

The Me & Me Show

- A dyadic VRlarp by Joffe

1 character = 2 players

Each character consists of one visible player-avatar and one invisible player-avatar

Ca 2hs, including onboarding.

Other characters can only hear what they see, so they can only react to things they hear from the visible player-avatar.

The players however hear everything (that they pick up on) so they can consciously set their characters up, play to lift others, or ELEVATE others ;-)

The invisible player will keep up a dialogue with it's visible partner. Think of of the invisible voice as the devil or angel on the shoulders of some cartoon characters, or the emotion characters in *Inside Out*.

The game is written to be played in the VRchat world Scenario One.

Scene: the green room of a virtual reality reality show, a major hit: *The Me & Me Show*.

Characters are here to audition, if you get cast you can make a lot of money and gain fame. The production company looks for people who move naturally and interact well in this environment.

The green room is supposed to be a pause in the proceedings but you suspect there are moles, secret observers from the production co within the group.

You know that there will only be spots for about half of you on the show.

At certain intervals you will be interrupted by the production team to go on to the next step of the casting process. The actual casting is never acted but only talked about in retrospect in the greenroom.

The visible character:

You are desperate for a spot on the show. It would really solve all of your problems.

The invisible character:

You represent the inner voice of the dyadic entity. This voice interprets other characters intentions towards you and suggests strategies for dealing with situations. This voice is

sometimes guided by fear, sometimes compassion, by the toss of the dice. If the player finds it difficult to decide what sort of voice they want to be they can use a d6:

1d6 1-3:fear 4-6:compassion, love

ONBOARDING

Character building 15 mins

We start in VR-wksp mode practising moving around as dyads.

We divide into 2 straight lines facing each other. One line for visible characters, one for invisible voices. The people standing opposite each other form pairs.

As dyads talk about your character, be quick and don't overthink:

1. Character creation sliding scales:

Extrovert	Introvert
Organised	Chaotic
Cool, calm	Nervous, hyper
Intellectual	Emotional, Feeling
Loud	Quiet

2. Think also about your characters' relationships. Friends? Protegeés? Exes? A fan of X?
Max 2 connections.
3. Are they rich or poor? Successful? Famous?
4. What is their professional background or claim to fame so far?
5. Why are they desperate to be on *The Me & Me Show*?
6. Name (Put it on the visible and invisible character both)

When character creation is finished we gather in a circle. Every character can have 2 connections, they will be the character to you left and the character to your right.

Workshopping 15 mins

Practice dialogue:

A -Hello long time no see.

B -Yes, good to see you.

A - Been looking forward to this.

B - Me too. Lets have fun.

A - Oh I plan to.

Try this dialoge (or similar) without invisible voices.

Repeat with positive invisible voices.

Repeat with negative invisible voices.

Positive can mean “lets have fun ripping B apart”, or it can mean “B is my favourite person, all is well now they’re here”.

Negative can mean “that pathetic loser B, so delusional” or it can mean “B is here, I might as well go home, I can never compete”.

Repeat exercise with new partners.

Talk as dyads about some player goals for your character. (Drama, laughs, revenge, nirvana or X)

Gather the player group in a circle. All characters state their player goals.

RUNTIME:

SCENE 1 15 mins

As you step in to the next room the game begins and you are completely in character. You have all just come in from a casting session where you had a chance to show off your talents. You might feel elated or dejected.

Move around the room and try:

1. Blow off some steam
2. Gain sympathy
3. Find a good alliance
4. Figure out who the production co spy is.

This scene ends when the production co rep (GM) invites you back into the other room for the next step of the casting process.

BREAK 10 mins: Talk through what went well and what you’d like to take up a notch and what can be dropped. Discuss as dyads and with other character dyads.

By the end of the next scene the names of the successful applicants will be called out, decide how your character will respond to success/failure, with tantrum or silent tears?

SCENE 2 15 mins

Back in the greenroom tensions are running high and you might not be able to resist a jab at a fellow applicant whose performance you’d like to undermine. Or maybe you are sure that X can get you a spot on the show if you can just twist their arm a little.

Perhaps your character is truly kind and selfless and able to resist the tide and simply glow in the light of their halo. Other characters might find this truly provoking.

This scene is interrupted by a production co rep who comes in and announces the winners (this is decided randomly). They will try and usher people out. Characters play out their last scene and then leave the room.

BREAK & DEBRIEF *15 mins*

What went well? What player goals were achieved/missed? Discuss first as dyads.

Invisible characters turn visible. Find you need to find in the player group.

Gather in a circle: feedback and thanks for playing!