

Little Katy's Tea Party

A roleplaying game about a little girl who is no longer such

What I was trying to get

Where I am right now

What I aiming for

Summary

What I was trying to Get

Design Goals

- A masterless game around an actual tea party
- Oneshot game
 - Starts when the tea is ready, ends when the pizza delivery arrives
- Serious themes with an oniric point of view
- Difficult choices for the Characters

Inspirations

- Role playing Games
 - Fiasco
 - Lovecraftesque
 - Carolina Death Crawl
 - Dialect
- Movies and TV Shows
 - Happy
 - I Kill Giants
- Comics
 - Flesh Dolls
 - The Clarissa Comics

First Steps

- First Version:
200word rpg
- 9 Playtests
 - 7 live, 2 on hangout
 - 3 on Conventions
 - 20+ different players
- 3 Major Iterations
- Still no open Alpha :)

Where I am Right now

Game Phases

- **Setup**
 - Define the Game Space
 - Introduce the Scenario
 - Set Boundaries
 - Create Characters
- **Scenes of The Past**
 - Frame a Scene
 - Play a Scene: Roles
 - Conflict and Resolve it
 - Close a Scene
- **Conclusion**
 - Choose “The Cause”
 - Create Memories

SETUP

Game Requirements

REQUIRED

- A Table, preferably round
- One chair for every player plus one extra one (*Katy's chair*)
- A complete tea service for every player: teacup, tea plate, teaspoon.
- Drinkable tea (preferably hot)
- Some index card, writing materials

OPTIONALS

- Cookies, Bisquits and other sides
- Victorian clothing

**...or play it online: Hangout or
Tabletop Simulator (soon)**

Three Layers of the Game

“Sit around a Table with
an extra chair”

➤ The Table

- Players talks,
out-of-game space

➤ The Tea Party

- Character in the present
talks, using past
sentences.
- **Katy's Chair:** leaved
empty, used as
“dashboard”.

➤ The Scenes

- Character in the past
talks and act, using
present sentences.

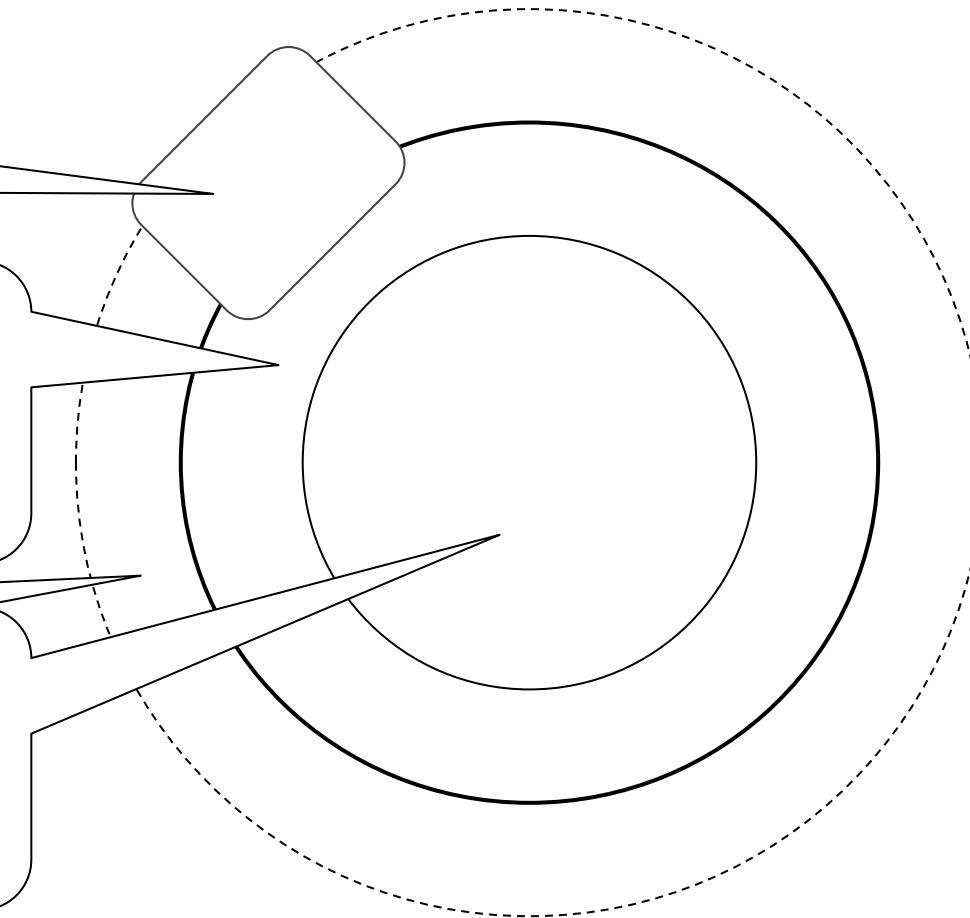
Game Layers

Katy's Empty Chair

The Table
(Players)

The Tea Party
(Characters,
Past Sentences)

The Scenes
(Characters,
Present
Sentences)



Drinking Tea in the Game

has the same social value
as in a Victorian tea
party

You drink when you have
nothing to say...

...or when you want to
listen to the others table
companions.

-- TEAPARTY LEVEL --

Introduce the
Scenario

Players answer together to some questions

- When and where Katy's childhood take place?
- What's her family looks like? (also recurring people)
- What places does she attend the most?

This will point out

the main themes for the play.

I aiming for a series of scenarios with some interesting question to the players to answer.

