

During this act, the characters may not only ask whether they *will* publish the story, but whether it is *right* to do so: would publishing this story be the correct thing to do? If the scandal is so great that it will ruin lives and shake society, then by what right do these four people take on the responsibility of doing so?

You are free to either reveal or conceal your character's vested interests in the story and to accept an outcome which is not the best for you, if the other characters can persuade you to accept the argument against that agenda. You might be swayed by a moral argument, personal threats, bribes or whatever it takes.

The decision to **Publish** must be unanimous: if there is even one dissenter, the story will be **Unpublished** and never see the light of day. As soon as there is agreement, either to **Publish** the story or acceptance that it will go **Unpublished**, move onto to a new scene that depicts the aftermath.

Start the aftermath by tossing a coin: if the result is heads, the story is **True**; if tails, it is **Untrue**. One of the players should now flip their role as appropriate (instructions for who flips their role will be found on the cards.) That player takes on their new role and frames the scene for the aftermath as instructed; there is an opportunity for characters to exchange their points of view over the impact of the story, whether **True** or **Untrue**, **Published** or **Unpublished**. The player whose role has flipped will indicate the end of the game by making a particular physical gesture which involves touching one of the other characters, explaining why as they do so.



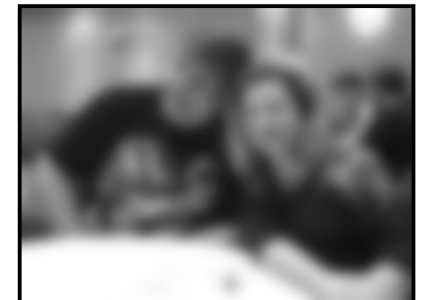
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Free Bacon Sandwich
For Every Reader!

“Freeform Larpers” Exposed in Plot to Defraud Media



This paper today exclusively reveals a plot by a sinister group calling themselves “freeform larpers” to defraud the national media by planting false news stories in an effort to undermine the very fabric of society. A spokesperson from the group defended their actions as “harmless fun” but concerns have been expressed about *(continued inside)*

This is a game about newspapers, the stories they print and what happens when the truth conflicts with personal agendas. The game is for four players, each playing a separate character:

The Reporter: Pushing for their story to be published, in order to make a name for themselves.

The Editor: Striving to increase circulation by any means necessary.

The Lawyer: Trying to keep the newspaper from losing a lot of money in legal settlements.

The Owner: Attempting to protect his influential friends and prevent their names from being dragged through the mud.

Print out the four role cards in advance; each has a reverse side that will only come into play if the appropriate aftermath scene is triggered. You may deal the roles out at random or each select the role you want to play; the game may be over in under an hour, so there is time to swap roles and play again, to see how you do with a different agenda.

The other part of preparation is deciding upon an exclusive news story that no-one else is aware of yet, but which hasn't been verified, so the question facing the characters is, *do they publish?*

You can choose a news story in one of two ways:

- Grab a couple of newspapers or magazines, pick the best headlines you find and mash them together.
- Collectively make your own story from scratch, by picking a celebrity or two, a hot topic and a scandal relating to those.

Here are some short but generic examples:

Member of Royal Family in Transgender Threesome
Leading Politician Exposed as Human Trafficker
No. 1 Artist Backs Suicide Bomb Plot

The story needs to be a hot potato: if it's true, it will blow the media apart and rock the foundations of society. If it's false though, the paper will be sued out of existence and the careers & reputations of all the characters will be in ruins.

The game plays out as a discussion between the characters, taking place in the editor's office at the newspaper headquarters: you may also take another character aside, into another room or separate area within the play space, to privately discuss the implications of the story, and what it will mean to print it or not.

You may absent yourself in order for your character to make a phone call to a third party; the other characters should continue the discussion without you. When you return, say who you have spoken to: another player then asks you a leading question about that call, to which you must respond in the manner "Yes, but..."

*For example, **The Owner** returns after making a call and announces she has just spoken to the lead figure named in the story. **The Lawyer** responds by asking "Did he deny it?" to which **The Owner** responds, "Yes, but he suspects someone in his family is involved..."*