OokiiSoraCon Rules and Policies: The Game

Bryan: Hello, there! Welcome to OokiiSoraCon!
Bryan: I'm Bryan Bolstad, the OokiiSoraCon Chair. My staff and I are glad you could join us!
Bryan: We've got a weekend jam-packed with events for your entertainment.
Bryan: Before you run off though, allow me to give you a personal tour of the convention…
Bryan: …rules and policies.
Bryan: Let's get started!

Bryan leads the player further into the convention-inspired space. CLASSIST ATTENDEE lurks somewhere on the edge of the screen, watching the player.

Bryan: We of OSC strive to create a positive and encouraging environment where all attendees can enjoy a safe, fun, and exciting event.
Bryan: We welcome everyone regardless of race, gender, age, sexual preference, or personal beliefs. In pursuit of this—

Classist Attendee: HEY!

The attendee steps in front of the player and Bryan, preventing them from moving forward. Bryan and another character BYSTANDER should be positioned next to the player when the player stops.

Classist Attendee: What's your class?

(Choice 1: The player is given six options.)
Player:
- I'm a mage.
- I'm a fighter.
- I'm a thief.
- I'm a ranger.
- I'm a magical school girl.
- I'm your worst nightmare.

(The attendee's response is spread over three dialog panels. Each response depends on the player's selected choice. I will use the variables "$PlayerClassSingular" and "$PlayerClassPlural" in the rest of this script to designate where singular and plural versions of the player class should be placed.)

Classist Attendee:
- Mages?
- Fighters?
- Thieves?
- Rangers?
- School girls?
- Nightmares?

Classist Attendee:

- Mages!?
- Fighters!?
- Thieves!?
- Rangers!?
- School girls!?
- Nightmares!?

Classist Attendee:
- WE DON'T NEED NO STINKING MAGES!
- WE DON'T NEED NO STINKING FIGHTERS!
- WE DON'T NEED NO STINKING THIEVES!
- WE DON'T NEED NO STINKING RANGERS!
- WE DON'T NEED NO STINKING SCHOOL GIRLS!
- WE DON'T NEED NO STINKING NIGHTMARES!

Bryan: No. Actually, we do. It's barges that we don't need.
Bryan: (whispers) That was an obscure reference to Christopher Paolini's *Eldest*.

Bystander: Oh. I thought it was *badgers* that we don't need.
Bystander: (whispers) That was a reference to Weird Al Yankovic's *UHF*.

Classist Attendee: Whatever. Freak.

The classist attendee walks away.

Bryan: Anyway, individuals who violate OSC's policies will be smited.

The classist attendee is smited in some way (e.g. a bolt of lighting strikes him, a monster attacks him, Bryan nonchalantly throws a fireball at him, etc.). He/she is left lying unconscious.

Bryan: I mean… They will face disciplinary strikes against their attendance or, if the infraction is severe enough, expelled from the event.

Bryan pretends to notice the classist attendee's punishment for the first time.

Bryan: Ah! I think someone has just received a strike! Let's take a closer look.

Bryan and the player approach the fallen attendee.

Bryan: This attendee has received a strike against his/her badge.
Bryan: Receiving three strikes will result in immediate revocation of your badge, removal from the Facility, and a ban from all future OSC events.
Bryan: The following are some examples of activities that could earn a strike:
Bryan: Loitering
Bryan: Excessive swearing or inappropriate language
Bryan: Disruptive or unsafe behavior
Bryan: Physical or verbal harassment

Bryan: Acts that may result in substantial risk or harm to people or prop…

Glomper Thief *(from offscreen)*: GLOOOOOOOOOOOOOOOOOOOOOOOOOOOO…

Bryan and the player turn around, hearing the yell offscreen behind them.

Glomper Thief: …OOOOOOOOOOOOOOOOOOOOOOOOOOOOMP!

GLOMPER THIEF enters the frame, running straight at the player. The player jumps in surprise moments before the attendee plows into him/her, knocking him/her to the ground.

Glomper Thief: GLOMP!

Bryan: That is a perfect example of rude and dangerous behavior that will earn you a strike.

Glomper Thief: Aww… I'm sorry.

The attendee helps the player back to his/her feet.

Glomper Thief: I'm just so excited to see a $PlayerClassSingular!

Bryan: Make sure to ask permission before hugging, glomping, or otherwise entering a person's space.
Bryan: …and don't be that… excessive.

Glomper Thief: Thanks! I'll be more careful next time!
Glomper Thief: Hey, are you going to Cosplay Chess later?

(Choice 2: The player is given three options.)
Player:
- Yes
- No
- What's that?

Glomper Thief:
- Great! I'll see you then, $PlayerClassSingular!
- Well, I'm sure I'll run into you at another event this weekend!
  Erm… figuratively, not literally… run into you.
- It's like Wizard's Chess in Harry Potter except the pieces are people cosplaying as their favorite characters.
  You should come! You just might see Darth Vader battle a Crystal Gem!

