket or purse.

Playbook Layout

4 x 4 - Fits in badge holder. Playbook name goes above the badges.

(Outside 8 x 8 folded):

Name of playbook (on top) <i>Playbook description</i> Name (as you'd like to be called): Gender Pronoun:	Agendas Principles Basic Moves
Place to Mark XP Hashtag pointing back to BBC	Playbook Moves

(Inside)

HX - When someone puts their name on your playbook	

Brainstorm ideas below

Look at Dream Askew

- These are questions you can ask people
- These are things you can share

People to add to this contribution:

Invited:

Con Staff, specifically Colin and Tess (this is similar to MPDG)

Jason Morningstar

John Stavropoulos

Mark Diaz Truman

Marissa Kelly

Brendan Conway

Sarah Richardson

Jackson Tegu

John Harper

Stras Acimovic

Ajit George

Katherine Cross

Whitney Beltran

Jahmal Brown

Sophie Lagacé

Meg Baker

Vincent Baker

To invite: