

REDEMPTION

A SOCIAL DISTANCING LARP BY
OWLS&WHALES LARP

Game

"Redemption" is a free to play online larp. It's topics and playstyle can range from kind and wholesome to cruel and "type II fun". Please communicate with your players how you plan to play it.

Setting

It's the year 2121.

After several waves of epidemic outbreaks in prisons and to set an end to the uncontrollable violence, the drug problems and gang structures, it has been decided that prisoners should no longer be able to have contact. Solidary confinement is mandatory. Convicts have to take part in the physical education program, where they are together with other convicts, but other than that they are confined to their cells. In order to keep them busy, they have access to arts (no movies or games), books and education. And then there's the third option: The Redemption Program.

The Redemption Program

A couple of selected convicts, who have shown exemplary good behaviour and convincable regret have the opportunity to be in contact to people outside the prison. Those people are not anyone, they are victims of crime, either themselves or indirectly (as a close friend, family, etc.). The idea is, to find a way to deal with their deeds, both for the Seekers and the Survivors, but it is strictly forbidden to connect both sides of the same crime. The sister of a murdered person will not be able to talk to this perpetrator, a violent stalker will not be able to connect to their survivor and so on.

- The Seekers

The convicts in the Redemption Program are called "Seekers" as they seek the forgiveness of some of the "Survivors". They want to redeem themselves, understand the consequences of what they did, they want to be better, ask forgiveness (not necessarily get it) and have a second chance on life. At least that's the official version. Being successful in the Redemption Program can lead to benefits or even early release, so not every one has all good intentions.

- The Survivors

These people have survived crime, have suffered and/or lost someone or something important. In some way a criminal entered their life and changed it. Some use the program to deal with their grief, their anger, some just want to understand. And some don't have good intentions at all. They know that their evaluation can change the convicts life in prison, to better or worse...

Gameplay

This game is about dealing with emotions, making sound bad things reasonable and do mean things under a cloak of niceness. Or it is about forgiveness, guilt and a new start. What this is about is up to the players and their character choices.

Tipps for organizers

- players can choose one side or play one character on each side, that's up to the organizer
- set an end date
- give an ingame feedback option where Survivors can give feedback on their Seekers
- you can either assign Survivors to Seekers or let people sort themselves out
- Seekers can connect to more than one Survivor, Survivors can talk to more than one Seeker
- Players of Seekers create their own crimes and should state them before Survivors get in contact, so players can choose which sort of crime they want to play with.
- Sexual violence should NOT be part of the game (if you want to play on this do it in a closed group and communicate it very clearly beforehand and implement some sort of safety net)

Disclaimer:

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You are free to use and change it to your preferences, your are however not allowed to make money from it in any way. It is a free game and it is supposed to stay that way, no matter who plays it how.

Please be so kind and name Owls&Whales as author if you play it. And if you like you are welcome to give feedback to **owlsandwhales-larp@gmx.de**