

Scene 4 – The Food Court. The Talent travels to the “food court” (or equivalent) of the convention. The Staff naturally goes along. The Talent gets to determine where everybody (actually) eats breakfast/lunch/dinner. As obliging staff, The Staff agrees it is the best choice. At some point The Talent needs to say something like “I don’t want to sign any more autographs today” so at least a few non-player characters can overhear them.

Scene 5 – Security Detail. The Talent desires to return to her or his hotel room. The Staff should surround The Talent and escort him or her through the most crowded areas of the convention to a reasonably private area (optimally, where the LARP began). While moving, The Talent should remain standoffish and The Staff should be determined to move quickly, but safely.

Ethical play is the only hardline rule in the game.

- (1) All characters must be wholly fictional. Players may never portray a real person and if identified as a real person must clarify they are not that person.
- (2) Characters may not claim specific credit that a real person could claim. For example, you could not say “I wrote episode 4 of season 3 of television show X”; you could say “I helped with that show”.
- (3) All players at all times must be “legal” attendees of the convention – with paid tickets available, wearing any badging or wristbands required, and conforming to all convention standards, rules, and guidelines. Players may not attempt to “disguise/cosplay” as actual representatives of the convention. For example, if the convention staff wears a special T-shirt and a special lanyard, you may not wear that T-shirt or that lanyard. You can wear something similar as long as it’s easily available to the public.
- (4) If it becomes apparent that convention staff or a non-player character are becoming agitated or are over-engaged, you must tell them you are playing a LARP and disengage. The attempt is to have fun, not to harm, significantly confuse, or detrimentally mislead others.

