



KILL ALL OTHERS – A MINI-LARP BY LUTZ SCHMITT – VERSION 1.1

SCENARIO

In a not so far future: Life is comfortable, and all existential threats have been eliminated. The government takes care of your personal well-being. Everyone enjoys a carefree living. Safety.

But to achieve this utopia, society has been transformed into a technocracy. Regulations on everything, strict prosecution and total surveillance. Transparency.

The president is elected directly, but there's always only one candidate. The parliament was disbanded long ago. No enemy at the borders, no extremists from within. Not even protesters on the street. Everyone obeys. Unity.

WHAT YOU WILL PLAY

You play peers at a factory. You regularly meet for small talk about life, sports, politics, the cantina's menu or the weather. A new topic comes up, when the president demands: "Kill all others".

You start discussing who are these others and what your opinion is about them. From here the drama develops to the point that one of you will be accused to be an other. Do you want to find out who it is? Would you report a friend?

WHAT YOU NEED TO PLAY

Three players and a game master. A room to fit you all. This document printed out and about 90 minutes time.

FINE PRINT

This is Version 1.1 EN of this scenario. Please visit lutzschmitt.com/larp for updates or other LARPs. If you have questions, ideas or what not, I'm happy to hear about them! Just drop me an e-mail: larp@lutzschmitt.com

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Larson and the Waldritter e.V. for hosting the Larp Write Winter Retreat 2018, where this scenario were plotted down.

This scenario is inspired by Philip K. Dick's short story "The Hanging Stranger" and its tv adaption "Kill All Others" written and directed by Dee Rees as part of Amazon Prime's "Electric Dreams" series. Go, read the short story and watch the episode!

PRE-GAME

From here the document is only interesting for the game master. Players can continue reading, nonetheless. Be warned, minor secrets ahead!

GAME MASTER INTRODUCTION

Print out the whole document and you have everything you need. You should cut the ballots for the votes before the game. Also, get a pen for every player and sticky tape to stick the "Kill All Others"-posters on the walls.

This is a chamber-LARP – any room that fits you and the three players is enough. Chairs for everyone and a table are handy additions for some scenes.

This scenario guides the player's characters through a specific experience – from friendship to treason, from innocence to guilt, and from ignorance to insight. The play's structure is strict, but the player's decisions and character's interactions will path the way, ultimately.

INTRODUCTION

Game Master note: To be discussed together with the players.

Play Style

Play for drama! Play to lose! Help each other to bring conflict, doubt and treason into the group. In the end everybody will have lost something and one of you everything.

Play Mechanics

Happened as told and "Yes, and ..."

Everything that is said becomes true. If someone mentions a bowling session in the last week, you had a bowling session last week. You may add whatever you want saying, "Yes, and ...".

"Cut!"

To keep the drama tense, every scene must be ended by the GM or a player shouting: "Cut!" Do this at a strong moment, before the scene loses the tension.

Death

No one can die on their own behalf, nor can you kill another player during the scenes.

Secrets

There are some minor secrets in each character's background. You can reveal them, without killing a game mechanic, but test runs showed that some secrets help create suspense.

Voting

Players secretly cast three votes during the play. The votings decide the procedure on the following interview scenes. *Ballot templates at the end of this document.*

The Modules – Scenes, Inputs and Votes

The scenario consists of a lot of short scenes, that are meant to be played with minimal preparation as a fast-paced series. The GM leads through the scenes, sometimes opening them with a specific input or closes them with a voting. You will play two types of scenes:

Discussion

Scenes with all three characters to discuss whatever they want, but focus on the input given by the GM or recent developments from previous scenes or votings.

Interviews

Scenes where one character – announced by the GM – will be interviewed by two Non-Player-Characters represented by the other players. Special addendum: The absent characters will know about the interviews later on and are roughly informed about the content – feel free to use your player knowledge to enrich the next scene.

TIMETABLE

This scenario is played in a series of short scenes, that will quickly escalate. During playtests, the whole scenario was played from start to end within 40-60min. The earlier scenes tend to be longer and keep getting shorter till the very end.

BRIEFING AND SETUP

Before you start playing, explain the scenario to the players.

