

THE GRATEFULNESS-VAMPIRE SOCIAL CLUB

- a single player pervasive LARP by *hildegard jonathan*
PROTOTYPE NR. 1

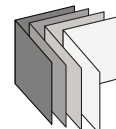
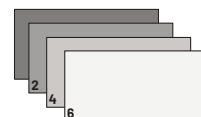
In this game you'll play a vampire feasting not on blood but on other people's gratefulness. The aim of the game is to be in situations in which other people are grateful to you. You'll find the general game rules in this booklet.

Please keep in mind that this is a game. This is your game. Do whatever feels comfortable. When you play, you're in your own world, but you don't fully leave this world behind.

Take care of yourself and others. You are more important than the game. People are more important than the game. Keep in mind the principles of kindness!

Print this guide double sided
cut all the dotted lines
and fold into a booklet:

Simply put the Cover and Page 1-4
in order and fold in the middle.



Credits

Game by Hildegard Jonathan from play:vienna
Thanks M for the talk that sparked the idea <3
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THE GRATEFULNESS VAMPIRE SOCIAL CLUB



F.A.Q.

How much gratefulness is enough?

Up to you, you can feast on a snack or a four-course menu. Are you feeling full? Then it's enough.

Turn everybody into a vampire?

No. Just the people you think would be suited for vampire-life. Not everybody can take all this gratitude. And remember: The more vampires there are, the less prey we have.

Do I have to hunt at night?

Unlike other vampires we can be active any time of day. We also recommend that you pick specific days when you want to be out for a hunt. Get out your favourite garment, do your hair and make-up, accessorize. And then get out in the world and find your prey. Use your meal-plan, to organise your ideas. And: Remember to wear sunscreen!

Welcome to the Social Club!

Congratulations you've become a vampire and have joined the Gratefulness-Vampire Social Club!

We, the official Vampire Club Committee, decided a long time ago that we'll provide newcomers with this handy little guide. To help with the transition. We know that this new life can be rather unusual for some in the beginning.

ABOUT THE GAME

With the help of this booklet, you'll be able create your gratefulness-vampire self and will play in your everyday life, although you can choose to select special days for playing and e.g. dressing for the occasion.

The aim is to be on the hunt for other people's gratitude. Either keep your eyes open for possible prey - like helping somebody carry something down the stairs. Or you also trigger those situations artificially - like standing in line and letting someone skip to the front of you.

Once successful you can decide to turn the other person into a gratefulness-vampire themselves - by handing out a „You've been bit!“-sticker. (They are then guided to a print-at-home version of this booklet)

This game is still a prototype. We'd love to hear about your experiences and feedback you have:

vampires@playvienna.com

Thanks!

***You are now ready for your new adventure.
Your new life begins now!***

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About Gratefulness-Vampires

Gratefulness-vampires are vampires that don't suck blood, they suck gratefulness.

In order to survive, you must create situations in which someone is grateful to you. You may also create these situations artificially. It is up to you how.

Once you have received enough gratefulness from someone, you can choose to turn them into a gratefulness-vampire themselves. Not everybody is suited for this kind of lifestyle mind you, so only turn someone if you think they can bear the impending changes. Give them a sticker, so they can find this guide, and start their new life!

Your Meal-Plan

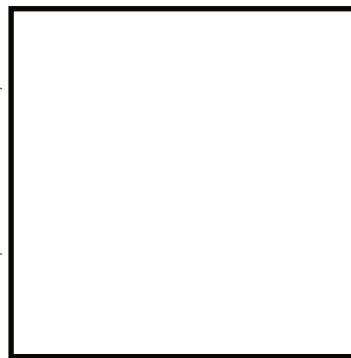
(Here you can write down the next plans for your gratefulness sucking needs. Like a list of ideas and/or targets)

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Your new self

Now for the fun part! The new you!

A place to draw yourself



A portrait of you as a vampire

Name:

Age:

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Receiving Gratefulness

From our reports we know, that humans usually don't learn how to deal with the gratefulness they receive from others, so here is a handy guide, so you learn how to judge whether someone is indeed grateful to you, or just smiling.

Characteristics of gratefulness

Any suggestions for signs of gratitude?

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Be careful

Receiving the gratitude of other *vampires* often ends in indigestion. So don't prey on your fellow vampires. Helping each other is still allowed, but remember, don't use them to quench your thirst.

Not everybody might understand your circumstances. Be careful who you trust with the information about this club and its members. Being a vampire might mean that you encounter prejudices, especially from humans. So remember to be kind and follow our club rules.

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You can separate this page from the book

YOU HAVE BEEN BIT!



visit vampireclub.org

YOU HAVE BEEN BIT!



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Club Rules

In the last years we made an effort to abandon old practices, as they sometimes created situations in which the ones we wanted to feast on, felt uncomfortable. So there are a few rules, that we must insist you don't break!

1. Be kind. Humans are not our enemies. If they don't exist anymore we have nothing to feed on.
2. You have to be invited in.
3. Don't force gratefulness.
4. Suggest a rule: _____

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A note on how to best receive gratefulness

Whenever you feast on humans, you may show signs of it.

Slurping, licking your lips, etc. are all well-known humble ways to show you have quenched your thirst.

In case you have suggestions for more game play here:

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Difference is our Strength

Just as humans are different and wander different paths in life, there are also different vampires.

Everyone has their own style. This is the chance for you to be who you want to be, who you couldn't be as a human. Don't want to dress in all black? - You can be a rainbow vampire! Interested to explore your dark side but your head is all over the place? - Try a chaotic-evil alignment!

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Getting Thirsty!

With this comes also the time to talk about thirst and how to satisfy it.

We recommend to feast at least once a week. But don't worry if you don't, you're already dead after all...but you will remain just a shadow of yourself, forever hungry and irritable until you manage to feast again.

○ — ○ — ○ — ○ — ○ — ○ — ○ — ○ week 1
 ○ — ○ — ○ — ○ — ○ — ○ — ○ — ○ week 2
 ○ — ○ — ○ — ○ — ○ — ○ — ○ — ○ week 3

(Mark with a pencil each day, when you didn't manage to drink / didn't receive gratefulness)

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