

The Election of the Wine Queen

A digital black box live action online game (laog)



1 SUMMARY

The Wine Queen Election is a larp by Silvia Ochlast and Björn Butzen. Find the German pdf of the game with many other amazing larps in German and English on www.minilarp.de [1]. It's a short chamber larp about a wine queen competition in which the players play promising candidates and the jury of such a traditional rural event. Who will be the next wine queen representing the region for year on national fairs? How will this year's competition change the village to the better – or the worse?

As a metatechique the larp uses singing: a drinking song can be brought into any scene any time to violently break the mood.

Players are also supposed to drink wine (or water in replacement) while playing.

The song Ein Prosit:

<https://youtu.be/bYpKKhBgzEw>

Genre:	Contemporary Drama
Nr of players:	4-6, designed for 5
Emotional impact:	XXXXO
Props:	(Empty) wine bottle plus glass per player, a playable recording of "Ein Prosit"

[1] http://minilarp.de/wordpress/?page_id=330

2 INTRODUCTION

2.1 DIGITAL BLACK BOX AND LAOGS

This is the digital black box version of this larp. That means we play it with several laog (live action online game) elements but don't assume to be separated through video conference technology in-character as in a typical laog.

We will frame scenes but as soon as we are in the scenes we are 100% in character. There will be meta techniques helping us to create our story and we will make use of a group chat for out-of-character discussions while being in a scene. Safety techniques are available and will be introduced at the beginning of the game.

Being 100% in character means you can't describe what your character is doing as in other tabletop roleplaying games. The black box format forces us to think in terms of dialogue, monologue, using our mimic, voice and gestures to full extend. When your camera is on, you are in character.

2.2 TONE

The tone we are aiming for is one of a dramatic and serious note. There possibly will be larger-than-life and comedic elements but the tragedy of the events to unfold will always draw the tone back to the fact that the tradition celebrated here is dying as are the regions and their pride slowly decaying. We play this game with full respect towards the people and traditions in real life who have inspired the story and we will also pay respect to our characters by portraying them honestly and with an open mind.

2.3 WELCOME TO HIMBELDORF

The town of Himbeldorf is celebrating its annual wine queen election. Three promising candidates will be challenged in a series of tasks by our jury to test them on their capability to be an international representative of Himbeldorf and its high quality wine. Among the jury we'll have Andrea(s) Bickelberg, the most successful business person of the region and quite a charm. As a moderator for the show we were lucky to have Anton(ia) Daubern, from the Daubern Gut, the most prolific winery of the whole region. Daubern senior is unfortunately not any longer in the state to participate. Our candidates this year will tell us soon more about themselves, but let's welcome together Emil(y), Jona and Frank(a).

Any role can be interpreted as any gender. The word wine queen isn't specifying a gender. Everybody can decide for themselves if they prefer the name wine prince – again, no matter which gender you play.

2.4 MORE GENERAL INFORMATION ABOUT WINE QUEENS

Here are a couple of other resources if you are interested in the real life of wine queens and their election process (though more focused on the higher tier national level process):

https://en.wikipedia.org/wiki/German_Wine_Queen

First male wine queen portrait: <https://youtu.be/dMLyPAhgSVE>

Election of the wine queen of Palatina: <https://youtu.be/y46-cprE8Ds>

3 SAFETY AND SUBJECT MATTER

We play with the X card or a similar safety technique. Find a description of the X Card online.

In terms of potentially challenging subject matter, the following points should be discussed with the group. As the facilitator, discuss before the session or latest at the beginning of the session how the group wants to handle the following topics. Best would be if feedback is possible anonymously and privately as well as a group discussion. People prefer different ways to communicate issues for various reasons.

Open door: As a facilitator, it's your choice to set your expectations and ask players not into the game in that case to play with you another time.

- This game can be about alcoholism and its dire consequences. It is possible though to avoid the topic.
- The game allows for actual drinking as players as a meta-technique. (see below for details). The game doesn't break when this meta-technique is left out
- The game can contain shouting and (passive-aggressive) player versus player behaviour.
- The game can be about family drama which could include domestic violence, abusive relationships within families and mental illnesses. Nothing of this is necessary to make the game work. X card on your slightest concerns if you have any.