1. GM reads out or explain the chapters "Scenario", "What you will play", and "Introduction".
2. The characters are handed out.
 - a. GM introduce all characters briefly
 - b. Players pick a character or GM distributes them randomly
3. Every player gets the chance to read through the character and ask the GM questions, in secret if necessary.
4. When every player is fine with the characters, GM hands out the paperslips, which state that the player's character is **not** an other. Let the players secretly read their slips and take them back, pretending to check each one.

ACT ONE: THE GROUP IS FORMED AND STRANGE NEWS ARRIVE

[SCENE 1] LUNCH AT THE FACTORY (MEET THE GROUP)

INPUT: Introduction of the characters

Each player introduces their character in their own words to the other players, before they start the scene.

DISCUSSION: Life is good

GM introduces: This is the first scene. You get the chance to form the group dynamics and get a feeling for your characters. It's a Monday. It's lunch time. As always you meet at the cantina at your favourite table. They serve the regular Monday menu.

Tell your friends about your weekend activities. Remember some joint experiences of the past, make some silly jokes about work, talk about your plans for the next vacation – in short: have a good time with your peers.

GM note: Give them some time to create the backstories of their characters.

[SCENE 2] A MESSAGE FROM YOUR LEADER

INPUT: The President's quote from a talk show

GM introduces: "Your shift is done, and you all went home. Now, you all watch that talk show, where the current president is the star guest. Besides the usual ramblings about successes of the current government, the president also announces the following news:

GM note: Think more of an entertainer, than a politician while reading this out.

"I decided that 10 years are enough. I won't run for presidency a third time. Don't worry, I already know the candidate to follow me. But <shush>. It's a secret. <grinning>

But listen, just because my days as president are counted, I won't stop working for you all. There are several laws that I want to bring into effect before I leave office. <looks determined>

To raise national security, the very popular citizen wristbands will soon be mandatory to wear 24/7. Then I want to improve civil healthcare by allowing full access to all monitoring data we have. We also need to kill all others. You see, I will stay busy. <laughs>"

INPUT: Billboards plastered with "Kill All Others"

Set up the stage for the next scene. Prepare the printed papers with "Kill all others". Start taping them to the walls, while introducing the scene to the players.

DISCUSSION: What does that mean anyway?

GM introduces: "It's the next morning. Nothing remarkable has happened yet. It's early and you're commuting together by train – as you do every morning. Suddenly one of you recognizes a large billboard outside stating "Kill all others" – and then you see them. All billboards are plastered with this same simple slogan. Pretty sure, your character's want to discuss these recent events and the president's announcements."

VOTING 1: Who is acting strangely?

This is the first voting. Hand out the ballots and ask the players to secretly tick those characters that have acted strangely from a character's perspective – like an inner monologue. That may be all three characters, two, one or none. Ask to return the ballots to you.

When you have all ballots back, count who has most votes. This character will be interviewed in the next scene. If there are two or three characters with an even number of votes, decide on your own, who will be interviewed.

[SCENE 3] ARE YOU OK?

GM note: This is the first interview. Announce the scene as interview and the character who will be interviewed. The two other players will play a medic ("Doctor Smith") and the assistant ("Assistant Jones"). You might want to re-arrange the room to support this scene.

INPUT: Invitation to the health-centre

GM introduces: It has been a long day and you all head home to relax. Right after dinner, <character> receives a message:

"In the last days, your medical monitoring showed odd values and higher stress levels. Please visit your public health centre at 8:00 next morning. Doctor Smith will be there to aid you."

INTERVIEW: How can we help you?

GM introduces: "This is the first interview scene. There's a patient that needs care. The well-being of <character> is the focus. Doctor Smith and assistant Jones will interview <character> in a very comforting way. You might ask about:

- Is he/she satisfied?
- How is the family doing, the job, the colleagues?
- Any stressful situations, recently?
- Is there something, that he/she is concerned or irritated about?
- Does he/she feel safe? Maybe not, because of the others?
- What could help the situation? Drugs, a sick leave, less work?

On the other hand, <character> gets the chance to speak openly about their thoughts and feelings – they can't help you, when you don't express yourself!"

ACT 2: QUESTIONABLE BEHAVIOUR AND RISING IRRITATION

GM note: If you need a pause, this would be a perfect moment, before proceeding with act 2.