Glomper Thief: Sorry for the trouble. Bye for now!

The attendee runs away. Bryan and the player continue walking. As they proceed, we see demonstrations of what Bryan's talking about in the background.

Bryan: OokiiSoraCon has all sorts of fun events where you can make new friends, learn new things, and test your skills.
Bryan: We have discussions, contests, games, anime screening rooms, and other entertainment.
Bryan: Personally, I recommend *(Insert plugged events here.)*.
Bryan: But before you go, we should finish reviewing the rules.

The player suddenly stops and spins around, confused.

Bryan: What's wrong?
Bryan: Did that guy/girl rob you!?
Bryan: What did he/she take!?

(Choice 3: The player is given six to eight options.)
Player:
1. The Ring of the Lucii *(If the player is a mage)*
2. My father's sword *(If the player is a fighter)*
3. My lockpick *(If the player is a thief)*
4. My crossbow *(If the player is a ranger)*
5. Tuxedo Mask's Rose *(If the player is a magical school girl)*
6. My ID
7. My badge
8. My gun
9. My hard liquor
10. My drugs
11. My dog
12. Nothing *(This option appears only after the player has selected a choice at least once)*

Bryan:
- That's terrible! *(If the player selected option 1 or 5)*
- *(Go to page 5 if the player selected option 2, 4, or 8.)*
- *(Go to page 5 if the player selected option 3.)*
- *(Go to page 6 if the player selected option 6.)*
- That's terrible!
  Your badge must be worn above the waist and remain visible at all times during OSC!
  Attendees not showing a badge will be asked to remove themselves from the Facility!
  You'll be charged a fee for a replacement!
  Don't worry. We'll find the thief and get your badge back. *(If the player selected option 7)*
- Attendees found to possess, consume, or be under the influence of alcohol, drugs, or controlled substances will be asked to remove themselves from the Facility and be reported to law enforcement. *(If the player selected option 9 or 10)*
- I'll help you get your hard liquor back, but please promptly remove it from the facility. *(If the player selected option 9)*
- I'll help you get your drugs back, but please promptly remove them from the facility. *(If the player selected option 10)*
- *(Go to page 6 if the player selected option 11.)*
- *(Go to page 7 if the player selected option 12.)*

Bryan: Did the thief take anything else?

(Return to Choice 3.)

(The following occurs if the player selected option 2, 4, or 8 on Choice 3.)

Bryan: That's terrible! Was it a real, functional weapon?

(Choice 4: The player is given two options.)
Player:
- Yes
- No

Bryan:
- Functional weapons and projectiles aren't allowed at OokiiSoraCon.
  I'll help you get your weapon back, but please promptly remove it from the Facility.
- Did you have it peace bound?

(Choice 5: The player is given three options if he/she selected No on Choice 4.)
Player:
- Yes
- No
- What's that?

Bryan:
- Oh, good. *(If the player selected Yes on Choice 5)*
- Oh, no! *(If the player selected No or What's that? on Choice 5)*

Bryan: All props and prop weapons must be approved and marked by OSC staff to ensure our attendees' safety!

Bryan: As soon as we get your weapon back, be sure to bring it to the Peace Bonding booth. *(If the player selected No or What's that? on Choice 5)*

(RETURN)

(The following occurs if the player selected option 3 on Choice 3.)

Bryan: A lockpick? Why did you have a lockpick? It's almost as if you're a thief yourself…

The player looks back and forth innocently.

Bryan: No matter! I'll help you get it back!

(RETURN)

Bryan: That's terrible! Are you 18 or older?

(Choice 6: The player is given two options.)
Player:
- Yes
- No

Bryan:
- That's even worse! Your ID is required for admittance into 18+ events!
  Let's hunt down this thief before it's too late!
- Oh, that's not so bad then.
  Your ID is required for admittance into 18+ events, but you won't get into one of those, even if you had your ID.
  Still, I'll help you get it back.

(RETURN)

Bryan: That's terrible! Is it a registered service animal?

(Choice 7: The player is given two options.)
Player:
- Yes
- No

Bryan:
- Don't worry! I'll help you find it!
- Animals are not permitted within the Facility unless they are registered service animals.
  I'll help you get your dog back, but please promptly remove it from the Facility.

(RETURN)

Bryan: Rest assured the thief will be punished severely for this.

Thief Herder *(from offscreen)*: THIEF!

Bryan and the player look in the direction of the scream. It's also the direction the supposed thief ran.

Bryan: That must be him/her! He's/She's at it again!

Bryan and the player run toward the scream only to run into a narrow passage completely blocked with attendees. A small group poses against a wall and a semi-circle of other attendees surround them. The screen occasionally flashes white to mimic camera flashes.

Bryan: Curses! It's an impromptu Marvel Universe photo shoot! We'll never get past!