3.1 HOW TO ANONYMOUSLY RAISE YOUR VOICE ONLINE

One way to do this as a facilitator is to create a rollforyour.party virtual gaming table. In this online tool written by Shane Liebling it is possible to create anonymous pop-up windows. That way you can gather subject matter to be excluded before the game or people can raise concerns anonymously. While in the game, the pop-up windows are a perfect way to raise the virtual X card if you don't feel comfortable doing so in person. The window usually appears in front of everything else on every player's screen. Ask your players not to close the rollforyour-party room browser tab in the case you plan to you this feature.

4 RESPONSIBILITY ROLES

For this game, we would like to share certain roles and duties usually associated with the facilitator of the game. By default, all roles in the person's hand who brought the game to the group. Facilitator, it's time now to ask the table if somebody would support you by taking over some of the roles and duties. Keep whatever you prefer staying with you.

Responsibilities (multiple roles possible, but better distributed)	Player Name
Orientation: Welcoming and introduction, character assignment moderator, walk through the game	<i>Facilitator</i>
Time: Setting a timer, reminding in chat when time is getting short	<i>Player name</i>
Tech Help: Help desk for technical difficulties: available in chat, email	<i>Player name</i>
Rules: Help desk for rules clarifications, be available in chat	<i>Player name</i>
Debrief: Moderator for the debrief	<i>Player name</i>
Online docs: Keep online docs & tools up-to-date and clean: write down the planned scenes	<i>Player name</i>

5 META-TECHNIQUES & WORKSHOP

We have a couple of meta-techniques in play. With meta-techniques we mean elements which are not part of in-character play but are introduced and processed on player level.

Some we will practice together before play. Others we need to decide together if and how to use them.

5.1 DRINKING

Part of this game is about wine and drinking wine. Wine is part of the cultural heritage of the region of the fictive town of Himbeldorf. Wine and the consumption of alcohol are also part of the current problems in Himbeldorf. To respect these two important aspects we want to represent wine drinking in this game. We do so by having a bottle of wine and a wine glass next to us. As often as possible we will toast to each other by visibly bringing the glass close to the camera and cheering "Prost" or "Zum Wohl". Re-fill your glass with your microphone on and do so close to the microphone – even when you are not in a scene.

As a group you need to decide to which extent you make this meta-technique "real".

- If somebody is not comfortable with giving drinking alcohol such a space in the game skip this meta-technique.
- If somebody is not comfortable with others drinking alcohol in a game, everybody only uses water.
- If somebody is not comfortable with drinking alcohol, absolutely nobody needs to. Replace your wine with water.

- It's everybody's responsibility to be a good gamer until the end of the game. Don't drink or don't drink so much that you can't guarantee being a good gamer anymore: a gamer who is fully there for everybody else in case of need and brings his or her best play to the game.

If you haven't done so yet (see subject matter) now it's a good time to collect opinions on this topic. Offer tools allowing to anonymously share which level they still feel comfortable enough with. People have reasons why they don't want to discuss their comfort level on alcoholism publicly. See Safety and Subject Matter for a possibility to gather anonymous information.

5.1.1 Practicing Prost

Make it little practice by toasting to each other and how to properly say "Prost" (proost with a Rammstein R) and "Zum Wohl" (tsoom waul).

5.2 EIN PROSIT

Every player can at any time start the Ein Prosit song. The best moment to start the song is when it's emotionally not suitable for the characters and dramatically not suitable for the scene.

To play the song either your video chat needs a possibility to play a Youtube video (from the link above). Meet.jit.si for example has such a feature. In other cases, you can either have the mp3 file on your phone to play it from your phone directly into your microphone or you play it from your computer and plug your headphones off for a moment.

When the song is playing everybody immediately joins in no matter if they were part of the scene or not. Sing along, sing loud and pretend to be as happy and enthusiastic as you can. Cheer at other players, give everybody a big smile or let a kiss fly over. You are still in character but for a moment out of the current situation. It's a magic moment which doesn't need any explanation when it's over. At the end of the song is a perfect moment to toast to each other with your wine glass.

If you can do so at your computer, you can also go into full Schunkel-mode (pronounce "shoonkl"): that is moving your upper body strongly from left to right. In your favourite beer tent you would have your arms linked to your neighbours left and right when doing so.

Often, the scene can be considered being over when the song is over. Everybody then just switches off their camera and microphone directly when the song is over. Sometimes you might consider to continue. It's up to the active players if they want to continue.

