

**a remake of the Fastaval 2013 game
"Naboerne" by Johannes Daa**

Crossing Borders

The opening game for KP2013



by Claus Raasted

INTRODUCTION

Hello, wonderful Game Master.

Now, about the short game you're going to run. It's called 'Crossing Borders'. and is a remake of the Fastaval scenario 'Naboerne' by Johannes Daa. The setup is simple. Eight players play the roles of four couples who are neighbours in a small community, and who - during the course of the game - will go from despising their neighbours to murdering them in the best of splatter tradition.

It's a comedy, and is meant to be fast and light-hearted, so don't worry about stuff like deep immersion, bleed and 360 illusion. This is supposed to be fun and give your players a shared (and hopefully entertaining) experience.

HOW TO RUN THE GAME

'Crossing Borders' is very easy to run. It consists of 15-20 scenes, and the scenes are all played out freeform style (using whatever's available as simple scenography). Your job is to set the scenes and to cut them (like a movie director) when you feel they've reached their dramatic/humorous potential. Make it short and funnu.

Most of the scenes are just ideas, and you csn change them if you feel it fits your game better to do it differently. The important thing is that the game has to end within onr hout, and somebody has to get killed at the end! And listen to your players. Your job is to guide them if they get stuck - if they can manage without you, no problem.

"In our game, there was a lot of setting each others' garages on fire - with people inside them."

- Norwegian Player

"This was the best opening game ever at Knutepunkt!"

- German Player

"I've played with both four and eight players, and I liked the eight-player version more. It made it easier to play because you were part of a team."

- Danish Player

"My biggest problem was getting them to actually kill each other. In the end I just said "Guys... you need to lose like 10 Intelligence points each and start killing each other!". It worked admirably well."

- Israeli Game Master



BEFORE THE GAME

The first thing to do is to tell the players what's going to happen. Tell them about the game, the mood and the five phases. Also explain how it's played. After that, hand out characters. The characters come in pairs, since the players play couples. Couples can be actual couples, friends, family, or whatever. The important thing is that the players are paired up in four groups and given their archetypes.

The four character pairs are:

The Rules Nazis

The Weird Sickos

The Obnoxious Rulebreakers

The Paranoid Passive-Aggressives

How you pair up everyone and deal out characters is up to you. If you have no ideas on how to do it, just do it randomly. After everyone has gotten their archetypes, let the couples have two minutes to figure out some details (like who they are, what their dark sides are and so on). When you've done that, let each pair present their characters, and use a few minutes talking about why they despise their neighbours so much. Once that's done, you're ready to start the first scene. Remember - fast, to the point and over the top.

RULES

'Crossing Borders' has three rules.

1) 'You always do that!' - when somebody does something or complains about something in the first two phases, it's not the first time that's happened, it's always ok to refer to it as something that happens often. 'You always leave your car in my spot!'

2) 'Over the top!' - This is a lightning comedy. Overreact. Overplay. Overdo. More is more!

3) 'Fear' - the third rule is always fear. Don't be afraid of doing something stupid. Don't be afraid of the other players. You're here to have fun together, not judge each other.



SCENES

The game has five phases. Let the players know this beforehand. The more they know, the better. The phases are:

Beginning
Setting the stage
Escalation
Involvement
Explosion

#1 Beginning: The game starts with the characters attending a meeting of homeowners. It's one of these things where very few people are actually interested, and the arguments have been the same for years...

The scene starts with the Rules Nazis opening the meeting, and ends when somebody leaves in rage. Who leaves, and why, is entirely up to the players.

#2 Setting the stage: After that, play a series of short (1-2 min) scenes to set the mood and find out what conflicts will arise. Neighbours talking over a hedge/fence, meeting outside while getting the mail, or running into each other at the supermarket are great. The idea is to give the characters a chance to get on each others' nerves in a small, day-to-day way.

#3 Escalation: After some short scenes (you decide when you feel it's enough), play a scene where somebody has crossed the line in a big way. Maybe someone drunkenly pisses in a mailbox. Maybe their dog shits on the prize-winning roses in the neighbours' yard. Or something else that provokes a major argument.



After the argument (which should be heated, and just makes things worse) things take off. The 'victims' from the last scene now take revenge, and do something really horrible. Graffiti. Brick through a window. Killing the cat. Something major.

#4 Involvement: If the other neighbours aren't already involved in the conflict, they become so now. A second homeowners' meeting is called, and things explode. Accusations and threats fly across the room and everybody feels that the others are bleeding idiots. The scene ends when everyone has left the meeting.

After this, play a few scenes where things get even more out of hand. Maybe someone paints a neighbour's car pink during the night. Maybe someone orders ten tons of manure dumped on a front lawn. Big, crazy, over-the-top stuff.

#5 Explosion: Now for the violence! Things are now so fucked up, that murder seems to be the only option. Let the players decide who is in the first scene, and who dies first. Then play it out. Do more murder scenes until there is no conflict left - and remember, the more grotesque the better!

After enough people are dead, end the game and thank your players. Sit around for a little swapping war stories, and when you feel like it, call it a night.

Thank you for Crossing Borders.

- Claus Raasted, Oslo, April 17th, 2013
claus.raasted@gmail.com