Bryan turns to the player.

Bryan: Photography and video recording is allowed in most public areas of the Facility.
Bryan: But, unlike *these people,* please be courteous and make sure you aren't disrupting events or impeding pedestrian traffic.

PHOTO COLLECTOR appears from the mob and stops short in front of the player.

Photo Collector: A wild $PlayerClassSinglar appears!

The screen flashes white as the attendee takes a photo of the player.

Photo Collector: Camera uses flash! It's super effective!

Photo Collector runs away.

Photo Collector: Gotta catch 'em all!

Bryan: (sighs) Also, please ask before taking pictures of guests, Attendees, staff, or the general public.

Thief Herder (from offscreen): THIEF!

This time the scream originates from a doorway before the mob.

Bryan: Let's investigate!

Bryan and the player enter a large room where they find another, smaller impromptu photoshoot as well as other attendees milling around. THIEF HERDER dashes around the room. He/she stops short, seeing someone in the crowd of attendees.

Thief Herder: THIEF!

Another attendee jumps and emerges from the crowd to join the photoshoot. Thief Herder continues running randomly around the room and occasionally shouting "THIEF!"

Bryan: I should have known. It's a thief photoshoot!

Bryan: We might still be in luck. One of those thieves looks familiar… *(If the player isn't a thief or selected No on Choice 8)*

Bryan (and the player) approach the photoshoot. Sure enough, they see Glomper Thief among the thieves.

Bryan: Hey, you!

Glomper Thief jumps excitedly and approaches Bryan. The player also exits the photoshoot if he/she participated.

Glomper Thief: Hi!
Glomper Thief: Oh hey, $PlayerClassSingular!

Bryan:
- I believe you've stolen something. *(If the player selected only one option from Choice 3)*
- I believe you've stolen somethings. *(If the player selected multiple options from Choice 3)*

Bryan: Without exception, individuals found to have committed a criminal act such as theft will be reported to law enforcement, have their Attendee badge revoked, and be refused access to all future OSC events.

Glomper Thief: What? I'm not a thief!
Glomper Thief: …I mean I'm a thief, but I'm not a thief thief.

Bryan: When you glomped this defenseless $PlayerClassSingular, you stole
Bryan: The Ring of the Lucii *(If selected)*
Bryan: *(and)* a sword *(If selected)*
Bryan: *(and)* a lockpick *(If selected)*
Bryan: *(and)* a crossbow *(If selected)*
Bryan: *(and)* Tuxedo Mask's Rose *(If selected)*
Bryan: *(and)* an ID *(If selected)*
Bryan: *(and)* an OokiiSoraCon-issued badge *(If selected)*
Bryan: *(and)* a gun *(If selected)*
Bryan: *(and)* hard liquor *(If selected)*
Bryan: *(and)* drugs *(If selected)*
Bryan: *(and)* a dog *(If selected)*

Glomper Thief: I think I'd remember if I stole *that*…

The player jumps, realizing something. Bryan and Glomper Thief look at him/her.

Bryan: What? You weren't robbed?
Bryan: You just realized that you forgot your stuff somewhere?
Bryan: Where did you forget it?

(Choice 9: The player is given four options.)
Player:
- In my hotel room
- In my car
- In my home, 200 miles from here
- In the 1980s

Bryan: Good thing OokiiSoraCon takes place right in the Radisson Hotel then! *(If the player selected "In my hotel room")*

Glomper Thief: You left your dog in your car!? *(If the player selected option 11 on Choice 3 and "In my car" on Choice 9)*

Bryan: Well, it sounds like you've learned some valuable rules and policies today.
Bryan: Remember to bring your props and get your prop weapons peace bound when you arrive at the convention. *(If the player selected option 1, 2, 3, 4, 5, or 8 on Choice 3)*
Bryan: Leave your weapons, alcohol, and drugs at home. *(If the player selected option 2, 4, 8, 9, or 10 on Choice 3)*
Bryan: Don't forget to bring your ID and your OokiiSoraCon badge to the convention. *(If the player selected option 6 or 7 on Choice 3)*
Bryan: Don't assault people or steal their things.
Bryan: Be courteous and respectful.
Bryan: Don't leave your dog in your car. *(If the player selected option 11 on Choice 3 and "In my car" on Choice 9)*
Bryan: But most importantly, have fun this weekend and enjoy your time at OokiiSoraCon!
Bryan: …But sort yourself out first.

(THE END)

Thief Herder approaches the player.

Thief Herder: Thief!?

Bryan: Would you like to join the photoshoot?

(Choice 8: The player is given three options.)
Player:
- Yes
- No
- THIEF!

If the player answers Yes or THIEF!, the player walks to the group of thieves and poses with them. The screen flashes white to indicate that a photograph has been taken. If the player answers No, the Thief Herder resumes running randomly around the room and occasionally shouting "THIEF!"

(RETURN)