

all

rats

act

the

same

by ali, mut, ty

oh, no...

there are a bunch of rats in the subway station. rats are gross; the sight of them disgusts & terrifies you. but they love the subway station, and they love you.

and they all act the same.

this game

is a larp or theatre game for as many players as your space allows.

you'll need two spaces: the **station** and the **train**. the station fits everyone, comfortably, big enough for them to mill around. the train is an adjacent space that fits everyone, uncomfortably.

one or more players should play the **facilitator**. they make sure the game gets up and running, but they get to play, too.

one or more players should play the **conductor**. they drive the train, call out stops, &c. they set the pace of the game. the same player(s) may be both **facilitator** and **conductor**.

this document

is for the facilitator of the game. other players should not read this document. if you are not the facilitator, you should stop reading here.

as you read further, you'll see indented block quotes, like:

don't forget that "all rats act the same".

read these quotes aloud to players. of course, feel free to paraphrase anything you'd like as you're explaining the game (anything, that is, except the phrase "all rats act the same").

in these block quotes, you may also see stage directions that indicate things you should say to specific players, like the conductor.

to be person or rat

in the real world, is difficult. in this game you will perform as both, but this performance does not share the difficulty of actual person-hood or rat-hood.

safety

is important. before play, talk to the players about standard larp touching rules. ask everyone to close their eyes, and raise their hand if there are other areas that should be off-limits to touch. discreetly ask them which. ask everyone to open their eyes, and announce the additional areas touching is prohibited.

also make sure that all the players feel comfortable exiting the game at any time if they want to. additionally choose a word players can say to immediately stop play, like "cut". assure everyone that there is no problem using any of these tools.

divide yr space

into the **station** and **train**. it's helpful to have a physical divider between them, but it doesn't need to block vision and you can still play without one.

the **station** is open, scared, impatient. it's big enough for the players to mill around.

you are in the subway station, waiting for your train to arrive and you are in a hurry and you are scared and you don't trust each other and you are standoffish and you see rats as less than you.

much to the players' displeasure, it is also full of rats.

there are rats in the subway station, many rats, a lot of rats, too many. they are free, nimble, and love filth. you can't stand it.

speaking

is discouraged with one exception: "**all rats act the same**". people may say this phrase (and only this phrase) at any time.

others think it's rude when you talk in the station or on the train, it's a quiet place. but should you see a rat, remember, "all rats act the same". people don't mind when you say "all rats act the same".

begin the game

with everyone walking around the station, getting a feel for what it's like to be a person waiting impatiently for the train.

you're walking around the station, waiting for the train, it's taking too long.

except for the conductor, who is driving the train. after 2 units, the train arrives and the conductor announces the stop they've arrived at.

[privately, to conductor] you're driving the train. after 2 units, you pull into the station and announce the stop, like: "arriving at dekalb avenue" and once people are on board "please step away from the doors".

if the players really don't want to get on the train, the conductor can say something appropriately conductor-y.

[privately, to conductor] if people really don't want to get on the train, you might say: "don't block the doors, the train can't leave until everyone is on board."

the train

is closed & cramped & constrained. there is only one seat on the train, and only one person can sit in it (though any number of rats may sit on the seat). once everyone is on the train, the players continue to mill around.

you're on the train. the train is not very comfortable. there's only one seat. you think it's rude to sit. you might feel rude today. you can get off at any stop.

every unit, the train arrives at the next station and the conductor announces the stop.

[privately, to conductor] every unit, or as often as you see fit, you announce another stop. people may get off the train and rats may get on.

when a player gets off the train, they become a rat. rats cannot speak, but they can squeak. also, all rats act the same. when the first player gets off the train, tell them they have become a rat.

[privately, to player] you are now a rat. you may move freely between the station and train. remember, "all rats act the same". when the next player gets off the train, tell them this.

all rats act the same

your role as facilitator is now complete. if you want, you can join the game now.

except you need to do one more thing. the game continues until all players have become rats, or until you've reached another satisfactory ending.

once the ending is reached, stand up, if you were not standing, and begin slowly clapping while chanting.

all rats act the same. that is all.

repeat this until everyone is chanting.

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