

# Rules

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## Agenda

- Rules in a broader perspective
- Guides for good larp rules
- Types of rules
- Excercise



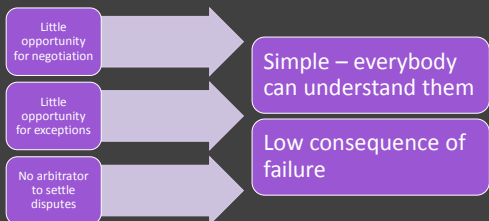
Rules in a broader perspective



## Good larp rules

CONDITIONS

CONSEQUENCE





Types of rules – spatial



Types of rules – temporal



Types of rules - mechanical

## Types of rules

### Safety

- To avoid injury and (unwanted) discomfort – physically and emotionally
- "You can't strike at the head with weapons"
- "You can't roleplay sex without consent from the other player"

### Abstraction

- To simulate stuff we don't want or can't do for real
- "This fabric is a wall"
- "This boffer sword is actually a real sword"

## Types of rules

### Competitive

- To simulate and support competitive elements; conflicts that can be "won"
- "Whoever wins the final vote of the council is crowned king"
- "The army that wins the final battle, wins the war"

### Story supporting

- To support and guide the story in a specific direction or follow a specific theme
- "You can only kill people at the last day of the game"
- "You have to reveal your dark secret to at least two other players"

## Excercise

Scenario: A retreating army.

Task: Create rules based on the seven categories with relevance for this scenario.

- Spatial
- Temporal
- Mechanical
- Safety
- Abstraction
- Competitive
- Story supporting