

# Mask Dance

A House Party LARP by Jay Dragon

## What You Need

- *At Least* 15 people! But let's be honest, the more the merrier!
- A large space (indoors or outdoors) with multiple discrete locations - perhaps one is for dancing, while another is for smoke breaks, while another is for socializing.
- Each player must bring with them a mask, or have one provided to them. Mask can be a very loose word - particular hats can count as masks, or glasses even. This should not be an object they're attached to deeply.
- A roll of duct tape.
- An index card for every player.
- A pen or pencil for every player.

## Walkers and Dancers

Let's cut to the chase - Mask Dance is a game meant to be played at a party. There are two roles in the game of Mask Dance - the Walker and the Dancer. Walkers are people who aren't wearing masks, and aren't playing. Walkers are strange, mutable creatures, who move around however they wish. There might be a hundred Walkers at the party, or there might be none. They are irrelevant to the fun of the game, the fun of the Dancers. Dancers are creatures of the party, beings who celebrate what it means to be alive, to be something new. Dancers are not bound to a single body. Instead, they're bound to masks, which determine their personality.

## The Pre-Game

The players who will be Dancers all gather together outside of the party. Set a time to end the game - generally around 2 hours from the start of it, but you could make it last longer or in less time. They each take their mask, and attach a piece of duct tape to the mask, and write their own name on it, along with their phone number or email. I also encourage them to take a photo of the mask, just to be safe (there's a lot of people, after all!) Then, each player hands that mask to another player. That player takes their index card, and gives the mask a name (something strange and mysterious, and definitely not silly) and one personality trait. Then, all the players put their masks on, become Dancers, and enter the party. Other groups of Dancers may filter into the party later, if they're all playing this game, with the understanding that they performed this process in the same way. Don't be concerned if you see people in game as Dancers who you didn't know were playing!

## The Party

While wearing a mask, you are that Dancer. You have the name and the single personality trait as written on your index card. You engage with the party as usual, socializing as your new character. At any point, you might be socializing with another Dancer when you realize you want to be more like them. You will ask this person, "Would you like our masks to dance?" and if the other person replies "yes", then you swap masks and index cards. Before you put the mask on, look at it closely, and once you have it on, write another personality trait onto the new index card you've just received. Then continue on with your party. You cannot say no to someone asking you that question three times in a row.

You may leave the game and become a Walker whenever you wish, although I encourage you to make sure the mask you currently possess is returned to its rightful owner.

## Ending the Party

Once the time you all agreed upon has arrived, you all regroup outside of the party, and join hands together. You all rush into the middle of the circle you've created, embrace each other, and end the game. You then return masks to their rightful owners. If you cannot find the rightful owner, return it to the organizer and hope things work out. Whoever wore the most different masks won the game, and gets to declare themselves "Monarch of the Mask Dance" forever - or until they play Mask Dance again.