

# Non-player character

A non-player character (NPC) in these types of games plays a crucial role by simply adding more context to the atmosphere surrounding the game. They can point out a certain element that the Game Master wants to highlight or can even become a necessary tool for obtaining different clues.

## Material required

- Actor/Actress.
- Costumes/Make-up.

## Possible uses

- **Game Master (GM):** The Game Master is the main NPC involved in the escape game. This NPC guides the players through the escape room experience by providing an introductory briefing, monitoring the session, giving clues and also resetting the room.
- **Backstory and goal for the game:** A NPC can introduce the setting of the story and what players are expected to achieve. The NPC will be dressed up accordingly promoting the immersion of the players.
- **Help the players with clues:** Not taking the position of the Game Master, but the NPC can be a clue in itself. This character could sing a song, hand out a piece of paper with digits or answer a specific question. All these are ways of making the NPC become an active agent in the game.
- **NPC as an adversary:** In some ER, zombies, prisoners, guards are present in the room and are used to eliminate some of the players. For example, the NPC can be tied with a chain to a wall and every 10 minutes that chain becomes longer and longer. If the NPC is able to touch one of the players, the player touched is out of the game!

## Possible restrictions

- **Extra cost for the creation of the ER:** Some funds might be needed for costumes and make-up.
- **Involvement of more people:** The need to try to find a person that can lead this role. It could be another colleague, teacher, or even, another student from a different class.

## Is it inclusive for SLD?

Yes.