Inspiration: Backdrop from Dialect

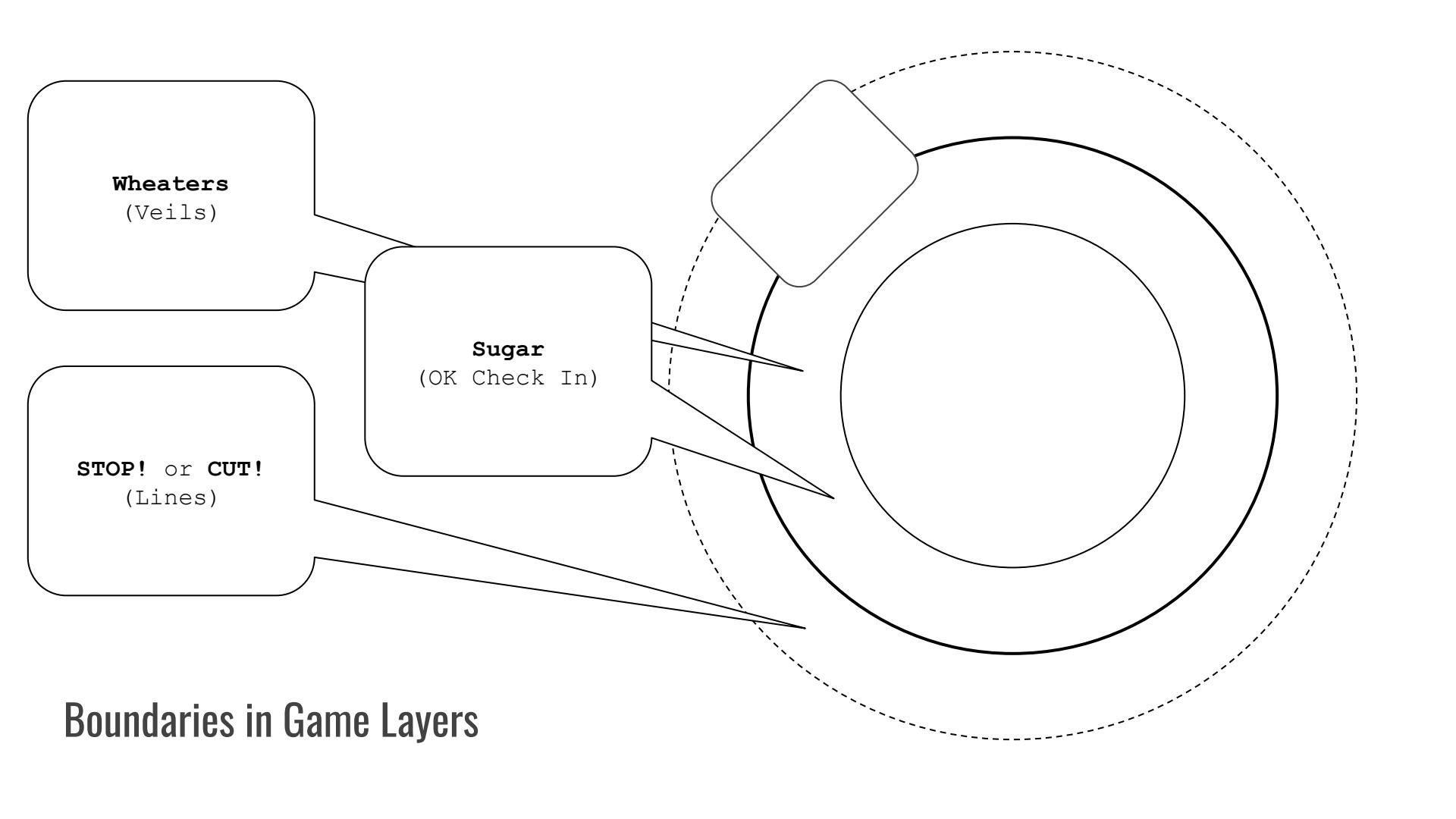
Set
Boundaries

Safety Mechanism

"Once the scenario's themes are clear..

- Define **Wheaters** (Veils)
 - Themes and situations that players are ok to have, provided they are not explicit
- Define **Lines**
 - Themes and situations that players won't
- Talk about **Sugar**
 - You can always "OK-Check In" during play

- Talk about **Wheater**
 - to enforce a Veil
 - Say **STOP!** or **CUT!**
 - to enforce a Line
 - Talk about **Sugar**
 - to OK Check In
- ..during play and scenes."*



Wheaters
(Veils)

Sugar
(OK Check In)

STOP! or CUT!
(Lines)

Boundaries in Game Layers

Character Creation

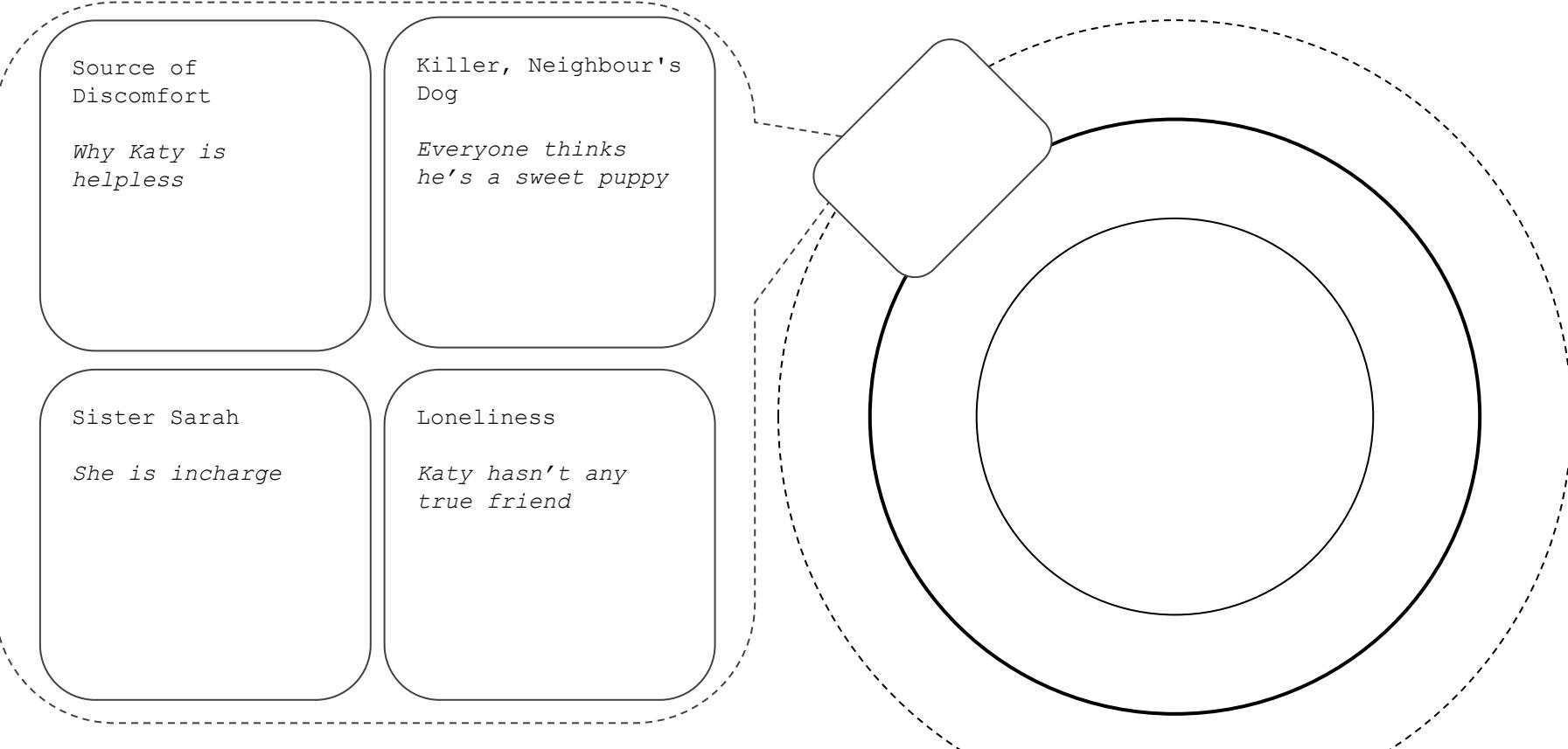
Who are the Characters?