5.2.1 Practicing Ein Prosit

This is your chance to sing and waive yourself – not (yet) in character- with your fellow gaming friends. To practice pronunciation for non-German speakers, here is a Youtube version with some help:

<https://youtu.be/dD2-aSbcW0s>

5.3 LARGO AND PLAYER VERSUS PLAYER AGGRESSION

Players are invited in-character to go fully into (passive-) aggressive and verbally abusive stance against other characters. We will not do so if anybody objects this generally. The game will not break without this.

Since the subject matter can be close-to-home for some players, it is important for us to have a safety technique in place to ask somebody that it is becoming too much for us. As with the X card, no explanation is necessary.

If you think or feel that you want another player to reduce their intensity towards you, put the palms of your hands between you and your camera (we call this LARGO). If you for some reason don't have your camera on, you can write the word LARGO into the chat.

LARGO works as a soft and more specific version of the X card. Use the X card if a whole area of content introduced doesn't feel right to you. Use LARGO if you need a little break from emotions hitting you.

When being aggressive, be aware that most swear words have sexist, racist and other group-focused enmity in their origin. Try to avoid them. It might be hard and it's all right to fail. But try to provoke the other players on levels of personal guilt, shame or ambitions instead.

5.3.1 Practicing intensity

We will now practice getting a bit more intense. Each of us should use Largo at least once. So, switch your cameras off except for two players. One is practicing getting aggressive and intense, the other one uses LARGO when appropriate. Then the player playing aggressive takes a break and somebody else joins the LARGO player with the LARGO player now playing the aggressive part.

5.4 VIDEO DIARY

This is our online version of the Inner Monologue technique as practiced in some Black Box Larp. The active player doing a video diary entry has the stage for him or herself.

All other players switch their camera and microphone off leaving the stage for the active player.

The active player then plays that their character records a video diary. Recording a diary can happen for various reasons: here, we want to see an intimate and personal insight to the emotional state of the character. Think about one or two questions you want to explain to yourself. This helps to give some structure to your diary entry. Keep it short. Get emotional. Show us your character's true self we can't see when your character is among others.

There are some more scenes with specific description how to do them. For example, the dance scene has a natural flow of always two players together before one of them is replaced by a new joiner.

6 SET-UP

The facilitator assigns each player a character. You can then switch characters with somebody if they agree.

Take 5 minutes to get to know your character. Make some notes if you want to change something or add something. Feel free to change the relationship to other characters as well but keep everybody updated. The relationship map further below gives you an overview who is related how and has which main characteristics and motivations.

You don't need to introduce your characters now. This will happen in-game as part of the first Act.

7 CHARACTERS

7.1 THE JURY HEAD: ANDREA(S) BICKELBERG

Charming, entrepreneur

I drink too much and too much at a time. That is a concern I have but not right now. I'm on stage again and the whole town is listening to me. I have always been a business person (renting construction and wine production machinery) with good reputation, and I'm still quite a charm.

This year it's important though to get a good and reliable wine queen on board. The winner will accompany me on several business trips to wine conventions and since this year might be my last chance before bankruptcy, a good queen will be able to save my ass.

But there is one thing not getting out of my mind: the child of the Anton(ia) Daubern, the Host, Emil(y) is among the contestants. Emil(y) is just like their parent was back in the days, when Anton(ia) and I were together. There are not many things in the world I would give more for than for one night with Emil(y).

Too bad Anton(ia) hates me so much. Their winery was already going badly before the accident and I had recommended they rent a different model from me anyway, didn't I?

Emil(y) isn't the smartest person out there unfortunately and far too naïve to converse with people outside of Himbeldorf.

Frank(a) seems to take the job seriously but is only slightly better. They can still learn though. But can somebody not from the region be a good queen?

Jona is my brother's child and has travelled quite a bit, studied etc. It would be amazing to have them as a wine queen. But they have a serious drinking problem and it's not clear how serious they take the wine queen tasks. What would it take to motivate them?

7.2 THE INNOCENT CANDIDATE: EMIL(Y) DAUBERN

Not qualified, naive

I could become the wine queen this year. My parent, **Anton(io)** wants me to become it and has promised me to make it as easy as necessary for me to win. I don't want to betray my parent, but actually nothing makes me more nervous than this whole competition. I will give my best to win it. Whatever it takes, I don't want to be an embarrassment for my parent anymore. Nor want I the kind of punishment my parent brings to me every time I fail in their eyes.

I get drunk too easily. Especially in tense situations. Who would blame me?

