Tags for RPG scenarios at Conventions

Furnace, Revelation, Longcon and North Star all use a similar approach in the format for games submissions from GMs. We want our conventions to be supportive and inclusive. To help with this we are introducing 'tags' to help signal the type of game the GM intends to run. This will particularly help some people in making a decision whether to play in the game. Of course, not every game suits everyone.

Note that these tags are based around the intent that the GM has in preparing a game. It is entirely possible that PVP, conflicting and hidden agendas and more could develop in a game without the GM intending or encouraging it. The tags are not about removing player-agency, rather about giving advice to someone that the game is intended to have some

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someone that the game is intended to have some of these elements.

If you think they might apply then you **must** include any of these tags which are appropriate in your GM submission.

#PVP	The game will involve active attempts to kill or remove other characters (Player Versus Player ¹).
#Conflicting agendas	Some player characters may have mutually exclusive or conflicting objectives but overt PVP not intended
#Hidden agendas	Some player characters may have motivations the others do not know about or the plot of the scenario may not be what it seems
#Mature themes	Sex, excessive violence ² , drug use, dark themes that may cause offence or discomfort etc. Please use <u>the X-Card system</u> or another safety tool.
#Player-led	If you are organising/facilitating a game which is improvisational and player-led, please use <u>the X-Card system</u> or another safety tool.
#No X-card	If you choose not to use an X-Card or other safety tool, please ensure that this tag is included. Use of safety tools protects players and GMs from misunderstandings and upset and is something the Garricons recommend.

¹ In truth, RPGs should never be 'player vs player' but rather 'character vs character'. However, video games have made PVP a commonly understood term for this kind of play, so we use it here.

² Yes, RPGs commonly have violence; shootings, hand to hand melee combat. This tag is thinking of excessive, graphic, visceral violence that may lead to people feeling distinctly uncomfortable, not your usual dungeon-bash, or shoot out.

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Using other Tags.

You may wish to include other tags indicating genre or style elements you wish to emphasise from the game description. The following (big!) list comes from the suggestions of Furnace participants. You might want to use some of these, or use them as inspiration for your own tags. Just to be clear though, we don't expect or require you to use these. They're just here because many of our GMs have used them before in the past.

Optional Genre Tags

Comedy

Contemporary

Crime Espionage

Fantasy (Arthurian / Dark / Dungeon Crawl /

Gritty / High / Urban)

GM-less³

Horror (Lovecraftian / personal / visceral)

Investigation Medieval Mystery Pirates

SF (Cyberpunk / Hard / Post Apocalyptic /

Posthuman / Space Opera)

Steampunk Superhero

Teenagers Victorian Western Optional Style Tags.

Alien

Demonstration

Heroic Humour Intrigue

Introduction

Minis Military Narrative Nazi

No Pregens⁴
Organised Play

Playtest
Politics
Rules-heavy
Rules-lite

Secrets - Closed Secrets - Open Storygame

War

³ This differs from Player-led. A game can be player-led (for example, the improvisational style used for Dungeon World and others in the Apocalypse World family) but have a GM. GM-less games will usually have someone who knows the rules but may well be playing as a character in the game (for example, Kingdom, Microscope).

⁴ It's assumed that most games will have pre-generated characters