

Planning An All-Day RPG in Under 30 Minutes

Full video link: https://youtu.be/ho6p580JPGw

Today, I am going to be walking you through the process I go through when prepping for a game, particularly an all-day game.

• Identify constraints

- O What do we need, what do we know and what do we want?
- Ask your players what do they like what type of game are they looking for?
 Why do they like roleplaying?
- Listen to your players and understand what they mean ask if you are unsure.
- Contradiction is good find the link and work the adventure to fit as many of the players wants as possible.
- Number of players more players means less time each, and more time to work through them all.
- Understand your RPG know the limits and advantages of your NPC system and work to the strengths, not the weaknesses.
- List your assets knowing what you have access to, for how long and where the game will run will help you.
- List what you want what is your goal for the game and what do you want to use?

Link it all together

- Take your constraints and link them.
- Ask "what if?" ask that question of various scenarios to explore the adventure space and see which includes all your constraints
- Draw inspiration from anything TV shows, books, movies, comics, other games you've played. Don't be afraid to take elements but do not simply copy.
- Work it and work it some more. Keep turning the idea over and adding to it or removing elements until it fits your constraints.
- List possible elements make a list of possible locations, sights, encounters, and make sure to keep distinct areas distinct!

What do we need?

- Prepping our assets.
- Cover your bases have at least 3 or 4 maps per distinct region or zone.
- Map a cool space within the region, make a cool/different/odd space.
- How can you help? The players may need a helping hand let's give them an option.



- Keep revisiting your idea you can always refine and add to your idea.
- What do you expect? When listing locations, what locations do you expect to be there? What excites you?

Mini's

- Use or don't (financial security before gaming)
- Look to your assets what do they inspire? Offer as additions to your idea?

NPCs

- OGAS for all or some? And for who?
- o Don't overwork work with what you have, and keep it simple.
- Fun spaces to play in if you like to prep, think of a few possible fun traps which you can use when you need to.
- The mistake that many GMs make
 - Over prepping can force bad GMing.
 - Each map might take at least 1 hour to play through, sometimes more, and some will be returning to locations.

What do you think of this entire process?

Notes:		

