

APPENDIX I

Excerpt from RPG session

The following is a sample of RPG talk (from the RPG group Tue96) of approximately five minutes in duration, taken from early in the evening's session. 'M' (*Mark*) is the group's DM, but there is a large amount of cross-talk, latching, and overlapping speech between him and the other five ('A' *Aaron*, 'B' *Barb*, 'J' *John*, 'K' *Ken*, 'L' *Lane*) speakers. Take note of the variety of topics introduced, and discussed -- both RPG and non-RPG related -- in this very short section of speech, and the fluency with which different speakers move in and out of the game with their talk.

- 1 **M:** There is only Z[ul
2 **J:** [ZU:L!
3 **A/L:** ((laughter))
4 **K:** Enough with Zul=
5 **M:** =(h)oh right. ('s) feels so good.
- 6 **A:** I am the Keymaster! ((high pitched))
7 **L:** Mark, are you hungry=
8 **B:** =[I am the) Gatekeeper?]
9 **J:** =[I wish I could get min]e to (.) open that m[uch.
10 **K:** [((chuckle))=
11 **M:** =What?
- 12 **J:** (1.0) My window [sticks] like a third of the way down.
13 **L:** [whoa]
- 14 **M:** (1.0) Ah:a: that [[just feels [good]
15 **B:** [(laughter [])) (.05) Oh, boy.
16 **L:** [(what?)]
- 17 **J:** You know wh[ere (.) you wanna know why]there's, there's=
18 **L:** [(what do) you mean tumble-]
19 **M:** =yeah 'cause it's because other people
- 20 **L:** (1.0) heh=
21 **M:** =don't have their [(windows open) so (.) I'm the one] equalizing all the pressure
22 **K:** [Aren't you in what Mark's (.) room used to be?]
- 23 **J:** (1.0) No.
24 **K:** No?=*well where is-*
25 **J:** I'm in old, in Charlie's old [room
26 [((whistling from outside))
27 **K:** Charlie (wrestler) (1.0) Mark is [right (.) [next to
28 **B:** [Uh::: [(ack maybe) ((rolls dice)) Uh::

29 **J:** (an I'll) be going to,=
30 **L:** =Do you have alarm set?

31 **B:** (.5) (eighteen, [no]
32 **J:** [to, Aaron's old room one floor up.
33 **A:** Yup.
34 **B:** I don't have it.
35 **K:** NT's room one floor up, isn't it?
36 **A:** Right.
37 **L:** Serious? 'cause this guy he[re's
38 **B:** [Okay= [(It has to do with) awesome (.) boss, dagger but (0.5) it's a dagger
39 **M:** =Actual[ly

40 **J:** It's next to who.
41 **M:** (2.0) ((pounds floor 3x))
42 **L:** I should [stick on-
43 **M:** [me

44 **A:** (1.0) (huh)=
45 **M:** =just kidding.

46 **J:** h-
47 **K:** (A)re you-
48 **A:** (1.0) Got it. Any[way-
49 **M:** [you-

50 **B:** (1.0) ((whimper))
51 **J:** hh
52 **M:** You're in Sanctuary but (.) according to the- the uh: your uh: [internal compass?]
53 **B:** [yeah I'd like t-] I'd like

((1:00 MARK))

54 **B:** to try. to. uh: predict the future? ('cause) we have a couple minutes? (.)
55 **M:** Uh:: I wouldn't recommend doing it say in an alleyway, you know.=
56 **B:** =Well no, but (.) I thought we might-

57 **J:** You're trying to predict the future?
58 **L:** (.7) Alright, first of all, [-I have
59 **B:** [(I'm a gypsy you know)

60 **J:** I thought you were a fake [gypsy =what.
61 **B:** [dice, a[nybody? dice.=
62 **M:** [John,

63 **M:** Listen, (.) Did you guys have your own dice [with you]
64 **K:** [I'm fine]

65 **J:** Yes!
66 **B:** (.5) Oh.
67 **J:** Barb I thought you were a fake gypsy.
68 **B:** Uh::= [not [when I have this
69 **M:** =She's a [(merchant **) [gypsy

70 **J:** (1.0) [huh
71 **B:** [awesome (.) card that predicts the future 80 per[cent of the time ((dice rolling))
72 **M:** [she's, she's not all gypsy.

73 **J:** (2.0) She's a faux gypsy?
74 **M:** Why don't you uh, you have to do a reading on yourself. (1.0) Do y[ou find someplace quiet.=
75 **J:** [what (uh-)

76 **B:** =[yes [I can reveal it] (if) we'[re still in the alleyway
77 **J:** =[yeah we're in an alleyway, let's not [(do it) in an alleyway]. [
78 **M:** [hey Barb?

79 **M:** You you you when you pull [out your, when you pull out your your compass card?=
80 **L:** [cool =(can you) cooridor?

81 **B:** mm-hmm?
82 **M:** You pull out um-
83 **A:** No:, (pega) wasn't [(that)
84 **M:** [what's the name of the card (that does the) compass (*)? [You got it at-
85 **K:** [(I didn't I s- I s-) [The way (it started)=

86 **K:** =is [awesome]
87 **J:** [What were] we fighting? like a (.) [thou]sand [guys and a dragon] (.) an[d stuff?
88 **L:** [wait!] [[[
89 **M:** [(not a * I don't see a * on it)] [
90 **B:** [What card?]=

91 **L:** =Did a da[y?
92 **M:** [What card?=
93 **B:** =What card? [((unintelligible))] excuse.
94 **J:** [No, no, I me-]

95 **M:** N[o. Pull out] the (ochre) card, [and it seems like pointing?=
96 **K:** [We're just renting the (inn)] [
97 **A:** [I saw we-

99 **A:** =I say we find a [uhh an inn
100 **M:** [It'll point you in:=whatever direction:=north is (all the *** [is on the card and stuff)
101 **L:** [We're in Sanctuary as-

139 **B:** [Think of it,] it's l[ike, [It's like] jet-l[ag
140 **J:** [This is bad] [I- so I still have no [points left] [
141 **K:** [You have all your points back, don't you?]=

142 **B:** =Complete jet-lag (day)
143 **K:** It's been a day.

144 **L:** (1.0) But, y[-
145 **K:** [You're one of [those]
146 **A:** [(**)] we spend the day.=
147 **B:** =Yes.

148 **M:** (1.0) It's like, a day has instantly gone.
149 **L:** (1.0) So are [you
150 **J:** [But we didn't experience it?=
151 **M:** =Correct.=
152 **K:** =You're recharged.=
153 **B:** =Correct.

154 **J:** I['m no]t.
155 **A:** [So] But if I didn't experience it how am I recharged.

156 **B:** (1.0) Don't argue with the DM [who's giving you nice stuff.
157 **L:** [shh!

158 **M:** (.7) [Because all your items (.) have experienced,
159 **L:** [(Thank you)

(3:00 MARK))

160 **M:** the day even though you yourselves have not.=
161 **L:** =And ps[i] ionic points [are a little bit
different, (.) than
162 **J:** [So,] [How do (we)

163 **M:** Psionic points are:=a lot different.=No your- so your psionic points have not regenerated.=
164 **M:** =have not regenerated= ([Oh see-)=
165 **K:** =/hha[w:/ =Well, we got a day for th[at.
166 **J:** [So I'm screwed. (1.0)

167 **M:** Yes but all your items all have, -but y-your items are recharged.=for instance you have like (.)
168 **M:** heal one per day o[r:= energy co]ntrol three times per day, (.) Those are all rechar[ged.]
169 **A:** [Take all of that.] [(Okay)]

170 **L:** Does (.) Aaron's [sword] have a quiver?=
171 **J:** [yeah] =That'll save us.=
172 **B:** =Uh[m, uh- (.5) Uh.
173 **M:** [Sure

174 **M:** I know somebody who's extremely fond of (.5) teleporting-
 175 ((thumping sound))
 176 **K:** (1.5) Yeah, me until I lost that [ring.]
 177 **L:** [D'oh]

178 **M:** /ta[w::/
 179 **J:** (((curses))

180 **K:** (2.0) [Yeah, let's get (push **)
 181 **B:** [(Aaron and me will sleep)

182 **J:** This is (.) very very bad.
 183 **L:** Actually, it seems that [it's
 184 **M:** [Well, you guys have o[ne problem. [Guess who else lives in this city.
 185 **J:** [Sincerely bad= [
 186 **B:** =Mm-hm[m. [
 187 **K:** [What [is it?

188 **B:** (1.0) Shadis?
 189 **A:** ((whimpered)) No::
 190 **M:** Guess who e[lse sor]ta lives in the city,
 191 **B:** [Oh.]

192 **B:** Um, [(5) Vendin? ((la[ughs]) =uh, that [guy who starts wi[th B?
 193 **K:** [Dekian? [Melinoff?=[[Molinev.
 194 **M:** [All the (canny *[*] [Molinev
 195 **J:** [-olinev

196 **M:** Fido.
 197 **J:** (1.0) Well, we're not really wor[ried about that.
 198 **A:** [Pretty (bad **)

199 **M:** Well hopefully, okay- by the way Barb?=[[This is the same day?
 200 **B:** =ye[s [
 201 **J/K/L:** [((lau[ghs))

202 **M:** By the way (.) this is [just=all of you. All of you, listen. By the way (.) this is [just (.) all]
 203 **A:** [Have some of this [Have some of this]

204 **M:** of you. [All of you, listen. Pay- pay] attention to [me, pay] attention to me I run the world.
 205 **K:** [That's some green-ass (**)] [
 206 **B:** [Yo, yo]

207 **B:** Yo.
 208 **M:** Um. (.5) This is the same day that th[e: uh:: [] the [that the psionicists?
 209 **J:** [What is your world?]

210 **M:** As-make their assault, on Grayspire=In fact that should be going on?=Ooo, right about now.=
 211 **L:** =Yup. ((thump))

212 **A:** (1.5) I [do]n't think we have [to (worry about Zander, so-)
213 **M:** [So] [Hopefully (Baidell's) otherwise occupied.=
214 **K:** =Or Jandruss.

215 **M:** Wel[, um.
216 **K:** [I don't think we have to worry about Jandruss either.

217 **M:** (.5) Ken? (.5) Jandruss has s-shown=

((4:00 MARK))

218 **M:** = an appalling lack of concern for what happens to his fellow mages in the past. ((rattles dice))

219 **A:** (1.0) Did he have some (.) things of interest that he: wants to preserve there.

220 **M:** (1.0) Okay. (.) That's a good theory.

221 **B:** (1.0) ((lau[ghs]))

222 **K:** [Oh, boy.

223 **L:** In other words, uh= [We better (.) get out of the city,

224 **B:** =Zander doesn't (matter).= [

225 **M:** =N[o]pe.

226 **M:** (1.0) Or at least out of- (.5) sight, you're guys are standing [(milling)] around.

227 **J:** [Really.]

228 **M:** What would you [like to do?

229 **A:** [Mark.

230 **B:** [Let's] =Go:: (turn) in a[nd (charge the *)]=

231 **J:** [Find] sanctu[ary.]= [

232 **A:** [Mark.]= [How is it]=

233 **M:** =Can I? (.5) Okay [

234 **L:** [((laughs))=

235 **J:** =But it's ten o'clock (.) in the morning.=

236 **K:** =In the mo[rning.

237 **B:** [And?

238 **L:** (2.0) /ts/

239 **J:** How- how long does it take me to like, regenerate.=

240 **A:** =Five months.

241 **M:** (1.0) Well if you're meditating they regenerate at th- one per turn.

242 **L:** (1.0) Which mean[s, ten per hour.]=

243 **J:** [One per turn.]=

244 **K:** =One per ten minutes.

245 **M:** (.5) O[ne per ten minutes.] =So: -er no, it's faster than that,

246 **L:** [So: si]x per hour.= =i-i-i-=-

247 **K:** =Six per hour?=-

248 **M:** It's fi[ve per turn =Five per [turn.
249 **J:** [It's gotta be faster than that.=
250 **A:** [Well- if overnight sleeping, gets them all back=
251 **M:** =So it's one per round, (.) if you're meditating.
252 **J:** So, sixty per hour?=[That is good.
253 **B:** =So- [(.) you medita:te, he memor[izes,
254 **M:** [Sixty per hour.=
255 **K:** =Yeah. That's good.=
256 **B:** I predict the futur:e, [he takes a (coal *)
257 **J:** [So I need like four hours=
258 **M:** =Okay, you go back to: the inn you: have been known to stay at.=
259 **K:** =Guys? [I need some, [(.) like a]=
260 **M:** [You're ready to gr[ab some sleep.]=
261 **A:** [Are we going]=
262 **J:** =Why (don't) we not go to that inn?
263 **M:** Why don't you not go that inn, okay [John
264 **J:** [Thank [you.
265 **K:** [Why don't you give me like a cloak, guys, 'cause
266 **K:** I come [(different?)
267 **L:** [No, we- have lots [of money, we might be able to, uh=
268 **M:** [You what?
269 **B:** =He's a mutant ((sing-song)), [he's a mutie!]
270 **K:** [I'm a mutant.]

((5:00 MARK))

APPENDIX II

"Kobayashi Maru" -- Diffuse Collaborative Narrative Ratifying Group Membership

The following narrative (from the RPG group Sun97) centers on two short scenes from the movie "Star Trek II: Wrath of Khan", first introduced by 'A' (line 10). Interestingly, the narrative is broken up and embedded in a larger discussion about Star Trek, and although the events and characters from those scenes, and even some quotations (eg, Speaker 'A' in line 31-32), are present here, the actual sequence of events is unordered and non-sequential. The narrative certainly does not match the sequence of events from the movie itself, and it is interwoven with multiple tangents covering the plots of Star Trek novels (12-18, 34-44, 77-82, 89, 92), reference to an entirely different Star Trek series (48, 50), and even the famous character role later played by one actor in the movie (83, 88-93). This undoubtedly contributes to the nature of this narrative as a form of group membership ratification – Star Trek trivia is highly valued, and only an individual with both a working knowledge of this famous Star Trek scene, and the related genre material relating to it, would be able to fully participate in this collaborative narrative.

- 1 **P:** Yes! Don't you ever wonder how Scottie, y'know Scottie got his rep?
2 **J:** Well, Scottie also got his rep for doing some strange shit, li[ke, uh- [like ignoring physics!
3 **A:** [He got his rep f[er, like
- 4 **P:** "But you can't do that! It was proven by![M.] Scott, well."
5 **K:** [(whistle)]
- 6 **A:** Well, he did it on purpose. He did that, very much (.) on purpo[se, 'cause he didn't want=
7 **K:** [what?
- 8 **A:** =to go to command school
9 **P:** But it's like, does that work, does that work? Yes, it does work, and it's proven by (.5) Scott.
10 **A:** Actually it was proved that it didn't work, but the computer thought it would.
11 **K:** what?
12 **A:** The, [he, something,] he did some[thing about] yeah, he did something about=
13 **J:** [Kobayashi Maru?] [The Kobayashi Maru?]
- 14 **A:** =collapsing a ship's shields by (.) targeting certain explosions around [it, ca]using it=
15 **N:** [yeah]
- 16 **A:** =to collap[se and crush] it?
17 **N:** [he would have]
- 18 **N:** He would have actually won the scenario, IF the simulator had a working engine room.

19 **J:** ((laughs))
20 **A:** Probably.
21 **K:** but the only person who ever beat it was (.5) Ki[rk, who s]neaked in the night before=
22 **N:** [mmhmm.]

23 **K:**= and reprogrammed it.
24 **J:** Hey, actually, no, I heard, [uh
25 **A:** [They gave him the medal for ingenuity!

26 **K:** yes!
27 **P:** ((laughs))
28 **J:** Because [he reprogrammed it?
29 **P:** [yes!

30 **K:** because he was clever enough [to do it.
31 **A:** [yup, the, the comment, I think, was I don't believe=
32 in a no-win situation.

33 **P:** yes, [uh, [he always did, at that] [(if) you can't han[dle actually facing death-
34 **J:** [how 'bout[, uh, Chek, Chekov?] Chekov did it [by, [shooting

35 **K:** yeah, [but [Chekov [he, failed the program, even though he (.)
36 **A:** [Chekov just, cut loof[se! I mean, [he

37 **K:** destroyed the [ships, because his
38 **J:** [no! no, he destroyed (.5) the Kobayashi Maru

39 **K:** It-
40 **N:** You're supposed to SA[VE the Kobayashi Maru!
41 **K:** [Right, he FAILED, he- he destroyed everything, he destroyed the
42 attacking ships and the Kobayashi Maru and that's why he failed.
43 He kept the ship [alive, but
44 **N:** [that's why he never got to command school.

45 **K:** ((laughs)) You don't DESTROY everything, that's not the answer!
46 **A:** Yeesh::
47 **P:** Yes it is!
48 **K:** That's Worf's answer
49 **N:** SULU had a pretty go[od one, though. It's actually
50 **P:** [No, Worf's answer is, "Prepare for ramming speed!"

51 **N:** Actual[ly
52 **A:** [Isn't the Kobayashi Maru itself a trap?

53 **K:** Yeah.
54 **A:** (.5) The ship itself, it is, is bait.
55 **K:** no, [it's.
56 **A:** [It's not, it's not a real freighter.

57 **N:** [No]
58 **K:** [No], [it's a si]mulated program, it's being attacked in the [neutral zone by-
59 **A:** [or am I] [oh, no, I, I know that, but the ship,
60 in the, program isn't it supposed to be bait, [or is] it a real freighter?
61 **N:** [No]

62 **N:** It's [a real freigh[ter.
63 **K:** [a real freigh[ter.
64 **A:** [supposed to be a real freighter, okay.

65 **N:** You're supposed to treat is as if it were a real [freight]er, with real civili[ans
66 **K:** [Right.] [That's why Chekov
67 (.) failed, be[cause] he went in there knowing that there was going to be a [trap, he blew]=
68 **A:** [okay] []
69 **P:** [yes, of course]

70 **K:** = away the Kobayashi Maru and the ships that mater[ialized
71 **A:** [figuring it [was bait.]
72 **P:** [of course]

73 **K:** without even. checking. ((laughs))
74 **P:** [(more) Star [Trek
75 **J:** [((*****))

76 **P:** Wasn't the one with, uh (.) uh, what's-
77 **N:** What was [Sulu's?
78 **J:** [not (Lesard)?

79 **P:** No, that's the one [with, no, what's] [her] name, the Vulcan.
80 **K:** [Sulu just left.] []
81 **N:** [oh.]

82 **K:** He did the smart thing an[d backed out.
83 **J:** [Kirstie Allen?

84 **N:** mmm.
85 **J:** As Savek? [Oh,] my GOD!
86 **P:** [Yes.]

87 **A:** It's sup[posed to be, uh. Basically it's a character test.
88 **P:** [What was her, what was her name, what was her name on Cheers?

89 **N:** [yeah] =However, Sulu also had this weird thing [in, in his]=
90 **K:** [yeah,] that's right, it's a character test.= []
91 **J:** [Rebecca.]

92 **N:** =sto[ry where, uh. Everybody was pretending] to be one planet in the Federation?
93 **P:** [uh, Rebecca. This is supposed to be a Vulcan?]

APPENDIX III

RPG session (Sun97) – topics covered (in sequence) in 45 minute period

Queensryche
Video Cameras
America's Funniest Home Videos
Epic wargaming
Star Trek (first sequence): "Casino Royale" episode of Next Generation
Canada & Antarctica
"Masters of Magic" computer game
"Diablo" computer game
"Rogue" computer game
Star Trek (second sequence): Comparison between DS9 and TNG
-- The Prime Directive (its limits and application)
-- Various space stations in the Federation
-- Galaxy Class starship names
-- The Intrepid class starship
-- Star Trek VI: The Undiscovered Country (movie)
-- "Warlord" episode of Voyager
-- Comparison between Picard and Janeway's leadership styles
-- The Borg (Star Trek: First Contact – movie)

Role-playing (@ 5 seconds)
Chaos Torpedoes
William Shatner's 'Tek' series
Cyberpunk & Shadowrun
Friday the Thirteenth (movie)
Biblical references to the 10 plagues and passover
Babylon 5
Bart Simpson
The Slann Wars
Mutant Chronicles, aka Warzone (the miniature game, then the card game and the RPG)

Role-playing (@ 10 seconds)
Mulder's FBI badge
Gesture as a means of communication
The tardiness of two currently non-present group members
Home Improvement – "Tim Allen" speak
Fake Italian accents
Star Wars (first sequence): Rebel Logo on a prize Hum-V (McDonald's prize giveaway)
-- Jabba the Hutt as a Sicilian mobster
-- Boba Fett, Han Solo, the Scarlaac, and Fett's escape (from the novels)
-- other bounty hunters
-- Galastro, IG-88 (other Star Wars characters from novels)
-- comparison between movie versions of characters and novel versions
-- comparison of scale between 25mm miniatures and Mattel's AT-AT toy

Role-playing (@ 30 seconds)

CLUE (the boardgame)
Columbo (the boardgame) – evolves into discussion about the TV series
"Eyes of the Dragon" (Steven King novel)
Role-playing (@ 2 minutes)
Bonkers (animated TV show)
The Last Action Hero (w/ Arnold Schwartzegger), and the animated cat therein
Phoenix Command (board game)
News item: about Paint fleck damaging a Space Shuttle
Role-playing (@ 5 seconds)
Tesla Rings
Lord of the Ring
Onion Rings at Jack-in-the-Box
The upcoming Asteroid Movies (this is 1997, remember)
Disaster Movies
Role-playing (@ 5 seconds)
Volcano, and 'The Coast is Toast' logo
People living in Kona (which is right by an active volcano in Hawai'i)
Hollywood model-makers
Star Wars (second sequence): Jabba the Hutt's Sail Barge
-- Boba Fett's jetpack
-- Speeder-bikes and their attraction to large trees
Role-playing (@ 5 seconds)
Someone chokes briefly on water, leading to a discussion about fluid buildup in lungs
Bonkers, the animated TV show (part two)

APPENDIX IV

Transcription conventions (modified Jefferson '74 conventions)

- (2.0) indicates length of pause between utterances, timed in seconds
(.) indicates a short pause, less than 0.2 seconds in length
: a colon immediately following a letter indicates length
sa- a hyphen immediately following a letter indicates an abrupt cutoff in speaking
-at a hyphen immediately preceding a letter indicates a strongly glottalized onset
= indicates 'latching', when a second speaker begins a turn with no noticeable pause
() single parentheses enclose words that are not clearly audible
(*) asterisk in parentheses indicates unintelligible speech—multiple asterisks mark longer relative lengths of unintelligible speech
(()) double parentheses enclose extralinguistic commentary
[] square brackets on successive lines indicates overlapping conversation
abc underlining indicates stress
. a period indicates falling intonation
, a comma indicates continuing intonation
? a question mark indicates rising intonation
! an exclamation mark indicates exclamatory intonation
bold emphasis for purposes of explication only; does not reflect actual speech
/brækət/ phonetic transcription in brackets, for sound effects and the like
italic in these RPG transcriptions, indicates speech that is clearly "in-character"

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