

## **Arisia '05 LARP Games Available for Sign-up Pre-con or At-con.**

### **Interested in taking a more active part in your science fiction?**

Arisia'sLARPs (Live Action Role Playing games) give players a chance to take on the parts of heroes and villains in a more dynamic story than a simple book, or even a tabletop role playing game can provide. Whether you are interested in acting out heroic combats with NERO, or want to try immersing yourself in a character in one of the Theater Style games, Arisia has something that will suit your fancy.

Contact the individual Game Masters to sign up or for more information.

### **GAM-109 LARP ONE Friday 9:00 PM to Midnight**

Name of game: City Council of Hound's Teeth

Genre: Theatre Style (Horde)

Brief Description: The Hound's Teeth City Council is meeting tonight, and the whole town is there. Between zombies in the fields, adventurers who want their law-breaking party-member returned, a loose mage's apprentice playing pranks, everyone has a complaint. A horde LARP based on every table-top fantasy city council meeting.

Number of players: 12 - 22

Length of game: 3 hours

Contact: Susan Weiner, Nat Budin, Matt Sachs: [emp42@brandeis.edu](mailto:emp42@brandeis.edu)

### **GAM-110 LARP TWO Saturday 11:00 AM to 3:00 PM**

Name of game: Long Ago and Far Away

Genre (theatre-style, World of Darkness, Live Combat)

Interactive Literature/TS

Brief Description: Long Ago is set in the world of popular, if sometimes slightly fractured, fairy tales. Did you feel like wolves and dragons always got a bad rap? Think the princesses were too prissy? Wanna see those evil viscounts and stepmothers get what's coming to them? Or maybe come out on top for a change? Join us for Long Ago and Far Away, a short LARP based in a world of fractured and intersecting fairy tales, where magic is real, the animals talk, and "happily ever after" isn't guaranteed.

Number of players: 30-45

Length of game: 2-4 hours

Contact: Stephen Balzac, Aimee Yermish, Adira: [long-ago-gms@mit.edu](mailto:long-ago-gms@mit.edu)

## **Arisia '05 LARP Games Available for Sign-up Pre-con or At-con.**

### **GAM-111 LARP THREE Saturday 3:00 PM to 5:30 PM**

Title: Cold Storage by Charley Sumner

Style: Theatre-style

Brief Description: A dark SF game with horror elements. Passengers traveling from Earth to the troubled Jovian colonies are kept in cryostasis; never meeting while a minimal crew supervises the four-month flight. Unfortunately, things seem to have gone disastrously wrong aboard the P.T.S. Caledonia and the passengers have woken up en route to discover a dead crew, a disabled ship and companions who may not be what they claim. As the tensions mount, can they manage to trust each other long enough to find out what happened and survive?

Players: approx. 13

Duration 2-3 hours

Genre: Science fiction

Contact: Charles Sumner, Mark Waks, Andrew Kirschbaum: [delta\\_station@yahoo.com](mailto:delta_station@yahoo.com)

Application Forms and more information: <http://jducoeur.org/ColdStorage/>

### **GAM-112 LARP FOUR**

Sunday (probably 10am-2pm; watch for further information and Boffer Weapon workshop)

Name: NERO demo and game

Genre: Live combat

Brief Description: NERO is a long-running sword-and-sorcery style fantasy chronicle. The NERO folks will be demonstrating some of their combat and roleplaying, followed by running a brief game for any interested players.

Number of players: flexible

Length of game: 4 hours