
LARP at the Con

Posted by Moondancer - 2007/02/03 21:49

LARP= Live Action Role-Play, for the few that may not know.

I seem to recall this happening at the first 2 or 3 Yaoi-cons.

But the last few, I have not seen it on the schedule or seen anything about it. Is it just not done any more or what?

I seem to recall a few people got into it, wasn't huge but seemed the people who did go, enjoyed themselves alot.

Well, just curious to know if it was dropped or no one wanted to run it or what.

Ta,

~Moondance

Re: LARP at the Con

Posted by Duo Monkey - 2007/02/04 13:37

It does sound like a good idea. I've personally only see a bit of it myself so I wouldn't know how to run it. If you can send me some information on it I'll see if I can get it set up and running. It might not be this year though. Let me get my legs as a staffer first. But I would certainly look into it and see if I cannot get it up and running for you.

Re: LARP at the Con

Posted by Titania - 2007/02/08 22:19

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This didn't actually ring any bells with me, so I had to go pull out my copies of the old program books. It looks like the LARP was first year only (at least, that's the only year it made it into the program book and I know for sure it hasn't been done since 2003; 2002 was a blur). My guess is that the person(s) who ran it didn't feel like running it again, or were unable to make the con again. Remember that /most/ events, aside from the main events are run by volunteers -- so if you're interested in a LARP, I'd suggest getting a proposal together and either approach the director with the idea (or if you're more interested in playing than running -- find some friends who are good at that sort of thing and talk them into it
^_^)

Re: LARP at the Con

Posted by Moondancer - 2007/02/09 22:55

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^_^)

Yeah, I know at least 2 happened.
One had a Dracula theme and the other was a snowed in at a cabin sorta theme.
Not sure how keen I would be on running something. *L*
Though Duo Monkey is possibly gonna set something up, though it may not happen till 08.
Pity I don't know more that attend the con.

Re: LARP at the Con

Posted by Moondancer - 2007/10/14 06:28

Bumps Hmmmm awww so close to con time and nothing.
Oh well, I shall re-double my efforts for next year!

....
That's if I don't forget...
Like how I forgot about this thread...
...Bah!

Re: LARP at the Con

Posted by dragonwing84 - 2007/10/14 08:56

Yeah LARPing is awesome!!!!

Re: LARP at the Con

Posted by Moondancer - 2007/10/14 14:55

I should have known you would pop up on this thread. *Grins* Y-con has had two LARP's that I know of, though only for those cosplaying. Which sucked for me cause I never cosplay. I did happen to have an outfit that resembled Carrot's from Sorcerer Hunters. Someone actually stopped me and asked if I was cosplaying as Carrot. Told her I wasn't but she asked for a picture. I was a little dumbfounded. It got me into the LARP's though. *Snickers* They were fun though. The second I got to chase someone dressed up as Ranma around.

Re: LARP at the Con

Posted by dragonwing84 - 2007/10/15 01:32

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Awwwww how cute!!!

Re: LARP at the Con

Posted by Moondancer - 2007/10/15 03:42

Awwwww how cute!!!

GNAR! Scary, remember? Not cute, nope...Don't make me prove it.

Re: LARP at the Con

Posted by dragonwing84 - 2007/10/15 22:16

Awwwww how cute!!!

GNAR! Scary, remember? Not cute, nope...Don't make me prove it.

I don't believe you for a second....hehehehe :lol:

Re: LARP at the Con

Posted by Moondancer - 2007/10/15 23:09

Oh yeah? Phbbbbbbbbbbbbbbbt, you just wait then.

Re: LARP at the Con

Posted by dragonwing84 - 2007/10/16 22:50

Oh yeah? Phbbbbbbbbbbbbbbbt, you just wait then.

oooooo....so scared.....NOT!!!

Re: LARP at the Con

Posted by Moondancer - 2007/10/17 17:21

Your doing nothing for my image, you know...*Shakes fist*

Re: LARP at the Con

Posted by rivenliether - 2007/10/20 11:25

How does this whole LARPING thing work again?

Re: LARP at the Con

Posted by Moondancer - 2007/10/20 19:26

Well in most normal LARP's, you are in a game that will have a setting, and depending on the game, will decide what your characters are. Like I play in a Vampire: The Requiem LARP. So all the characters are Vampires based on the settings rules. In this type of game, you design your character, dress up as it, and play with others in a Setting. A LARP that would be played at a Con, would be played by Cosplayers, in full costume, acting true to the character they are portraying. The main problem of course is getting a setting to work properly with all the various types of characters in Anime. Which is easily fixed if one doesn't mind designating a theme. Like "Only character from the modern era" or "only characters from Yami No Matsuei." Cause it makes no sense for Vash to run into Kenshin, and have them act like its all normal. *Snickers*

The main answer though is, you dress up as the character, and play as the character to interact with other characters with a plot driven story.