Fortunately, **Andrea(s)** is the jury head. They are a super charming person and I have been a big fan of them since my childhood. They can always make me laugh and cheer me up. That they will listen to me on the competition is already worth a reason to participate.

I'm also grateful that my best friend **Frank(a)** is with us. We will be a good team and take care for each other. But I can't really imagine Frank(a) as a wine queen. They are not really representing the region and winery as my parent and I do with being generations long in the wine industry.

Then there is **Jona** as the third candidate. Jona is such an interesting person. They have been all around the world. They even lived in America for a year. I really hope we get along well. I would love to hear their stories. Jona is a relative of Andrea(s) and hence also from an important wine industry family. I hope I have a chance against them.

7.3 THE AMBITIOUS CANDIDATE: FRANK(A) VOLLMANN

Barely qualified, realistic

People in Himbeldorf still consider my mother and me as strangers. Though my father comes from here, the heritage of my mother makes me "different" for the Himbeldorfers. But the times are changing. Good candidates are hard to get. I would be a good candidate: I'm ready to learn, I take this seriously. So this is my chance to change Himbeldorf not only for me but also for those in my position to come. Everybody can become wine queen.

I don't usually drink but I'm into hard drugs. I know I shouldn't combine both, but that's a bit hard this week, isn't it?

Emil(y) is not really qualified. It's just something only their parent Anton(io) want from them. Emil(y) is my best friend. I don't want them to get hurt and will take care for them. These events can get nasty.

Jona is fascinating. They hadn't been in town for a while. Now they are back and want to become wine queen. Why? They look good, they have many stories to tell even from different countries. And they look at me with a certain smile sometimes I don't really understand yet.

Anton(io) will act as host and part of the jury. They had always been rather kind to me, and I think even attracted. That gives me a chance to convince them to support me rather than their own child. I would make sense for them.

Andrea(s) is one of those problematic people in town. It's a pity they are the jury head this year and in case of a draw will announce the next queen. So I need to find a way to show them that I'm the only capable and reliable candidate although they treated me like void in the past.

7.4 THE PRIVILEGED CANDIDATE: JONA BICKELBERG

[This role only come into play with five or six players.]

Over-qualified, arrogant

I have seen the world (school exchange to the USA, Oklahoma, studied half a year in Bologna). Excessive drinking has made my world collapse. I was an embarrassment to my peers in Munich studying business. So I returned to my home town to recover somehow and win this stupid wine queen election to boost my self-esteem a bit. After winning, which shouldn't be difficult with my eloquence and CV, I drop the bomb and step down with some heart breaking excuses.

I couldn't have imagined though how much impact the appearance of **Frank(a)** has made on me. Frank(a) is amazing. I want Frank(a). Frank(a) is too good for this place and better not become wine queen. They better come with me.

And I really don't want them to work with my uncle/aunt **Andrea(s)** – they are a dangerous person with their drinking problem. Andrea(s) can be easily convinced that I should win. Their business depends on having a capable wine queen.

I'll beat this bore of **Emil(y)** instead. Emil(y) is totally annoying and doesn't get it. They stand for everything what makes this place so bad.

Even their parent, **Anton(io)**, has at least done something in their life. I'm afraid Anton(io) is after me. What would it take to push them on my side and against their own child? Maybe it helps that Andrea(s) as the jury head isn't the most trustworthy person to accompany their child for the whole next year?

7.5 THE HOST: ANTON(IA) DAUBERN

Traditional, cold-blooded

The wine queen election is something my father used to hold. I once was the wine queen myself. I know how this business work. I sometimes drink a little bit too much and also take anti-depressants. So I would usually prefer avoiding alcohol but around the competition it's hard to avoid, isn't it?

Our winery urgently needs better promotion to survive, so I'm happy I as a jury member and moderator can support my child **Emil(y)** in becoming the next wine queen. As a wine queen, **Emil(y)** can finally make herself useful for the family and bring some business to our winery. **Emil(y)** is dear to my heart and I will protect them no matter what. However, it seems they sometimes need to be pushed a bit – or a bit stronger – to reach any of their goals. Yes, some people call this verbal abuse, but that's just how our family functions.

Unfortunately, **Andrea(s)** is the jury head. Embarrassingly, we once had a love affair. Many years ago, but it ended it on a very bitter note for me. And now, recently, their wine machinery caused a serious accident at my winery and obviously **Andrea(s)** knew about the problems and didn't tell anybody clearly enough. But somehow, I can't really explain why, my heart still secretly loves **Andrea(s)**.

