



Planning An All-Day RPG in Under 30 Minutes

Full video link: <https://youtu.be/ho6p58OJPGw>

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
 - 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.



