The Last Time (Not The Last Time) Casting Survey

* Indicates required question

1. Email *

2. Your Name

3. Your Email

4. Best way to reach you on game day (if you're not already on site for an earlier game)?

   Mark only one oval.

   - ◯ Email
   - ◯ Phone
   - ◯ Other: _____

5. If answered something other than "email" to the previous questions, please give us the relevant contact info (phone number, discord handle, etc.) here.

6. Have you already read any of the character sheets in the game? (e.g. because you have played before or withdrew from a previous run after sheets went out) If so, which?

Check all that apply.

- [ ] Casey (time traveler)
- [ ] Alex (non-traveler)

7. One character in this game is a time traveler, whose backstory involves experiencing events in non-chronological order. The other character has been visited by the time traveler throughout their past, and has experienced events in chronological order. Would you prefer to be....

Mark only one oval.

	Time traveler	Person visited by time traveler
1	◯	
2	◯	
3	◯	
4	◯	
5	◯	

8. Would you rather play a character who is...

Mark only one oval.

	Enthusiastic					Practical
	1	2	3	4	5	

9. Would you rather play a character who is...

Mark only one oval.

	Optimist					Worrier
1	◯					
2		◯				
3			◯			
4				◯		
5					◯	

10. Would you rather play a character who is.....

Mark only one oval.

	Less perceptive about other people's feelings					More perceptive about other people's feelings
	1	2	3	4	5	

11. Both characters have reasons to keep secrets and reasons to confess them. Would you rather play a character who is naturally inclined to....

Mark only one oval.

Sharing secrets

1 ◯

2 ◯

3 ◯

4 ◯

5 ◯

Keeping secrets

12. The next two questions are calibration questions about the kind of gameplay experience you would prefer. Of course, due to the improvisational nature of LARP, this can't be predicted completely. We will try to match you with a partner who answers these questions similarly (though we may not be able to match everyone). You will also have a chance to calibrate with your partner before game starts. What intensity level of play would you prefer?

Mark only one oval.

Lighter/intellectual

1 ◯

2 ◯

3 ◯

4 ◯

5 ◯

Intense emotions

13. This game has the potential to go fairly dark, in the sense of themes of grief/loss and/or failing to make a loving relationship work. It also has the potential to go more hopeful and redemptive. What emotional tone would you prefer?

Mark only one oval.

Sadness/problems in the relationship

- 1
- 2
- 3
- 4
- 5

Hope/solving problems in the relationship

14. Are there any topics you want to "veil" (steer away from the topic as much as possible, and mention only superficially, without going into detail). Note that due to the way the game is written, it is difficult to entirely remove any topic that is present in the sheets, but players will have a fair amount of room to choose what to focus on. You will have an opportunity to negotiate with your partner about veils before game starts.

15. The list of players currently signed up is: Jamey Patten, Matt Weber, Ted Marr, Teresa Fresina. If there is anyone you would prefer not to be partnered with, please let us know. We will do our best to honor such requests, within the constraint that we need to cast everyone.

16. If both players in a run are willing, the GMs may observe play. (One of us would come into the room at game start, sit quietly in a corner, and not re-enter once we've left. We won't barge in mid-run.) Do you give GMs permission to observe your run of this game? *

Mark only one oval.

- Yes
- No
- Ask me again on game day

17. Anything else you want to tell us?

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