There are two candidates next to my child. **Frank(a)** reminds me so much of myself. They are full of ambition and inspiring. Well, they know nearly nothing about wine making. Their mother is not from here and somehow **Frank(a)** and their mother had never been accepted here. I really would like to help **Frank(a)** and keep their motivation up although I don't think they should win.

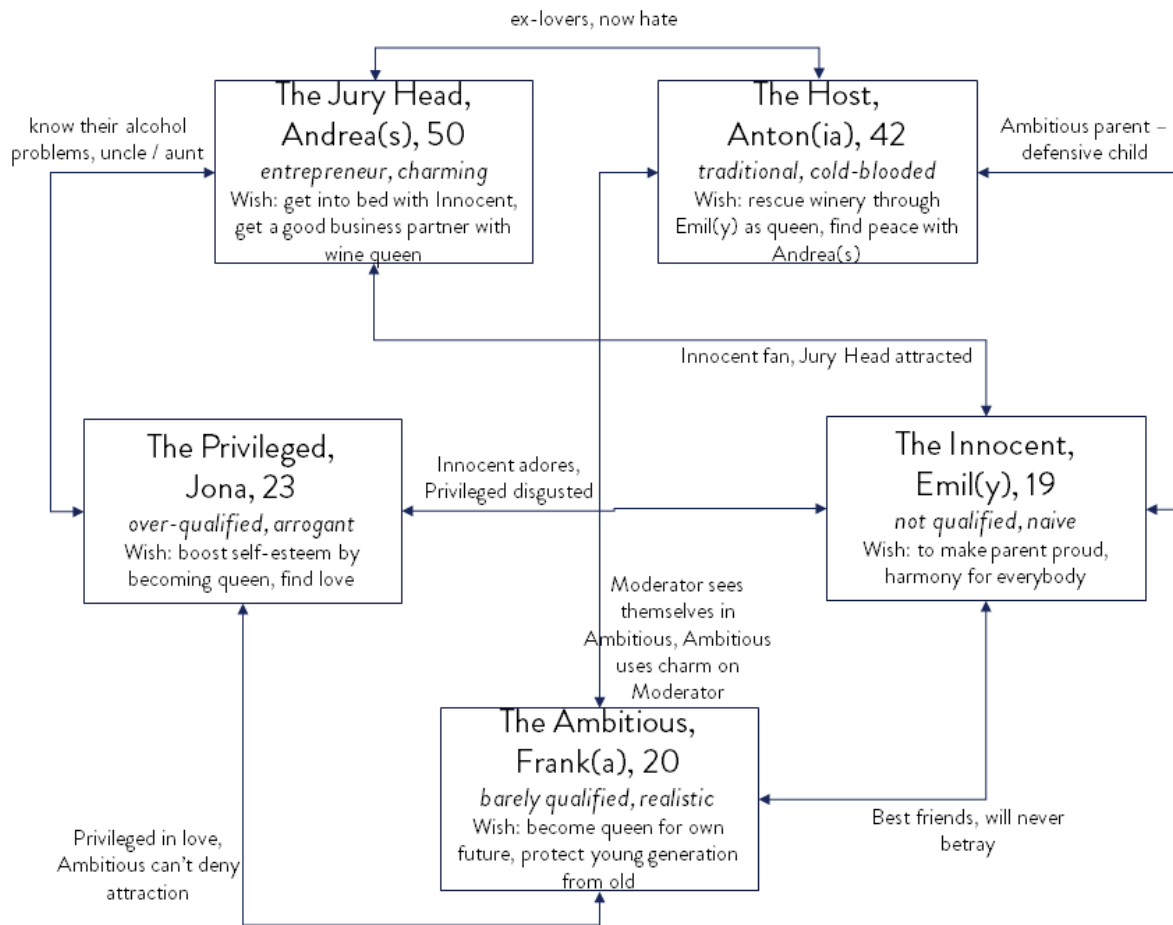
Jona is such a talented person. They would be a really good wine queen. But they will never be. Because they have always been a traitor to the region, to traditions. They look down on us. I don't understand why they returned at all and behave so kind.

7.6 THE FORMER WINE QUEEN, CECIL(IA)

[When playing with six people the Former Wine Queen is a character on his or her own. With five players, this role is merged with the moderator.]