[SCENE 4] CARING FRIENDS

DISCUSSION: What happened with you?

GM introduces: "It's the next day after <character> wasn't at the factory. You two others received messages by the government, that you should look after your colleague and give comfort.

You learned that your colleague is stressed and visited the health service. You don't know details, but you might want to ask about them.

Now, it's lunch time and once again you meet at the cantina at your favourite table."

[SCENE 5] NOW IT'S A LAW!

INPUT: TV News

GM introduces: "Your shifts are done and you're at home now. As you do every night, you switch on the TV for the news."

"Good evening, this is Adam Sutler with the national news for today.

The billboards stating "Kill All Others" sparked a public debate on their meaning. Just today we learned they were part of a nationwide campaign run by our government to raise maximum awareness to the threat by the others. With the new law on civil security just released today, everybody can do their part to act on this threat.

The law states that every citizen is obligated to report an other to the authorities immediately. Suspects will be arrested, interrogated and eventually put to trial without delay.

In related news, a police spokesperson warned to take the law into own hands. Citizens should only report suspicious behaviour. Don't put yourself in danger, don't underestimate an other's capability to harm you - even when they have been friendly in the past!"

DISCUSSION: Serving the nation is naming the foe!

"Another busy morning at the factory, but now it's lunch time and you meet at the cantina. The latest news on the others must certainly be discussed at one point. Would you act on the new law and report a family member, a friend or a colleague?"

VOTING 2: Who of your colleagues might be one of the others?

This is the second voting. Hand out the ballots and ask to secretly tick those characters that are suspicious from a character's perspective – again considering it as an inner monologue. They may tick all three, two or one. Ask to fold the ballots once and hand them back to you.

When you have all ballots back, count who has most votes. This character will be interviewed in the next scene. If there are two or three characters with an even number of votes, decide on your own, who will be interviewed.

[SCENE 6] THE POLICE INTERROGATION

GM note: This should be a tough and hard interview. Set up a situation, that provides discomfort for the player, that is being interrogated.

INPUT: Picked up by the police

GM introduces: "This morning you all prepare for work as usual and you're just about to leave your homes to fetch the train, when one doorbell rings. <dramatic pause> It's the doorbell of <character>. You open the door and two police officers demand you to come along for an interrogation. Of course, you comply."

INTERVIEW: We have simple questions and need simple answers

GM note: You might want to rearrange the room for this interrogation scene.

GM introduces: "The agents Bauer and Muller of the National Agency of Thread Investigation will try to get information on the others. They will put as much pressure on <character> as possible. The two agents can use all the information from the previous scenes. They just know every detail of every conversation you ever had.

Note: The agents hold the exception from the rule "Happened as told". If they claim something that has not happened before, it's can also be just a lie.

Typical questions and phrases:

- "It will be much easier, if you just tell us everything!"
- "What are your thoughts on the others?"
- "Do you know anyone who sympathises with the others?"
- "Do you know an other?"
- "What would your colleagues tell us about you, if we asked?"

ACT THREE: THE TRUTH ALWAYS WINS

[SCENE 7] INTERROGATION'S AFTERMATH

DISCUSSION: Asking all the questions

GM introduces: "Of course you were wondering, why <character> didn't show up at work, but only till the message from the authorities, that <character> was brought to the police station. Now, you know where <character> is, but that doesn't mean that you're relieved..."

Now, it's lunch time and you see <character> already sitting at your favourite table in the cantina. For sure, you two have a burning interest, what happened in the police station."

VOTING 3: Just say the name!

GM introduces: "You all head home and prepare dinner. Suddenly, for each of you the TV program is interrupted, and a police officer's face shows up and addresses you directly:

"Good evening! I'm sure, that you wanted to reach out to us any minute now, as it would be your obligation as upright citizen.

We ignore this misbehaviour, if you just proceed to report the suspicious person, now. You know best, who must be named.

Fulfil your civic duty, otherwise face severe consequences."

This is the final voting! This time it's not just an inner monologue, but the voting represents the conversation with the police. Hand out the ballots and ask to secretly tick exactly one option. They must tick one, it might be themselves. Ask to fold the ballots once and hand them back to you. Do not explain, what it means to refuse. Leave that to their imagination.

