

## Signal flags and stage cues

*Here are three signals to modulate our experience of the game, on stage as well as on board.*

### Curtain

By yelling “Curtain!” or putting our hand up in the air, we can signal that the LARP should stop immediately for any reason.

Anyone who sees this happening should stand still, stay quiet, and raise their hand as well to spread the word to other players.

Play shouldn’t resume again until the problem has been solved for everyone.

### Aside

By holding up a hand with the fingers visibly crossed, we can indicate to whoever we are in conversation with that we are briefly talking out of character.

This signal tells everyone we are clearing something up as players, to negotiate how a scene should go on or to make it clear that the imaginary pouch of gold has less than the amount we promised in it.

All other players should carry on as if nothing had happened.

### Off-stage

By shielding our eyes with a hand, we can ask other players to be ignored and allowed to leave.

This signal allows us to exit a scene or get out of a situation for whatever reason.

All other players can continue on as if nothing happened, and should avoid making a big deal out of the absence of whoever just stepped off-stage.

