

Good Society

The London Season

Design Document 0.2



*It's hard to find our place in the world without our independence.
Our hearts sing their needs—they will not be ignored.
And yet, what place has the heart in affairs of duty, wealth, and reputation?*

Setting

Good Society: The London Season is a larp inspired by the romantic comedy novels of Jane Austen.

The setting is London in the early 19th Century. King George is on the throne. It doesn't really matter which one; this isn't a game about history.

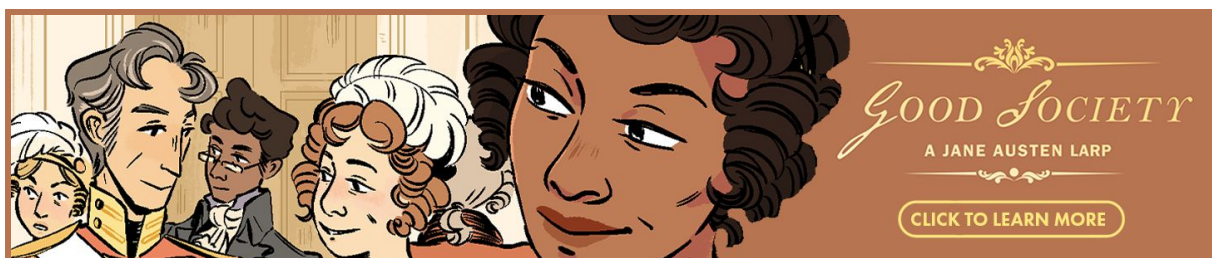
It is about young members of the gentry staying in London for the season as they try to determine their future. There, they grapple between duty and desire, as well as affairs of the heart. It is a game of romantic longing, family obligation, manners and scandal.

Across approximately four hours players will take their characters to three important events of the 1807 London Social Season - a dance, a picnic, and a dinner. Between events they will correspond in letters and partake of rumors and scandal.

Tone and themes

The tone of the game is romantic comedy. It does not explore particularly dark or challenging themes and is not historical re-enactment. The story is not a tragedy, and most characters should expect and aim for a broadly happy ending. Misdemeanours have consequences, but they can also be recovered from. Society is quick to judge, but also quick to forget. However, it is also important not to let the game descend into farce. Fortunate and humorous coincidences may occur, but should not become improbable or prone to silliness.

Like the novels of Jane Austen, on the surface Good Society is a game of balls, estates, sly glances and turns about the garden, but underneath it is a game about social ambition, family obligation and breathtaking longing.



The Good Society larp is written by Storybrewers Roleplaying.

Storybrewers have kindly allowed Immersio to run their game. The game structure, many of the characters, and some text in this document comes from the Storybrewers' larp. We have made alterations and additions, including adding characters, with their permission.

Find out more at storybrewersroleplaying.com

Playing the Game

Game Structure

The game will include 1hr of workshops, followed by around 4 hours of play, and a short, optional debrief.

Workshops: In the workshops we will cover safety and consent mechanisms as well as developing relationships and fleshing out your character with other players. There will also be a brief introduction to period dance.

Play consists of two types of phases, chapter phases and epistolary phases.

Chapters: Chapter phases are set at an in-game event where characters can interact, have important conversations, make announcements and dance. The events in this game will include a ball, an afternoon tea following a hunt, and a post-dinner gathering.

Epistolary: Epistolary phases are for writing letters, and creating rumour and scandal. These phases take place over the in-game month that follows each chapter. During this phase, characters do two things. Firstly, write letters from their character to other characters—and of course receive and read letters in return. Secondly, players each create a rumour, some of which will be spread through society.





Characters

Characters will be provided by the organisers. Players will be able to personalise their character including giving them a first name and pronouns.

Each character will have a following aspects supplied by the organisers:

Overview: The overview contains a summary of a character's history, personality and situation at the start of play.

Family & Family Role: Each character is part of a family, which they will usually share with at least one other character. Within their family each character has a role to play, though they may not always like it.

Desire: A desire is a statement of what the character wants most at the beginning of the game. Players should act on their desire, pursuing schemes, machinations, and plans to make it come to pass. Desires may narratively shift over time as characters change and develop.

Relationships: Each character has three relationships— one familial relationship, and two other relationships. Just as in life, each relationship has two sides, and they're not always viewed the same way. Two best friends may feel the same way about each other, but the object of someone's affection may not always reciprocate their feelings.

Other Families: Knowing who is who is vitally important in regency society. This section contains a summary of the other families in the game.

Casting

Players will be able to nominate their preferences from a list of characters supplied by the organisers. We will try to give you your first preference where possible. If the worst happens and too many players want the same three characters, we will discuss a solution with the impacted players.

The characters will be provided with a number and a family name only. You may decide their gender, pronouns and first name.



Gender norms

We will be playing with historical gender norms switched off. People of all genders may have respectable careers (including in the military), inherit property, and marry people of all genders. This greatly expands the opportunities for romance.

Racism

For the purposes of this game, we are playing without historical racism. People of any race can play any character and characters of any race are treated equally in the game. While historical racism is an important topic, it is not the focus of this game.

Player Safety

Immersio is committed to providing a friendly, safe and welcoming environment for all, regardless of gender, gender identity and expression, sexual orientation, disability, physical appearance, body size, race, age, or religion. We do not tolerate harassment of participants in any form. Participants violating these rules may be expelled from the event without a refund at the discretion of the organizers.

Our full code of conduct and anti-harassment policy can be found at:

<https://immersio.com.au/safety/>

If you have any safety concerns you can email us at: safety@immersio.com.au

Practical Information

Food

The game will include afternoon tea, including tea/coffee, cakes and sandwiches, but not a full meal. Players should avail themselves of lunch before the start of the event.

Costumes

Costumes should be broadly era-appropriate, but do not need to have a high level of historical accuracy.

If you want to be super authentic you should look for:

- For ladies: a high-waisted regency gown, with short spencer jacket and bonnet
- For gentlemen: a regency tail-coat with slightly puffed sleeves, worn with a short straight-bottomed vest with knee-length breeches, a high collared shirt and white linen neckerchief, white stockings and a top hat.

We recognise that regency costume can be difficult and isn't as commonly available as some other eras. Simpler costume options might include:

- A high waisted maxi dress with a shawl and gloves
- Dress pants with a collared shirt, cravat and waistcoat
- A double-breasted military-style jacket with dress pants

There are some further suggestions and guidance, for both men and women, at A Lady's Wardrobe: Jane Austen Festival Australia fashions on a budget:

<http://aladyswardrobe.com/2019/03/jafa-on-a-budget-2019-update/>

Credits



Good Society was written by Storybrewers Roleplaying. They have very kindly allowed Immersio to run their game.

If you enjoy Good Society, you can find more games by Storybrewers Roleplaying, including the Good Society tabletop roleplaying game and larp at their website:

storybrewersroleplaying.com



Immersio Larp Studio develops high-quality larps in Australia. We combine the familiar and fantastic to create worlds designed to support drama, but it is you, the players, who create the stories.

Find out more at immersio.com.au