The former wine queen is part of the jury. But also a parent of the Innocent (but totally neutral, sure). The Host is then not parent of the Innocent but more of a supporter of the Ambitious.

8 RELATIONSHIP MAP



9 SCENES

The following scenes are expected to happen. Feel free to deviate for your personal game experience. Skip scenes which don't apply to the course of your game anymore. Add scenes when it feels appropriate.

When you are not in a scene, switch your camera and microphone off. Use the joint chat to communicate with other players if necessary.

Be reminded that this is a digital black box game. We are 100% in-character in scenes and hence **don't describe in third person what our characters are doing**. That means scenes should be set up to be mainly dialogue or monologue. Use your voice, mimic and gestures as much as you can to deliver what you simply would describe in a TTRPG.

Every player can call for an end of a scene by either writing CUT in the joint chat or simply saying CUT.

Between the Acts, players have 10 minutes to discuss which scenes they would like to see.

9.1 ACT I – THE FESTIVITIES BEGIN

SCENE	WHAT	WHO
OUR LOVELY INNOCENT	VIDEO DIARY: MY DREAM, MY GREATEST FEAR	INNOCENT
OUR GREAT AMBITIOUS	VIDEO DIARY: MY GOAL, MY OBSTACLES	AMBITIOUS
OUR DEAR PRIVILEGED	VIDEO DIARY: MY PLAN, MY DESIRE	PRIVILEGED
MARCH OF THE CANDIDATES	ALONE BEHIND THE STAGE: FIRST TIME TOGETHER; ARE WE A TEAM? WHO IS THE BEST? WHY ARE WE HERE? HOW DO I PRESENT MYSELF?	INNOCENT, AMBITIOUS, PRIVILEGED
OUR CHARMING JURY HEAD	VIDEO DIARY: MY LUST, MY NECESSITIES	JURY HEAD
OUR CONFIDENT HOST	VIDEO DIARY: MY FUTURE, MY PAST	HOST
SHOW MASTERS	HOST AND JURY HEAD COME TOGETHER FOR A PRE-SHOW BRIEFING	HOST, JURY HEAD
THE SHOW BEGINS	<p>THE OFFICIAL WELCOME: A BIG HELLO TO EVERYBODY; THE CANDIDATES RUN IN AND PRESENT THEMSELVES TO THE JURY</p> <p>Host, it's your role to structure the run-in (call candidates on the stage etc). Jury Head, you can pose "personal " or "provocative " question to the candidates.</p> <p>How would you describe Himbeldorf and its wine to a total foreigner?</p> <p>What makes a good wine tester?</p> <p>What would you want to achieve as a wine queen?</p> <p>What is your personal biggest challenge in becoming the queen?</p> <p>Blind test some wine for me and describe it</p>	ALL

9.2 BETWEEN ACT I AND ACT II

After the last scene go out of character for maximum 10 minutes to discuss what you would like to see in future scenes, what you are heading to for your characters. Plan scenes accordingly, one per player on average but not too strictly. The course of events might make you change your mind. Then adapt to the new circumstances without interrupting play.

9.3 ACT II – A WINE AND BRETZEL TENT PARTY

Most scenes are supposed happen at the frivolous and drinking heavy party tent where the whole village is coming together to drink and celebrate. There is a band playing cover songs of slightly outdated pop music. The wine queen candidates and the jury have a table up on the stage and are supposed to give a toast (Prosit) or two.

SCENE	WHAT	WHO
LIFE OF OUR DEAR PRIVILEGED	A FREE SCENE, WITH JONA, THE PRIVILEGED IN THE FOCUS	PRIVILEGED +X
LIFE OF OUR LOVELY INNOCENT	A FREE SCENE, WITH EMIL(Y), THE INNOCENT IN THE FOCUS	INNOCENT +X
LIFE OF OUR GREAT AMBITIOUS	A FREE SCENE, WITH FRANK(A), THE AMBITIOUS IN THE FOCUS	AMBITIOUS +X
THE DANCE	A DANCE OF JURY AND CANDIDATES THROUGH THE WHOLE TENT Start with Jury Head and moderator, all others mic off. They have a couple of sentences to exchange while dancing. Then Jury Head picks another character to dance with. Host goes off mic. After new couple danced a bit and exchanged some sentences, new-pick picks new dancing partner and Jury Head goes off mic. Continue like this.	ALL
LIFE OF OUR CHARMING HOST	A FREE SCENE, WITH ANTON(IA), THE HOST, IN THE FOCUS	HOST +X
LIFE OF OUR SMART JURY HEAD	A FREE SCENE, WITH ANDREA(S), THE JURY HEAD, IN THE FOCUS	JURY HEAD +X
THE PARTY IS OVER	SHARING A TAXI RIDE HOME Whoever is still at the party is drunk or very drunk. Accidentally they end up in a taxi (bus) together.	ALL

9.4 BETWEEN ACT II AND ACT III

Take a short break from play.