When you have all ballots back, count who has most votes. Ticking "refuse (break law)", counts as a vote for the character, who ticked it.

The character with most votes will be put to trial in the next scene. If there are two or three characters with an even number of votes, decide on your own, who will be interviewed. You might want to take the previous votes into consideration.

[SCENE 8] FEELING DIRTY

DISCUSSION: Last round at the bar

GM introduces: "When the TV turns back to the regular program, you all feel the urge for a serious drink. Of course, you all show up in that one pub where you always meet. You had many such nights at the bar – or is this one different?"

[SCENE 9] THE TRIAL

INTERVIEW: There can be only one sentence for what you are!

GM note: After announcing who the accused will be, you may show the ballots of the last vote to the judge and prosecutor to give them more details to build their arguments upon.

GM introduces: "The last "interview" will be a trial. One of you will be the Judge. One of you the prosecutor. One will be the accused. The accused is <character>.

The scene will open with a plea by the prosecutor. The accused must be silent, unless asked something. The prosecutor has all the information of all scenes. The prosecutor will plea the accused being guilty of being an other.

Then follows the plea of the accused. Feel free to defend yourself or not. The judge should make use of his right to intervene. The accused must respect the judge's intermissions. The judge is allowed to cut the plea at any time.

Third and lastly the judge concludes the trial and will find the suspect guilty. The verdict will be death by hanging. The execution shall happen by dawn."

[SCENE 10] EPILOGUE – ONE SEAT REMAINS FREE

GM note: The broadcast text is attached on a single page. Hand it out to the killed character for reading it out loudly. After the text has been read, the scene is cut and the play ends.

GM introduces: "This morning it's only the two of you, that are commuting to the factory. You sit there in silence, rushing past the billboards stating, "Kill All Others". Suddenly the on-board-entertainment switches to a news broadcast:"

RETROSPECTIVE

Allow the players to break out of their characters for a moment. Then bring them together for a discussion. You may want to ask questions to help the discussion going on:

- How do you feel? Are you OK?
- How do you feel about your character and his/her actions?
- At what moment were you sure about who is the other?
- What do you know about the others?
- Do you want to apologize for something your character did or said?

If a player asks if “the other” was pre-determined, reveal that this wasn’t the case. In the first dozen of plays, it also showed that it’s completely situational, how votings proceeded. All the characters would be perfect suspects.

Take care that all players are fine with each other and you, before closing the session.

MATERIALS

All Materials you need for this play.

- Character Overview
- Goodman Character Sheet
- Preacher Character Sheet
- Baker Character Sheet
- Epilogue's News Broadcast hand-out
- Voting Ballots / Are you an other slips (cut out before the play!)
- 4x "Kill All Others" billboards
- Sign up sheet (for events with self-organised schedules)

CHARACTERS

The characters to play. Long versions as hand out with secrets on the next pages. The gender of the character doesn't matter, choose as you like.

GM note: There is nothing that a single player must do, to keep the drama going. Therefore, if the players ask for support in interpreting the role, mostly remind to of the aim escalate and the "play for drama" concept.

Jimmy / Joanne Goodman

The relaxed pal that opposes change

Married without kids for nearly a decade. Always friendly to their peers, never forgets to bring beer to the party and telling the favourite joke the millionth time.

Every day is the same, daily routines are followed – the secret to satisfaction. Just be nice, do your job, don't ask for too much.

Cassie / Charly Preacher

The old bloke that learned to stop bothering

In the workforce for 30 years and still doing the same job. Likes to hang out with the colleagues. Commute together, share lunch at work, maybe a drink later, repeat tomorrow.

Is a perfect citizen, but with their own opinions for sure. Usually keeps calm and doesn't give a fuck.

Martha / Marten Baker

The young hard-liner that never had to act on it

The youngest colleague and the only one who has never seen another form of society and government. Politically interested and a big supporter of the government – society is good to them and everyone should be thankful for that.

Feels very included by their peers at the factory, even if they are sometimes a bit old and slow.

JIMMY / JOANNE GOODMAN

The relaxed pal that opposes change

"I like my brand of beer. Why should I try something else?"

