

Player feedback ChrystalTech (analogue & VR)

Author's own translations from Swedish

1. What other kind of experience does this remind you of? In what way?

- A. Can't think of a previous experience that reminds me of this.
- B. A badly designed horror LARP.
- C. Other games where co-creativity is a part. Improv where you confirm each others' ideas.
- D. Other LARPS. Therapy. Talking to friends (especially when asking for advice and getting encouragement but nothing concrete).
- E. Improv theatre, in the way that it is built from very little input. It also has a feeling of 'brain storming' in that ideas took shape pretty randomly.
- F. Blank
- G. A little more like a company group exercise than a LARP - which is also part of the setting.
- H. Improv theatre of course but also tarot reading.
- I. RPG (tabletop) like Dungeons and Dragons. Theatre improv.
- J. Reading tarot cards. Deju-vus. The game of spirit in a glass.
- K. Therapysessions in groups or other such explorations of oneself with others. I think this is due to participation and affecting others.
- L. The mysticism and divination makes me think of religious rituals, ouija, prayer sessions and fortune tellers.
- M. A assortment of LARPS and free form scenarios. Storytelling games like *Once upon a time'. Creating in the moment is reminiscent of improv.
- N. VR I love the setting and the theme. AI/tarot/sceance and AI gone wrong reminds me of the film 2001.
- O. VR When I spend time with my spirituality.

- P. VR 3d cinema, dome cinema/ IMAX
- Q. VR Meditation, hypnosis, seance.
- R. VR Meditation
- S. VR A dream
- T. VR None

2. Was there a moment when you didn't know what to do/you could do?

- A. Several, but can't specify anything particular.
- B. We got very limited information throughout the whole thing.
- C. No it was easy to invent ideas and create new threads.
- D. When we were to drive away the dark force I didn't know what to do but then someone else took the initiative.
- E. It was hard to judge the level of the game, partly because the character's are so sketchy but it doesn't have a clear strategy for calibration.
- F. It was a little difficult in the beginning to develop something from the tarot cards, but it was probably because of a slow start.
- G. Yes pretty often. It would have been easier if we'd known more about the other characters since we're practically GM-ing each other. More sensitive pressure points would have been good in building creepiness in act 2.
- H. It felt difficult before you got inot it. I think the 2nd part was most difficult. Felt a little lost. It was tricky to disconnect from yourself and pretend to be someone else.
- I. I didn't get that I was to let my character be a vessel for the guide, simply don't really know what a sceance is.
- J. I felt most unsure in part 2.

- K. No it felt very open and easy to make it up. The others were very responsive.
- L. At the 'banishment' I had ideas but didn't want to introduce them too quickly, as that might be perceived as something negative by the other players.
- M. I would have liked some clearer guidelines and more fleshed out characters. Perhaps by slowly adding more and more freedom from an initially strict framework.
- N. VR Yes, especially in the beginning.
- O. VR Yes when the darkness came.
- P. VR No.
- Q. VR Occasionally but I thought I could just be myself.
- R. VR Wasn't sure whether to speak directly or wait for a question.
- S. VR Yes but it didn't matter. In the beginning I wasn't sure what to do, that I didn't have to do anything.
- T. VR Yes

3. Which was your favourite moment? Why?

- A. The third act went it felt more like everybody was in the same room.
- B. When we tried to find a solution to a problem because we did that as a group.
- C. To be able to flip between nonsense and serious drama was cool and exciting.
- D. When we found each other's AI-names. It turned into personal stories about the person carrying the name.
- E. Blank
- F. When we drove away the spirit that took over the sceance.

