

# By the Author of Lady Windermere's Fan

## Quick-Start Rule Summary

You will need:

- 3-5 players
- Index cards (8+ per player)
- Character sheets (1 per player)
- Writing implements
- Audience Favour tokens (pennies, glass beads, or similar, about 10 per player)
- A Spotlight token (a paper fan, or anything similarly easy to see and hand off from one player to another)

### Character and Play Creation

1. Each player, without consulting one another, takes one or two index cards and writes a possible set on each.
2. As a group, select three or more sets that seem to work well together, and use them to determine the broad setting of the play.
3. Every player creates one main character.
  - a. Start with a concept appropriate to the setting.
  - b. Give them a vice (or virtue). Something to motivate them.
  - c. Give them a tragic history that details their private pain.
  - d. Establish a relationship with the player to your left.
  - e. Give your character a name and detail their costume.
4. Establish the character arc for your main character.
  - a. Determine the Lie that they are actively covering up, and which will lead to their embarrassment and downfall.
  - b. Determine a happy ending they might strive towards (or get thrust upon them, undeserving).
5. Each player writes one useful prop on an index card.
6. Each player writes a minor character—with a name and costume—on an index card and makes a little standee.
7. Every player creates an “OFFSTAGE” standee, takes three Audience Favour tokens, and the player whose character is of the highest social standing takes the Spotlight token.

### Gameplay

1. Decide which set the act will take place on. The player with the Spotlight token is the focus of the first Spotlight Scene. Someone offstage shouts “Curtain!” to start the act.
2. During a Spotlight Scene, the action focuses on the Spotlight Character. Their Lie will be confronted, and they must respond by making the Lie bigger. During Act III, the Lie will be revealed.
  - a. Other players may come on and offstage, playing their main character or minor characters. Display the appropriate standee so everyone knows who and where you are.
  - b. Players whose characters are onstage must maintain character at all times. If you fail, spend an Audience Favour token.
  - c. The only objects you can interact with are props, and only those which are in your possession. Use the index cards to track who has what props.
  - d. Players who are offstage may create sound and lighting effects, pick up props, or change costumes.
  - e. If another player particularly amuses you, reward them with an Audience Favour token from the central supply.
3. Once a Lie has been confronted, the Spotlight Character checks the act’s box on their standee, passes the Spotlight token to anyone who hasn’t had it this act, and goes offstage. The focus shifts to the new Spotlight Character with no break in the action.
4. If every character has taken their turn in the spotlight, wrap up the act. A character must drop a *bon mot*, after which someone offstage shouts “Curtain!” to end the act.
5. During Act III, in addition to having their Lie confronted, each player must achieve their happy ending, and check off the appropriate box, before the act can end.
6. During the intermissions after Acts I and II, players may change their character’s happy ending and create one new prop, minor character, or costume for their main character.
7. After Act III, take a curtain call. Whomever has the most Audience Favour gets to bow last, and decides the title of the play.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
End	Act III	Act II	Act I	Lie:

## CHARACTER SHEETS

In the opposite page, you will find a character sheet for *By the Author of Lady Windermere's Fan*. Isn't it lovely?

You are free to make a copy of it on whatever photocopying device you have access to. If the kind scrivener at the copy shop gives you trouble, have them read this page, in which I say "Hey, copy shop employee! I respect your dedication to copyright protection, but I, the author of this book, am explicitly giving permission to the possessor of this book to make copies of this page for their own personal use! Thank you!"

To get your character sheets operational, fold them down at the upper line (just above the "Concept and Name" section) and up at the lower one (just below the "Costume section). The bottom section of the sheet will sit flat on the table, and the top bits will form a little tent.

Or you can eschew character sheets entirely and keep all this information one random piece of paper or contained entirely in your heads. Do whatever brings you joy.



*By the Author of Lady Windermere's Fan* is by Lara Turner, also known as Glaiive Guisarme Games. The full version of the game includes: way more details and examples, rules for portraying **actors** who are playing characters in the play, five Playbills if you want to skip setup and jump straight into a pre-almost-made play, genuine public-domain Victorian-era illustrations, and way more jokes.

Learn more or get the full game by visiting <http://www.GlaiiveGuisarme.com/Windermere>

<p>Concept and Name:</p>		<p>Tragic History:</p>	
<p>Costume:</p>		<p>Relationship (to the left):</p>	
<p>Vice (or Virtue):</p>		<p>Relationship (to the right):</p>	
<p>Lie:</p>		<p>Happy Ending:</p>	
<p>Act I <input type="checkbox"/></p> <p>Act II <input type="checkbox"/></p> <p>Act III <input type="checkbox"/></p> <p>End <input type="checkbox"/></p>		<p>Act I <input type="checkbox"/></p> <p>Act II <input type="checkbox"/></p> <p>Act III <input type="checkbox"/></p> <p>End <input type="checkbox"/></p>	

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