"I just thought, that this can't be right."

Character Description

Married without kids for nearly a decade and holding the same job even longer. From everybody considered to be a nice person – and a bit boring. Always friendly to the peers, never forgetting to bring beer to the party and telling the favourite joke the millionth time. The peers at the factory are maybe even more important than the spouse – chosen family.

Every day is the same, daily routines are followed – the secret to satisfaction. Is conservative and doesn't like change in daily life and routines. Opposes drama and conflict. Just be nice, do your job, don't ask for too much.

Character's Secrets

Most of the time just tries to ignore things that interferes with established habits and opinions. Yet, the resilience to such interruptions is quite weak. Easily feels stressed. Will discuss such issues openly with friends in such moments – either to get re-assured that the issues can be ignored or to make them fit into the existing view of the world.

Kill all others – this is concerning, even frightening! Why would you want to kill someone? That's disturbingly wrong. Hopefully just a joke gone wrong.

CASSIE / CHARLY PREACHER

The old bloke that learned to stop bothering

"No, I don't care much. Want to watch the game tonight?"

"Could we please switch the topic? Like now?!"

Character Description

In the workforce for 30 years and just doing the job with little enthusiasm. For a long time, married, but the spouse travels a lot and the children are grown up and live far away. Has never built strong bonds and relationships. Hanging out with colleagues just fits into this scheme. Commute together, share lunch at work, maybe a drink later, repeat tomorrow – no real strings attached.

A perfect citizen, but with own opinions for sure. May not agree on everything, but remains calm, friendly and enjoys the simple pleasures.

Character's Secrets

Has own opinions on things but keeps them secret – well knowing that this government doesn't like people thinking out loud. Learned to better keep the mouth shut the hard way, when being way younger during the protests. Nobody knows about this past. Hasn't resigned, is just very careful. Doesn't want to experience the wrath of the government a second time, not even as a bystander because one of the colleagues starts asking the wrong questions.

Kill all others – will they finally come again? All alarms are ringing. This is a topic to be avoided. Will it be necessary to report someone to avoid collateral damage? Is there someone who can be trusted?

MARTHA / MARTEN BAKER

The young hard-liner that never had to act on it

"I'm pretty sure, that they have a good reason for it."

"Free of fear, that is one of the greatest values of our society."

Character Description

The youngest colleague and the only one who has never seen another form of society and government. Grew up in a safe and comforting environment and is living the good life. Is politically interested and a big supporter of the government – society was good to them and this must be acknowledged. Feels very welcomed by their peers from the factory, even if they are sometimes a bit old and slow. But the young worker feels that they can be trusted with everything.

Character's Secrets

Is so used to just adopt official statements as their own opinion that it will be very confusing when someone will question them – which upright citizen would do that? The government is always right. If this happens, will openly address this irrational behaviour.

Will avoid agreeing that something is wrong – even if that means making up conspiracy theories about what the government is protecting them from. Like an invasion from another planet? Maybe a virus is taking over control of humans?

Kill all others – what a splendid idea! The only question remains, how to spot an other? But talking about it might be way easier than to report someone actually – especially trusted friends.

EPILOGUE'S NEWS BROADCAST

Good morning, this is Sam Creedie with the local news for today.

Just shortly after the new public security law has come into effect, a first success was announced last night by a government representative.

With our law enforcement and upright citizens keeping watch, we were able to identify and arrest a suspect. The trial was held immediately, and the suspect was found guilty of being an other. The sentence was death by hanging. The execution happened at sunrise today.

But we can't rest on this first success. Please stay cautious. According to the authorities the case is still under investigation, as the convict is believed to be part of a terroristic splinter cell. Two other suspects are now searched for. Please report any suspicious behaviour immediately.

THE BALLOTS / ARE YOU AN OTHER SLIP

GM note: Hand out the first slip during briefing. Remember to tick “Not an other” on all before handing them out.

The other ballots are meant for the three votes. One row is for one voting. They’re not anonymous by intent.