So you actually walk around, chatting with others, as the character. Think of it as your an Actor in a Improve play.

Re: LARP at the Con

Posted by Darkmoon - 2007/10/23 16:51

I'd love to do something like this, though my experience in RP's are all tabletop or forum-story based. Which means I'm not so good with the rules of a LARP, but I could probably help in coming up with a premise. ^^

It would be best to not have a series-specific type theme as forbidding people from playing just because they aren't from the LARP's series is a good way to kill the LARP at con when it's in its infant stages. I know I wouldn't like to be forced to cosplay a series just to play. There are tons of crossover RPGs on LJ these days, which take all anime series and manage to work the characters people pick into their storyline. That would be the best way to get people interested and keep them wanting to get involved. They're either Alternate Universe things, or dimensional yanking of characters from their series to yours.

Anyways, I'd like to see what Vash would do if he ran into Kenshin. Might be interesting. ^^

Re: LARP at the Con

Posted by Moondancer - 2007/10/23 22:44

Eyes our user names, snickers That's amusing. Anyway...In a LARP, the characters have stats. Of course this really doesn't work to well for a one shot LARP at a anime con. It'd be best to focus on the Role play aspect, and just hope any combat that pops up, or other 'test' can just be agreed upon on who wins. Though I could see a real simple draw of numbers from a hate to decide who wins could work, maybe the ST giving bonuses to a character that would naturally have an edge.

Only reason I was saying it would be easiest to keep things to a certain genre, is because I'm abit of a puriten when it comes to Role playing. (I.E, I dislike cross over games in most cases, but it depends on how well they are done.)

I know a con that holds a LARP every year, that is continued from the year before. The guy starts taking character applications just after the convention ends, for the next. *Laughs* But thats more of a traditional style game.

I suppose the alternate Universe idea could work. Just assign a sorta 'fame' to certain characters....or Infamy *Snickers* It's an idea to play with for sure.

Re: LARP at the Con

Posted by Darkmoon - 2007/10/26 08:52

Well, a genre type thing could be tried once the LARP got off ground, but when it's just starting you have to let up a little to get people to come. Otherwise you'll end up with only one or two people who probably just happened to cosplay that that day. ^^ And any game is only as good as it's background story. What I've noticed in many online RPGs is that it not only needs a good (or just insane sometimes) idea, but also needs some kind of freedom to KEEP people participating. I've run across so many games that were great ideas in the beginning, but died off because people were tired of all the constricting rules. I left a certain Harry Potter game because the mods were so constricting that it wasn't fun anymore. The RPG I help run, Title Pending, has probably only lasted so long (more than 2 years now) because the few players are dedicated to it, but also because we're free enough to do our own thing and work together to write the story. And this game has no actual plot, we've never had an overarching plotline, just all the character stories and mini-plots they get into merging together to create this huge strange world of Tokyo. ^^

If you want a hardcore game, you'll need hardcore players. Unless you already have some in your back pocket, you'll be trying to persuade con goers, many who have never been in a LARP, and many who have probably never played RPGs outside of video games period. You have to compromise, and give them some freedom to get interested. You want them to come back next year for an even better game after all. ^^

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Re: LARP at the Con

Posted by Moondancer - 2007/10/30 17:25

I understand what your saying, I've just been apart of to many games that had no drive behind it. Like "Oh ya, do what ever" And every one just stands there, cause there is no reward.

If others really had interest in this, I suppose a few ideas could be posted and put to a vote and work on it from there.

Bah still recovering from y-con...yaaaay...*Face plants*

Re:LARP at the Con

Posted by betsytheripper - 2008/05/24 21:54

Taking an interest in this and booting it to "new post" status:

I'm a former LARPer myself (left my OWbN Vampire: The Masquerade game about a year ago) and I think it would be interesting to see a Cosplay LARP at the con. I believe it would have to be an Alternate Universe setting with some main theme, though something silly and fun - like a competing teams setting - would be most appropriate because this would be a light-hearted event, but still have some drive to keep participating.

There are some little things that would have to be worked out, but since this would be no where near as rigorous as an ongoing chronicle, I could help co-run it if there's any interest in this event actually happening.

And a quick note on "battle" tests - my chronicle used a quick Rock-Paper-Scissors, one out of one, for declaring winner. Simple, quick, and no dice/paper slips/hats to deal with.

Re: LARP at the Con

Posted by BunofGovt - 2008/07/19 19:38

Original post deleted because stupid me I didn't read through all the posts :angry:

but anyway, this LARP sounds interesting, even if I didn't participate, I'd certainly like to see it in action
