

## Running the Game

### Casting

A blurb is included to help advertise the game. All characters are gender-neutral to provide flexibility. Because of the tightly-woven nature of the plots, the game will work best if it runs with a full cast. If you are short of players, you *might* be able to get by without **Jo Ervi** or **Liv Ronik**. Running the game with fewer than eleven players is not recommended.

While the game has no really challenging content, some characters are expected to discriminate against others. A casting quiz is included to help the GM identify players comfortable with portraying either end of this relationship.

One costuming option is for the robots to wear masks to emphasise their inhuman nature. The game has never been run with this, though one run has used facepaint. If you wish to use this option, ensure all robot players are comfortable with wearing masks. Use something blank and anonymous - a plain black or white facemask is perfect.

### Preparation

Email everyone their character sheet and the background and rules sheets in advance so they have time to study it. Robots and **Vill Shall** should also receive a copy of the robots sheet.

On the day, each player should be given a copy of their character sheet and the appropriate information sheets, as well as their name badge. Give **Vill shall** a copy of each roboticist card. The other set are spares for the GM.

### Setup

Use a large room, large enough for a large conference table and with plenty of space to mingle in groups. Arrange other seating in clusters of two or three around the edge of the room to give space for the characters to plot. Place a laptop computer with a spreadsheet, or a pile of index cards, on a table to the side with the "Questioning the Hades" sheet. Make sure you have some space set aside for the GM to brief players discretely should they e.g. examine the remains of Erbert in **Dr Roth's** lab.

Make sure the players have plenty of water to drink. The GM may wish to provide other refreshments as required.

### Starting the game

Before beginning the game, make sure anyone knows the limits of the play area and any safety rules that apply (e.g. limits on physical contact, time-out signalling for those who need to drop out of character suddenly, emotional safety rules, and what to do in an emergency). Brief them on the rules (such as they are), how you plan to signal game end, and the situation. Then signal time-in, invite **Dr Roth** to say a few opening words, and sit back and watch.

In play the GM has four main tasks:

- **Representing the ever-present household robots.** Feel free to fetch things as requested by the players. You may also be quizzed by the players about events on the estate and things the household robots may have seen. The GM notes document contains answers to common questions.
- **Handling R Karo Vendi's investigation: R Karo Vendi** is primed to ask the household robots about the events of last night. This usually leads to them examining the remains of Erbert in the laboratory, often with the assistance of **Vill Shall**. The GM notes document contains guidance on this and the resulting investigations. The use of a positronic probe or positronic imager here gives the GM a lot of scope to control pacing if required. If **Kaivo** is discovered, the household robots can restrain them until the authorities arrive, but ideally this shouldn't happen until the end of the game. A better option is for the robots to watch **Kaivo** and prevent them from leaving (or, if only robots have investigated the murder, for them to then cover it up to prevent **Kaivo** from suffering harm)
- **Handling queries to the Hades' positronic brain.** Keep an eye on what questions have been asked, and answer them after 15 minutes. Use the Hades document or Hades questions sheets in the GM notes to guide your answers. If you are feeling generous, allow "indeterminate" answers as well as true or false. You can adjust the delay between questions and answers to pace the game.
- **Making sure votes happen on time.** Delegates are expected to vote on a number of questions, as outlined in the rules sheet. The first two votes (whether robots will be permitted on Echo, and what will happen to any robots left behind on Persephone) involve only one delegation each and can be run in parallel after about an hour or 90 minutes. The remaining two votes require all delegations, and should be spaced half an hour apart. Between votes, try and get people to mingle. There will inevitably be slippage in the timetable, but try and keep things moving along while giving the players time to discuss matters with each other.

### Ending the game

The game should run for roughly two and a half hours, though that can be adjusted to suit. If people look like they're having fun and you don't have a deadline, just let them keep going for a bit.

When the last vote has been decided, allow a final ten minutes or so to wrap matters up. **Dr Roth** often wants to reveal their true nature here.

Post-game people often want to talk about what happened, so you could let them do that for a while. If you feel like it, ask people for their favourite moment, or why they made any unusual decisions. Then clean up and go home.

Remember, there are no winners or losers in larp. Its all about having fun.