You are a friend of Katy,
brought to life by her
explosive imagination

1. Describe yourself though Katy's eyes
2. What are you protecting from?
3. Use the answer to the previous point to create a *Source of Discomfort*

Create a Source of Discomfort

1. On the top part of an index card write a specific source of discomfort.
2. Continue by answering:
“Why Katy is helpless in front of this?”
3. Put the index card on Katy’s Spot



Discomfort in Katy's Chair

SCENES
OF THE PAST

Roles in the Scene

Best Friend, Katy, Shadow
(, Friend and Shade)

ROLES ROTATES EVERY SCENE

Best Friend plays his Character, has the spotlight.

Katy plays Katy.

Shadow plays Discomfort and his sources.

..in 4-5 players

Shade help Shadow.

Friend play his Character

Scene Framing

Katy chooses
the *Source of
Discomfort* or
creates a new
one

- **Best Friend** say the *when* and *where*.
- **Best Friend** and **Katy** say where the characters (Katy plus Friends) are in the scene and what they do.
- **Shadow** and **Katy** say why Katy is helpless in front of this.
- **Shadow** start the actual scene, by show the Discomfort.
- **Everyone** can add details, everytime.

Scene Framing Flowchart

Play the
Scene: Roles

Best Friend (Agenda)

You DRINK if you don't
think this is not
important enough to risk
everything

- You always want Katy's best.
- You're always aware of Discomfort in scene.
- You can act toward Discomfort, directly or *coaching* Katy

Katy (Agenda)

You DRINK if you are
feeling protected

- You always trust Friend
- You're always afraid of Monsters
- You are *helpless* in front of Discomfort
- You aren't always aware
- You aren't always coherent

- If a Friend is *coaching* you, you can freely choose to follow it or not

Shadow (Agenda)

You DRINK if you want to lose the battle to win the war, or if you already won.

- Manifest the Discomfort, implicitly or explicitly as required.
- You can use the source(s) of Discomfort in scene, straight or sideways
- Monster's Monstrosity is a source of Discomfort.
- You are responsible of the scene fluidity: if all are looking at you, continue the scene with an AND.

Shade & Friend (Agenda)

You can DRINK as usual.

SHADE

- Help Shadow in manifesting Discomfort, play secondary characters.

FRIEND

- Help the Best Friend to be in the spotlight: only he can beat the Discomfort in the scene.

Conflict

A Friend **acts toward** **discomfort** OR a Friend **coachs** **Katy** and she do as told

DRINK if you are feeling protected.

DRINK if Discomfort want to lose the battle and win the war, or it already won.

Anyone says "What were you trying to get?"

The Friend states his Goal

YES

Katy drinks ?

NO

NO

DRINK if this is not worth losing Katy for good.

