# $\lambda$ n Occasion

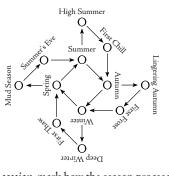
# The Session

#### ♦ The Occasion ♦

#### ♦]Ts Seasons ♦

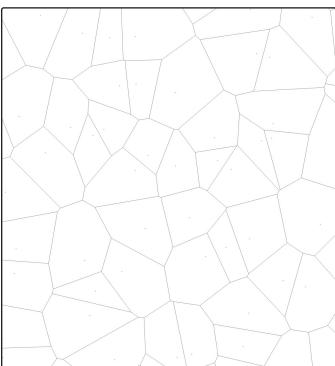
Mark the current season, and pencil in how the season will progress naturally, without the circus' interference.

♦]TS STORY ♦



At the end of the session, mark how the season proceeded in fact.

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#### ♦ Before the Session ♦

Choose an occasion. Write it up on this sheet.

## ♦ Beginning the Session ♦

Establish the place of this performance in the circus' tour:

- What was your last show? Was it in fairyland, the mortal world, or between worlds? What was the occasion? Would you say it was...
- A disaster? A hungry audience? A welcome respite?
- An easy show? A minefield? Or what?
- What's your plan for the next show after this? Is it in fairyland or the mortal world? What's the occasion?

# ♦ Your First Plays ♦

Tell the circus where they are right now, who's there, and what's happening as they arrive. Have your first NPC make their first play. Ask the circus their first plays in response. You're off!

# ♦ During the Session ♦

Help the circus get the lay of the land, plan their show, and put on their performances.

Have your NPCs try to hold to the occasion's proceedings, or try to derail them, as suitable.

# $\diamond$ After the Circus Performs $\diamond$

Resolve any outstanding questions and tie up any loose ends.

### ♦ Ending the Session ♦

Ask the circus:

- How do the events of this show affect you? Who's stepping toward winter, and who's stepping toward summer?
- At the beginning of play, you said you were planning your next show to be —. Is that still your plan, or where are you going to perform next instead?
- Shall we schedule a time to play again?

#### ♦]cs Evencs ♦



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#### ]τs Audience - Name & Pronouns -Name & Pronouns Name & Pronouns = Kind: Kind: Kind: Common Play: Common Play: Common Play: NPC Plays Common Play: Common Play: Common Play: To approach. To assail someone. Role: Role: Role: To draw closer. To gang together. Special Play: Special Play: Special Play: To get to work. Crave & Give: Crave & Give: Crave & Give: To give way. To open up to someone. I crave: I crave: I crave: To proclaim something. I'll give freely: I'll give freely: I'll give freely: To stand on hospitality. I hold dear: To step up. I hold dear: I hold dear: Ganged Together Remarks: Remarks: Remarks: To close ranks. To enact a plan. To fracture & split. Place Plays To close against someone. To close around someone. To draw someone in. To listen to someone. To open up. Name & Pronouns Name & Pronouns Name & Pronouns = To rouse itself. Kind: Kind: Kind: To whisper to someone. Common Play: Common Play: Common Play: MC Plays Ask someone. Common Play: Common Play: Common Play: Bring them together. Role: Role: Role: Describe something. Go the long way around. Special Play: Special Play: Special Play: *Play with the rules.* Crave & Give: Crave & Give: Crave & Give: Say where. Try something. I crave: I crave: I crave: Turn to someone else. I'll give freely: I'll give freely: I'll give freely: I hold dear: I hold dear: I hold dear: Remarks: Remarks: Remarks: Inder