9.5 ACT III – THE QUEEN IS CROWNED

The official crowning is an act with high representatives of the county around. It's celebrated on the winery of Anton(ia) Daubern, the Host. The moderator is giving a speech about what made this year's election so wonderful and special and impression they had from the candidates. Each potential queen is supposed to give a final speech. It's the last chance to impress the jury with eloquence and knowledge about the region, history and wine making – and to be charming. Finally the jury comes together to discuss who shall be the next queen. The Jury Head then announces the winner and justifies their decision in a final speech.

SCENE	WHAT	WHO
OPENING SPEECH	SUMMARIZING A WONDERFUL TIME The Host summarizes the last days The most surprising moment The loveliest comment The most heart breaking moment	HOST
OUR GREAT AMBITIOUS	FINAL SPEECH The Candidates have one last chance to present themselves. the Jury (Head and Host) can ask questions	AMBITIOUS, JURY HEAD, HOST
OUR DEAR PRIVILEGED	FINAL SPEECH The Candidates have one last chance to present themselves. the Jury (Head and Host) can ask questions	PRIVILEGED, JURY HEAD, HOST
OUR LOVELY INNOCENT	FINAL SPEECH The Candidates have one last chance to present themselves. the Jury (Head and Host) can ask questions	INNOCENT, JURY HEAD, HOST
HOLDING YOUR BREATH	CANDIDATES IN EXCITEMENT All three candidates are on-screen together. Everybody whispers for themselves as in Video Diary format what goes on in their mind.	AMBITIOUS, INNOCENT, PRIVILGED
THE JURY DISCUSSES	THE JURY DISCUSSES WHO WILL BE THE QUEEN The jury is supposed to find an agreement. Without agreement the jury head makes the decision, but the next year will be very difficult.	HOST, JURY HEAD
THE NEW QUEEN	WINNER ANNOUNCEMENT AND LAUDATIO When in agreement, the Host announces the winner and holds the laudation. Otherwise, the Jury Head speaks. Final words or disagreement by other participants are possible	ALL

9.6 THE GAME IS OVER

The game is over after one last Ein Prosit.

Everybody switches their cameras and mics off now. Take a deep breath. Get out of your chair and stretch your muscles. Leave the room you played in at least for a short moment. Tell yourself that you are not your character anymore. When you feel ready switch your camera on again but stay muted until everybody is back.

When everybody is back unmute yourself and let it all out at once. Say what you have to say, no matter if somebody else is talking or listening, cheer or breath out loudly, whatever it needs to get in touch with the other players.

Next step is a debrief run by the debrief moderator. Everybody is invited to join but who prefers leaving the game now can say thank you and goodbye before the debrief starts.

10 DEBRIEF

For the debrief moderator here are a couple of paragraphs you can read to the group or find your own words along the lines:

Thank you everybody for playing The Election of the Wine Queen and thanks for staying for a little debrief. The debrief will not last longer than 15 minutes. Everybody will have a chance to say something but don't comment directly on what somebody else has said. Every experience stands for itself. Don't feel pressure to explain how over-excited you are. If you were, cool, if not – if the game left you cold for example, that is totally alright as an experience as well.

We will not push direct criticism of other participants though. If there was something which bugged you let it sink for a couple of hours. If you still consider it to be relevant to be shared, do so. Get in touch with either me, the debrief moderator, the player themselves or the facilitator, whoever feels most adequate to you.

Now it's your time to share your experience with the game with us.

We will start with a round (1) in which everybody shares a moment in the game they found fascinating or worth mentioning. I will pick one after another and ask you to contribute and not comment on what you said. In a second round each of us (2) shares a personal thought they have now that the game is over. It can be something reflected in your life, something about the game design, or anything else you consider worth a thought and connected to your personal experience.