- G. Choosing a tarot card, colour etc the characters were still themselves and there was a good kind of cringe. "So sorry I'd never have chosen such a card for you. And so on
- H. When my guide was allowed space and I could feel it affected others.
- I. When things kicked off and you could feel we had fun. Part 3
- J. When the character Goran shouted 'Paleface!' because it changed the whole room and prompted action.
- K. When we got the card, colour, animal and guide because it was nice to build one's character on, the other participants helped to create your character and it was helpful to access that later.
- L. When the mood shifted from light to dark.
- M. The first scene when you create animals, colours etc. Quite a little input generated a lot of game output.
- N. VR Different moments when it was both serious and absurd.
- O. VR The tarot card and the woman (guide)
- P. VR When the cityscape was glimpsed. A vertigo like sense of a different world (Jo's note: glitch in old headset...very interesting effect though. Remember.)
- Q. VR The force field circling all of us, the flashes of lightning.
- R. VR The thunder! Not sure why.
- S. VR When the black ball appeared and started spinning. Cool to see the world changing.
- T. VR When the lightning came.

4. Which was your least favourite moment? Why?

- A. The start was a little hesitant and insecure for my part.

- B. When other participants felt uncomfortable.
- C. There wasn't one.
- D. Blank
- E. Blank
- F. The tarot cards, but like I said probably due to a slow start. I suppose it was part of the warm-up.
- G. The problem solving phase. I felt a bit of a surprise/ambush but I'm not good at quick improvisation, when I have to 'decide' for others.
- H. I think I would have found it easier with people I don't know. Easier to get into character and not act silly.
- I. In part 2 I still wasn't quite sure what was supposed to happen.
- J. Part 2, it was hard to get to know one's guide, might have needed more of a supportive structure.
- K. Blank
- L. The end was too abrupt without an outro (koda), gives some closure.
- M. The last scene. I would have liked some more help/support from the scenario regarding what my character wanted and what to solve.
- N. VR I would like it more clear what is AI and what is tech, maybe more rules, clearly defined segments.
- O. VR -
- P. VR -
- Q. VR -
- R. VR -
- S. VR -
- T. VR -

5. What did you expect this to be when you came here?

- A. I certainly wasn't expecting what happened. I had very little pre-existing knowledge but it didn't feel like an obstacle, maybe it was even a good thing.
- B. Didn't have a clear idea.
- C. A little longer play with clearer guidelines.
- D. More technology. Some mix of tech and new age mumbo jumbo.
- E. Blank
- F. I was expecting the GM to do the divination, so it was fun that the participants were doing it.
- G. I really had no idea!
- H. I really didn't know what it was going to be.
- I. I was expecting a prerecorded AI-voice to guide us, and we'd be answering questions.
- J. A more complicated and controlled process with more given conditions to take into account. (Glad it wasn't)
- K. I imagined something fun and dopey, I like private spirituality. I thought maybe there'd be more AI, that we'd somehow get answers from a tech-aid. But I imagined a sceance but wasn't expecting the different scenes, that was another dimension.
- L. Wasn't sure but guessed it would have something to do with communicating with an AI. The AI-element felt redundant except as a way to legitimise the occult elements.
- M. More or less what it was.
- N. VR More AI and tech, more questions about what AI is, almost philosophical.
- O. VR Had no idea.
- P. VR Something like this but longer and with more happenings.
- Q. VR More interaction and movement, not so passive.

R. VR Something VR and RPG related

S. VR No idea

T. VR That I'd be running around.

6. Other input?

C. In all it's simplicity a fun idé to create your own characters and stories. Not so exciting or overwhelming though.

D. It was an intimate and cosy LARP. It worked well as a 5 people piece. You could do some suggestions and questions for the 2nd part, in case the group can't come up with any.

E. As a LARP I think it could be improved by a clearer framework. But depending on the purpose of the game it may not be important.

G. A bit more info on other characters would have been good. To play 4 rookies generates a metaconfusion ... and how does one banish a spirit?

L. Fun LARP! Would have liked to go on for a bit so we could have made a better ending. Maybe a warning befor time is up?

P. VR I felt I was placed too far into the world, kind of in the middle of the setting. (Jo's note: Old headset?)

Q. VR Fun! Don't talk to the participants about bugs, we won't notice easily. It ruined the illusion a little.

R. VR A bit too loud. A bit too short:-)

S. VR Too loud/noisy compared to the voices. Would have liked all sound to go via headphones.

Was so focused on taking in the situation and VR-environment that the talk about chakra-colours passed me by. If the audience is unused to VR it might be good to wait for people to process the experience before the rest. A little complex if you're playing with someone who is used to it.