Shadow drinks ?

YES

NO

Friend drinks ?

YES

NO

SUCCESS

Shadow CLOSE the scene with **Nonetheless**.

SUCCESS

Shadow CONTINUE the Scene with **But**.

FAILURE

Shadow CONTINUE the Scene with **And**.

SUCCESS

Friend CLOSE the scene with **Nightmare**.

Conflict Flowchart

Continue the Scene after
Conflict

BUT

After a SUCCESSFUL Conflict,
the Discomfort is beaten – yet
defeated.

Continue the scene showing how
the Discomfort remains present
in the scene

*“You’ll manage to keep Killer
at bay: he now cannot jump on
Katy. But he start to bark
loudly, and this calls some
nasty and lurking ravens..”*

Continue the Scene after
Conflict

OR

Break the silence and keep
the game fluid

AND

After a UNSUCCESSFUL Conflict,
the Discomfort can grow wider.
You as Shadow can either:

- Escalate the present Discomfort
- Bring along with **Katy** another source of Discomfort in the Scene, by choosing an available one or by creating a new one.

Close a Scene

NONETHELESS

Closing the Scene after
Conflict

After a SUCCESSFUL Conflict
the Discomfort retreats, but
it leaves a scar.

Shadow and **Katy** decide what it
is and what *Source of*
Discomfort cause it.

They write it down under the
appropriate index card.

Discomfort

*Why Katy is
helpless*

Nonetheless

*A scar that
the scene
leaves upon
Katy.*

Killer, Neighbour's
Dog

*Everyone thinks
he's a sweet puppy*

Nonetheless...

*..Katy rattles
when she hears
loud noises.*

Close a Scene: Nonetheless

NIGHTMARE

Closing the Scene after
Conflict

As **Friend**, you SUCCEED in a Conflict by using your Monstrosity.

Friend and **Katy** decide how the Friend changes through the little girl eyes.

Take the index card of the *Source of Discomfort* that was beaten and **strike it**: this is no longer available.

Then write the **Nightmare** on the card.

Discomfort

*Why Katy is
helpless*

Nonetheless

*A scar that
the scene
leaves upon
Katy.*

~~Killer, Neighbour's
Dog~~

~~Everyone thinks
he's a sweet puppy~~

**Mr Bunny bring with
him some loud and
scary chains.**

Close a Scene: Nightmare

BECOMING A MONSTER

Or use Monstrosity again
after you become one

- The scenes ends in a **Nightmare**.
 - Everybody else drink.
 - You leave one piece of your tea service. Put it in the Empty Spot. Leave your teacup last.
- You cannot become monster more than three times.

MONSTER (Agenda)

You are still Katy's Friend from your perspective.
You follow that agenda too.

- **Katy** is afraid of you
- **Shadow** can use your Monstrosity as *Source of Discomfort*.
- Other **Friend** can start a Conflict acting towards you.
- When you *Coach* Katy:
 - Shadow can continue with an AND if she complies.
 - You can MAKE her comply with your Monstrosity: this close the scene with a **Nightmare**.

CONCLUSION

STARTING THE CONCLUSION

Continue at playing scenes until:

- Everyone has become a **Monster**

OR

- A *Source of Discomfort* generates three **Nonetheless.**

Enter then in the Conclusion.

CHOOSING “THE CAUSE”

This represents the reason why Katy leaves the “friends’ circle” and therefore her chair is empty.

Choose the *Source of Discomfort* with more **Nonetheless** as “The Cause”.

Starting from the less monstrous taking turn at adding details to the cause. All the **Nonetheless**, even from other Discomfort, can be used as inspiration.

Finish this when all the **Nonetheless** are used. Then everyone drinks.

CREATE MEMORIES

Episodes of Katy's childhood that she will remember.

Start from the most monstrous, choose one **Nightmare**.

Tell a brief episode prior to **The Cause** that Katy will remember. This should be *positive* if you are a Monster, or *negative* if you are a Friend.

When you finish, take your time to finish the remaining tea when you **debrief**.

What I aiming for

PRESENT “PAINS”

October 30th 2018

- Game is too long most of the time
- Conclusion needs works, not sure in which direction
- The “damsel in distress perception”

Thank You!

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