<p>Are you an other?</p> <p>You have reason to believe, that you’re ...</p> <p><input type="checkbox"/> ... not an other</p> <p><input type="checkbox"/> ... an other</p>	<p>Are you an other?</p> <p>You have reason to believe, that you’re ...</p> <p><input type="checkbox"/> ... not an other</p> <p><input type="checkbox"/> ... an other</p>	<p>Are you an other?</p> <p>You have reason to believe, that you’re ...</p> <p><input type="checkbox"/> ... not an other</p> <p><input type="checkbox"/> ... an other</p>
<p>Voting 1 – J. Goodman</p> <p>Tick anyone including yourself that acted strangely in the last scene or tick “none”.</p> <p><input type="checkbox"/> J. Goodman</p> <p><input type="checkbox"/> C. Preacher</p> <p><input type="checkbox"/> M. Baker</p> <p><input type="checkbox"/> None</p>	<p>Voting 1 – C. Preacher</p> <p>Tick anyone including yourself that acted strangely in the last scene or tick “none”.</p> <p><input type="checkbox"/> J. Goodman</p> <p><input type="checkbox"/> C. Preacher</p> <p><input type="checkbox"/> M. Baker</p> <p><input type="checkbox"/> None</p>	<p>Voting 1 – M. Baker</p> <p>Tick anyone including yourself that acted strangely in the last scene or tick “none”.</p> <p><input type="checkbox"/> J. Goodman</p> <p><input type="checkbox"/> C. Preacher</p> <p><input type="checkbox"/> M. Baker</p> <p><input type="checkbox"/> None</p>
<p>Voting 2 – J. Goodman</p> <p>Tick anyone including yourself that acted suspiciously. Tick at least one person.</p> <p><input type="checkbox"/> J. Goodman</p> <p><input type="checkbox"/> C. Preacher</p> <p><input type="checkbox"/> M. Baker</p>	<p>Voting 2 – C. Preacher</p> <p>Tick anyone including yourself that acted suspiciously. Tick at least one person.</p> <p><input type="checkbox"/> J. Goodman</p> <p><input type="checkbox"/> C. Preacher</p> <p><input type="checkbox"/> M. Baker</p>	<p>Voting 2 – M. Baker</p> <p>Tick anyone including yourself that acted suspiciously. Tick at least one person.</p> <p><input type="checkbox"/> J. Goodman</p> <p><input type="checkbox"/> C. Preacher</p> <p><input type="checkbox"/> M. Baker</p>
<p>Voting 3 – J. Goodman</p> <p>You must tick exactly one box:</p> <p><input type="checkbox"/> J. Goodman</p> <p><input type="checkbox"/> C. Preacher</p> <p><input type="checkbox"/> M. Baker</p> <p><input type="checkbox"/> refuse (break law)</p>	<p>Voting 3 – C. Preacher</p> <p>You must tick exactly one box:</p> <p><input type="checkbox"/> J. Goodman</p> <p><input type="checkbox"/> C. Preacher</p> <p><input type="checkbox"/> M. Baker</p> <p><input type="checkbox"/> refuse (break law)</p>	<p>Voting 3 – M. Baker</p> <p>You must tick exactly one box:</p> <p><input type="checkbox"/> J. Goodman</p> <p><input type="checkbox"/> C. Preacher</p> <p><input type="checkbox"/> M. Baker</p> <p><input type="checkbox"/> refuse (break law)</p>

**KILL
TALE**

OUTRERS

**KILL
TALENT**

OUTRIFERS

**KELLY
TAYLOR**

OUTRIFERS

**KILL
TALE**

OUTRERS



ENJOY LIFE IN A TECHNOCRACY

Life is comfortable, and all existential threats have been eliminated. The government takes care of your personal well-being. Everyone enjoys a carefree living. Security.

But to achieve this utopia, society has been transformed into a technocracy. Regulations on everything, strict prosecution and total surveillance. Transparency.

SIMPLE PLEASURES FOR GOOD CITIZENS

You play peers at a factory and highlights of your life are specials on the lunch menu and having a night at the pub. But everything changes, when your president demands: "Kill all others".

From here the drama develops. Who are the others? how can I identify them? Are they already among us? Find out in a fast paced series of scenes and be a good citizen.

DURATION: 80-90 MIN

SIGN UP HERE (EXACTLY THREE PLAYERS NEEDED)

1

2

3

WAITING
LIST

YOUR BIG BROTHER / GAME MASTER: